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Gary Gygax's

Lejend Master's Lore

Information for the Lejend Master

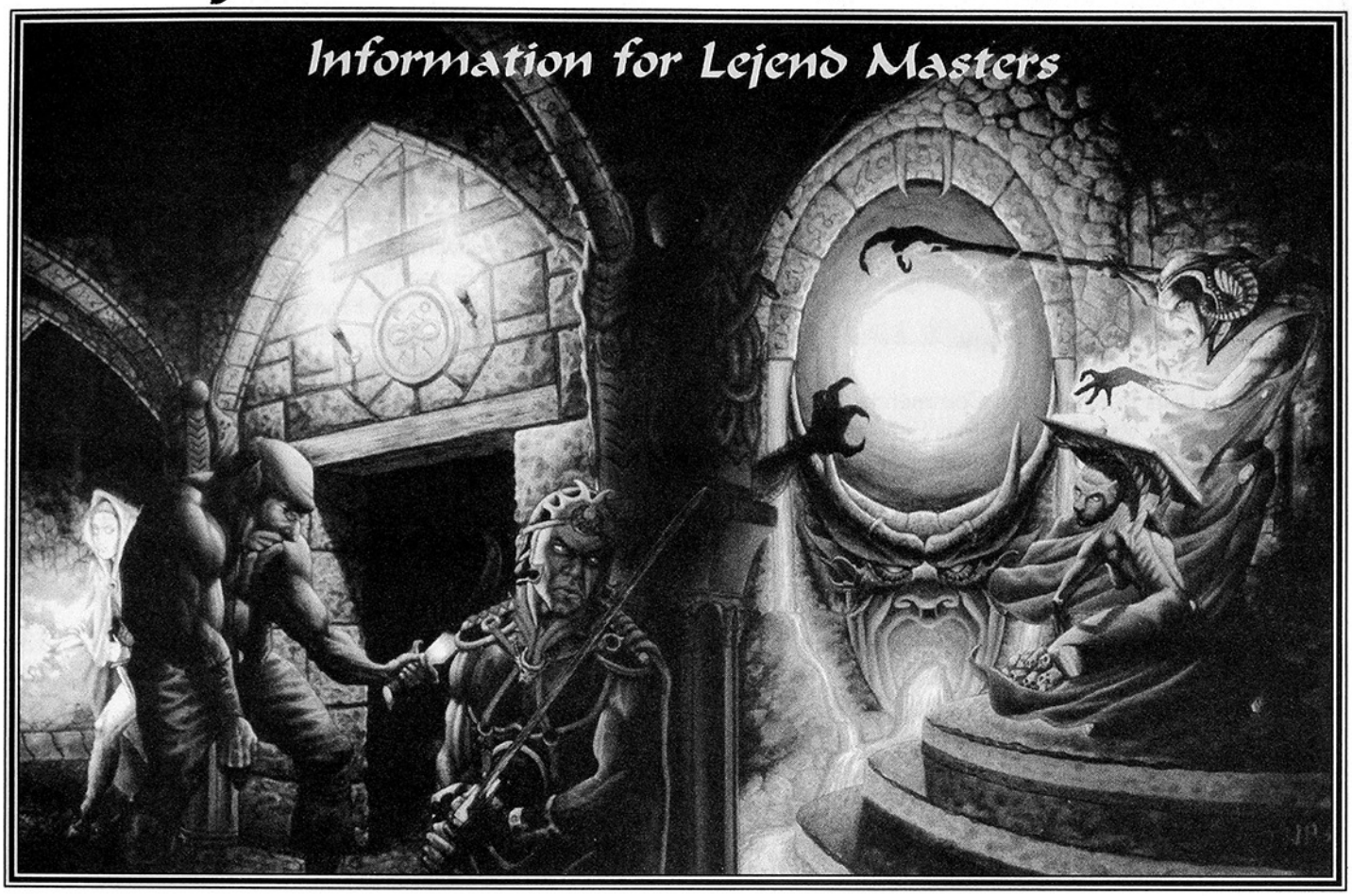
Premier Edition

Lejendary Adventure™

Fantasy Role-Playing Game

Hekaforge Productions

Lejend Master's Lore



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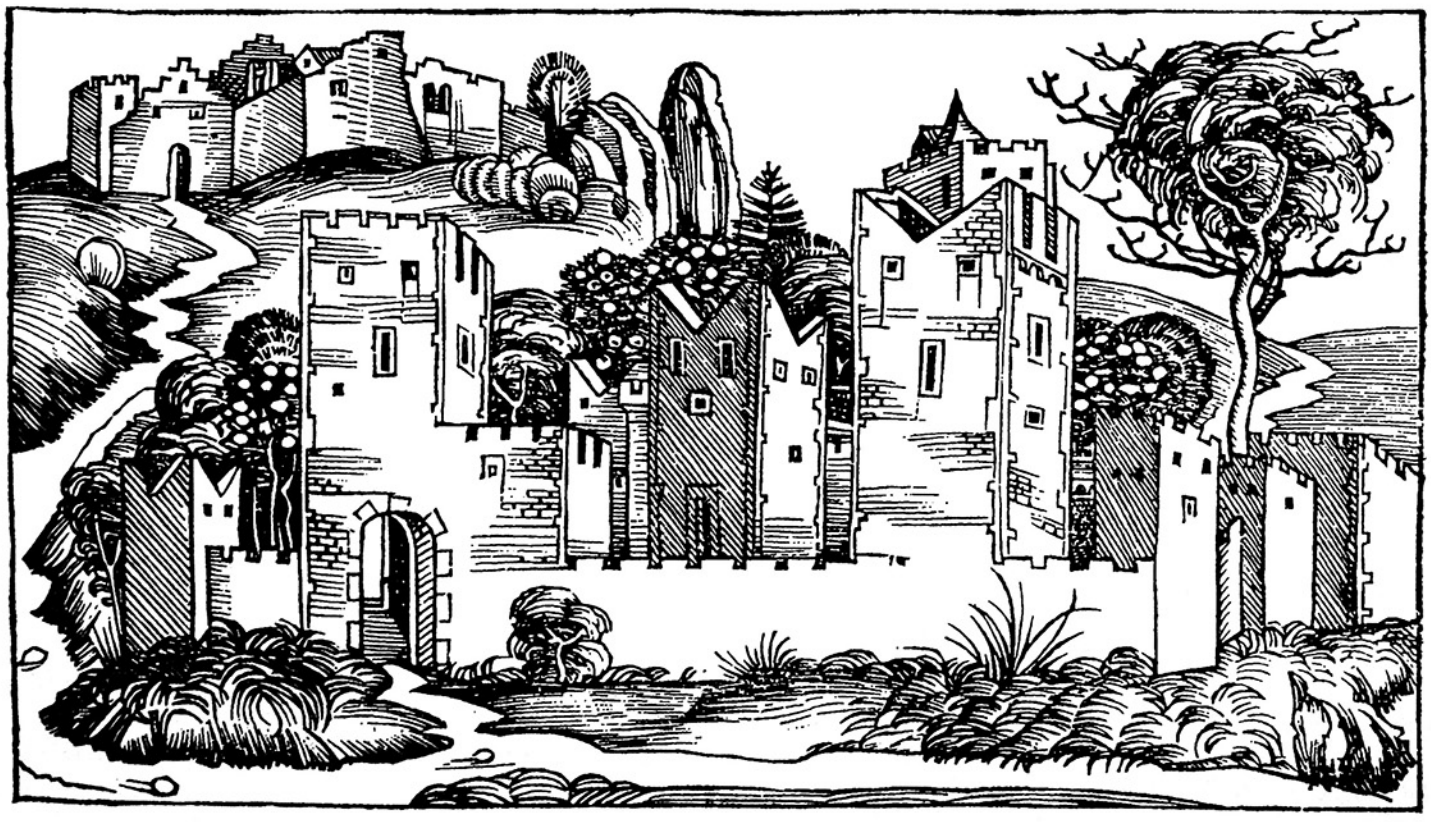
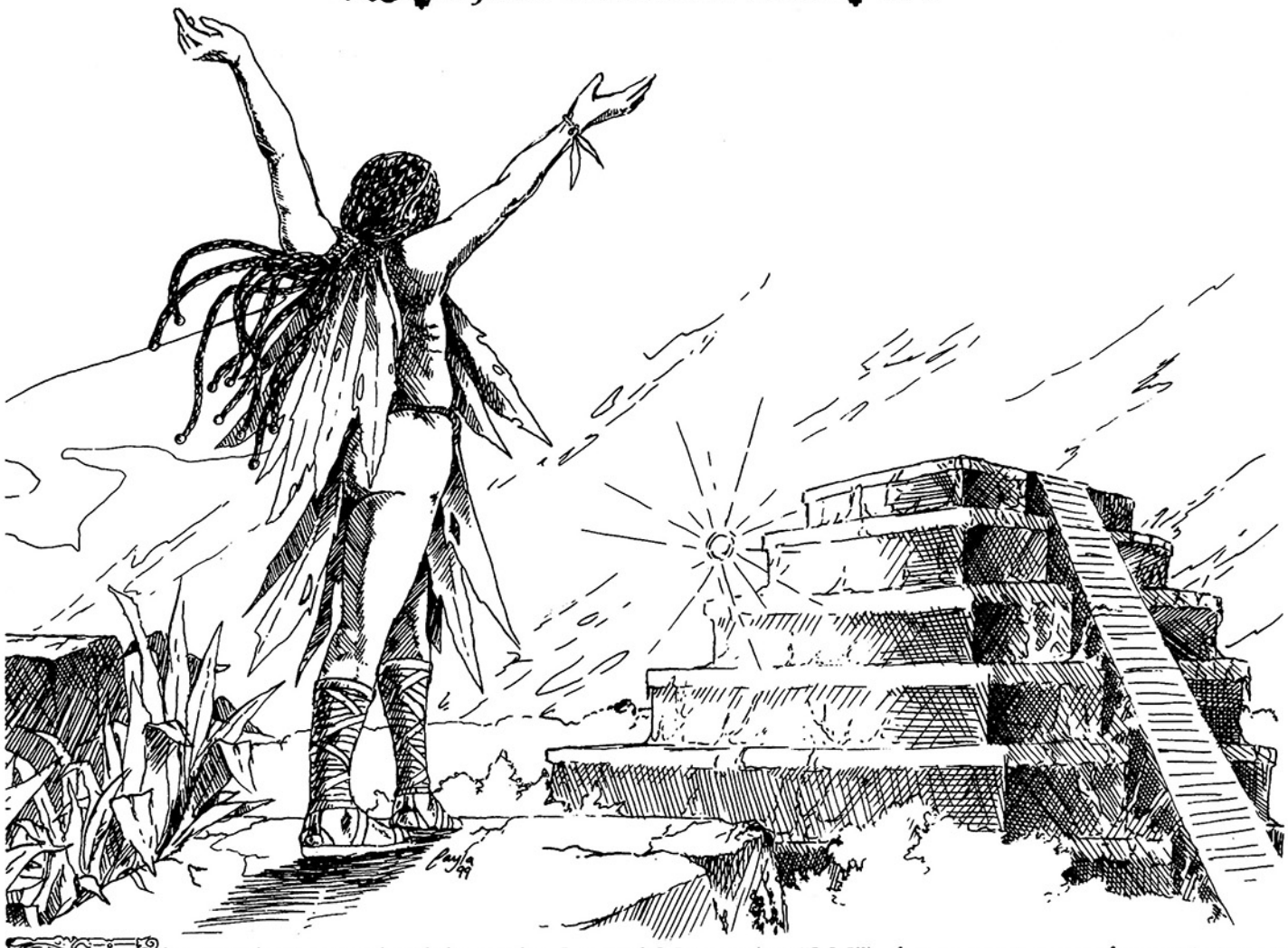




This work is aimed solely at the Lejend Master (or "LM"), for it contains information not merely useful, but vital to the management of the game sessions and campaign in general. However, players might be interested in this data also, of course, for many reasons, not the least of which is to better understand the functioning of this game system so as to eventually become a Lejend Master in addition to a player participant.

The first portion of the work deals with individual personality traits (known as Knacks and Quirks), equipment and things that can normally be purchased by Avatars. There is an extensive alphabetical list of items and prices followed by a 'shop' listing. The latter is most useful when detailing a community and placing stores and the like therein.

The second portion lists and details all of the Extraordinary Objects, the magical things that are currently part of the game system. Immediately after the introductory information there is a listing by grade, from very minimal to extreme ++. With each separate list is a table for random discovery of all the Extraordinary Items.

The third portion of the work deals with all of the nuts and bolts the Lejend Master needs to construct and maintain an ongoing campaign. A glance at the Table of Contents will reveal exactly what is included among such components-from descriptions of Avatars (and characters of your own creation), through the creation of unique campaign material, and from various combat and non-combat details through guidelines on the determination of special items' worth.

The Appendices are chock full of useful, special information for the LM, and in the concluding section are the random determination tables, which are the tools you need to conduct adventures.

What more need be said? This is a book that every Lejend Master using the LEJENDARY ADVENTURE™"! Rules must have!

Avatar Knacks and Quirks

Avatar Knacks & Quirks

An Avatar, like a real person, develops a personality as he matures. By the time he nears or reaches adulthood—presumably the period during which a player begins to assume control of his decision-making ability—he likely will have begun to exhibit signs of distinctive personality traits. As he experiences duress, engages in combat, or faces challenges, these traits should occasionally affect or determine his reactions or the choices that he makes.

For example, imagine a doughty fighter encountering a locked door in a presumably uninhabited keep. Normally in game play, the fighter might simply break the door down and rush in—perhaps only to be surprised by the sudden attack of several huge spiders! Provided that he survived the initial onslaught, he would then have to try and dispatch the beasts or else be slain in the process. However, what if the fighter was blessed with keen hearing and could detect the quiet little beasts prior to entering? On the other hand, what if he suffered from arachnophobia and upon entering suddenly became very dysfunctional? In our world such possibilities exist, so why not in the fantasy milieu?

In order to simulate the existence of such helpful and hurtful personality traits, we introduce special Avatar characteristics called, respectively, Knacks and Quirks.

Knacks are generally useful and beneficial to the Avatar.

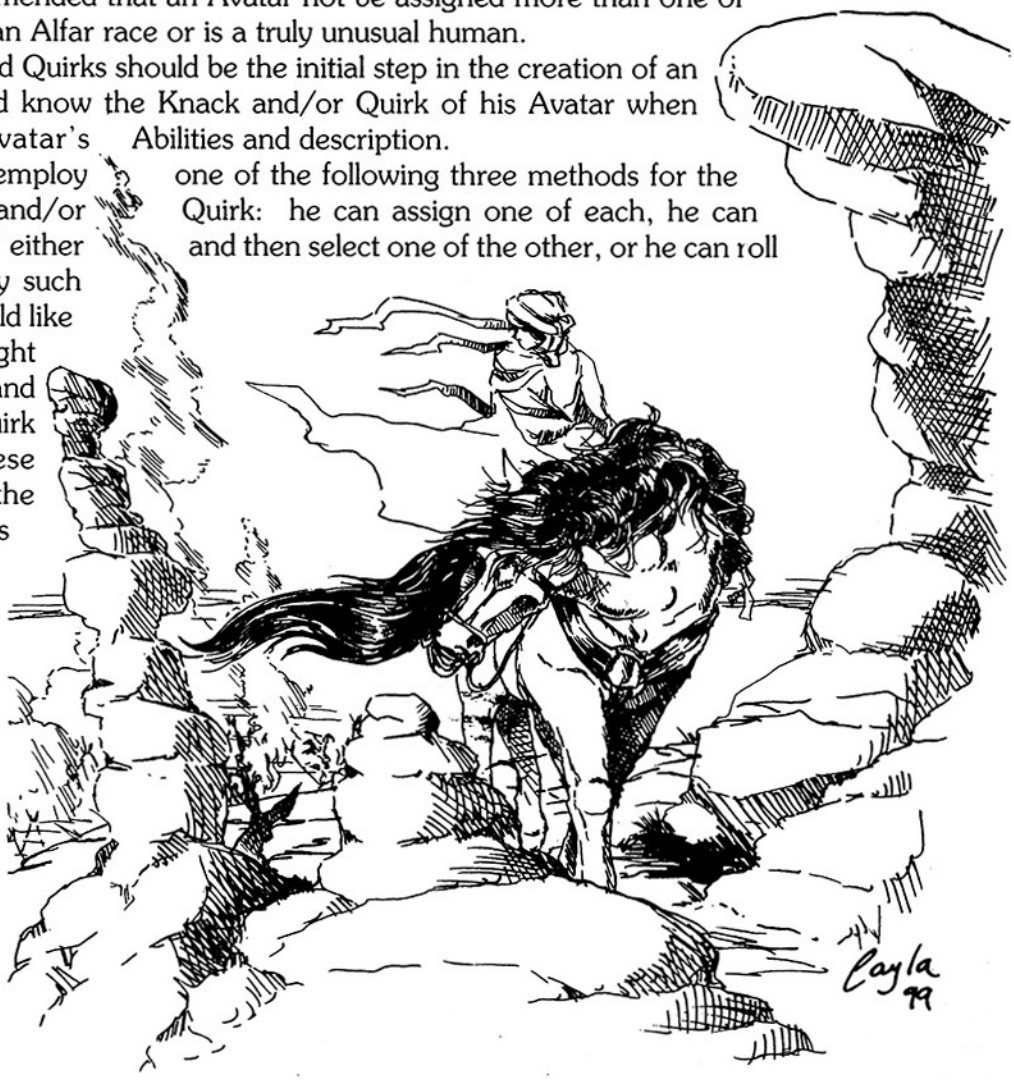
Quirks are generally detrimental to the Avatar.

If the Lejend Master decides to include one of these characteristics in the game, he should also include the other. However, it is recommended that an Avatar not be assigned more than one of either unless he is a member of an Alfar race or is a truly unusual human.

The finding of Knacks and Quirks should be the initial step in the creation of an Avatar. Thus, the player should know the Knack and/or Quirk of his Avatar when developing the rest of the Avatar's Abilities and description.

The LM may choose to employ one of the following three methods for the selection of an Avatar's Knack and/or Quirk: he can assign one of each, he can allow the player to select one of either and then select one of the other, or he can roll randomly for one or both. Any such method is acceptable. If you would like to be generous to players, you might allow a 90% chance for a Knack and something less, say 50%, for a Quirk to accompany it. Reverse these percentages if you would like the players to face greater challenges in playing their Avatars.

Lejend Masters are urged to create more Knacks and Quirks of their own, basing the benefit and detriment range on the ones given below. Provided below are 100 examples of each characteristic, and although this may seem a lot, the fact is there are many others that are equally "interesting" and that could have been included were space no consideration.



LEJEND MASTER'S LORE

RANDOM KNACKS TABLE

(Roll d% for random determination)

01 **Ambidexterity:** The Avatar is able to use either hand with equal skill and thus incurs no penalty for using his "off hand".

02 **Ambushing:** The Avatar adds 10% to his initial Waylaying Ability and to all Merits thereafter received for this Ability.

03 **Animal Imitation:** The Avatar is able to mimic the sounds of normal animals—bellows, calls, cries, roars, songs, whistles, etc.—one at a time, with 90% to 99% accuracy.

04 **Animal Magnetism:** The Avatar has a base chance of 20% in regards to avoiding an attack by, attracting, calming, taming, and/or training an animal of normal sort.

05 **Appraising:** The Avatar adds 10% to his Evaluation Ability and to all Merits thereafter received for this Ability.

06 **Aquanautry:** The Avatar can dive from 50% greater heights, and swim for twice as long as, and 10% to 30% faster than, a normal individual.

07 **Autonomic Nervous System Control:** The Avatar is able to slow all of his bodily functions so as to be in a state of virtual suspended animation for 2-5 days.

08 **Bad Luck Reversing:** Once per day, the Avatar can reverse an otherwise harmful Extraordinary-based event that is unlucky or bad, or that is caused by the single use of an object, such that the amount of penalty he would have incurred becomes a bonus for him.

09 **Balancing:** The Avatar is able to walk along narrow ledges, and even a slender rope or cable, with only one chance in 100 of taking a misstep and falling.

10 **Cartography:** The Avatar can draw near-flawless maps of what he sees.

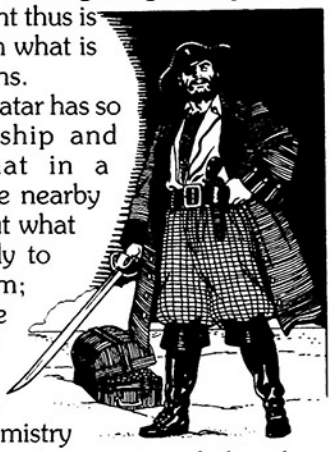
11 **Catlikeness:** The Avatar adds 10% to his initial Stealth Ability and to all Merits thereafter received for this Ability.

12 **Character Judgment:** The Avatar has a base 90% chance to detect a falsehood being spoken to him or to recognize a pretense, but if a counter-Ability, such as Pretense, is employed with a score above 45 this base chance for detection is reduced as follows: subtract from it the score of the counter-Ability and add 45. Thus, for example, a Pretense Ability of 80 would reduce the Character Judge chance to 55 (Character Judgment of 90 minus Pretense of 80, plus 45, equals 55).

13 **Charming Musicality:** Once per day, the Avatar can play an instrument and sing a song in such an enchanting manner that anyone within a 90-foot radius who hears him and who would otherwise threaten him will become enthralled by the music—forgetting all interest in aggression, intently listening to the sound, and remaining stationary throughout the duration of the performance and thereafter for as many seconds realtime as the Avatar performed in ABCs of time, up to one minute.

14 **Chivalric Acts:** Add 10% to all merits received for the Chivalry Ability.

15 **Climbing:** The Avatar is likely to slip and fall only one time in 100 when climbing dangerous places, and his rate of movement thus is 20% to 50% faster than what is normal for the conditions.



16 **Commanding:** The Avatar has so much natural leadership and command ability that in a confused situation those nearby who are uncertain about what to do will be 90% likely to listen to and obey him; those serving him are 90% likely to be both obedient and loyal.

17 **Cold Tolerance:** The Avatar has a body chemistry that enables him to endure temperatures below the normal human comfort range, so he suffers only half of the harm that extreme cold could otherwise inflict on him.

18 **Comedy:** The Avatar can crack jokes, make funny faces, and the like so as to cause any human/humanoid audience hearing him to at least moderate its hostility; uncommitted parties will consider the Avatar a fine individual, while even a very hostile audience can be induced to laugh with a base 90% chance.

19 **Concealment:** The Avatar is 90% likely to be undetected when attempting to escape notice by using natural cover and concealing his personal effects.

20 **Coordination:** Add 1-4 points to the Avatar's Precision Base Rating.

21 **Daily Extraordinary Energy Reservation:** When the Avatar is at 2 or fewer AEPs, he can roll 2d6 to identify how much hidden reserve of such energy he has been able to maintain for the day.

22 **Dapperness:** The Avatar always looks his best, according to the parameters of the situation, with respect to his clothing, personal appearance, etc.

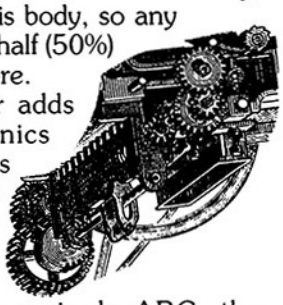


Avatar Knacks and Quirks

23 **Direction Sensing:** In any situation, the Avatar is 90% likely to know instinctively the compass directions. (Only one check can be made within any four-hour period.)

24 **Disease Immunity:** The Avatar is 90% resistant to diseases.

25 **Electrical Shock Resistance:** The Avatar possesses a natural capacity to conduct electricity, suffering minimal harm to his body, so any such harm is reduced to one half (50%) of the minimum possible score.



26 **Engineering:** The Avatar adds 10% to his initial Mechanics Ability and to all Merits thereafter received for this Ability. (This Knack may not apply to Alfar Avatars, who must re-roll.)

27 **Especial Coordination:** In a single ABC, the Avatar is able to perform two separate actions—other than attacks—that normally would each require a full ABC of time to complete.

28 **Extraordinariness:** The Avatar gains a 5% Merit point bonus for any Speed-based Ability.

29 **Extraordinary Axe-Wielding:** The Avatar causes double harm to any wooden thing when using an axe, cleaver, hatchet, or like tool or weapon.

30 **Extraordinary Power Usage:** The Avatar has the capability of altering one characteristic for each of 2-5 Extraordinary Powers granted to him by his Abilities. The Avatar must immediately determine the nature of each such alteration. Characteristics may be altered as follows: Activation time may be reduced to one-half normal; AEP cost may be decreased to one-half normal; or Distance may be increased to as much as twice normal.

31 **Fascinating Stare:** The Avatar has the capacity to stare so intensely that another human or human-like individual meeting his gaze will be transfixed for 1-4 ABCs realtime, as determined at the time of eye contact.

32 **Finger Nimbleness:** The Avatar adds 20 to his base score when manipulating small objects, including cheating at cards, pilfering palmable objects, etc.

33 **Flexibility:** The Avatar is supple, can contort so as to fit into spaces and places otherwise impossible to one like him, and has a base 90% chance of slipping free of bonds intended to secure him.

34 **Gemologism:** The Avatar is 90% likely to be able to identify and assess the value of any mineral crystal or gem, and when examining any new specimen on a given day he can add 10% to the base value of that single specimen.

35 **Good Fortune:** The Avatar can choose his own Knack.

36 **Hale Fellow Demeanor:** Members of the same sex are 90% likely to find the Avatar basically likeable—i.e., amiable, comradely, friendly, sociable, honest, interesting, jovial, non-threatening, worthwhile, etc.

37 **Hawk-Eyeing:** The Avatar adds 10% to his initial Scrutiny Ability and to all Merits thereafter received for this Ability.

38 **Heat Tolerance:** The Avatar has a body chemistry that enables him to endure temperatures above the normal human comfort range, so he suffers only half of the harm that extreme heat could otherwise inflict on him.

39 **Heavy Sweating:** Once per week, the Avatar can cause his skin to exude such a flow of sweat that any and all harm caused by fire or flames is reduced by 50% for up to one AB of realtime.

40 **Herbalism:** The Avatar can spot a useful green plant if attempting to do so and one is within sight.

41 **Hunting:** The Avatar gains a plus 10 on dice rolls when attempting to locate game animals, to trap them, to strike them with a weapon, and to harm them with a successful attack.

42 **Incredible Jumping:** The Avatar can leap forward a distance equal to three times his height (minimum 15 feet), and he can jump sideways, backwards, or straight upward a distance equal to his height (minimum 5 feet).

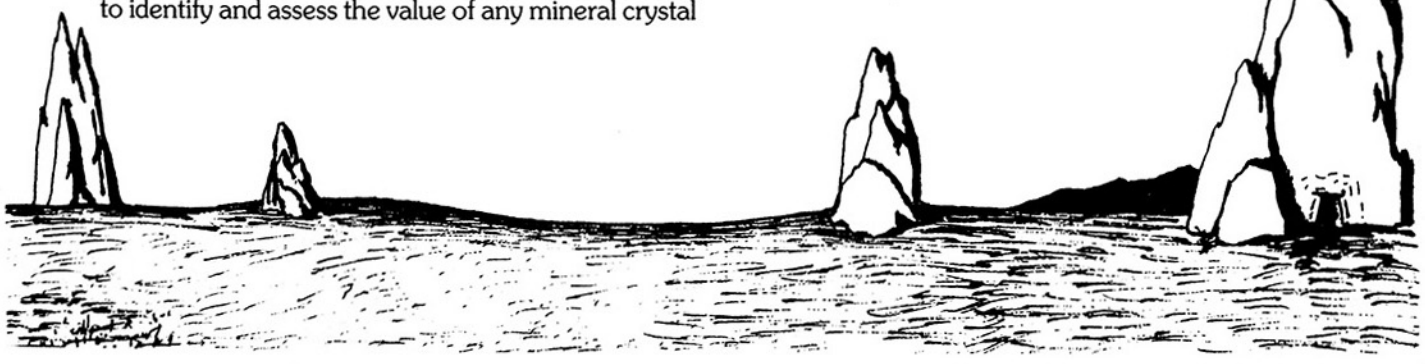
43 **Insight:** Once per week, the Avatar can apply a bonus of 20 when attempting any non-attack, non-Extraordinary Ability.

44 **Insomnia:** The Avatar generally doesn't need, and is unable, to sleep for more than two hours per day, except that on any given day there is a 10% chance that he will instead need to sleep for a full 12 hour-period.

45 **Instinctive Riding:** The Avatar will never take a tumble from a mount; also, he is able to induce any creature he is riding to reach a speed that is 10% faster than is the norm for the species.

46 **Intellectualism:** Add 3-12 points to the Avatar's Intellect Base Rating.

47 **Jacking at All Trades:** Add 10% to all merits received for the Pantology Ability.



48 **Keen Hearing:** The Avatar's sense of hearing is twice as effective as normal.

49 **Keen Seeing:** The Avatar's sense of sight is twice as effective as normal.

50 **Keen Smelling:** The Avatar's sense of smell is twice as effective as normal.

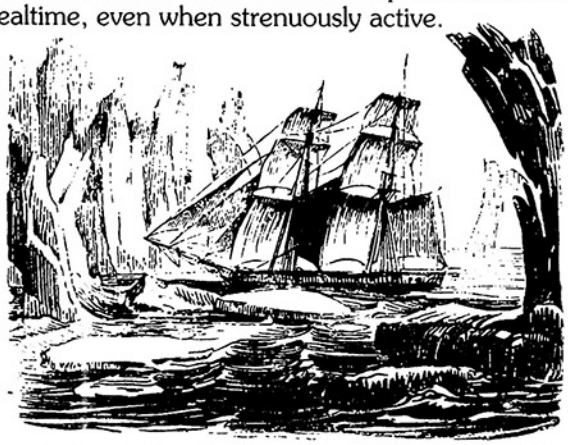
51 **Keen Tasting:** The Avatar's sense of taste is twice as effective as normal, and thus when tasting a minute, non-harmful sample of any substance, he is 90% likely to detect a trace of any VT substance present.

52 **Knack-Doubling:** The Avatar gains two new, different Knacks, but still only a single Quirk.

53 **Loud Shouting:** Once per day, the Avatar can voice an extremely fierce yell that, if directed at a single intelligent hearing opponent within a 10-foot range, can paralyze the opponent for one second realtime plus an additional second for each Speed BR point the Avatar has in excess of those of the opponent; any non-intelligent hearing animals within a 100-foot range may flee directly away from the Avatar at their fastest movement speeds for 1 ABC of time; the chance to successfully paralyze an intelligent opponent or spook a non-intelligent animal equals 90% plus the Avatar's Speed BR, minus the subject's Health BR.

54 **Luckiness:** The Avatar adds 10% to his initial Luck Ability and to all Merits thereafter received for this Ability.

55 **Lung Usage:** The Avatar can voice a loud note for a full minute or hold his breath for up to four minutes realtime, even when strenuously active.



56 **Marining:** The Avatar adds 10% to his initial Waterfaring Ability and to all Merits thereafter received for this Ability.

57 **Martial Artistry:** The Avatar adds 10% to his initial Unarmed Combat Ability and to all Merits thereafter received for this Ability.

58 **Metalsmithing:** The Avatar can add d6 points to the results of his daily efforts to create or repair any metal item.

59 **Miconidiaism:** The Avatar can spot a useful fungus if attempting to do so and one is within sight.

60 **Mixed Blessedness:** The Avatar chooses a Knack, but the LM then chooses the Quirk that goes with it.

61 **Natural Knife-Throwing:** The Avatar gains a +20 to his chance to successfully hit a target by throwing a dagger, knife or throwing star, and adds 10% of his Weapons Ability and knife-throwing bonus to harm inflicted when hitting a target thus.

62 **Night Viewing:** The Avatar can see in darkness as well as a cat; thus, during a bright moonlit night he can see as well as could a normal individual during a cloudy day, and even a dark night is like dusk to the Avatar.

63 **Nondescriptiveness:** The Avatar can make himself appear so nondescript that there is a 90% chance that a stranger will not recall seeing him.

64 **Occultism:** The Avatar adds 10% to his initial Arcana Ability and to all Merits received for this Ability thereafter.

65 **Odorlessness:** The Avatar has a strange physical chemistry that makes his own personal scent undetectable.

66 **Organizing:** The Avatar adds 10% to his initial Planning Ability and to all Merits thereafter received for this Ability.

67 **Outdoorsmanship:** When moving through the outdoors on foot, the Avatar leaves traces that are 90% likely to go undetected, even for one with Ranging Ability who seeks to discover them; when in such a setting, the Avatar moves with a natural Stealth Ability of 30%, adjusted upward by any Stealth Ability he otherwise possesses.

68 **Performing:** The Avatar adds 10% to his initial Minstrelsy Ability and to all Merits thereafter received for this Ability.

69 **Photographic Memorization:** For a full hour, the gifted Avatar is able to recall with 100% accuracy what he has seen, read, and/or studied; thereafter, with each hour's passage, the accuracy of his recollections decrease by from 0% to 9%, except that after the sixth hour, his base retention level remains fixed.

70 **Physical Energy Tapping:** Once per day, the Avatar is capable of unleashing a burst of physical energy that will increase by 10 points both his chance to land a blow and the amount of harm done by such contact.

71 **Piety:** The Avatar adds 10% to his initial Theurgy Ability and to all Merits thereafter received for this Ability.



Avatar Knacks and Quirks

72 **Precise Learning:** The Avatar gains a 10% Merit point bonus for any Precision-based Ability.

73 **Psychic Ability:** Add one Power when selecting the Ability and 10% to all merits received for the Psychogenic Ability.

74 **Quick-Studying:** The Avatar gains a 10% Merit point bonus for any Health-based Ability.

75 **Quickness:** Add 0.5-2 points to the Avatar's Speed Base Rating.

76 **Quirk-Countering:** This Knack counters the Avatar's Quirk, neutralizing it so that the Quirk is never manifested.

77 **Quirklessness:** The Avatar has no Quirk and must discover another Knack.

78 **Relaxation:** The Avatar automatically becomes limber and relaxed when facing possible impact harm from a fall, thus reducing the effect of such impact to what it would be were the distance fallen decreased by 10 feet.

79 **Roping:** The Avatar gains a bonus of 10 to his base chances for all uses of bolos and lariats.

80 **Repairing:** The Avatar can fix ordinary damaged and/or broken things, restoring d6 points of harm to such an item for each day spent in repair (adds d6 to armor repair).

81 **Responsiveness:** Whenever checking reaction, the Avatar gains a bonus of –2 (-20%) on the dice.

82 **Robustness:** The Avatar heals any Harm at two points per day (or 50% above normal if his healing rate is otherwise above one point per day).

83 **Rusticity:** Add 10% to all merits received for the Rustic Ability.



84 **Savage Action:** Add 10% to all merits received for the Savagery Ability.

85 **Scholasticism:** The Avatar adds 10% to his initial Learning Ability and to all Merits thereafter received for this Ability.

86 **Seeking:** The Avatar adds 10% to his initial Hunt Ability and to all Merits thereafter received for this Ability.

87 **Sex Appeal:** Members of the opposite sex are 90% likely to find the Avatar basically attractive—amiable, charming, desirable, friendly, honest, likeable, non-threatening, worthwhile, etc.

88 **Sharp Eyesight:** The Avatar has very perceptive eyesight, which enables him to notice a secret door or similar hidden opening 20% of the time, a concealed one 40% of the time; when using Scrutiny Ability, one fourth of one of these percentages, whichever is appropriate, may be deducted from the dice roll.

89 **Skin Oiliness:** Once per week, the Avatar can cause his skin to secrete oil to such an extent that any hold, bonds, or adhesives employed against him are 90% likely to be ineffective.

90 **Spurting Movement:** Once per week, the Avatar is able to increase by a factor of 1-4 Speed points his movement rate for up to 12 consecutive hours or his actions for up to 12 consecutive minutes.

91 **Story-Telling:** The Avatar can spin a yarn that adds 10% to his chance to convince others of some assertion; he is also 90% likely to be able to captivate an audience of listeners for as long as he keeps speaking, but each minute of so doing requires one check to see if the attention of the listeners is lost.

92 **Streetwisdom:** The Avatar adds 10% to his initial Urbane Ability and to all Merits thereafter received for this Ability.

93 **Throwing Accuracy:** The Avatar gains a bonus of 10 when attempting to strike any target with a hand-hurled weapon.

94 **Toxin Immunity:** The Avatar has a system that provides complete immunity to weak poisons, and only those poisons that can inflict 13 or more points of base harm will affect him, causing only 50% of the normal amount of harm.

95 **Vigorousness:** Add 2-5 points to the Avatar's Health Base Rating.

96 **Voice Mimicry:** The Avatar is able to mimic the sounds of other human voices, one at a time, with 90% to 95% accuracy.

97 **Wanderlusting:** Add 10% to all merits received for the Nomadic Ability.

98 **Water Finding:** The Avatar can sense water within 500 yards distance in the open, or within 50 feet distance when solid matter separates him from it.

99 **Weekly Extraordinary Energy Reservation:** Once per week, the Avatar can draw on an "inner reserve" of energy, whose strength varies between 11 and 20 AEPs.

100 **Wilderness Adaptability:** The Avatar adds 10% to his Ranging Ability and to all Merits thereafter received for this Ability.



LEJEND MASTER'S LORE

RANDOM QUIRKS TABLE

(Roll d% for random determination)

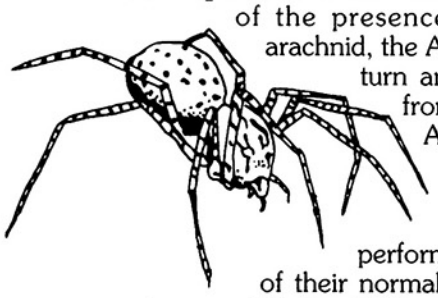
01 **Acrophobia**: The Avatar performs his Abilities at 50% of their normal level whenever he is in a high place where a risk of falling is possible and clearly evident; when climbing in such conditions, the Avatar is 50% likely to "freeze" and not move until another individual successfully coerces him into resuming normal movement (one 25% chance per ABC). (This Quirk cancels and is cancelled by the Climbing Knack.)

02 **Animal Antagonism:** The Avatar has a base chance of 20% in regards to encouraging an attack by and the hostility of, aggravating, antagonizing, and/or enraging an animal of normal sort. (This Quirk cancels and is cancelled by the Animal Magnetism Knack.)

03 **Antagonizing Personality:** The Avatar has so little natural leadership and command ability that in a confused situation those nearby who are uncertain about what to do will be 90% unlikely to heed his instructions or advice; those serving him are 90% likely to be both disobedient and disloyal. (This Quirk cancels and is cancelled by the Commanding Personality Knack.)

04 **Aquaphobia:** The Avatar performs his Abilities at 50% of their normal level when he is in, on, and/or surrounded by water that is clearly evident. (This Quirk cancels and is cancelled by the Aquanautry Knack.)

05 **Arachnophobia:** When confronted by and aware of the presence of any spider or arachnid, the Avatar is 50% likely to turn and flee directly away from the creature. If the Avatar remains in a position where he can see such creatures, he performs his Abilities at 50% of their normal level until all of the creatures are killed or hidden from view.



06 **Argumentativeness:** The Avatar is 90% likely to make contentious statements and quarrel with anyone who offers him even the slightest opening, either by making a provocative statement or by voicing a contradictory response.

07 **Astigmatism:** The Avatar suffers a penalty of 10 when attempting to strike any target with a hand-hurled weapon because of a retinal lens imperfection. (This Quirk cancels and is cancelled by the Throwing Accuracy Knack.)

08 **Bashfulness:** The Avatar is 50% unlikely to approach or speak to any stranger, or to answer if addressed by one.

09 **Belt & Suspenders Attitude:** The Avatar must always keep a back-up for any important thing, and will carry twice the normal amount of clothing, supplies, equipment, etc., "just in case".

10 **Big Spending:** The Avatar will never bargain, always pay the full price named, always volunteer to buy items for others, always attempt to give more than his share, always tip 20% or more for services, and will never try to cheat anyone out of anything.

11 **Bragging:** The Avatar is boastful, offensively so, and not only will he boisterously exclaim about his past accomplishments, he will also assert his capacity to overcome virtually any challenge mentioned publicly to him.

12 **Butterfingering:** The Avatar's hands are maladroit and in any critical situation, they drop what they hold on a roll of 99 or 100.

13 **Butterfly Collecting:** The Avatar can't resist chasing and attempting to "collect" each butterfly or moth he sees.

14 **Chiseling:** The Avatar will always attempt to bargain, will never want to pay the full price named, will never volunteer to buy items for others, will always attempt to give less than his share, will never tip, and whenever possible will attempt to cheat others, even to gain just a few coins, etc.

15 **Chump-ishness:** The Avatar is gullible and a dupe; he is 90% likely to believe any tall tale, yarn, lie, sad story, etc., that is told to him.

16 **Claustrophobia:** The Avatar performs his Abilities at 50% of normal level when he is in any enclosed area where it is not possible for him to maintain a distance of 12 feet between himself and all enclosing surfaces save one (usually the floor)—in a small room of less than 30 feet square, for example; long, narrow passages of less than 10-foot width, or with low ceilings (under seven feet) produce the same effect.

17 **Clumsiness:** The Avatar is uncoordinated, and in a critical situation will be 10% likely to bump into something, make noise, break something delicate close to him, jostle another individual so as to cause a 10% penalty to their activity, stumble and fall, or cause some other unfortunate or untimely effect.



Avatar Knacks and Quirks

18 **Cold Intolerance:** The Avatar has a body chemistry that renders him unable to endure temperatures below the normal human comfort range, so suffers 20% more than the maximum harm extreme cold could otherwise inflict on him. (This Quirk cancels and is cancelled by the Cold Tolerance Knack.)

19 **Creature Attracting:** Whenever the Avatar is present, his party is twice as likely to attract wandering creatures, so random encounter dice rolls are made twice as frequently.

20 **Curiousness:** The Avatar must ask questions, peek into books, open things to see what is inside/beyond, etc. even if he senses danger or feels an urgent need to do something else.

21 **Deafness:** The Avatar's sense of hearing is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Hearing Knack.)

22 **Distance Misjudgment:** The Avatar's estimate will be 10% to 30% off when calculating any distance greater that 30 feet.

23 **Dull-Wittedness:** A sluggish intellect compels the Avatar to deduct 1-4 points from his Intellect Rating. (This Quirk counters and is countered by the Intellectualism Knack).

24 **Dust Allergy:** Whenever exposed to dust the Avatar will begin sneezing loudly, 1-6 such sneezes occurring within the next AB of time, and thereafter the visual and olfactory capacity of the Avatar will be reduced to 50% of their normal level until he is free of the dusty environment.

25 **Dwarf Disliking:** The Avatar will quarrel with and attempt to cause trouble for any and all dwarf-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a dwarf.)

26 **Dwarfophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a dwarf.

27 **Exaggerated Generosity:** When asked to do so, the Avatar normally will give away any item that isn't absolutely necessary to his survival, including Extraordinary items not used on a regular basis.

28 **Flower Loving:** The Avatar must pause to admire, smell, and even pick any blooms or flowers he sees.

29 **Forgetfulness:** The Avatar is 50% likely to forget some vital bit of information or some crucial item known to or possessed by him; therefore he will need constant reminding, or else his associates will discover the lack at a critical juncture!

30 **Gnomophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a gnome.

31 **Gnome Reviling:** The Avatar will quarrel with and attempt to cause trouble for any and all gnome-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a gnome.)

32 **Gossiping:** The Avatar is 90% likely to reveal confidential information or secrets if engaged in conversation with someone who is gossiping and revealing either true or false examples of such things.

33 **Gourmandizing:** Whenever possible, the Avatar will always expend twice the usual sums for food and eat twice normal; therefore he is likely to be overweight and so burdened that his effective Speed Base Rating is –2 for action purposes.

34 **Heat Intolerance:** The Avatar has a body chemistry that renders him unable to endure temperatures above the normal human comfort range, so suffers 20% more than the maximum harm that extreme heat could otherwise inflict. (This Quirk cancels and is cancelled by the Heat Tolerance Knack.)

35 **Hesitation:** Whenever checking reaction, the Avatar suffers a penalty of +2 (+20%) on the dice. (This Quirk counters and is countered by the Responsiveness Knack.)

36 **Human Loathing:** The Avatar will quarrel with and attempt to cause trouble for any and all human-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a human.)

37 **Humanophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a human.

38 **Hypermetabolism:** The Avatar must eat twice as much as normal; for each day that he fails to consume nourishment at that level, he loses one point of Health, which is not recoverable by healing until his eating standard is once again maintained for no less than one full day.

39 **Ilf Hating:** The Avatar will quarrel with and attempt to cause trouble for any and all ilf-race individuals whom he meets, refusing to cooperate with them,



even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is an ilf.)

40 **Ilfophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by an ilf.

41 **Imbalance:** The Avatar is 20% more likely to take a misstep because of his poor sense of balance. (This Quirk cancels and is cancelled by the Balancing Knack.)

42 **Impatience:** During each ABC of time spent in stillness, inactivity, etc., the Avatar is 10% likely to do something active to relieve the impatience he is feeling—perhaps exclaiming in annoyance, pacing, moving some limb repetitively, or some other such frustration-induced behavior.

43 **Impulsiveness:** The Avatar is 50% likely to rush ahead into danger and attack immediately without orders, etc.

44 **Inflexibility:** The Avatar is stiff, can't bend or flex so as fit into spaces and places otherwise possible to one like him in size and shape and has a base 90% chance of being quite unable to manage to free himself of bonds securing his person. (This Quirk cancels and is cancelled by the Flexibility Knack.)

45 **Kleptomania:** The Avatar is 90% likely to pilfer small items—or even large ones if the opportunity presents itself—just for the thrill of assuming the risk of being caught.

46 **Knack-Countering:** This Quirk counters the Avatar's Knack, neutralizing it so that the Knack is never manifested.

47 **Knacklessness:** The Avatar has no Knack and must discover another Quirk.

48 **Koboldophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a Kobold.

49 **Kobold Shunning:** The Avatar will quarrel with and attempt to cause trouble for any and all kobold-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a Kobold.)

50 **Leprechaun Targetability:** Except where completely inappropriate, there is a 25% chance that any random encounter involving the Avatar will be with leprechauns.

51 **Memorability:** The Avatar's appearance is so distinctive that there is a 90% chance that a stranger will recall seeing him. (This Quirk cancels and is cancelled by the Nondescriptiveness Knack.)

52 **Memory Imprecision:** The Avatar suffers a 10% Merit point loss to any Precision-based Ability. (This Quirk cancels and is cancelled by the Precise Learning Knack.)

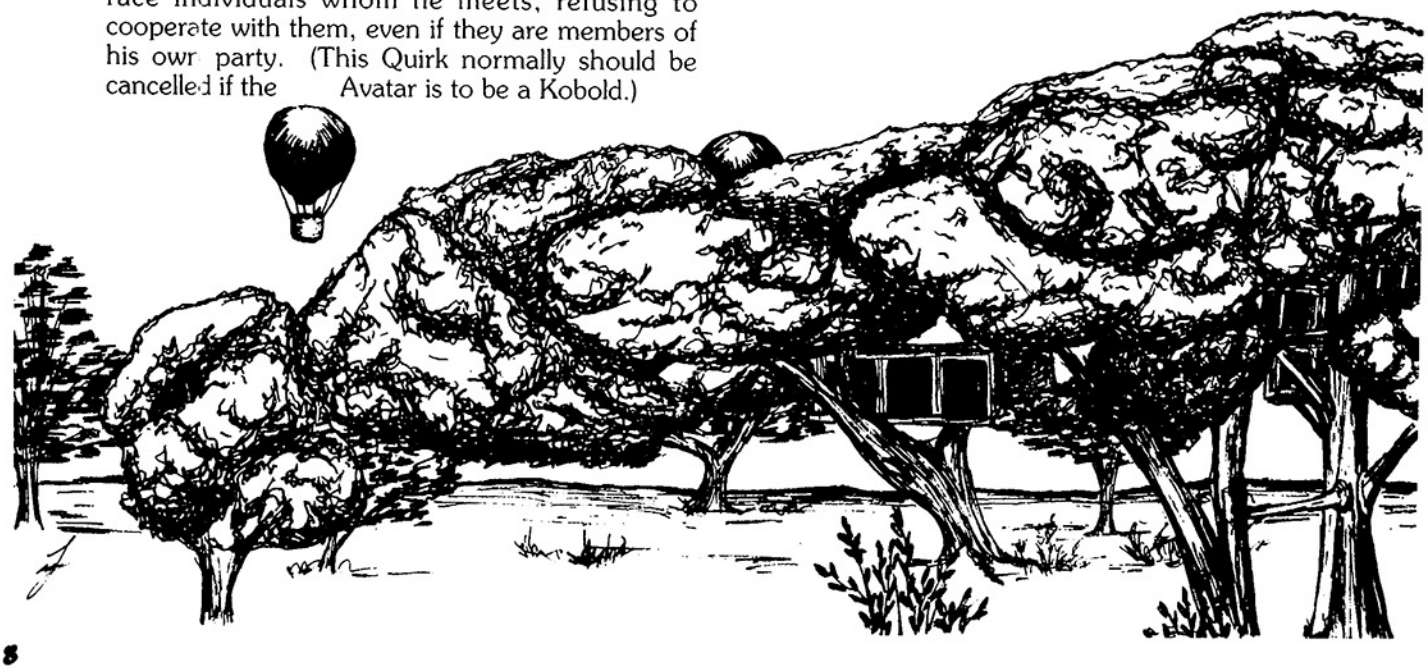
53 **Mnemonic Sieving:** Within one to six hours' time, the less than gifted Avatar is 90% likely to lose his ability to recall with any accuracy what he has seen, read, and/or studied. (This Quirk cancels and is cancelled by the Photographic Memorizing Knack.)

54 **Nature Loving:** The Avatar believes in keeping things "the way Nature intended;" he puts ecology ahead of other considerations and wishes to protect flora and fauna from harm, even at his own expense.

55 **Night Blindness:** The Avatar sees so poorly in darkness that during a bright moonlit night he can see no better than could a normal individual during a dark one, and a dark night seems virtually pitch black to the Avatar. (This Quirk cancels and is cancelled by the Night Viewing Knack.)

56 **Non-Horsemanship:** The Avatar will likely take a tumble from a mount in difficult conditions; also, he is able to induce any creature he is riding to reach a speed that is only 90% of the norm for the species. (This Quirk cancels and is cancelled by the Instinctive Riding Knack.)

57 **Oaf Disrespecting:** The Avatar will quarrel with and attempt to cause trouble for any and all oaf-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be an Oaf.)



Avatar Knacks and Quirks

58 **Oafophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by an oaf.

59 **Off & On Tendency:** The Avatar's Knack works only 50% of the time, so whenever he attempts to rely upon it, a check must be made.

60 **Ophidianophobia:** The Avatar is 50% likely to retreat from (at best) or flee in terror from (at worst) any snake encountered.

61 **Orc Despising:** The Avatar will quarrel with and attempt to cause trouble for any and all orc-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be an Orc.)

62 **Orcophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by an orc.

63 **Ornophilia:** The Avatar will stop to admire any bird in sight, and he will never willingly harm an avian, even a huge and dangerous one that threatens to harm him or his friends.

64 **Pertinacity:** The Avatar insists on having things the way he thinks right, and will carry on relentlessly if others don't agree.

65 **Poor Digestion:** On any given day, the Avatar is 25% likely to evidence signs of internal gas, either by belching or by experiencing an intestinal rumbling or crepitation. If any such malady is evidenced, it will continue unabated for 1-3 hours time.

66 **Poor Smelling:** The Avatar's sense of smell is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Smelling Knack.)

67 **Poor Tasting:** The Avatar's sense of taste is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Tasting Knack.)

68 **Poor Vision:** The Avatar's sense of sight is half as effective as normal. (This Quirk cancels and is cancelled by the Keen Seeing Knack.)

69 **Puniness:** The Avatar deducts 2-5 points from his Health Base Rating. (This Quirk counters and is countered by the Vigorousness Knack.)

70 **Pyromania:** The Avatar is 90% likely to start fires and stay to watch the conflagration thus engendered whenever he is presented with clearly combustible and highly inflammable substances.

71 **Quirk-Doubling:** The Avatar gains two new, different Quirks, but still only a single Knack.

72 **Sickliness:** The Avatar heals any Harm at 50% below the daily norm for his race. (This Quirk cancels and is cancelled by the Robustness Knack.)

73 **Slovenliness:** The Avatar always looks his worst, according to the parameters of the situation, with respect to his clothing, personal appearance, etc. (This Quirk cancels and is cancelled by the Dapperness Knack.)

74 **Slow Learning:** The Avatar suffers a 10% Merit point penalty for any Health-based Ability. (This Quirk cancels and is cancelled by the Quick Studiousness Knack.)

75 **Slowness:** The Avatar deducts 0.5-2 points from his Speed Base Rating. (This Quirk counters and is countered by the Quickness Knack.)

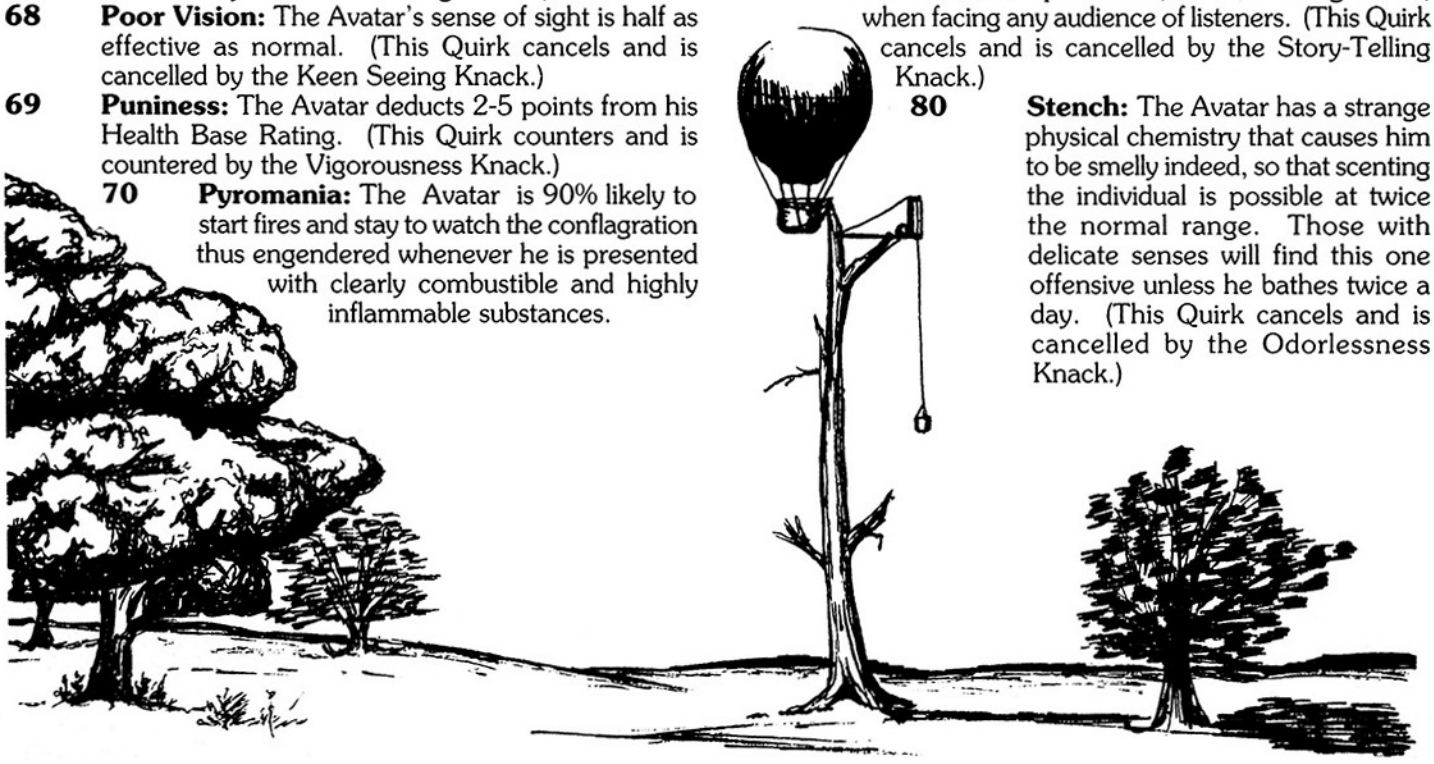
76 **Smoking:** The Avatar loves to indulge in a puff or two on a regular basis, so he insists on having a break every hour or so to light up; if he lacks the smoking herb, then the acquisition of such will preoccupy him.

77 **Soft Speech:** The Avatar is unable to make loud vocal sounds, and individuals who are separated from him by more than half the normal hearing range, or by any solid, enclosing obstruction (e.g., a closed door), will not hear him speak or cry out. (This Quirk cancels and is cancelled by the Loud Shouting Knack.)

78 **Sore Thumbiness:** The Avatar is 90% likely to be detected when attempting to escape notice by using natural cover and by concealing his personal effects. (This Quirk cancels and is cancelled by the Concealment Knack.)

79 **Stage Fright:** The Avatar is 90% likely to become inarticulate and speechless, or else antagonistic, when facing any audience of listeners. (This Quirk cancels and is cancelled by the Story-Telling Knack.)

80 **Stench:** The Avatar has a strange physical chemistry that causes him to be smelly indeed, so that scenting the individual is possible at twice the normal range. Those with delicate senses will find this one offensive unless he bathes twice a day. (This Quirk cancels and is cancelled by the Odorlessness Knack.)





81 **Talkativeness:** When confronted with any tense situation, the Avatar is 50% likely to be overcome with an uncontrollable urge to start talking and continue to do so, regardless of inappropriateness.

82 **Tenderfootedness:** When moving through the outdoors on foot, the Avatar leaves tracks that are 90% likely to be detected by one with Ranging Ability who seeks to discover them; when in such a setting, the Avatar's likelihood of making a noise is 90%, adjusted downward by any Stealth Ability he possesses. (This Quirk cancels and is cancelled by the Outdoorsmanship Knack.)

83 **Tension:** The Avatar automatically becomes stiff and tense when facing possible impact harm from a fall, thus always suffering one harm point from a fall and adding one point per die to any added harm. (This Quirk cancels and is cancelled by the Relaxation Knack.)

84 **Tippling:** The Avatar is 90% likely to drink to excess—either becoming rowdy or passing out (50/50 chance)—whenever alcoholic beverages are accessible and in sufficient supply.

85 **Tone Deafness:** The Avatar cannot effectively sing or play a musical instrument, cannot distinguish between instruments of the same kind, and cannot detect harmony. (This Quirk cancels and is cancelled by the Charming Musicality Knack.)

86 **Toxin Susceptibility:** The Avatar has a system that is particularly sensitive to poisons, so when calculating harm he sustains from any poison, venom, or toxin add 20% to the normal maximum. (This Quirk cancels and is cancelled by the Toxin Immunity Knack.)

87 **Trollkin Antipathizing:** The Avatar will quarrel with and attempt to cause trouble for any and all trollkin-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a trollkin.)

88 **Trollkinophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a trollkin.

89 **Turophilia:** The Avatar loves eating cheeses and will always keep on hand the widest variety of cheese possible, willingly paying double the normal price or more for rare types.

90 **Twittiness:** Members of the same sex are 90% likely to find the Avatar basically unlikable—i.e., adverse, distant, unfriendly, unsociable, dishonest, uninteresting, morose, threatening, worthless, etc. (This Quirk cancels and is cancelled by the Hale Fellow Knack.)

91 **Unappealingness:** Members of the opposite sex are 90% likely to find the Avatar basically unattractive—irritating, annoying, repulsive, shifty, dishonest, hateful, threatening, worthless, etc. (This Quirk cancels and is cancelled by the Sex Appeal Knack.)

92 **Uncoordination:** The Avatar deducts 1-4 points from his Precision Base Rating. (This Quirk counters and is countered by the Coordination Knack.)

93 **Unlikability:** The Avatar has a sour disposition and ill-temper so that any newly encountered person is 90% likely to gain a poor impression of him and therefore to consider him unfriendly, untrustworthy, unworthy, etc.

94 **Unluckiness:** The Avatar deducts 10% from his initial Luck Ability and from all Merits thereafter received for this Ability. (This Quirk counters and is countered by the Luckiness Knack.)

95 **Vegetarianism:** The Avatar will not eat meat or any other animal product, nor will he assist others in hunting or otherwise obtaining such things.

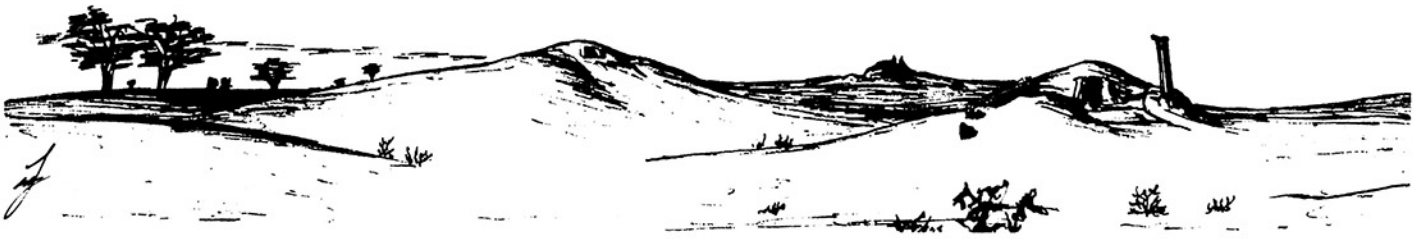
96 **Veshogophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a veshoge.

97 **Womanizing/Vamping:** The Avatar is 90% likely to attempt to "dally" with a member of the opposite sex who has just been encountered, generally without regard to age, appearance, or possible conflicting demands.

98 **Worshipfulness:** The Avatar always gives 10% of his income to his faith, and upon entering any temple will immediately contribute to it 10% of the money on his person.

99 **Wylf Detesting:** The Avatar will quarrel with and attempt to cause trouble for any and all wylf-race individuals whom he meets, refusing to cooperate with them, even if they are members of his own party. (This Quirk normally should be cancelled if the Avatar is to be a Wylf.)

100 **Wylfophilia:** The Avatar is 90% likely to want to speak with, befriend, and accept any reasonable proposal or plausible explanation offered by a wylf.



BUYING THINGS-WHAT, WHERE, & HOW MUCH

General Notes on Costs

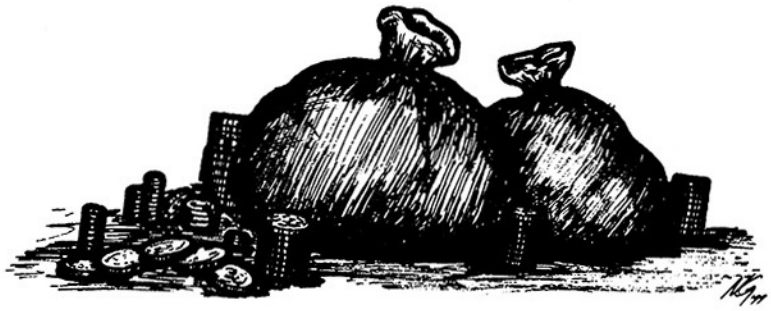
Presupposing that you already have in your possession a copy of The Lejendary Rules for All Players, you are already aware of the prices for base equipment and sundry items, as are your players. What you as the Lejend Master will know, that your players will not, are the mechanics of an actual purchase. Where are these items are available? How are their prices affected by local inflation and availability? Is the local monetary system as a whole affected by the local customs of a given area? Guidelines for directing your answers to all of those questions and more are here provided.

Monetary Basis:

Metal Type	*Coin Values by Weight (in ounces)*				
	1.00	.50	.25	.20	.10
24 carat gold	$500.00	$250.00	$125.00	$100.00	$50.00
.999 silver	$10.00	$5.00	$2.50	$2.00	$1.00
pure copper	$1.00	$.50	$.25	$.20	$.10

Lejend Master Note: The dollar sign used is for the benefit of all persons concerned, as it gives the participant a point of reference that is familiar and immediate. While it will be used throughout, this does not mean that the monetary units used in play must or even should be called dollars. For the sake of the exotic, it is suggested that you, the LM, use one of the following sorts of names for the base monetary units in your campaign, making up your own as desired:

bezal
bezant
bice
cash
corona
crown
dinar
ducat
obal
orb
noble
rupee
sovereign
thaller



Money Exchange:

It is always a good plan to have different coinage from state to state so that Avatars are compelled to exchange their foreign coins for those of the local mint. The cost for exchange is 10% of value. Naturally, in backward countries, the coinage will be eclectic, so no exchange is needed. In really remote places, gold might fetch a premium of 10% or higher. Generally, though, it is a good idea to have monetary exchange and to charge the players' Avatars, because in all likelihood they otherwise will retain far too much cash.

Board Costs:

	Low	Ave.	High	Extravagant
Breakfast	$5	$10	$25	$125
Dinner:	$10	$25	$75	$500
Supper	$10	$20	$50	$250



Lodging Costs/Person:

	Low	*Average*	*High*	*Extravagant*
One Night	$25	$50	$125	$400
One Week	$150	$300	$750	$2,400
One Month	$400	$800	$2,000	$8,000

Rental Costs/Month, Furnished, City:

	Low	*Average*	*High*	*Extravagant*
One-Room Apt.	$200	$350	$800	$3,000
Two-Room Apt.	$300	$550	$1,250	$5,000
Three-Room Apt.	$400	$750	$1,600	$7,000
Five-Room Apt. or Small Villa	$600	$1,000	$2,500	$10,000
Eight-Room Apt. or Large Villa	$1,000	$1,750	$5,000	$20,000

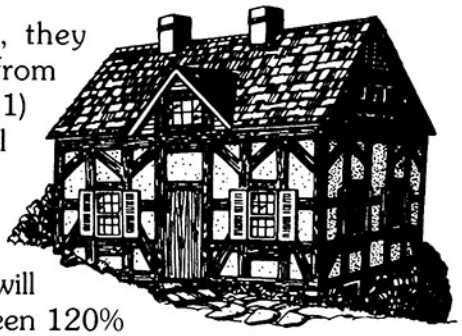
LM Note On Prices and Selling: The prices shown should be considered average, and based on the locale and circumstances of the purveyor, prices could be as high as double or less than half the amounts listed, on an item by item basis. This is strictly a matter for the LM to decide.

Based on market prices established by the LM, the sale of an item by an Avatar to a purveyor of such items will net cash ranging from 20% to 70% of the purveyor's selling price. Thus, for instance, an item retailing for $100 might fetch as little as $20 or as much as $70. Again, this depends on supply and demand in the locale.

Of course, should the Avatar set up his own shop, so to speak, the prices set will be those of the player's choosing, and the amount of sales made should be judged fairly and in a disinterested fashion by the LM.

Selling Antiquities: The sale of antiquities is a different matter. There are three main classes of such items:

Coins: These will, in most small communities, be valued a bit lower, and certainly not higher, than the coin of the realm in circulation (generally at 80% to 90% of apparent worth). In a relatively urbane city, antique coins will be appreciated for numismatic value. As a rule of thumb, and without going into rarity and condition and all the rest, if such coins are offered in a very small quantity, they generally will fetch from 200% to 700% [(d6+1) x 100%] of their metal value. On the other hand, if they are offered in a large quantity, their value will increase only to between 120% and 220% [(2d6 + 10) x 10%].



Jewelry: Use the guidelines above, but ignore the quantity, as this is not relevant. With stones included, determine the gemner value of the stone, and include that at full price to the metal value, then apply the percentage multiplier.

Objects d'Art: All manner of valuable art works (paintings, drawings, needlework, tapestries, and sculptures), as well as antique apparel (armor, headwear, garments, etc.)--both rarities and museum pieces--fall into this category. What is that ancient idol worth? How much for a funerary painting? Who knows? Your campaign will set the parameters. Base your decisions on what similar works would fetch here and now, considering their scarcity and the interest in such things. Arbitrary values are fine, but keep them reasonable, and not too great, except where the material in question is the major reward for a successful adventure. Remember, the really BIG one usually gets away.



BUYING THINGS



However, a million dollar item is not excessive, speaking in broad and general terms, especially when it must be divided amongst a team of adventurers. Finally, the Avatars might not recognize an item's value and sell it "on the cheap" --only afterwards discovering that they were had. A lot of fun can be had by the LM with this category: there could be a poor market for particular items (except perhaps in one distant location), or Avatars might have to deal with fakes, swindlers, con artists, etc.... You get the picture!

Extraordinary Items: Sale of Extraordinary things is also a different matter. Some examples follow below.

Memory Tablets: These are pretty dear, and valuing them at something in the neighborhood of $10,000 is not outrageous. If they are in short supply, they might fetch a price of more than twice that, of course! Guild members might receive a discount.

Powers and Similar Extraordinary Ability Related Knowledge: If for example, your campaign assumes that any Power, or the like, is worth about $1,000 per Grade or per AEP it costs to use it, then such a thing could be sold to a guild at a price roughly equal to half that value, and to an individual at whatever price that one will pay. Unique ones, though, may be valued at least twice as highly as "known and standard" ones.

Extraordinary Objects: These items cannot normally be purchased by Avatars. However, a Non-Avatar Character may agree to buy one from an Avatar at a price determined by adding $1,000 to $10,000 per special feature to the normal price of a non-Extraordinary item of the same sort. The total number of bonuses to protection, to precision and to harm should be multiplied by a figure in the middle to high dollar range, based on the overall appeal or usefulness of the item type. Thus, a long spear, generally a middling value weapon, that adds 10 points to weapon precision and 6-8 points to harm may be worth its normal weapon base plus $80,000 to $90,000 (16-18 times $5,000). On the other hand, a sword surely merits the $10,000 per point addition. Use common sense and base it on the way you want your campaign to run.

The value of any item with supernatural bonuses (i.e., 25 points or more of precision bonus, or 17 points or more of harm bonus) should be calculated as above, then doubled. Thus, if the long spear noted above instead added 25 points to weapon precision and added 17-20 points to harm, it would be worth its normal weapon base plus $420,000 to $450,000 (42-45 times $5,000, times 2).

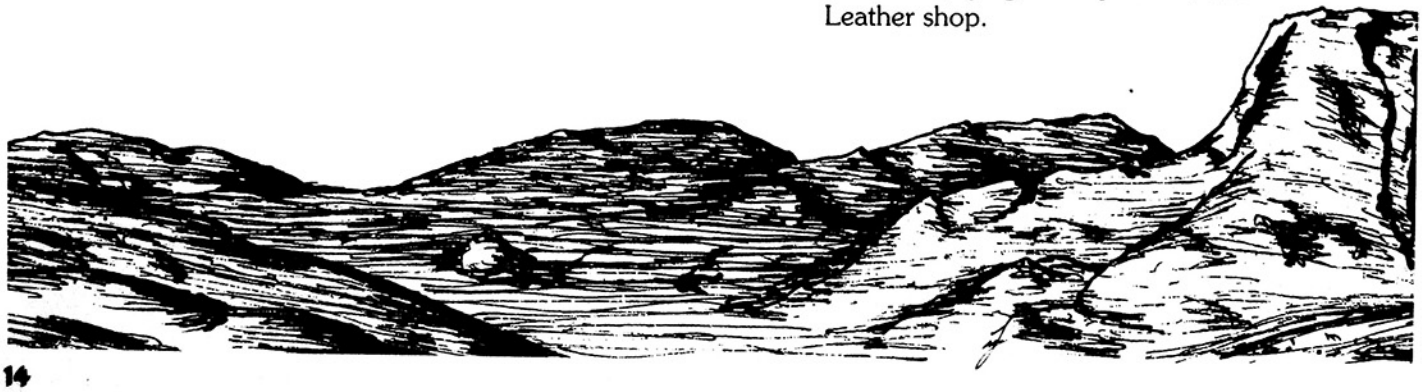


LEJEND MASTER'S LORE

LIST OF RETAIL ITEMS

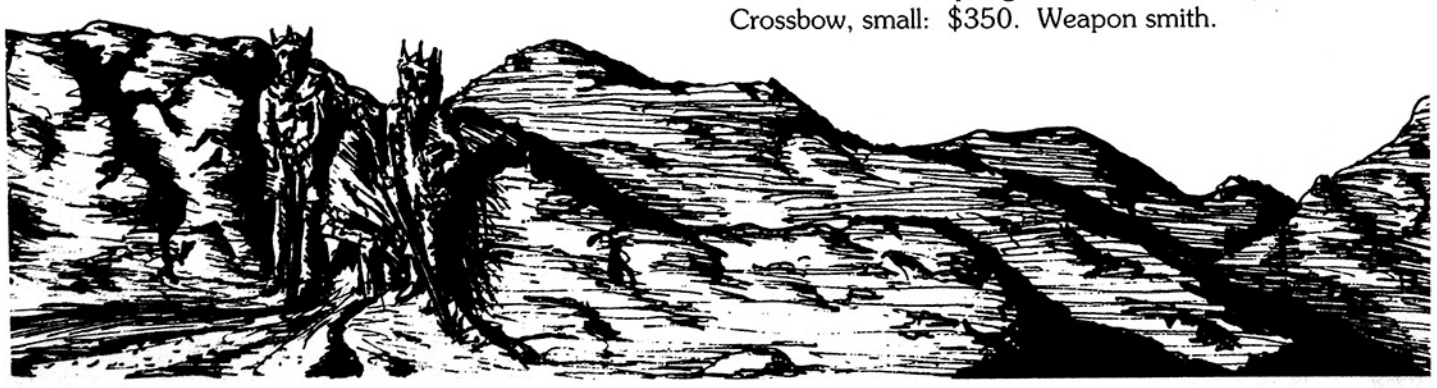
The following items should be available to Avatars within the environs of any village that contains a shop as listed in the description of the item. The Lejend Master should be cautioned that only a large city would be likely to contain all of the shops listed.

Acid, 1 pint flask: Nitric or sulfuric: $10. Apothecary.
Alcohol, wood, 1 quart flask: 180 proof, inflammable: $5. Apothecary.
Ale, flagon: $4. Tavern.
Ale, gallon jug: $12. Tavern.
Alkali, 1 pint flask: Potassium or sodium carbonate, etc.: $10. Apothecary.
Armor, cloth garment, full: $350. Tailor.
Armor, cloth garment, half: $250. Tailor.
Armor, leather, full: $1,000. Leather shop.
Armor, leather, half: $650. Leather shop.
Armor repair tools, kit: $500. Armorer.
Armor, steel mail, full: $25,000. Armorer.
Armor, steel mail, half: $17,500. Armorer.
Armor, steel plate, full: $50,000. Armorer.
Armor, steel plate, half: $35,000. Armorer.
Arrows, sheaf of 24, long: $240. Fletcher.
Arrows, sheaf of 24, medium: $220. Fletcher.
Arrows, sheaf of 24, short: $200. Fletcher.
Axe: A narrow-bladed war axe: $500. Weapon smith.
Axe, battle: Large, broad-bladed axe: $1,000. Weapon smith.
Axe, belt: A small hand/throwing axe: $250. Weapon smith.
Backpack, cloth: Cap. 4 cubic feet: $100. General merchant/Trader.
Backpack, leather: Cap. 4 cubic feet, water resistant: $500. Leather shop.
Bag, cloth: 25-pound cap., 1 peck volume: $5. Trader.
Balance, fine, carat/grain weight (gems/precious metals): $500. Trader.
Baldric: Shoulder- or back-slung hanger for any but heavy sword and sheath: $200. Leather shop.
Balls, baked clay, half-inch diameter, 100 in cloth bag: $10. General merchant/Trader.
Bandages, 10-foot gauze: $5. Apothecary.
Barding (horse armor -20%/-4 protection, -2 Speed, 60 Health), cloth garment, full: $2,500. Three weeks work. Tailor.
Barding (horse armor -10%/-2 protection, -1 Speed, 40 Health), cloth half: $1,750. Two weeks work. Tailor.
Barding (horse armor -30%/-6 protection, -2.5 Speed, 80 Health), leather, full: $5,000. Six weeks work. Leather shop.
Barding (horse armor -15%/-3 protection, -1.5 Speed, 50 Health), leather, half: $3,750. Five weeks work. Leather shop.
Barding (horse armor -40%/-8 protection, -4 Speed, 180 Health), steel mail, full: $125,000. 12 weeks work. Armorer.
Barding (horse armor -25%/-5 protection, -2.5 Speed, 120 Health), steel mail, half: $90,000. 10 weeks work. Armorer.
Barding (horse armor -60%/-12 protection, -6 Speed, 240 Health), steel plate, full: $250,000. 20 weeks work. Armorer.
Barding (horse armor -35%/-7 protection, -3.5 Speed, 180 Health), steel plate, half: $200,000. 14 weeks work. Armorer.
Beer, tankard: $3. Tavern.
Beer, one gallon jug: $8. Tavern.
Bell, brass, large: $150. Brass, copper & pewter smiths.
Bell, silver small hand-held: $250. Silversmith.
Belt, leather, broad: $40. Leathershop.
Belt, leather, cross-harness: $100. Leather shop.
Belt, leather, narrow: $25. Leather shop.
Biscuits, hard (travel bread), 1 pound: $3. Baker.
Blanket, light: $35. General merchant/Trader.
Blanket, thick: $75. General merchant/Trader.
Boat, rowing/poling, 2-man, 600 pound capacity: $2,000. Boatwright.
Boat, rowing/poling, 4-man, 1,500 pound capacity: $5,000. Boatwright.
Boat, rowing/barge, small, poling or sweeps, 8-man, 4,000 pound capacity: $12,000. Boatwright.
Book, blank, cloth cover, 100 pages: $100. Scrivener.
Book, blank, leather cover, 100 pages: $200. Scrivener.
Boots, high, hard-soled: $500. Shoemaker.
Boots, high, soft-soled (riding): $500. Shoemaker.
Boots, low, hard-soled: $400. Shoemaker.
Boots, low, soft-soled: $400. Shoemaker.
Bow case: Oilskin, tying, waterproof: $75. Leather shop.

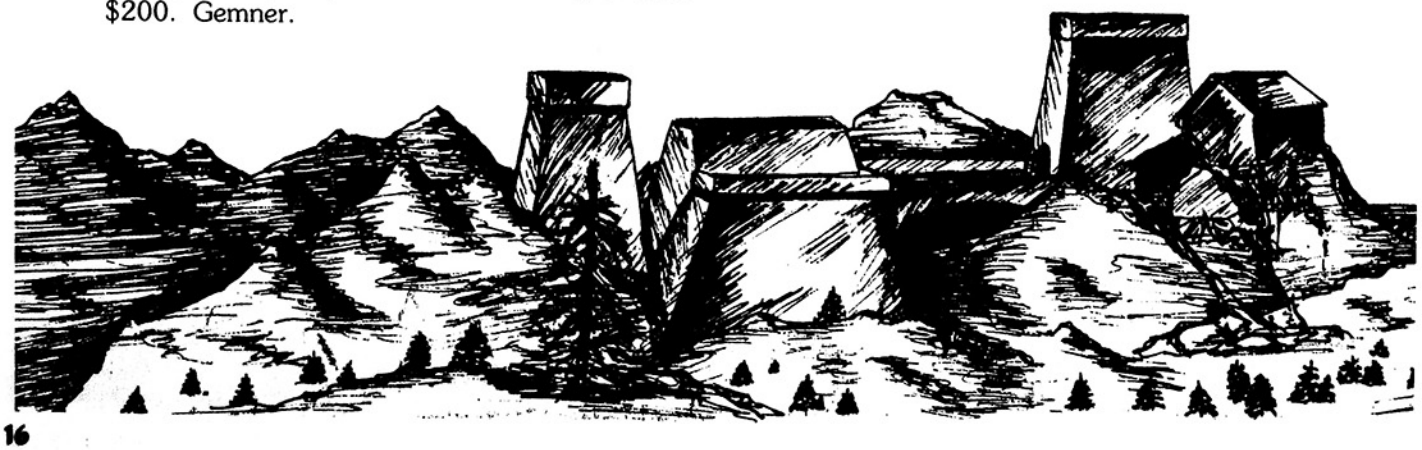


BUYING THINGS

Bow, light: Laminated or wood, 2.5-foot length: $1,000. Bowyer.
Bow, medium: Laminated or wood, 4-foot length: $2,000. Bowyer.
Bow, strong: Laminated or wood, 5.5 foot length: $5,000. Bowyer.
Brandy, fine old, 1 quart flask: $100. Wine merchant.
Brandy, gill: $6. Tavern.
Brandy, gill, fine old: $20. Tavern.
Brandy, 1 quart flask: $30. Wine merchant.
Bread, loaf, 2 pound: $3. Baker.
Brush, artist paint, fur/hair bristled, various sizes: $10. Scrivener.
Brush, makeup application, etc.: $5. Apothecary.
Burro (ass), jack: $1,500. Horse trader.
Burro (ass), jenny: $1,000. Horse trader.
Caltrops, 4-inch size, 12: $25. Blacksmith.
Caltrops, 2-inch size, 12: $15. Blacksmith.
Camel, eastern, average/pack: $10,000. Horse trader.
Camel, eastern, fine: $20,000. Horse trader.
Camel, western, average/pack: $30,000. Horse trader.
Camel, western, fine/racing: $75,000. Horse trader.
Candle, beeswax, 8-hour burn time, 12: $30. General merchant/Trader.
Candle, tallow, 2-hour burn time, 12: $5. General merchant/Trader.
Candle, wax, 4-hour burn time, 12: $12. General merchant/Trader.
Canteen, water gourd, 1 quart, with leather thong sling: $5. General merchant/Trader.
Canvas, per square yard: $15. General merchant/Trader.
Cap, plain: $15. Hatter.
Cap, fine: $75. Hatter.
Cap, fool's/jester's-type: $100. Hatter or Trader.
Cap, fur, fine: $750. Hatter.
Cap, fur, ordinary: $250. Hatter.
Cape: $100. Haberdashery.
Cape, fine: $300. Haberdashery.
Carriage, 4-wheel, horse, closed, 6 passenger capacity: $25,000.Carriage maker.
Carriage, 4-wheel, horse, closed, luxury, 6 passenger capacity: $50,000. Carriage maker.
Carriage, 4-wheel, horse, open, 4 passenger capacity: $15,000. Carriage maker.
Cart, push, hand, 2-wheel: High-wheeled, 6 bushel/500 pound capacity: $1,000. Carpenter.
Cart, 2-wheel donkey or horse: 12 bushel/1,000 pound capacity: $3,000. Cartwright.
Catapult, hand: $600. Weapon smith.
Cellar, sand, brass, 1-ounce capacity: $25. Scrivener.
Chain, iron link, 1,100 pound test, foot: $10. Blacksmith.
Chalk, stick: $0.50. Scrivener.
Charcoal, stick: $0.50. Scrivener.
Cheese, aged, 1 pound: $5. Dairy.
Cheese, aged, special 1 pound: $10. Dairy.
Cheese, brick, farmers, 1 pound: $2.50. Dairy.
Cheese, hard, 2 pound cheese: $10. Butcher.
Cheese, soft, 3 pound crock: $10. Butcher.
Chisel, metal-cutting: $100. Blacksmith.
Chisel, stone-cutting: $75. Blacksmith.
Chisel, wood-cutting: $50. Blacksmith.
Cleaver: A long-bladed chopper: $150. Cutler.
Cleaver, great (hafted long-bladed chopper): $500. Cutler.
Cloak: $200. Haberdashery.
Cloak, fine, fur-trimmed or lined with/without cowl: $1,500. Tailor.
Cloak, with or without cowl: $250. Haberdashery.
Clothing, beggar-type, with bowl and crutch, wooden: $50. Trader.
Clothing, common suit: $150. Haberdashery.
Clothing, fine suit: $1,500. Tailor.
Clothing, garment suit: $300. Haberdashery.
Clothing, good suit: $750. Haberdashery.
Clothing, motley suit, (performer/fool/jester): $200. Trader.
Clothing, gown, fine men's: $500. Haberdashery.
Clothing, gown, ordinary men's: $200. Haberdashery.
Clothing, robe: $1,000. Haberdashery.
Clothing, service suit, outdoors/hunting: $750. Tailor or Trader. (effectively armor, full cloth garment)
Club, ordinary (hardwood, knobbed): $50. Carpenter.
Club, spiked (hardwood, iron shod): $125. Blacksmith.
Coach, 4-wheel, 4-horse, closed, 8 passenger cap.: $75,000. Carriage maker.
Coach, 4-wheel, 4-horse, closed, luxury, 8 passenger cap.: $150,000. Carriage maker.
Coffee, 1 pound: $10 to $300 depending on type. Grocer.
Crossbow: Metal-spring arms: $500. Weapon smith.
Crossbow, small: $350. Weapon smith.



Dagger, long (10-inch blade): $1,000. Cutler.
Dagger, long, with sheath (10-inch blade): $1,050. Cutler.
Dagger, short (6-inch blade): $750. Cutler.
Fish, crustaceans, common, per pound: $10. Butcher/Fish Monger.
Fish, crustaceans, special, per pound: $30. Butcher/Fish Monger.
Fish, fresh, better variety, per pound: $10. Butcher/Fish Monger.
Fish, fresh, best, per pound: $25. Butcher/Fish Monger.
Fish, preserved, good, per pound: $7.50. Butcher/Fish Monger.
Fish, preserved, ordinary, per pound: $2.50. Butcher/Fish Monger.
Fish, shellfish, common, per pound: $5. Butcher/Fish Monger.
Fish, shellfish, special, per pound: $15. Butcher/Fish Monger.
Flail: Handle, chain, and spiked iron weight: $250. Weapon smith.
Flail, long: Handle, linked to iron-spiked striking arm: $250. Weapon smith.
Flour, 20 pound sack: $10. Grocer.
Flute, silver: $400. Trader.
Fruit, dried, per pound: $5. Grocer.
Fruit, fresh (in season), per pound: $1. Grocer.
Fur, animal skin, ordinary: $1,000. Furrier.
Fur, animal skin, rare: $5,000. Furrier.
Fur, coat, ordinary: $2,500. Furrier.
Fur, coat, fine: $10,000. Furrier.
Fur, jacket, ordinary: $1,500. Furrier.
Fur, jacket, fine: $6,000. Furrier.
Fur, robe, ordinary: $2,000. Furrier.
Fur, robe, fine: $8,000. Furrier.
Garlic, bud: $1. Grocer.
Gauntlets, leather: $150. Leather shop.
Gauntlets, leather and metal: $250. Armorer.
Gauntlets, full metal: $500. Armorer.
Gem, cut and polished, hard, common mineral, per carat: $100. Gemner.
Gem, cut and polished, hard, rare mineral, per carat: $750. Gemner.
Gem, cut and polished, hard, uncommon mineral, per carat: $200. Gemner.
Gem, cut and polished, hard, very rare mineral, per carat: $1,750. Gemner.
Gem, cut and polished, soft, common mineral, per carat: $25. Gemner.
Gem, cut and polished, soft, rare mineral, per carat: $250. Gemner.
Gem, cut and polished, soft, uncommon mineral, per carat: $75. Gemner.
Gem, cut and polished, soft, very rare mineral, per carat: $500. Gemner.
Gem, cut and polished, very hard, rare mineral, per carat: $5,000. Gemner.
Gem, cut and polished, hard, uncommon mineral, per carat: $2,000. Gemner.
Gem, cut and polished, hard, very rare mineral, per carat: $17,500. Gemner.
Girdle, leather, broad with pockets: $250. Leather shop.
Girdle, leather, broad with pockets and knife or dagger, concealed: $750. Leather shop.
Gloves: $50. Leather shop.
Gloves, heavy leather: $75. Leather shop.
Glue, carpenters, wood, 2 pound block: $10. Carpenter.
Glue, general purpose, 1 pint pot: $5. Apothecary.
Glue, solvent/remover, 1 quart bottle: $5. Apothecary.
Grease, clay pot, 1 quart, with rag wrapping: $2.50. Trader.
Gridiron, each square foot: $40. Blacksmith.
Hammer: $30. Blacksmith.
Hammer, large (2-pound head): $50. Blacksmith.
Hammer, sledge (8-pound head): $100. Blacksmith.
Harness, single draft animal: $250. Leather shop.
Harness, draft animal team of 2: $600. Leather shop.
Harness, draft animal team of 4: $1,250. Leather shop.
Harness, draft animal team of 6: $2000. Leather shop.
Harness, draft animal team of 8: $2,500. Leather shop.
Hat (ordinary/nondescript): $50. Hatter.
Hat, brimmed: $75. Hatter.
Hat, broad brimmed: $100. Hatter.
Hat, fanciful: $150. Hatter.
Hat, low brimmed: $100. Hatter.
Hatchet (broad-bladed chopping/throwing weapon): $250. Blacksmith.
Herbs, cooking, bunch fresh: $2. Grocer.
Herbs, cooking, 1 ounce dried: $4. Grocer.

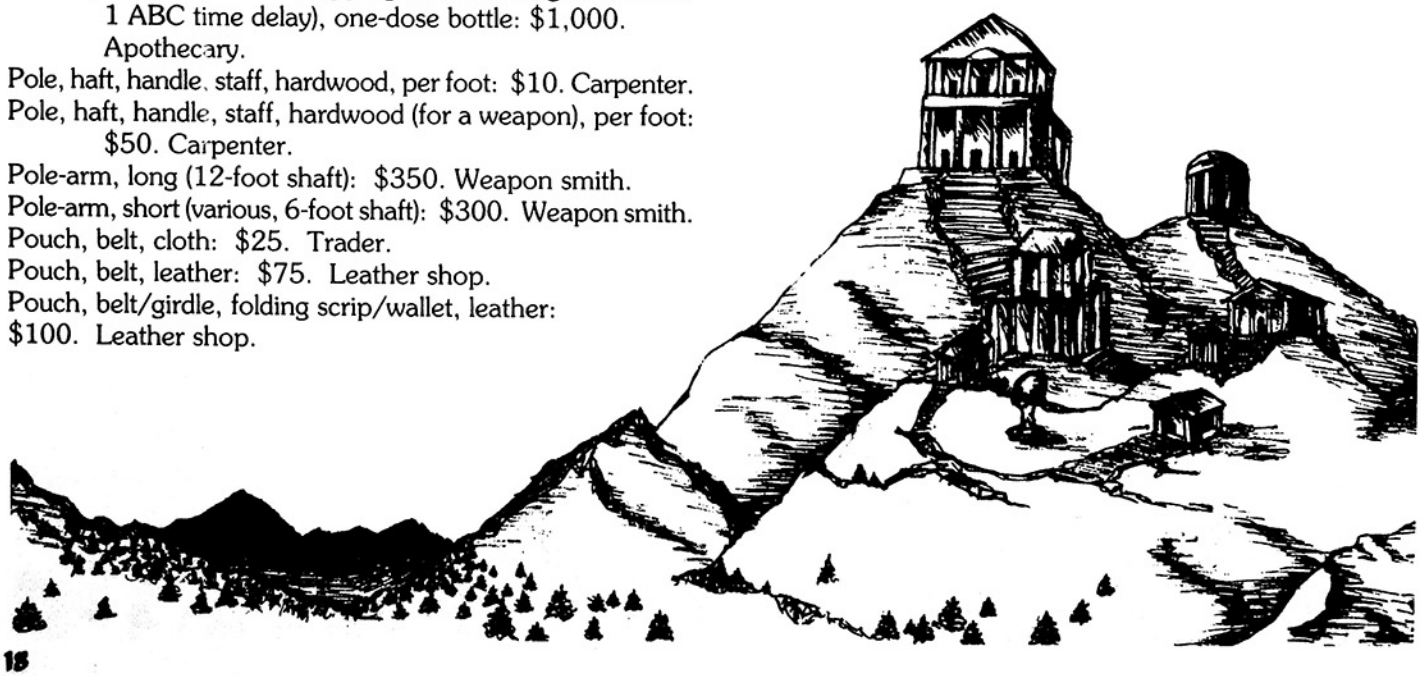


BUYING THINGS

Herbs, medicinal (analgesic, digestive, purgative, restorative, stimulant, etc.), per dose: $10. Apothecary.
Honey, 5 pound crock: $25. Grocer.
Hood: $50. Haberdashery shop.
Hook, iron, ordinary, lifting/towing: $25. Blacksmith.
Hook, iron, treble (grapnel): $100. Blacksmith.
Hook, fishing, regular, 12 assorted: $25. Blacksmith.
Hook, fishing, very large, 1: $25. Blacksmith.
Horn, bugle, brass: $350. Trader.
Horn, hunting: $200. Trader.
Horn, trumpet, brass: $750. Trader.
Horse, gelding (riding): $5,000. Horse trader.
Horse, mare, riding: $15,000. Horse trader.
Horse, gelding (pack): $3,500. Horse trader.
Horse, stallion, riding: $25,000. Horse trader.
Horse, war, charger: $125,000. Stable master.
Horse, war, courser: $100,000. Stable master.
Horse, war, destrier: $150,000. Stable master.
Incense, common, 20 sticks: $10. Temple.
Incense, rare, 6 sticks: $100. Temple.
Ink, 2 ounce pot: $2. Scrivener.
Ivory, uncut, per pound: $200. Trader.
Jewelry, gold bracelet (wide, heavy): $4,500. Goldsmith.
Jewelry, gold brooch: $3,500. Goldsmith.
Jewelry, gold cloak pin: $2,500. Goldsmith.
Jewelry, gold neck chain (long with solid medallions): $8,500. Goldsmith.
Jewelry, gold ring (large with seal-type design): $2,000. Goldsmith.
Jewelry, silver bracelet (wide, heavy): $500. Silversmith.
Jewelry, silver brooch: $375. Silversmith.
Jewelry, silver cloak pin: $300. Silversmith.
Jewelry, silver neck chain (long with solid medallions): $1,250. Silversmith.
Jewelry, silver ring (large with seal-type design): $225. Silversmith.
Jimmy bar, small: $75. Blacksmith.
Kettle with lid, copper, large (6 gal.): $500. General merchant.
Kettle with lid, copper, medium (2.5 gal.): $375. General merchant.
Kettle with lid, copper, small (1 gal.): $250. General merchant.
Kettle with lid, iron, large (6 gal.): $100. General merchant.
Kettle with lid, iron, medium (2.5 gal.): $75. General merchant.
Kettle with lid, iron, small (1 gal.): $50. General merchant.
Kettle with lid, tin, medium (2.5 gal.): $35. General merchant.
Kettle with lid, tin, small (1 gal.): $20. General merchant.
Knife, average (8-inch blade): $200. Cutler.
Knife, average, with sheath (8-inch blade): $250. Cutler.
Knife, fighting (12-inch blade): $450. Cutler.
Knife, fighting, with sheath (12-inch blade): $500. Cutler.
Knife, heavy (15-inch blade): $750. Cutler.
Knife, heavy, with sheath (15-inch blade): $800. Cutler.
Knife, pen, folding (2-inch blade): $25. Scrivener shop.
Knife, throwing, pair (5-inch blade, no quillions): $500. Cutler.
Lamp, with wick, oil, metal (with 1 hour fuel): $50. General merchant/Trader.
Lamp, with wick, oil: $15. General merchant/Trader.
Lance (14-foot shaft): $750. Armorer.
Lantern, candle-burning: $10. General merchant/Trader.
Lantern, oil, common: $25. General merchant/Trader.
Lantern, oil, hooded: $75. General merchant/Trader.
Lantern, oil, common, bullseye: $50. General merchant/Trader.
Lantern, oil, bullseye, hooded: $100. General merchant/ Trader.
Line, cord, 100-foot ball: $20. General merchant/Trader.
Line, rope, extra fine horsehair, 10 feet: $20. General merchant/Trader.
Line, rope, ordinary, 10 feet: $10. General merchant/Trader.
Line, string, fine, strong (fishing), 100 feet: $10. General merchant/Trader.
Looking glass, hand, three by five inch: $50. Trader.
Lyre, small: $1,000. Trader.
Mace, iron, flanged and spike-tipped: $500. Weapon smith.
Makeup, entertainment/disguise in leather case: $250. Trader.
Mandolin: $600. Trader.
Map, city/local: $3,000 to $6,000. Cartographer.
Map, continental: $7,000 to $12,000. Cartographer.
Map, hemisphere: $9,000 to $16,000. Cartographer.
Map, state/region: $5,000 to $8,000. Cartographer.
Map, world: $11,000 to $20,000. Cartographer.
Meat/poultry, average cut/fair, per pound: $6. Butcher.
Meat/poultry, best cut/rare, per pound: $30. Butcher.
Meat/poultry, cheap cut/common, per pound: $3. Butcher.
Meat/poultry, good cut/better, per pound: $10. Butcher.
Meat/poultry, preserved, per pound: $7.50. Butcher.
Military hammer/pick (long point and hammer backed): $500. Weapon smith.



Mirror, 1 by 3 feet: $500. Trader.
Mirror, silvered steel (4 by 6 inches): $200. Cutler.
Mirror, 2 by 5 feet: $2,000. Trader.
Mule, pack: $2,500. Horse trader.
Mule, riding: $3,000. Horse trader.
Nails, large (4-inch length), 20: $10. Blacksmith.
Naphtha, 1 quart flask (highly volatile and inflammable): $10. Apothecary.
Oil, lamp/lantern, one-gallon jug: $10. General merchant/Trader.
Oilskin coat and overalls: $300. General merchant/Trader.
Paint, oil-based, artist's, 2-ounce pot: $10. Scrivener.
Pan, copper, large (1 gal.): $200. General merchant.
Pan, copper, medium (.5 gal.): $150. General merchant.
Pan, copper, small (.25 gal.): $100. General merchant.
Pan, iron, large (1 gal.): $55. General merchant.
Pan, iron, medium (.5 gal.): $45. General merchant.
Pan, iron, small (.25 gal.): $35. General merchant.
Pan, tin, large (1 gal.): $30. General merchant.
Pan, tin, medium (.5 gal.): $20. General merchant.
Pan, tin, small (.25 gal.): $10. General merchant.
Panpipes: $150. Trader.
Paper, unbleached, sheet: $0.50. Scrivener.
Paper, white, sheet: $1. Scrivener.
Parchment, sheet: $2. Scrivener.
Paraffin, 5 pound block: $25. Grocer.
Pen, quill: $1. Scrivener.
Pen, reed: $0.50. Scrivener.
Pepper, 1 pound sack: $500. Grocer.
Perfume, common/flower essence, 4-ounce bottle: $10. Apothecary.
Perfume, rare, half-ounce bottle: $200. Apothecary.
Pike (18-foot shaft, 1- or 2-foot head): $300. Weapon smith.
Piton, with eye: $2. Blacksmith.
Poison, ingestive (1 dose with 3-5 points harm after 1 ABC time delay), 10-dose bottle: $1,000. Apothecary.
Poison, antidote (1 dose stopping all continuing harm after 1 ABC time delay), one-dose bottle: $1,000. Apothecary.
Pole, haft, handle, staff, hardwood, per foot: $10. Carpenter.
Pole, haft, handle, staff, hardwood (for a weapon), per foot: $50. Carpenter.
Pole-arm, long (12-foot shaft): $350. Weapon smith.
Pole-arm, short (various, 6-foot shaft): $300. Weapon smith.
Pouch, belt, cloth: $25. Trader.
Pouch, belt, leather: $75. Leather shop.
Pouch, belt/girdle, folding scrip/wallet, leather: $100. Leather shop.
Pouch, shoulder, with sling, cloth: $75. Trader.
Pouch, shoulder, with sling, leather: $175. Leather shop.
Pouch, small, pocket-size, cloth: $5. Trader.
Pouch, small, pocket-size, leather: $10. Leather shop.
Purse, small, belt attached, leather: $25. Leather shop.
Pruning hook, 12-foot haft: $150. Blacksmith.
Pry bar: $50. Blacksmith.
Quarrel box, 20 quarrel cap., waist belt: $125. Leather shop.
Quarrel box, small, short bolts, 30 quarrel cap., waist belt: $125. Leather shop.
Quarrels, sheaf of 40, heavy: $280. Fletcher.
Quarrels, sheaf of 40, medium: $240. Fletcher.
Quarrels, sheaf of 40, short: $200. Fletcher.
Quiver, 12 arrow cap., leather, with strap: $75. Leather shop.
Repairs: See Tinker.
Razor, straight edge, folding: $150. Cutler.
Sack, large: 60-pound capacity, 1 bushel volume: $15. Trader.
Sack, large, heavy cloth: 100-pound capacity, 1 bushel vol.: $20. Trader.
Sack, large, leather: 200-pound capacity, 1 bushel vol.: $75. Leather shop.
Saddle, with all accouterments for riding, ordinary: $1,000. Leather shop.
Saddle, with accouterments for riding, ordinary, fancy: $2,500. Leather shop.
Saddle, with accouterments for riding, war: $5,000. Leather shop.
Saddle bags, pair, fancy, leather: $1,000. Leather shop.
Saddle bags, pair, ordinary, leather: $500. Leather shop.
Salt, 1 pound sack: $75. Grocer.
Salve, burn healing (+1 point Health/day,7 applications), jar: $100. Apothecary.
Salve, wound healing (+1 point Health/day, 7 applications), jar: $100. Apothecary.



Sand, white, very fine drying, pint jar: $5. Scrivener.
Sandals: $100. Shoemaker.
Sash (12-foot length): $50. Haberdashery.
Sash, silk (12-foot length): $500. Haberdashery.
Sausage, 5 pound: $15. Butcher.
Saw, large, metal: $150. Blacksmith.
Saw, small, metal: $100. Blacksmith.
Saw, small, wood: $75. Blacksmith.
Scales, 1 ounce to 10 pounds: $100. General merchant.
Scribe's Case: Leather box with 50 paper sheets, ink pot, 10 pens, pen knife, sand cellar, 5 sticks sealing wax: $200. Scrivener.
Scissors, large: $50. Cutler.
Scissors, small: $30. Cutler.
Scroll, parchment, blank, double-length sheet: $7. Scrivener.
Scroll case, brass: $75. Scrivener.
Scroll case, wood: $50. Scrivener.
Scythe: $150. Blacksmith.
Sharpening, weapons: See Tinker.
Shield, targe, metal: $1,000. Armorer.
Shield, large (wood, leather covered, metal reinforced): $750. Armorer.
Shield, regular (wood, leather covered, metal reinforced): $500. Armorer.
Shoes: $200. Shoemaker.
Shovel or spade: $100. Blacksmith.
Sickle: $75. Blacksmith.
Skin container, liquid, stoppered spout, shoulder sling strap, 1 gallon cap.: $90. Leather shop.
Skin container, liquid, stoppered spout, shoulder sling strap, 1 quart cap.: $35. Leather shop.
Sling, 50 lead shot for: $50. Blacksmith.
Sling, leather: $25. Leather shop or Shoemaker.
Soap, hard, half pound cake: $2. Apothecary shop.
Soap, soft, 2 pound crock: $5. Apothecary shop.
Spear, light/throwing (5-foot shaft): $100. Weapon smith.
Spear, long (10-foot shaft): $200. Weapon smith.
Spear, short (6-foot shaft): $150. Weapon smith.
Spice, common, per ounce: $50. Grocer or Trader.
Spice, rare, per ounce: $150. Grocer or Trader.
Spice, very rare, per ounce: $350. Grocer or Trader.
Spike. heavy (6-inch length), each: $1. Blacksmith.
Spit, 6' long: $20. Blacksmith.
Spit, 3' long: $10. Blacksmith.
String, bow: $10. Fletcher.
String, crossbow: $20. Weapon smith.
Sword, average, crude, cutting/hacking: $1,000. Trader.
Sword, average, crude, cutting & thrusting: $2,000. Trader.
Sword, cleaving: $60,000. Swordsmith.
Sword, cleaving, with scabbard: $60,500. Swordsmith.
Sword, cutting & thrusting: $95,000. Swordsmith.
Sword, cutting & thrusting with scabbard: $95,500. Swordsmith.
Sword, cutting, curved: $50,000. Swordsmith.
Sword, cutting, curved with scabbard: $50,500. Swordsmith.
Sword, cutting, heavy: $100,000. Swordsmith.
Sword, cutting, heavy, with scabbard: $101,000. Swordsmith.
Sword, cutting: $55,000. Swordsmith.
Sword, cutting, with scabbard: $55,500. Swordsmith.
Sword, thrusting: $75,000. Swordsmith.
Sword, thrusting with scabbard: $75,500. Swordsmith.
Sword, thrusting, short: $35,000. Swordsmith.
Sword, thrusting short, with scabbard: $35,500. Swordsmith.
Tea, 1 pound: $5 to $150 depending on type. Grocer.
Tent, 2-man: $200. Tentmaker or Trader.
Tent, 6-man: $600. Tentmaker or Trader.
Tent, 10-man: $1000. Tentmaker or Trader.
Theurgy devotional object, common metal, large: $100. Temple.
Theurgy devotional object, common metal, small: $60. Temple.
Theurgy devotional object, gold, large: $5,000. Temple.
Theurgy devotional object, gold, small: $3,000. Temple.
Theurgy devotional object, silver, large: $400 Temple.
Theurgy devotional object, silver, small: $250. Temple.
Theurgy devotional object, wood, large: $75. Temple.
Theurgy devotional object, wood, small: $35. Temple.
Thong, leather, 10 feet: $5. Leather shop.
Tinder box: $20. General merchant/Trader.
Torch, wood and resin-soaked rope, 30 minute burn time: $1. General merchant/Trader.
Vellum, sheet: $5. Scrivener.



Vinegar, quart jug: $2. Grocer.
Wagon, 4-wheel mule or horse, small, cloth covered (24-bushel/2,000 pound capacity): $9,000. Cartwright.
Wagon, 4-wheel mule or horse, small, open (24-bushel, 2,000 pound capacity): $7,500. Cartwright.
Wagon, caravan 4-wheel mule or horse, large, boxed (48-bushel/4,000 pound capacity): $25,000. Cartwright.
Wagon, 4-wheel mule or horse, large, cloth covered (48-bushel/4,000 pound capacity): $15,000. Cartwright.
Wagon, 4-wheel mule or horse, large, open (48 bushel, 4,000 pound capacity): $12,500. Cartwright.
Wax, bees, 1 pound block: $3. Grocer.
Whip (6-foot length): $100. Leather shop.
Whip (12-foot length): $150. Leather shop.
Wine, goblet, common: $3. Tavern.
Wine, goblet, good: $15. Tavern.
Wine, 1 quart flask, common: $10. Wine merchant.
Wine, 1 quart flask, good: $50. Wine merchant.
Wire, thin, 50-pound test, spool of 100 feet: $200. Blacksmith.

ITEMS BY COMMERCIAL LOCATION, ALPHABETICAL

Lejend Masters might find this particularly helpful in setting up the various shops and stores in communities. Listings include some few priced items not shown above, and also extensive but unpriced additions to what each location might also offer.

APOTHECARY

Acid, one-pint flask: Nitric/Sulfuric: $10.
Alcohol, grain, one-quart flask: 180 proof, inflammable: $25.
Alcohol, wood, one-quart flask: 180 proof, inflammable and poisonous: $5.
Alkali, one-pint flask: Ammonium hydroxide or potassium or sodium carbonate, etc.: $10.
Bandages, 10-foot gauze: $5.
Brush, makeup application, personal grooming, etc.: $5.
Glue, general purpose, one-pint pot: $5.
Glue, solvent/remover, one quart bottle: $5.
Herbs, medicinal: analgesic, digestive, purgative, restorative, soporific, stimulant, vermifuge, etc., one dose: $10.
Naphtha, 1 quart flask (highly volatile and inflammable): $10.
Perfume, flower essence, four-ounce bottle: $10.
Perfume, rare, half-ounce bottle: $200.
Poison, ingestive (1 dose with 3-5 points harm after 1 AB time delay), 10-dose bottle: $1,000.
Poison antidote (1 dose stopping all continuing harm after 1 ABC time delay), 1-dose bottle: $1,000.
Salve, burn healing (+1 point healing Health/day, 7 applications/jar), jar: $100.
Salve, wound healing (+1 point healing Health/day, 7 applications/jar), jar: $100.
Soap, hard, half-pound cake: $2.
Soap, soft, two-pound crock: $5.
chemicals
drugs
dyes
liniment
lotion, skin

ARMORER

Armor Repair Tools, kit: $500.
Armor, steel mail, full: $25,000.
Armor, steel mail, half: $17,500.
Armor, steel plate, full: $50,000.
Armor, steel plate, half: $35,000.
Barding (horse armor -40%/-8 protection, -4 Speed, 180 Health), steel mail, full: $125,000. 12 weeks' work.
Barding (horse armor -25%/-5 protection, -2.5 Speed, 120 Health), steel mail, half: $90,000. 10 weeks' work.
Barding (horse armor -60%/-12 protection, -6 Speed, 240 Health), steel plate, full: $250,000. 20 weeks' work.
Barding (horse armor -35%/-7 protection, -3.5 Speed, 180 Health), steel plate, half: $200,000. 14 weeks' work.
Gauntlets, leather and metal: $250.
Gauntlets, full metal: $500.
Lance: 14-foot shaft: $750.
Shield, targe, metal: $1,000.
Shield, large (wood, leather covered, metal reinforced): $750.
Shield, regular (Wood, leather covered, metal reinforced): $500.



BUYING THINGS

BAKER

Biscuits, hard (travel bread), one pound: $3.
Bread, loaf, two pound: $3.

cakes	cookies	pastries
pies (fruit, meat, nut, etc.)		rolls
tarts	tortes	wafers

BLACKSMITH

Caltrops, four-inch size, 12: $25.
Caltrops, two-inch size, 12: $15.
Chain, iron link, 1,100 pound test, one foot: $10.
Chisel, metal-cutting: $100.
Chisel, stone-cutting: $75.
Chisel, wood-cutting: $50.
Club, spiked (hardwood, iron shod and spiked): $125.
File, metal: $100.
Hammer: $30.
Hammer, large (2-pound head): $50.
Hammer, sledge (8-pound head): $100.
Hook, iron, ordinary, lifting/towing: $25.
Hook, iron, treble (grapnel): $100.
Hook, fishing, regular, 12 assorted: $25.
Hook, fishing, very large, 1: $25.
Hatchet (a broad-bladed chopping/throwing weapon): $250.
Jimmy bar, small: $75.
Nails, large (4-inch length), 20: $10.
Piton, with eye: $2.
Pruning hook, 12-foot haft: $150.
Pry bar: $50.
Saw, large, metal: $150.
Saw, small, metal: $100.
Saw, small, wood: $75.
Saw, small, wood: $50.
Scythe: $150.
Shovel or spade: $100.
Sickle: $75.
Sling, 50 lead shot for: $50.
Spike, heavy (6-inch length) 1: $1.
Wire, thin, 50-pound test, spool of 100 feet: $200.

adze	bolt	box, iron
candle stand, wrought iron		hoe
pipe	plane	rake
rivet	rod, iron	rod, steel
spring, coil	spring, plate	spike, long

BOATWRIGHT



Boat, rowing/punt, poling, 2 man, 600 pound cap.: $2,000.
Boat, rowing/punt, poling, 4 man, 1,500 pound cap.: $5,000.
Boat, rowing/barge, small, poling or sweeps, 8 man, 4,000 pound cap.: $12,000.

BOWYER

Bow, light (laminated/wood, 2.5 foot length): $1,000.
Bow, medium (laminated/wood, 4 foot length): $2,000.
Bow, strong (laminated/wood, 5.5 foot length): $5,000.
String, bow: $10.

BRASS, COPPER, & PEWTER SMITHS

Bell, brass, large hand-held: $150.

bowl	box	brazier, brass
burner, brass	can, copper	candlestick, brass/pewter
chest, brass	coffer, brass	dish, pewter
horn, brass	mug, copper or pewter	
pail, copper	plate, pewter	pot, copper

BUTCHER (or FISH MONGER)

Cheese, hard, two pound cheese: $10.
Cheese, soft, three pound crock: $10.
Fish, crustaceans, common, one pound: $10.
Fish, crustaceans, special, one pound: $30.
Fish, fresh, better variety, one pound: $10.
Fish, fresh, best, one pound: $25.
Fish, preserved, good, one pound: $7.50.
Fish, preserved, ordinary, one pound: $2.50.
Fish, shellfish, common, one pound: $5.
Fish, shellfish, special, one pound: $15.
Meat/poultry, average cut/fair, one pound: $6.
Meat/poultry, best cut/rare, one pound: $30.
Meat/poultry, cheap cut/common, one pound: $3.
Meat/poultry, good cut/better, one pound: $10.
Meat/preserved, one pound: $7.50.
Sausage, five pound: $15.

bones	ham, smoked	lard
sausage, smoked		tallow



CARPENTER

Cart, push, hand, two-wheel (high-wheeled, 6-bushel/500 pound capacity): $1,000.
Club, ordinary (hardwood, knobbed): $50.
Glue, carpenters, wood, 2-pound block: $10.
Pole, haft, handle, staff, hardwood, per foot: $10.
Pole, haft, handle, staff, hardwood (weapon use), per foot: $50.
Wheelbarrow (two-bushel/100 pound capacity): $250.

bed	bench	bowl
box	chair	chest
coffer	coffin	desk
door	screen	stand
stool	table	trestle
trunk		

CARRIAGE MAKER

Carriage, 4-wheel, horse, closed (6-passenger cap.): $25,000.
Carriage, 4-wheel, horse, closed, luxury (6-passenger cap.): $50,000.
Carriage, 4-wheel, horse, open (4-passenger cap.): $15,000.
Coach, 4-wheel, 4-horse, closed (8-passenger cap.): $75,000.
Coach, 4-wheel, 4-horse, closed, luxury (8-passenger cap.): $150,000.

CARTOGRAPHER

Map, city/local: $3,000 to $6,000.
Map, continental: $7,000 to $12,000.
Map, hemisphere: $9,000 to $16,000.
Map, state/region: $5,000 to $8,000.
Map, world: $11,000 to $20,000.

CARTWRIGHT

Cart, 2-wheel donkey or horse (12-bushel/1,000 pound cap.): $3,000.
Wagon, 4-wheel mule or horse, small, cloth covered (24-bushel/2,000 pound cap.): $9,000.
Wagon, 4-wheel mule or horse, small, open (24-bushel/2,000 pound cap.): $7,500.
Wagon, caravan 4-wheel mule or horse, large, boxed (48-bushel/4,000 pound cap.): $25,000.
Wagon, 4-wheel mule or horse, large, cloth covered (48-bushel/4,000 pound cap.): $15,000.
Wagon, 4-wheel mule or horse, large, open (48-bushel/4,000 pound cap.): $12,500.

CUTLER

Cleaver: $150.
Cleaver, great: $500.
Dagger, long (10-inch blade, straight or curved): $1,000.
Dagger, long, sheath (10-inch blade, straight or curved): $1,050.
Dagger, short (6-inch blade, straight or curved): $750:
Dagger, short, sheath, (6-inch blade, straight or curved): $800.
Knife, average (8-inch blade): $200.
Knife, average, with sheath (8-inch blade): $250.
Knife, fighting (12-inch blade): $450.
Knife, fighting, with sheath (12-inch blade): $500.
Knife, heavy (15-inch blade): $750.
Knife, heavy, with sheath (15-inch blade): $800.
Knives, throwing, pair of (5-inch blade, no quillions): $500.
Mirror, silvered steel (4 x 6 inches): $200.
Razor, straight edge, folding: $150.
Scissors, large: $50.
Scissors, small: $30.

awl, various	clippers	cutlery, table
mirror, steel	nippers	pincers
sharpening steel	table ware (spoons, knives, etc.)	
tweezers		

DAIRY

Butter, 1 pound: $2.
Buttermilk, 1 quart: $0.50.
Cheese, aged, 1 pound: $5.
Cheese, aged, special 1 pound: $10.
Cheese, brick, farmers, 1 pound: $2.50.
Cottage cheese, 1 pound: $1.50.
Cream, 1 pint: $2.
Eggs, 12: $1.
Milk, 1 gallon: $3.
Whey, 1 gallon: $1.

FALCONER

Eagle, hunting: $10,000.
Falcon, hunting: $5,000.
Hawk, hunting: $2,500.
Kestrel, hunting: $1,500.

FLETCHER

Arrows, sheaf of 24, long: $240.
Arrows, sheaf of 24, medium: $220.
Arrows, sheaf of 24, short: $200.
Quarrels, sheaf of 40, heavy: $280.
Quarrels, sheaf of 40, medium: $240.
Quarrels, sheaf of 40, short/small: $200.



BUYING THINGS

FURRIER

Fur, animal skin, ordinary: $1,000.
Fur, animal skin, rare: $5,000.
Fur, coat, ordinary: $2,500.
Fur, coat, fine: $10,000.
Fur, jacket, ordinary: $1,500.
Fur, jacket, fine: $6,000.
Fur, robe, ordinary: $2,000.
Fur, robe, fine: $8,000.

GEMNER

Gem, cut and polished, hard, common: $100/carat.
Gem, cut and polished, hard, rare: $750/carat.
Gem, cut and polished, hard, uncommon: $200/carat.
Gem, cut and polished, hard, very rare: $1750/carat.
Gem, cut and polished, soft, common: $25/carat.
Gem, cut and polished, soft, rare: $250/carat.
Gem, cut and polished, soft, uncommon: $75/carat.
Gem, cut and polished, soft, very rare: $500/carat.
Gem, cut and polished, very hard, rare: $5,000/carat.
Gem, cut and polished, hard, uncommon: $2,000/carat.
Gem, cut and polished, hard, very rare: $17,500/carat.

amber	carved ivory	carved stone
cloisonne´	crystals	faience
pearls		

GROCER

Coffee, 1 pound: $10 to $300, depending on type.
Flour, 20-pound sack: $10.
Fruit, dried, 1 pound: $5.
Fruit, fresh (in season), 1 pound: $1.
Garlic, bud: $1.
Herbs, cooking, bunch fresh: $2.
Herbs, cooking, 1 ounce dried: $4.
Honey, 5 pound crock: $25.
Paraffin, 5 pound block: $25.
Pepper, 1 pound sack: $500.
Salt, 1 pound sack: $75.
Spice, 1 ounce, common: $50.
Spice, 1 ounce, rare: $150.
Spice, 1 ounce, very rare: $350.
Tea, 1 pound: $5 to $150 (depending on type).
Vinegar, 1 quart jug: $2.
Wax, bees, 1 pound block: $3.

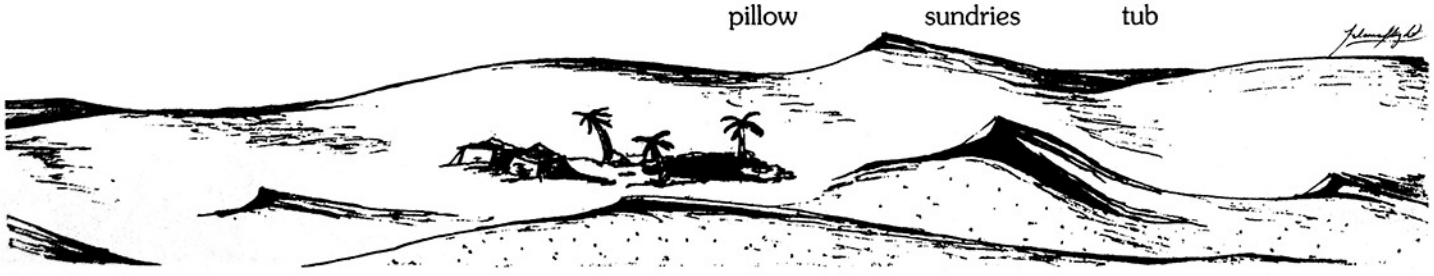
legumes, dried	meal, grain (barley, oat)	
mushrooms	nuts	oil, cooking
vegetables, green		vegetables, root



GENERAL MERCHANT

Backpack, cloth (cap. 4 cubic feet): $100.
Balls, baked clay, half-inch dia., 100 in cloth bag: $10.
Blanket, light: $35.
Blanket, thick: $75.
Candle, beeswax, 8 hour burn, 12: $30.
Candle, wax, 4 hour burn, 12: $12.
Candle, tallow, 2 hour burn, 12: $5.
Canteen, water gourd, 1 quart, with leather sling: $5.
Canvas, thick, 1 square yard: $15.
Lamp, oil-burning, metal head (1 hour of fuel): $50.
Lamp, oil-burning: $15.
Lantern, candle-burning: $10.
Lantern, oil-burning, common: $25.
Lantern, oil-burning, hooded: $75.
Lantern, oil-burning, bull's-eye: $50.
Lantern, oil-burning, bull's-eye, hooded: $100.
Line, cord, 100-foot ball: $20.
Line, rope, extra fine horsehair, 10 feet: $20.
Line, rope, ordinary, 10 feet: $10.
Line, string, fine, strong (fishing), 100 feet: $10.
Oil, lamp/lantern, 1 gallon jug: $10.
Oilskin coat and overalls: $300.
Scales, 1 ounce to 10 pounds weight: $100
Tinder box: $20.
Torch, wood and resin-soaked rope, 30 minute burn: $1.

apron, cloth	baskets, wicker	broom
brush, scrub	bucket/pail	chest, wicker
cloth, bolt	containers (bottles, crocks, jars, jugs)	
cooking ware (kettles, pots, pans)		
cushion	hamper, wicker	mattress
mat, woven	mop	pad
pillow	sundries	tub



GOLDSMITH

Jewelry, gold bracelet (wide, heavy): $4,500.
Jewelry, gold brooch: $3,500.
Jewelry, gold cloak pin: $2,500.
Jewelry, gold neck chain, long, solid medallions: $8,500.
Jewelry, gold ring (large with seal-type design): $2,000.
bottle, small box, small bangle
earrings inlaid precious gems/materials
jar, small necklace
table service (bowls, cutlery, dishes, plates, etc.)

GUILD, ARMSMEN

Armed Escort, average skill and A&A, one individual: $60/hour plus all expenses.
Armed Escort, base skill and A&A, one individual: $25/hour plus all expenses.
Armed Escort, expert, heavily A&A, one individual: $100/hour plus all expenses.
Bodyguard, expert, heavily A&A: As negotiated for length of service, risks, etc.
Soldier, average, with average A&A: As negotiated for length of service, risks, etc., suggested $1,000/month plus found and loot pillaged.
Soldier, elite, with superior A&A and mount: As negotiated for length of service, risks, etc., suggested $3,000/month plus found and loot pillaged.
Soldier, veteran bowman/crossbowman, with average A&A: As negotiated for length of service, risks, etc., suggested $1,500/month plus found and loot pillaged.
NOTE: A&A - Arms and armor possessed.

GUILD, ENCHANTERS, with some fanciful name

Enchanted item: Guild might sell at an exceedingly high price.
Enchantment Power, new: Guild membership might enable acquisition at high cost.
Memory Tablet: Guild membership might enable acquisition at high cost.
Services of a Member, LM Optional: A suggested $1,000/day and expenses, with a pro-rata share of any wealth gained.

GUILD, ELEMENTALISTS

Geourgy command circle materials: Guild membership might enable acquisition at high cost.
Geourgy Conjuration or Power, new: Guild membership might enable acquisition at high cost.
Geourgy protection circle materials: Guild membership might enable acquisition at high cost.
Memory Tablet: Guild membership might enable acquisition at high cost.
Services of a Member, LM Optional: A suggested $1,000/day and expenses, with a pro-rata share of any wealth gained.

GUILD, NECROLOGISTS {"AFTERLIFE ACTIVATION ASSOCIATION", "SOCIETY DEALING WITH DEPARTED SOULS" etc.} with an euphemistic name to avoid troubles with irate townsfolk and the like.

Memory Tablet: Guild membership might enable acquisition at high cost.
Necrourgy command circle materials: Guild membership might enable acquisition at high cost.
Necrourgy protection circle materials: Guild membership might enable acquisition at high cost.
Necrourgy Ritual or Power, new: Guild membership might enable acquisition at high cost.
Services of a Member, LM Optional: Are you kidding? However, if this is sought a suggested $1,500/day and expenses, with a pro-rata share of any wealth gained and rights to all human and humanoid corpses generated in the process irrevocably assigned to the member hired.

GUILD, SORCERY {"COUNTER-CHAOS CONCLAVE", "BROTHERHOOD OF THE BURNING QUESTION" etc.} with an euphemistic name to avoid troubles with irate townsfolk and the like.

Memory Tablet: Guild membership might enable acquisition at high cost.
Sorcery command circle materials: Guild membership might enable acquisition at high cost.
Sorcery protection circle materials: Guild membership might enable acquisition at high cost.
Sorcery Summoning or Power, new: Guild membership might enable acquisition at high cost.



BUYING THINGS

Services of a Member, LM Optional:
Now we know somebody is joking. However, if this is sought a suggested $2,000/day and expenses, with a double share of any wealth gained and rights to all human prisoners and also souls of those slain in the process irrevocably assigned to the member hired.



GUILD, THEURGISTS: See TEMPLE, below.

HABERDASHERY

Cape: $100.
Cape, fine: $300.
Cloak: $200.
Cloak, with or without cowl: $250.
Clothing, common suit: $150.
Clothing, garment suit: $300.
Clothing, good suit: $750.
Clothing, gown, fine men's: $500.
Clothing, gown, ordinary men's: $200.
Clothing, robe: $1,000.
Hood: $50.
Sash (12-foot length): $50.

apron	blouse	coat
gown	hose	jacket
jupon	kerchief	linens, under
shawl	smock	stockings
surcoat	tabard	tunic



HATTER

Cap, plain: $15.
Cap, fine: $75.
Cap, fool's/jester's-type: $100.
Cap, fur, fine: $750.
Cap, fur, ordinary: $250.
Hat (ordinary/nondescript): $50.
Hat, brimmed: $75.
Hat, broad brimmed: $100.
Hat, fanciful: $150.
Hat, low brimmed: $100.

HORSE (and/or CAMEL) TRADER

Burro (ass), jack: $1,500.
Burro (ass), jenny: $1,000.
Camel, eastern, average/pack: $10,000.
Camel, eastern, fine: $20,000.
Camel, western, average/pack: $30,000.
Camel, western, fine/racing: $75,000.
Horse, gelding, riding: $5,000.
Horse, mare, riding: $15,000.
Horse, gelding (pack): $3,500.
Horse, stallion, riding: $25,000.
Mule, pack: $2,500.
Mule, riding: $3,000.

KENNEL KEEPER

Dog, guard: $2,500.
Dog, hunting: $1,500.
Dog, tracking: $2,000.
Dog, war: $5,000.

LEATHER SHOP, HARNESS & SADDLER

Armor, leather, full: $1,000.
Armor, leather, half: $650.
Backpack, leather (capacity 4 cubic feet, water resistant): $500.
Baldric (shoulder- or back-slung hanger for any but heavy sheathed sword): $200.
Barding (horse armor -30%/-6 protection, -2.5 Speed, 80 Health), leather, full: $5,000. Six weeks work.
Barding (horse armor -15%/-3 protection, -1.5 Speed, 50 Health), leather, half: $3,750. Five weeks work.
Belt, leather, broad: $40.
Belt, leather, cross-harness: $100.
Belt, leather, narrow: $25.
Bow case (oilskin, tying, nearly waterproof): $75.



Gauntlets, leather: $150.
Girdle, leather, broad with pockets: $250.
Girdle, leather, broad with pockets and knife or dagger concealed: $750.
Gloves: $50.
Gloves, heavy leather: $75.
Harness, single draft animal: $250.
Harness, draft animal team of two: $600.
Harness, draft animal team of four: $1,250.
Harness, draft animal team of six: $2000.
Harness, draft animal team of eight: $2,500.
Pouch, belt, leather: $75.
Pouch, belt/girdle, folding scrip/wallet, leather: $100.
Pouch, shoulder, with sling, leather: $175.
Pouch, small, pocket-size, leather: $10.
Purse, small, belt attached, leather: $25.
Quarrel box, 20 quarrel capacity, and waist belt: $125.
Quarrel box, small, short bolts, 30 quarrel capacity, and waist belt: $125.
Quiver, 12 arrow capacity, leather, with strap: $75.
Sack, large, leather (200-pound weight capacity, 1-bushel volume): $75.
Saddle, with all accouterments for riding, ordinary: $1,000.
Saddle, with all accouterments for riding, ordinary, fancy: $2,500.
Saddle, with all accouterments for riding, war: $5,000.
Saddle bags, pair, fancy, leather: $1,000.
Saddle bags, pair, ordinary, leather: $500.
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 gallon capacity: $90.
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 quart capacity: $35
Sling, leather: $25.
Thong, leather, 10 feet: $5.
Whip: 6 foot length: $100.
Whip: 12 foot length: $150.

LOCKSMITH

Lock, large, cabinet/door: $500.
Lock, small, cabinet/door: $350.
Padlock, large: $200.
Padlock, small: $150.
Strongbox, iron, large: 12 cubic foot cap. (3' x 2' x 2'): $20,000.
Strongbox, iron, small: 6 cubic foot cap. (2' x 2' x 1.5'): $15,000.

POTTER SHOP (clay fired pottery, fair quality)

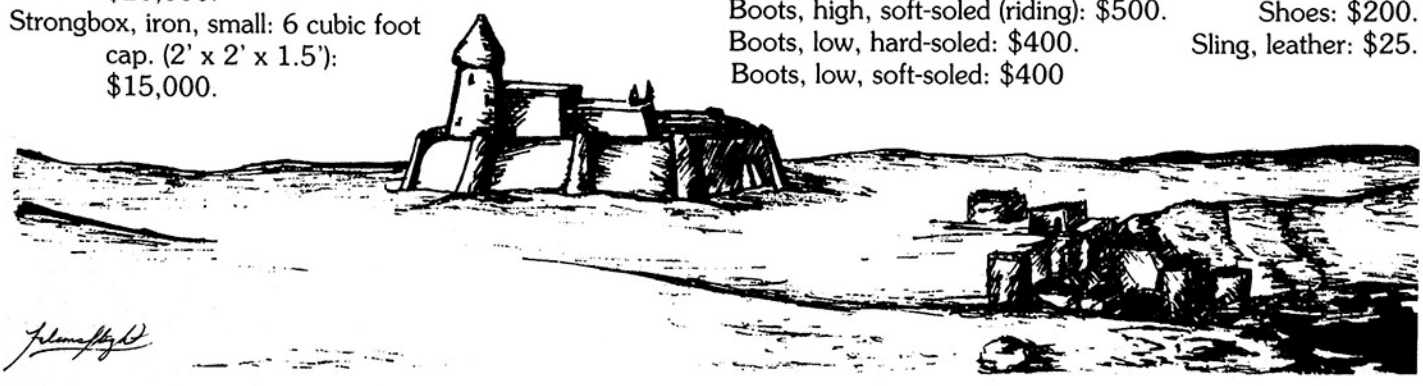
Bottle, quart: $5 (and double as size does).
Bowl, small (pint capacity): $3 (and double as size does).
Cup: $4.
Ewer or flagon, quart: $15 (and double as size does).
Jar, pint, with cover: $10 (and double as size does).
Jug, quart: $7 (and double as size does).
Mug: $5.
Pitcher, small: $4 (and double as size does).
Plate, small: $4 (and double as size does).
Platter: $20.
Pot, small (2 quart capacity): $6 (and double as size does).
Vase, small (1 quart size): $10 (and double as size does).

SCRIVENER

Book, blank, cloth cover, 100 paper pages: $100.
Book, blank, leather cover, 100 paper pages: $200.
Brush, artist paint, fur/hair bristled, various sizes: $10.
Cellar, sand, brass, one-ounce capacity: $25.
Chalk, stick: $0.50.
Charcoal, stick: $0.50.
Ink, 2 ounce pot: $2.
Knife, pen, folding 2 inch blade: $25.
Paint, oil-based, artist's, 2 ounce pot: $10.
Paper, unbleached, sheet: $0.50.
Paper, white, sheet: $1.
Parchment, sheet: $2.
Pen, quill: $1.
Pen, reed: $0.50.
Sand, white, very fine drying, pint jar: $5.
Scribe's Case: Leather box with 50 each unbleached and white paper sheets, ink pot, 10 assorted pens, pen knife, sand cellar, and five sticks sealing wax: $200.
Scroll, parchment, blank, double-length sheet: $7.
Scroll, case, brass: $75.
Scroll, case, wood: $50.
Vellum, sheet: $5.
Wax, sealing, stick: $1.

SHOEMAKER

Boots, high, hard-soled: $500.
Boots, high, soft-soled (riding): $500.
Boots, low, hard-soled: $400.
Boots, low, soft-soled: $400
Sandals: $100.
Shoes: $200.
Sling, leather: $25.



BUYING THINGS



SILVERSMITH

Bell, silver small hand-held: $250.
Jewelry, silver bracelet (wide, heavy): $500.
Jewelry, silver brooch: $375.
Jewelry, silver cloak pin: $300.
Jewelry, silver neck chain, long with solid medallions: $1,250.
Jewelry, silver ring (large with seal-type design): $225.

bangle	cup	earrings
inlaid precious gems/materials		mirror
necklace	table service (bowls, cutlery, dishes, etc.)	

STABLE & LIVERY

Boarding with feed, one day: $10 to $20.
Grain, feed, 60 pound sack: $60.
Hay, bale, average: $5.
Hay, bale, rich: $7.50.
Straw, bale: $3.
Horse, riding, daily rent: $35 to $100 plus feed.
Mule, riding: $25 plus feed.

STABLE MASTER

Horse, war, charger: $125,000.
Horse, war, courser: $100,000.
Horse, war, destrier: $150,000.

SWORDSMITH

Sword, cleaving: $60,000.
Sword, cleaving, with scabbard: $60,500.
Sword, cutting & thrusting: $95,000.
Sword, cutting & thrusting with scabbard: $95,500.
Sword, cutting, curved: $50,000.
Sword, cutting, curved with scabbard: $50,500.
Sword, cutting, heavy: $100,000.
Sword, cutting, heavy, with scabbard: $101,000.
Sword, cutting: $55,000.
Sword, cutting, with scabbard: $55,500.
Sword, thrusting: $75,000.
Sword, thrusting with scabbard: $75,500.
Sword, thrusting, short: $35,000.
Sword, thrusting short, with scabbard: $35,500.

TAILOR

Armor, cloth garment, full: $350.
Armor, cloth garment, half: $250.
Barding (horse armor -20%/-4 protection, -2 Speed, 60 Health), cloth garment: $2,500. 3 weeks work.
Barding (horse armor -10%/-2 protection, -1 Speed, 40 Health), cloth half: $1,750. 2 weeks work.
Cloak, fine, fur-trimmed/lined with/without cowl: $1,500
Clothing, fine suit: $1,500.
Clothing, service* suit, outdoors/hunting: $750.
*effectively armor, full cloth garment

coat	doublet	gown
jacket	jupon	mantle
robe	shirt	surcoat
tabard	vest	

TAVERN

Ale, flagon: $4.
Ale, one-gallon jug: $12.
Beer, tankard: $3.
Beer, one-gallon jug: $8.
Brandy, gill: $6.
Brandy, gill, fine old: $20.
Wine, goblet, common: $3.
Wine, goblet, good: $15.
Wine, goblet, local vintage: $2.
Wine, one-quart flask, common: $10.

cordials and liqueur	food	liquor (gin and vodka)
lodging	mead	porter ale
rum	stout	whiskey



TEMPLE

Curing of an illness or injury: $250/day of stay, one day minimum, plus $100/ point of Health restored through the extraordinary means.
Consecrated (Blessed/Holy) Oil, one gill: $50.
Consecrated (Blessed/Holy) Water, one pint: $25.
Incense, common, 20 sticks: $10.
Incense, rare, six sticks: $100.
Memory Tablet: $5,000 (and up).
Theurgy devotional object, common metal, large: $100.
Theurgy devotional object, common metal, small: $60.
Theurgy devotional object, gold, large: $5,000.
Theurgy devotional object, gold, small: $3,000.
Theurgy devotional object, silver, large: $250.
Theurgy devotional object, silver, small: $400.
Theurgy devotional object, wood, large: $75.
Theurgy devotional object, wood, small: $35.
Theurgy new Powers: Temple membership might enable acquisition at high cost.
Theurgy propitiation materials: Temple membership might enable acquisition at high cost.
Theurgy votive summoning materials: Temple membership might enable acquisition at high cost.

TINKER (See also Part 3, Armor Repair.)

Repair: Typical items: are at $1 per harm point to be restored or else 40% to 60% original cost of item.
Cloth/Leather Armor, Wood & Leather Shields, and Special Items: $5 per point of harm removed by repair of the item. Double to $10 or greater if the item is expensive and fragile/complicated or very expensive and very fragile/complicated. Base success chance 70% for complex items, and repair cost is paid before success is determined.
Metal Armor: $25 per point of harm removed by repair of the item if chain armor or metal shield. Plate armor repair is double the former cost, $50 per point of harm removed by repair of the item. Base success chance 80% , and repair cost is paid before success is determined.
Sharpening (Pantology enabled): $20 for knife or dagger, $50 for axe-like blade, and $100 for sword. This will increase base damage minimum harm score by 6, but each attack thereafter drops the increase by 1 point per hit. Poor tinkers will add 2 points, average ones will add 4, expert ones will add 6 points as noted.
Used Repaired Items: Type according to LM determination. Cost is from 25% to 75% normal new cost, and condition varies from fair (50% standard to excellent (100%/like new).

TRADER

Backpack, cloth (cap. 4 cubic feet): $100.
Bag, cloth (25-pound weight cap., 1 peck volume): $5.
Balance, fine, carat/grain weight (gems/precious metals): $500.
Balls, baked clay, half-inch diameter, 100 in cloth bag: $10.
Blanket, light: $35.
Blanket, thick: $75.
Candle, beeswax, eight-hour burn, 12: $30.
Candle, wax, four-hour burn, 12: $12.
Candle, tallow, two-hour burn, 12: $5.
Canteen, water gourd, 1 quart, with leather sling: $5.
Canvas, thick, 1 square yard: $15.
Cap, fool's/jester's-type: $100.
Clothing, beggar-type, with bowl, wooden and crutch, wooden: $50.
Clothing, motley suit, (performer/fool/jester): $200.
Clothing, service* suit, outdoors/hunting: $750.
*effectively armor, full cloth garment
Drum, kettle: $500.
Drum, large: $200.
Drum, small: $50.
File, metal and lock pick in leather case: $500.
Flute, silver: $700.
Grease, clay pot of, 1 quart, with rag wrapping: $2.50.
Horn, bugle, brass: $350.
Horn, hunting: $200.
Horn, trumpet, brass: $750.
Ivory. uncut, 1 pound: $200.
Lamp, oil-burning, metal (with 1 hour of fuel): $50.
Lamp, oil-burning: $15.
Lantern, candle-burning: $10.
Lantern, oil-burning, common: $25.
Lantern, oil-burning, hooded: $75.
Lantern, oil-burning, bull's-eye: $50.
Lantern, oil-burning, bull's-eye, hooded: $100.
Line, cord, 100-foot ball: $20.
Line, rope, extra fine horsehair, 10 feet: $20.
Line, rope, ordinary, 10 feet: $10.
Line, string, fine, strong (fishing), 100 feet: $10.
Looking glass, hand, 3 x 5 inch: $50.
Lyre, small: $1,000.
Makeup, entertainment/disguise, various items in leather case: $250.
Mandolin: $600.
Mirror, 1 x 3 feet: $500.
Mirror, 2 x 5 feet: $2,000.
Oil, lamp/lantern, 1 gallon jug: $10.



Oilskin coat and overalls: $300.
Pan pipes: $150.
Pouch, belt, cloth: $25.
Pouch, shoulder, with sling, cloth: $75.
Pouch, small, pocket-size, cloth: $5.
Sack, large (60-pound weight cap., 1 bushel volume): $15.
Sack, large, heavy cloth (100-pound weight cap., 1 bushel volume): $20.
Sword, average, crude*, cutting/hacking: $1,000.
Sword, average, crude*, cutting & thrusting: $2,000.
*Breakage occurs automatically on a 96-00 attack roll score.
Tinder box: $20.
Torch, wood and resin-soaked rope, 30 minute burn: $1.

animals, small	bandor	birds
carpet	carving	hammock
harp	livestock, small	mat
rug	spices	tambor
tapestry		

WEAPON SMITH

Axe: (a narrow-bladed war axe): $500.
Axe, battle: (a large, broad-bladed weapon): $1,000.
Axe, belt: (a small hand/throwing weapon): $250.
Catapult, hand: $600.
Crossbow (metal-spring arms): $500.
Crossbow, small (claw used to cock): $350.
String, crossbow: $20.
Fighting staff (6 foot oak staff metal shod/banded): $150.
Flail (handle, chain, and spiked iron weight): $250.
Flail, long (handle, linked to iron-spiked striking arm): $250.
Mace, iron, flanged and spike-tipped: $500.
Military hammer/pick (long point and hammer backed): $500.
Pike (18-foot shaft, 1 or 2 foot head): $300.
Pole-arm, long (various sorts, 12 foot shaft): $350.
Pole-arm, short (various sorts, 6 foot shaft): $300.
Spear, light/throwing (5 foot shaft): $100.
Spear, long (10 foot shaft): $200.
Spear, short (6 foot shaft): $150.
bardiche (a form of great cleaver)
crossbow, repeating
hand catapult, repeating
dart, hand, 1 foot, spike-tipped



WINE MERCHANT

Brandy, fine old, 1 quart flask: $100.
Brandy, 1 quart flask: $30.
Wine, 1 quart flask, common: $10.
Wine, 1 quart flask, good: $50.
Wine, 10 gallon keg, common: $300.
Wine, 10 gallon keg, fine: $1,500.
Wine, 60 gallon butt, common: $1,500.

brandy, rare	wine, rare	wine, sparkling
wine, sweet fruit		wine vinegar



LEJEND MASTER'S LORE

MONETARY VALVES OF PRECIOVS SVBSTANCES & EXTRAORDINARY ITEMS

As a general rule assume the following values when buying, reduced by half when selling to a dealer:

Exception: Memory Tablet: An Avatar, in association with fellows, who is being trained or otherwise learning can usually purchase one memory tablet for a cost of from $3,000 to 10,000.

Ambergris: $5,000/pound.

Berries: For alchemia materia, various kinds running from as little as $10 per berry to $10,000 per pound. (The LM can devise such sorts as are deemed correct for the campaign, and these will be listed in such sourcebooks as deal with local produce of magical kind.)

Brocade/lace: $25/square foot for brocade, $50/square foot for lace.

Bronze, ingot (heavy copper content for casting): $10/lb.

Coral, Precious: See Gems.

Caviar, prime: $250/pound. (common $50/pound)

Exotics, various: very rare $500-$750/pound, rare $75-$200/pound, average $10-$40/pound.

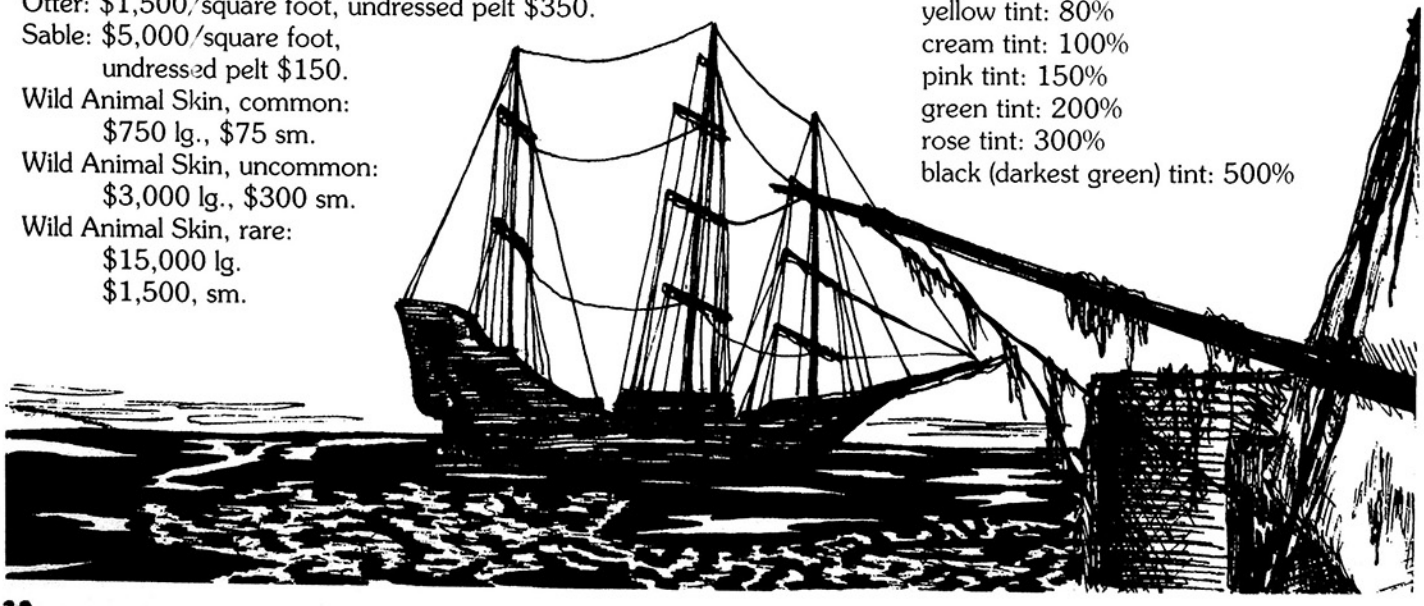
Extraordinary Items: Base item value plus $10,000 per grade. Add for exceptional usage or special considerations as desired, with a per Grade extra cost of $100 to $10,000. These are very, very rare, costly, and subject to considerable price variation upwards when seeking to purchase, but not in sale, depending on the location (the more rural/less sophisticated the higher the cost).

Furs:

- Beaver: $1,000/square foot, undressed pelt $250.
- Ermine: $4,000/square foot, undressed pelt $100.
- Fox: $2,500/square foot, undressed pelt $500.
- Lynx: $3,000/square foot, undressed pelt $750.
- Marten: $2,000/square foot, undressed pelt $250.
- Mink: $3,500/square foot, undressed pelt $90.
- Otter: $1,500/square foot, undressed pelt $350.
- Sable: $5,000/square foot, undressed pelt $150.
- Wild Animal Skin, common: $750 lg., $75 sm.
- Wild Animal Skin, uncommon: $3,000 lg., $300 sm.
- Wild Animal Skin, rare: $15,000 lg. $1,500, sm.

Gems:

- Amber: $5,000/ounce without insect, $10,000 with.
- Coral, precious: $100/ounce.
- Diamond: $4,000/carat for average, -50% for poor quality, double for superior. Add 10% cumulative to the per carat price for each full carat above one full carat.
- Emerald, beryllium: $2,000/carat, otherwise as diamond.
- Emerald, corundum: $3,000/carat, otherwise as diamond.
- Jade, precious: $2,500/carat, and otherwise as diamond.
- Opal, black: $2,000/carat, and otherwise as diamond.
- Pearl: Base values shown according to size, then adjust for shape, skin texture, and color:
  - Sizes: Tiny (seed pearl): $4
    Average small (.20 inch): $40
    Average (.25 inch): $100
    Average large (.30 inch): $180
    Medium (.35 inch): $600
    Medium large (.40 inch): $2,000
    Large (.50 inch): $6,000
    Very large (.60 inch): $20,000
    Very, very large (.75 inch): $60,000
    Huge (1.0 inch): $140,000
  - Shape: Apply to base value.
    hemisphere: -50%
    irregular: -25%
    oval: -10%
    pear: no change
    globe : +25%
  - Skin Texture: Apply to base value.
    coarse (blemish/flaw/rough): -50%
    average: no change
    fine: +25%
  - Color: Multiply adjusted value.
    gray tint: 40%
    brown tint: 60%
    yellow tint: 80%
    cream tint: 100%
    pink tint: 150%
    green tint: 200%
    rose tint: 300%
    black (darkest green) tint: 500%

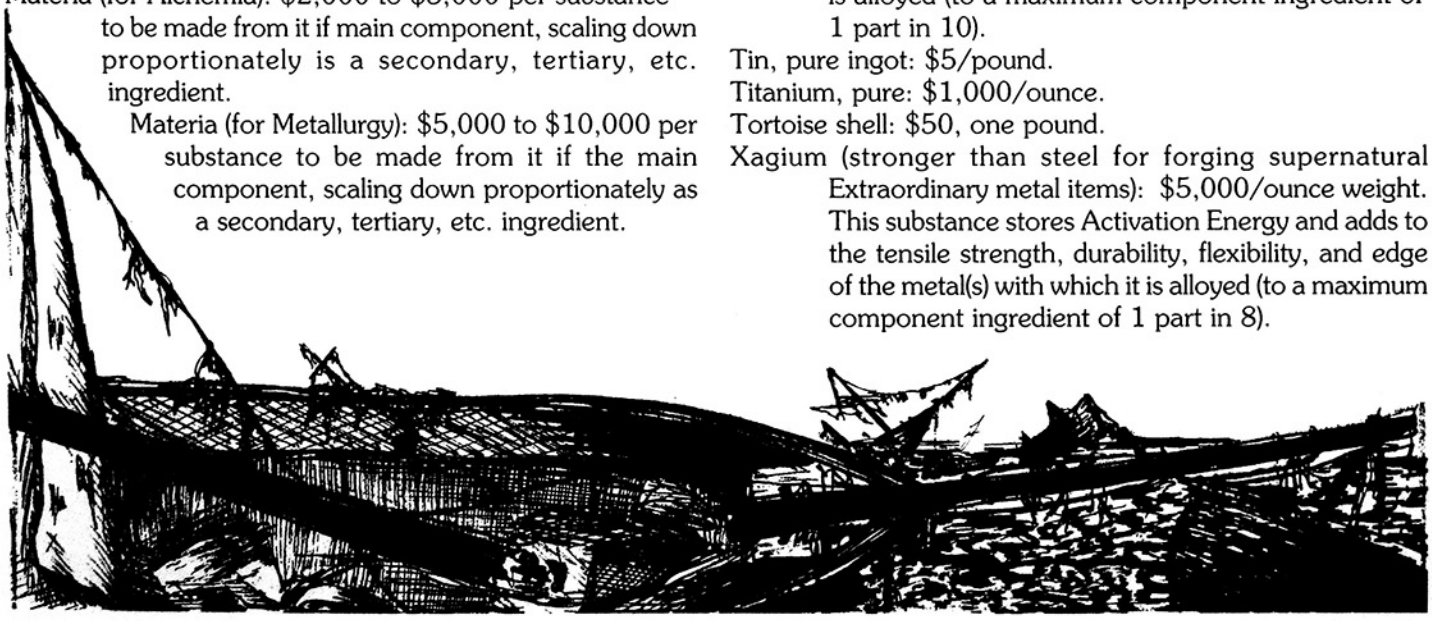


BUYING THINGS

Pearl, fresh water: One-half pearl value above.
Ruby: $4,000/carat, otherwise as diamond.
Sapphire: $3,500/carat, otherwise as diamond.
Sapphire, yellow: $2,000/carat, otherwise as diamond.
Sapphire, white: $1,000/carat, otherwise as diamond.
Xanthos crystal (transparent mineral harder than diamond, of clear [rarest] to orange [uncommon] to maroon [common] color): $60,000 to $15,000/carat depending on color, cut, and clarity.
Semi-precious stone: $50-$500/carat (d10 x $50 random): beryl, chrysoberyl, fire opal, opal, peridot, spinel, topaz (precious), tourmaline. Random value if in doubt of actual per carat value of a particular mineral.
Fancy stone: $1-$10/carat, otherwise as diamond. (Consider most sorts of crystal in other mineral gems falling into this category and range--amethyst to quartz stones and zircon, and including green jadeite jade [non-precious] and lapis lazuli.) Find a random value if in doubt of actual per carat value of a particular mineral.
Herbs (for Alchemia use), 1 ounce: very rare $4,000- $7,000.
Herbs (for Alchemia use), 1 ounce: rare $1,500-$3,000.
Herbs (for Alchemia use), 1 ounce: uncommon $500-$1,000.
Hide, domestic animal: $100 large.
Hide, wild animal, large, common: $200.
Hide, wild animal, large, uncommon: $800.
Hide, wild animal,rare: $4,000.
Incense, fine: $10/ounce per 200 miles distant from point of origination.
Iron, pure ingot: $1/pound.
Ivory: $200/pound (unworked).
Iridium, pure: $850/ounce.
Lead, pure ingot: $3/pound.
Lodestone: $100/ounce.
Mandrake root: From as low as $1,000 for a small, only fair-shaped one, to as much as $25,000 for a large, perfectly shaped specimen.
Materia (for Alchemia): $2,000 to $5,000 per substance to be made from it if main component, scaling down proportionately is a secondary, tertiary, etc. ingredient.
Materia (for Metallurgy): $5,000 to $10,000 per substance to be made from it if the main component, scaling down proportionately as a secondary, tertiary, etc. ingredient.



Mercury (materia and also poison): $350/ounce.
Meteoric iron, pure: $10,400/pound ($650/ounce).
Nickel, pure ingot: $30/pound.
Perfume/unguent, 1 ounce: average $100, rare $500.
Phosphorous, red: $100/ounce.
Phosphorous, white: $500/ounce.
Platinum, pure: $750/ounce.
Rug, hand woven, 1 square foot: crude $5-25, average $50, good $100, fine $200, excellent $400 (knots/inch, material, patterns and dyes are all factors).
Silk: $10/square foot for raw silk cloth, $40/square foot for finished silk cloth.
Slave:
Exotic/highly skilled: $250,000.
Household: $50,000.
Laborer, prime: $100,000.
Laborer, common: $20,000.
Youth: $10,000 to $50,000.
Sodium, metal: $1,000/ounce.
Spice (any rare substance): $10-$20/ounce per 200 miles distant from point of origination.
Tilferium, node (for forging preternatural Extraordinary metal items): $2,500/ounce weight. This substance stores Activation Energy and adds to the tensile strength and durability of the metal(s) with which it is alloyed (to a maximum component ingredient of 1 part in 10).
Tin, pure ingot: $5/pound.
Titanium, pure: $1,000/ounce.
Tortoise shell: $50, one pound.
Xagium (stronger than steel for forging supernatural Extraordinary metal items): $5,000/ounce weight. This substance stores Activation Energy and adds to the tensile strength, durability, flexibility, and edge of the metal(s) with which it is alloyed (to a maximum component ingredient of 1 part in 8).



EXTRAORDINARY OBJECTS OF SUPERNATURAL & PRETERNATURAL ENERGIZATION

The relative energy of Extraordinary Items is divided into classes. The preternatural is that of the mundane; the world, its permutations, and the associated dimensions making it and others like it material. All things that are of Grade V and under fall into this class. The more potent, unworldly magical force is the supernatural. That magical energy stems from dimensions removed, strange to mankind, and powerful.

First, a table for finding by random number generation the Rank of an object of this sort is given. Adding unusual properties for objects of supernatural Extraordinary energy nature is then explained, followed by how these powerful items may be destroyed.

The names of the items in alphabetical order ranking all these objects into 12 Grades according to the item strength:

I. Very minimal
II. Minimal
III. Low Moderate
IV. Moderate
V. Good (this concluding the preternatural Extraordinary Item ranking)
VI. Very Good
VII. Strong
VIII. Very Strong
IX. Major
X. Extreme
XI. Extreme + (a sort of demi-deital potency)
XII. Extreme ++ (a nearly deital sort of magic).



Each Grade, from lowest to highest, is listed as an alphabetical group that has a percentile number associated with each object in the group. When it is desirable for an item to be found at random, this is then a simple matter. You will use the 12 tables rather frequently.
Finally there is the alphabetical listing with full description of each object.

DETERMINATION OF POWER GRADE FOR AN EXTRAORDINARY OBJECT

This is a simple matter. If the Grade of an item is not specified, simply roll on the following table to find which of the 11 Grades applies; then roll on the appropriate Power Grade Table to determine the specific item discovered:

Note that certain items are capitalized in both the Power Grade Tables and the item description lists. ARMOR is a good example, there being a variety of forms as well as strengths of protection.

Percentile	*Grade of Item*
01 - 15	Very Minimal
16 - 29	Minimal
30 - 42	Low Moderate
43 - 54	Moderate
55 - 65	Good
66 - 74	Very Good
75 - 82	Strong
83 - 89	Very Strong
90 - 95	Major
96 - 98	Extreme
99	Extreme +
00	Extreme ++



EXTRAORDINARY OBJECTS

SPECIAL ADDED PROPERTIES FOR SUPERNATURAL ITEMS

If the Lejend Master desires to introduce further complexity to the makeup of certain Extraordinary Objects, then he may assume that any Extraordinary Object of supernatural nature may have bound or forged within it a sentient spirit of some sort. To determine whether this is the case for any particular supernatural item, and if so, how the spirit's presence is manifested, the following random discovery process should be used:

Procedure for Detailing Possible Item Sentience:

1. Determine Whether a Spirit Is Contained: Roll d%. If the result is 01 - 05 a spirit is present within the item.
2. Discover the Manifestation Type Engendered by the Spirit: Roll d%, and consult the table below.

Percentile	*Manifestation Type*
01 - 05	Harmful Energy Discharge
06 - 35	Light Emission
36 - 45	Influence on Possessor
46 - 50	Self-Volition upon Command
51 - 80	Sound
81 - 90	Influence on Target Subject
91 - 94	One to three Extraordinary Powers*
95 - 97	Two of the above**
98 - 99	Three of the above**
00	Four to six of the above***

*To find which type of Power, roll on the sub-table below.

01-30	Enchantment
31-50	Geourgy
51-60	Necrourgy
61-80	Psychogenic
81-90	Sorcery
91-00	Theurgy

**Ignore scores of 95 or higher.

***Ignore scores of 90 or higher.

(Also, in general, ignore any result not compatible with the nature and use of the item in question, and re-roll.)

3. Discover the Spirit's Particular Manifestation Form: Consult the table below that relates to the manifestation type established for the item. Roll d% to determine the particular manifestation form.



Harmful Energy Discharge

Percentile	*Manifestation Form*
01 - 30	cold (anti-energy), 3-8 feet distance
31 - 50	electricity, 3-8 feet distance
51 - 80	flame/heat, 3-8 feet distance
81 - 88	cold (anti-energy), 11-20 feet distance
89 - 92	electricity, 11-20 feet distance
93 - 00	flame/heat, 11-20 feet distance

(Once per minute the item can be commanded to discharge energy in the given form, which will inflict 1-10 points of harm to any individual affected. Triggering this attack is in addition to normal item use.)

Light Emission

Percentile	*Manifestation Form*
01 - 10	dim glow when in use
11 - 30	dim glow upon command
31 - 40	bright glow when in use
41 - 55	bright glow upon command
56 - 80	bright beam upon command
81 - 95	infrared beam upon command
96 - 00	ultraviolet beam upon command

(Commanding light emissions is in addition to normal item use. A dim glow is equal to candle light and illuminates a five-foot radius; a bright glow is equal to the light of a large lantern and illuminates a 20-foot radius; a bright beam is an intense ray of light that has a length of 31-60 feet and diameters of 3 feet at its source and 10 feet at its terminus; an infrared beam has the same dimensions as a bright beam but does not affect night/dark vision; an ultraviolet beam is similarly sized, enhances dark vision, and always affects creatures harmed by sunlight at one-half actual sunlight harm for each ABC of time they are fully exposed to it.)



Influence on Possessor

Percentile	*Manifestation Form*
01 - 10	allows one Psychogenic Power use per item use
11 - 20	baneful--drains 2-8 points of Health BR per item use*
21 - 30	baneful--drains 1-6 points of Speed BR per item use*
31 - 40	subtracts 20 from the die roll if a check must be made by the possessor to avoid some harmful result when the item is in use
41 - 50	baneful--adds 5 to the die roll if a check must be made by the possessor to do anything when the item is in use
51 - 60	adds a variable 1-6 to the base time, distance, area, or harm of the item's effect when in use
61 - 70	adds a variable 1-6 to two of the following: base time, distance, area, and harm of the item's affect when in use
71 - 80	baneful--gives a variable 11-21% chance of reversing the item's normal effect so that it aids the subject (if opposed), either restoring harm inflicted by the item or countering any negative effect caused by it
81 - 90	conveys to the possessor any harm the item inflicts on any BR of a target subject, and any harm points beyond the possessor's normal maximum are added to his BR as a temporary addition that disappears after 1 minute realtime
91 - 00	conveys its mental state* by thought to the possessor (or, the LM may devise something unique or re-roll).

*See the Sound Table below, and check the double-asterisked footnote thereof for the personality of the object.
(Such influences are in addition to normal item use.)

Self-volition upon Command

Percentile	*Manifestation Form*
01 - 20	sprouts legs (or similar appropriate movement appendages) and moves slowly (at a crawling pace) to a point directed up to 100 feet distance upon command
21 - 35	sprouts legs (or similar appropriate movement appendages) and moves quickly (at a walking pace) to a point directed up to 200 feet distance upon command
35 - 50	levitates and moves slowly (at a crawling pace) to a point directed up to 25 feet distance upon command
51 - 60	levitates and moves quickly (at a walking pace) to a point directed up to 50 feet distance upon command
61 - 70	flies (at a running pace) to a point directed up to 120 feet distance upon command
71 - 80	sprouts wings and flies (at double running pace) to a point directed up to 360 feet distance upon command
81 - 85	appears instantly at a point directed up to 30 feet distance upon command
86 - 90	appears instantly at a point directed up to 90 feet distance upon command
91 - 95	levitates and is whisked away (at a running pace) as directed up to 30 feet distance upon command
96 - 00	levitates and is whisked away (at a running pace)-operating independently-up to 15 feet distance upon command

(Such movement generally functions in lieu of normal item use, save where item is capable of independent operation.)



Sound

Percentile	*Manifestation Form*
01 - 15	emits a soft sound* when in operation
16 - 25	emits a loud sound* when in operation
26 - 35	causes a soft sound* to issue from an area up to 100 feet distant, as commanded
36 - 45	causes a loud sound* to issue from an area up to 300 feet distant, as commanded
46 - 55	causes either a loud or soft sound* to issue from an area up to 200 feet distant, as commanded
56 - 60	emits a certain deafening directional sound* or sound blast up to 200 feet distant, as commanded, that blankets a conical area with a base of 1-foot diameter and a variable-width terminus (1-foot per 10 feet of length), causing target subjects to suffer 2-8 harm (disregarding armor) and deafness for one minute per harm point sustained
61 - 75	utters articulate** speech and is able to use human-like senses to assess and relate information
76 - 85	utters articulate** speech and is able to use superior senses to assess and relate information
86 - 95	utters articulate** speech and is able to use human-like senses and intelligence to assess and relate information and suggestions
96 - 00	utters articulate** speech, is able to use superior senses and intelligence to assess and relate information and orders



Sound sub-tables

* Equal chance for one of the following:

1. babbling
2. bellowing (roaring, snorting, etc.)
3. chiming (plangent belling, gonging, etc.)
4. drumming (thumping, rolling, etc.)
5. grinding (crunching, rolling, etc.)
6. groaning
7. laughing (chuckling, guffawing, snickering, etc.)
8. howling
9. humming
10. screaming (shrieking, yelling, etc.)
11. singing (melodiously but inarticulately)
12. sobbing (crying, wailing, etc.)
13. trumpeting
14. whistling (voice-like, wind-like, etc.)
15. cacophonous mix of several of these sounds

** Find the personality of the spirit using the following:

1. benign, neutral, or malign
2. waggish, jocular, acerbic
3. puritanical, suggestive, lewd
4. passive, active, aggressive
5. taciturn but loud, conversational, garrulous
6. self-demeaning, proud, egoistic
7. possessive, jealous, covetous
8. reclusive, indifferent, extroverted
9. somewhat modest, grand, ostentatious (in self-ornamentation)







Influence on Target Subject

Percentile	*Manifestation Form*
01 - 05	baneful--enables the subject to perform twice as many actions during the next ABC if the subject is a foe
06 - 10	adds 1 point to harm inflicted (10 maximum) for 1 minute time if the subject is a foe
11 - 20	blinds the target subject for 1-6 seconds
21 - 30	paralyzes the target subject for 1-6 seconds
31 - 40	disarms the opponent, causing him to drop one item held
41 - 50	paralyzes the target subject for 1-6 seconds
51 - 60	inflicts temporary loss of from 7-12 points from Precision BR (or Weapons Ability score) for one minute
61 - 70	inflicts a temporary loss of from 1-3 points of Speed BR for one minute
71 - 80	delivers VT 9-12 points of harm to target subject regardless of armor
81 - 90	baneful--any harm inflicted on the target subject is also inflicted on the user
91 - 00	causes partial dematerialization (or materialization) of target subject, so armor protection of the target is reduced by a random 5% to 15%, and any Health or Freewill harm inflicted is +d6 additional points (Attack is in addition to normal item use)

DESTRUCTION OF EXTRAORDINARY OBJECTS

Virtually any Extraordinary object is subject to being ruined in one way or another. This is a matter for the Lejend Master, naturally, but presented below are general parameters that can be used in establishing the vulnerabilities and Health of individual items:

Chance for Item Invulnerability

Health Pts. per Percentage Pt.

Nature	*Preternatural* (Highest % Value Only)	*Supernatural* (Highest % Value Only)	*Health*
flimsy, thin, fragile, etc.	25%	35%	2
durable, flexible, etc.	35%	50%	5
sturdy, strong, stout, etc.	55%	75%	10
hard, armored, etc.	70%	95%	20

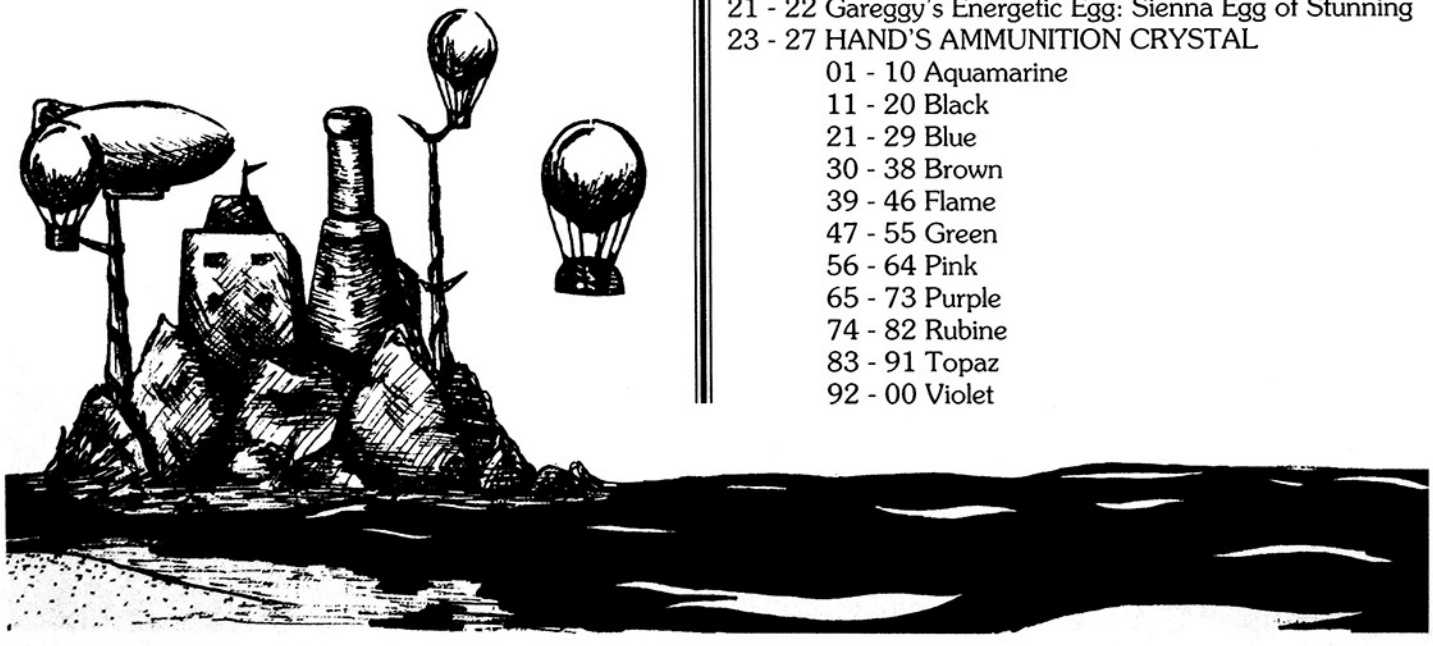
Examples: A fungus or a plaque would be deemed "flimsy" --as would items consisting of glass or paper. A piece of clothing or a wand would be considered "durable"--as would items made of thick ceramic, crystal, or very soft metal. Footwear or gloves would be considered sturdy--as would items produced from solid bone, ivory, thick leather, soft metal, or normal wood. Armor and shields would be viewed as hard--as are items of hard metal, metal and wood, and stone.



POWER GRADE TABLES FOR EXTRAORDINARY OBJECTS

Very Minimal

01 - 05 Bolus of Health, Minimus
06 - 08 Dogs of War
09 - 13 Flashy Performance Spheres, Healthy, Small
14 - 15 Fnalg's Feedbag
16 - 20 Fortune Plaque, Bit of Luck
21 - 22 Hand's Ammunition Crystal, Amber
23 - 24 Hand's Ammunition Crystal, Clear
25 - 26 Hand's Ammunition Crystal, Milky
27 - 28 Hand's Ammunition Crystal, Smoke
29 - 33 Hard Water
34 - 40 Joss Stick
41 - 42 Lie Soap
43 - 45 Light Bubble
46 - 47 Magic Curtain
48 - 51 Memory Tablet
52 - 54 Memory Tablet, Inscribed, One Preternatural
55 - 57 Memory Tablet, Inscribed, Two Preternatural
58 - 60 Misfortune Plaque, Bit of Ill Luck
61 - 63 Nymord's Mystifying Makeup
64 - 66 Pectoral of Protection, Preternatural 20%
67 - 69 Pervading Phosphor
70 - 72 Plaque, Energy Storage, Low
73 - 74 Poison Placebo, Minimus
75 - 79 Soft Soap
80 - 84 Weapon, Arrow, Preternatural
85 - 87 Weapon, Club, Preternatural
88 - 90 Weapon, Lasso, Preternatural
91 - 93 Weapon, Quarrel, Preternatural
94 - 96 Weapon, Shuriken, Preternatural
97 - 00 Weapon, Sling Bullet, Preternatural



Minimal

01 - 02 BLUNG'S INFALLIBLE ANIMAL ATTRACTORS
- 01 - 05 Antelope Annunciator
- 06 - 10 Bos Bringer
- 11 - 20 Canine Caller
- 21 - 25 Crocodile Convener
- 26 - 35 Deer Deceiver
- 36 - 45 Equus Enticer
- 46 - 50 Feline Fetcher
- 51 - 60 Game-bird Getter
- 61 - 65 Hippopotamus Herder
- 66 - 70 Loxodont Lurer
- 71 - 75 Ophidian Affecter
- 76 - 80 Owl Orderer
- 81 - 85 Pork Puller
- 86 - 90 Raptor Raiser
- 91 - 95 Rhinoceros Reacher
- 96 - 00 Ursus Urger

03 - 06 Bolus of Health, Moderatus
07 - 08 Bright Bubble
09 - 10 Eye of Hawks
11 - 13 Flashy Performance Spheres, Healthy
14 - 15 Fortune Plaque, Decent Break
16 - 20 FUNGI, PRETERNATURAL
- 01 - 10 Black Darkvision Mushroom
- 11 - 20 Bluespeed Fungus
- 21 - 30 Conniwiss Toadstool
- 31 - 40 Feywafer
- 41 - 50 Goldenaether Mushroom
- 51 - 60 Greengrave Fungus
- 61 - 70 Indigoforce Toadstool
- 71 - 80 Silverenergy Fungus
- 81 - 90 Sunset Mushroom
- 91 - 00 Warmfeeling Fungus

21 - 22 Gareggy's Energetic Egg: Sienna Egg of Stunning
23 - 27 HAND'S AMMUNITION CRYSTAL
- 01 - 10 Aquamarine
- 11 - 20 Black
- 21 - 29 Blue
- 30 - 38 Brown
- 39 - 46 Flame
- 47 - 55 Green
- 56 - 64 Pink
- 65 - 73 Purple
- 74 - 82 Rubine
- 83 - 91 Topaz
- 92 - 00 Violet



28 - 31 Inspirit Node
32 - 36 Medicine Paint
37 - 40 Memory Tablet, Inscribed, Three Preternatural
41 - 44 Memory Tablet, Inscribed, One Supernatural
45 - 46 Misfortune Plaque, Lousy Break
47 - 52 Morben's Energy Node, Black
53 - 55 Paper Tiger
56 - 58 Pectoral of Protection, Preternatural 25%
59 - 61 Plaque, Apprentice's Basic Instruction
62 - 63 Plaque, Apprentice's Advanced Instruction
64 - 65 Poison Placebo, Moderatus
66 - 68 Shield, Buckler or Targe, Preternatural
69 - 70 Shield, Large, Preternatural
71 - 72 Shield, Standard Preternatural
73 - 74 Shielding Ring, 10% Protect/Two Opponents
75 - 77 Soup Pot
78 - 79 Speculum of Recollection
80 - 81 Sunshine Sphere
82 - 83 Water Wings
84 - 89 WEAPONS
- 01 - 06 Arrow, Supernatural
- 07 - 16 Cleaver, Great, Preternatural
- 17 - 23 Cleaver, Preternatural
- 24 - 30 Club, Boomerang Preternatural
- 31 - 38 Club, Spiked Preternatural
- 39 - 48 Fighting Staff, Preternatural
- 49 - 54 Harpoon, Preternatural, Small
- 55 - 62 Hatchet, Preternatural
- 63 - 70 Lasso, Supernatural, Extending
- 71 - 74 Net, Preternatural Weighted Throwing
- 75 - 83 Quarrel, Supernatural
- 84 - 88 Sling, Preternatural Ranging
- 89 - 92 Sling bullet, Supernatural
- 93 - 00 Shuriken, Supernatural

90 - 96 Wound Dressing, Preternatural
97 - 98 Wylf Bolt
99 - 00 Wylf Shot

Low Moderate
01 - 03 Armor Cloth Half Garment, Preternatural
04 - 06 Armor Leather Half Armor, Preternatural
07 - 10 Bolus of Health, Robustus
11 - 12 Dawn Lamp
13 - 15 Eye of Otherworlds
16 - 18 Eye of Peeking
19 - 21 Flashy Performance Spheres, Precise
22 - 24 Fortune Plaque, Fortune Smiles
25 - 27 Gareggy's Energetic Egg: Beige Egg of Blinding
28 - 30 Gareggy's Energetic Egg: Purple Egg of Palpable Darkness
31 - 33 Hand's Ammunition Crystal, Iron-gray
34 - 36 Memory Tablet, Inscribed, Four Preternatural
37 - 39 Memory Tablet, Inscribed, Two Supernatural
40 - 42 Misfortune Plaque, Misfortune Sneers
43 - 45 Morben's Energy Node, Red
46 - 48 Pectoral of Protection, Preternatural 30%
49 - 51 Pit Pit
52 - 55 Plaque, Energy Storage, Moderate
56 - 57 Plaque, Journeyman's Basic Instruction
58 - 59 Plaque, Journeyman's Advanced Instruction
60 - 61 Poison Placebo, Venomous
62 - 63 Powder of Spirits
64 - 65 Powder of Transforming
66 - 67 Powder of Transmuting
68 - 69 Vismojal's Surprise Pease
70 - 72 Shielding Ring, 10% Protect/Three Opponents
73 - 74 Shielding Ring, 15% Protect/Two Opponents
75 - 82 WEAPONS, ENCHANTED ADDITION PIECES
- 01 - 17 Bands, Set of Four Iron, Staff
- 18 - 34 Grip, Hand Haft
- 35 - 54 Lames, Shaft
- 55 - 71 Spike, Top, Axe or Mace
- 72 - 88 Stock Plate, Crossbow
- 89 - 00 Tips, Bow

83 - 85 Weapon, Dagger, Preternatural
86 - 87 Weapon, Hook, Hafted Preternatural
88 - 90 Weapon, Javelin, Death
91 - 93 Weapon, Knife, heavy Preternatural
94 - 96 Weapon, Knife, Preternatural, throwing
97 - 00 Wound Nostrum, Preternatural

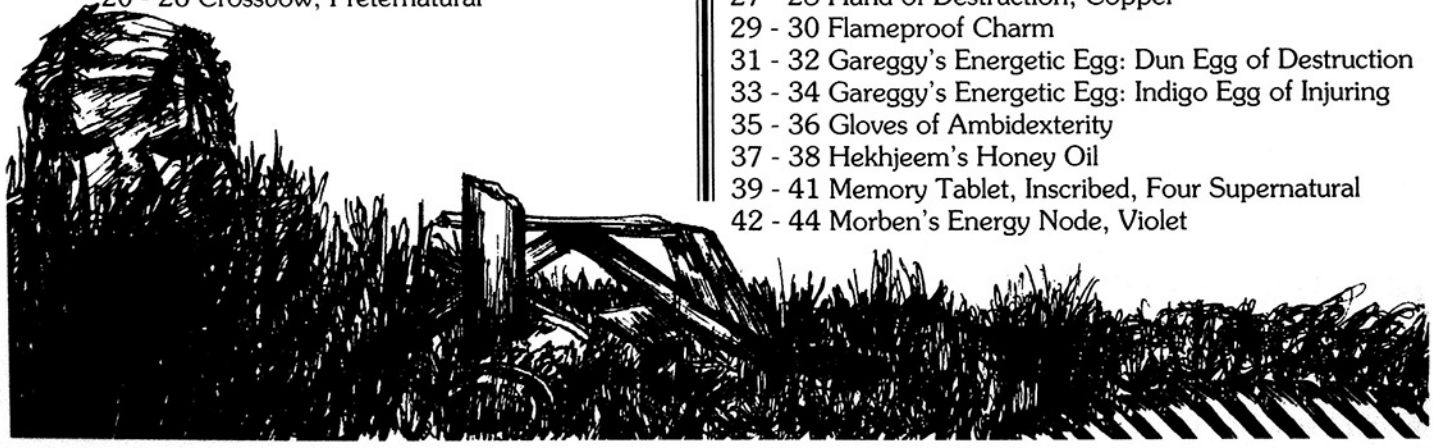


Moderate

01 - 03 Armor Cloth Full Garment, Preternatural
04 - 06 Armor Leather Full Armor, Preternatural
07 - 08 Charm Against Animal Spirits
09 - 10 Charm of Poison Mitigation
11 - 12 Escape Hatch, Copper
13 - 14 Eye of Evaluation
15 - 17 Flashy Performance Spheres, Speedy
18 - 19 Eye of Stone (also Stoning Eye)
20 - 21 Gareggy's Energetic Egg: Beige Egg of Blinding
22 - 23 Gareggy's Energetic Egg: Rosy Egg of Neural Retardation
24 - 25 Hand of Destruction, Bronze
26 - 28 Hard Boots
29 - 30 Huham's Wheelboots
31 - 33 Little Brown Jug
34 - 35 Lucky Piece
36 - 38 Memory Tablet, Inscribed, Three Supernatural
39 - 40 Memory Tablet, Inscribed, Four Preternatural/Supernatural
41 - 43 Morben's Energy Node, Green
44 - 46 Nectar, Mirana's Health Restorative
47 - 49 Nectar, Power Sensing Elixir
50 - 52 Nectar, Unglyrd's Spiritform Mead
53 - 55 Nectar, Vurmund's Wormseye Hydromel
56 - 58 Pectoral of Protection, Preternatural 35%
59 - 61 Plaque, Random Power Plaque
62 - 64 Shielding Ring, 15% Protect/Three Opponents
65 - 67 Shielding Ring, 20% Protect/Two Opponents
68 - 70 Silver Shock Chain
71 - 80 WEAPONS, ENCHANTED ADDITION PIECES
    01 - 15 Arms, Pair, Catapult/Crossbow
    16 - 29 Arm Reinforcing Strips, Pair, Bow
    30 - 42 Cap, Two Iron Butt Spike, Staff
    43 - 56 Head, Mace or Flail
    57 - 70 Pommel, Sword
    71 - 85 Quillions, Sword
    86 - 00 Spike, Back, Axe
81 - 95 WEAPONS
    01 - 08 Axe, Preternatural
    09 - 13 Bolos Preternatural
    14 - 19 Bow, Preternatural
    20 - 26 Crossbow, Preternatural
    27 - 35 Dagger, Supernatural
    36 - 42 Fighting Staff, Supernatural
    43 - 50 Flail, Preternatural
    51 - 58 Knife, heavy Supernatural
    59 - 66 Lance, Preternatural
    67 - 73 Mace, Preternatural
    74 - 78 Sling, Supernatural Ranging
    79 - 84 Spear, Preternatural Piercing
    85 - 90 Spear, Preternatural Striking
    91 - 93 Sword, Preternatural Fencing
    94 - 95 Sword, Preternatural Hacking
    96 - 98 Sword, Preternatural Piercing
    99 - 00 Sword, Preternatural Striking
96 - 98 Xagnar's Efficacious Muffler
99 - 00 Yook's Miniature Blowpipe

Good

01 - 02 al Forzoul's Air Dust
03 - 07 AMBROSIAS
    01 - 07 Aerial Wafer
    08 - 14 Aquatic Gelatin
    15 - 21 Ground Cake
    22 - 27 Flame Relish
    28 - 35 Kunbat's Juggernaut Ration
    36 - 40 Lower Dimensional Fritter
    41 - 50 Oswald's Nictoscopy Jelly
    51 - 57 Rakvosh's Mind Over Matter Tart
    58 - 65 Treetop Pastry
    66 - 70 Upper Dimensional Meringue
    71 - 75 Whipple's Vibratory Alteration Biscuit
    76 - 82 Yegar's Airy Souffle´
    83 - 88 Yegar's Flame Pudding
    89 - 94 Yegar's Fluid Icing
    95 - 00 Yegar's Stone Scone
08 - 09 Amulet of Ventriloquism
10 - 13 Armor Cloth Half Garment, Supernatural
14 - 16 Armor Leather Half Armor, Supernatural
17 - 18 Banderlog Armbands
19 - 20 Bracelets of Musical Virtuosity
21 - 22 Bracers of Heroic Physique
23 - 24 Escape Hatch, Bronze
25 - 26 Demon Darkwhip
27 - 28 Hand of Destruction, Copper
29 - 30 Flameproof Charm
31 - 32 Gareggy's Energetic Egg: Dun Egg of Destruction
33 - 34 Gareggy's Energetic Egg: Indigo Egg of Injuring
35 - 36 Gloves of Ambidexterity
37 - 38 Hekhjeem's Honey Oil
39 - 41 Memory Tablet, Inscribed, Four Supernatural
42 - 44 Morben's Energy Node, Violet



45 - 50 NECTARS
- 01 - 10 Amorous Potion
- 11 - 22 Arcane Understanding Elixir
- 23 - 33 Chatlus' Enhanced Physique
- 34 - 44 Elixir of Elasticity
- 45 - 55 Material Sensitivity Elixir
- 56 - 66 Oudine's Superlative Speed
- 67 - 77 Rasamousky's Precision Bolster
- 78 - 89 Sensory Acuity Elixir
- 90 - 00 Whirlwind Potion

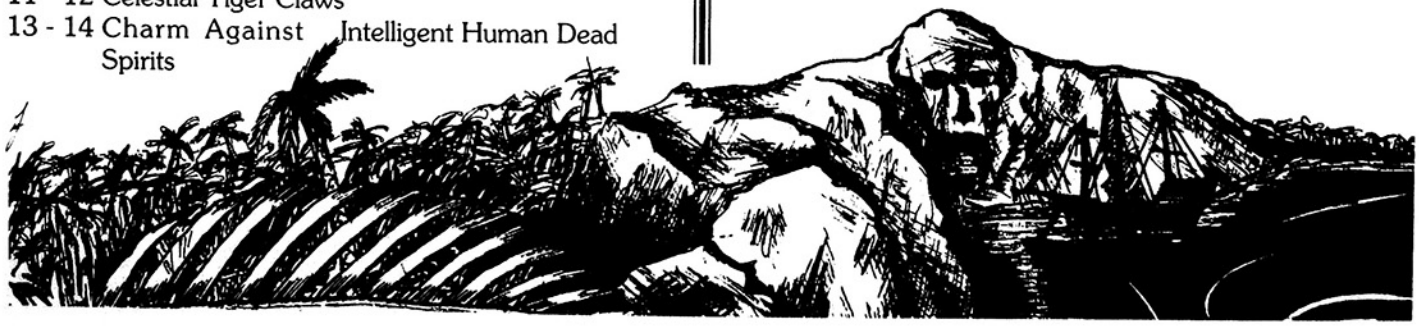
51 - 53 Pectoral of Protection, Preternatural 40%
54 - 56 Plaque, Energy Storage, High
57 - 58 Plaque, Expert's Basic Study
59 - 60 Plaque, Expert's Advanced Study
61 - 62 Scepter of Foolery
63 - 64 Shield Buckler or Targe, Supernatural
65 - 66 Shield Large, Supernatural
67 - 68 Shield Standard, Supernatural
69 - 71 Shielding Ring, 20% Protect/Three Opponents
72 - 74 Shielding Ring, 25% Protect/Two Opponents
75 - 76 Skyhook
77 - 78 Slippers of Agility
79 - 80 Soft Boots
81 - 82 Transference Focus
83 - 88 Wand, Preternatural
89 - 96 WEAPONS
- 01 - 09 Axe, Battle, Preternatural
- 10 - 17 Bolos, Star, Preternatural
- 18 - 24 Bow, Preternatural Speed
- 25 - 33 Crossbow, Repeating, Preternatural
- 34 - 41 Dagger, Supernatural, Darkspirits' Demise
- 42 - 50 Flail, Supernatural
- 51 - 58 Hammer, Battle, Preternatural
- 59 - 65 Hook, Hafted, Supernatural
- 66 - 74 Javelin, Replicating
- 75 - 83 Knife, Supernatural, throwing
- 84 - 93 Military Pick/Hammer Preternatural
- 94 - 00 Whip, Preternatural

97 - 98 Whip of Obedience
99 - 00 Wig of Clowning

Very Good

01 - 03 Armor Cloth Full Garment, Supernatural
04 - 06 Armor Leather Full Armor, Supernatural
07 - 08 Armor Steel Mail Half Armor, Preternatural
09 - 10 Bugle of Bravery
11 - 12 Celestial Tiger Claws
13 - 14 Charm Against Intelligent Human Dead Spirits
15 - 16 Dermelf's Fogcat Amulet
17 - 18 Diadem of Power, All-Hearing
19 - 20 Escape Hatch, Iron
21 - 22 Golden Scale Amulet
23 - 24 Hand of Destruction, Gold
25 - 26 Jund's Potent Horsefly Charm
27 - 28 Larak's Arachnid Talisman
29 - 30 Nectar, Sixth Sight Elixir
31 - 32 Nectar, Thought Reading Elixir
33 - 34 Pectoral of Protection, Supernatural 50%
35 - 36 Pipes of Heedless Marching
37 - 38 Plaque, Master's Basic Study
39 - 40 Plaque, Master's Advanced Study
41 - 42 Portable Pillar
43 - 44 Ruitechvopmik's Green Gloves
45 - 46 Shield Warding Palm, Preternatural
47 - 48 Shield Warding Palm, Supernatural
49 - 50 Shielding Ring, 25% Protect/Three Opponents
51 - 52 Shielding Ring, 30% Protect/Two Opponents
53 - 54 Sunray Scepter
55 - 56 Swimming Suit
57 - 58 Tiger Boots
59 - 60 Unicorn Talisman
61 - 62 Vagabond Pack
63 - 64 Wand, Preternatural Energy
65 - 66 Wand, Preternatural, specialized
67 - 70 Wand, Shooting Star
71 - 80 WEAPONS, ENCHANTED ADDITION PIECEs
- 01 - 12 Bands, Four Iron, Staff, Supernatural
- 13 - 25 Cap, Two Iron, Staff, Supernatural
- 26 - 37 Grip, Hand Haft, Supernatural
- 38 - 50 Grip, Hand Handle, Supernatural
- 51 - 62 Lames, Shaft, Supernatural
- 63 - 77 Spike, Top, Axe or Mace, Supernatural
- 78 - 89 Stock Plate, Crossbow, Supernatural
- 90 - 00 Tips, Bow, Supernatural

81 - 90 WEAPONS
- 01 - 11 Axe, Supernatural
- 12 - 20 Bow, Supernatural
- 21 - 33 Club, Torch, Supernatural
- 34 - 44 Crossbow, Supernatural
- 45 - 55 Knife, Supernatural, throwing duplicating
- 56 - 66 Lance, Supernatural
- 67 - 78 Mace, Supernatural
- 79 - 89 Sword, Odd-power
- 90 - 00 Sword, Preternatural Cutting, Heavy



91 - 92 Wijbeg's Flame Application
93 - 98 Wound Dressing, Supernatural
99 - 00 Xagnar's Encompassing Cape

Strong
01 - 02 Air Hikers
03 - 05 Alternate Identity Mask
06 - 08 Armor Steel Mail Full Armor, Preternatural
09 - 10 Clearlight Cloth
11 - 13 Commodious Carryall
14 - 15 Darkwrap Drapery
16 - 17 Diadem of Power, Fair Seeing
18 - 19 Diadem of Power, Paranormal Perception
20 - 21 Diadem of Power, Telepathic Reading
22 - 23 Elemental Imprisonment Ring
24 - 25 Enchanters' Weapon Talonstaff
26 - 27 Eye Extraordinary
28 - 30 Geoplanar Ring
31 - 32 Gravestaff
33 - 36 Healing Amulet
37 - 38 Horseshoes
39 - 42 Icon of Weal
43 - 44 Morben's Ring of Gravitational Reversal
45 - 46 Nectar, Froidois' Activation Energy Elixir
47 - 48 Netherstaff
49 - 52 Pectoral of Protection, Supernatural 55%
53 - 54 Pipes of Dancing
55 - 57 Plaque, Adept's Basic Study
58 - 60 Plaque, Adept's Advanced Study
61 - 63 Ravic's Aether Buoy
64 - 66 Shielding Ring, 30% Protect/Three Opponents
67 - 68 Shielding Ring, 35% Protect/Two Opponents
69 - 71 Spectacular Shelter Half
72 - 73 Spirit Servant Ring
74 - 76 Talisman Against the Living Dead
77 - 78 Transcendent Helm
79 - 82 Wand, Supernatural
83 - 89 WEAPONS, ENCHANTED ADDITION PIECES:
- 01 - 19 Arms, Pair, Catapult/Crossbow, Supernatural
- 20 - 31 Arm Reinforcing Strips, Pair, Bow, Supernatural
- 32 - 49 Head, Mace or Flail Supernatural
- 50 - 66 Pommel, Sword, Supernatural
- 67 - 83 Quillions, Sword, Supernatural
- 84 - 00 Spike, Axe Back, Supernatural

90 - 97 WEAPONS
- 01 - 08 Axe, Battle, Supernatural
- 09 - 16 Axe, Unhallowed Bane Supernatural
- 17 - 24 Hammer, Battle, Supernatural
- 25 - 31 Javelin, Winged
- 32 - 38 Lasso, Supernatural, extending, commandable
- 39 - 46 Military Pick/Hammer Supernatural
- 47 - 54 Spear, Supernatural Piercing
- 55 - 62 Spear, Supernatural Vanengar
- 63 - 70 Spear, Supernatural, Striking
- 71 - 78 Sword, Supernatural Fencing
- 79 - 85 Sword, Supernatural Hacking
- 86 - 92 Sword, Supernatural Piercing
- 93 - 00 Sword, Supernatural Striking

98 - 00 Winged Helmet

Very Strong
01 - 06 Alternate Size Cloak
07 - 09 Armor Flame Byrnie
10 - 12 Armor Ice Armor
13 - 16 Armor Steel Mail Half Armor, Supernatural
17 - 20 Armor Steel Plate Half Armor, Preternatural
21 - 24 Armor Unicorn Helm
25 - 28 Banderlog King Armbands
29 - 34 Cloak of Invisibility
35 - 38 Distortion Mirror
39 - 42 Elemental Imprisonment Lamp
43 - 46 Elemental Imprisonment Ring
47 - 50 Enchanters' Weapon Talonstaff, Noble
51 - 53 Pectoral of Protection, Supernatural 60%
54 - 57 Pipes of Dreaming
58 - 60 Pipes of Sylvus
61 - 63 Shielding Ring, 35% Protect/Three Opponents
64 - 66 Shielding Ring, 40% Protect/Two Opponents
67 - 69 Spirit Warrior Ring
70 - 72 Talisman Against Nether-Dimensional Spirits
73 - 74 Untai's Untiring Racer
75 - 78 Wand, Supernatural Energy
79 - 82 Wand, Supernatural, specialized
83 - 85 Weapon, Enchanted Addition: Pommel, Sword, Special, Supernatural: Dazzling Discharge
86 - 88 Weapon, Enchanted Addition: Shaft, Extending, Supernatural
89 - 92 Weapon, Bow, Supernatural Speed
93 - 96 Weapon, Crossbow, Repeating, Supernatural
97 - 00 Weapon, Whip, Supernatural



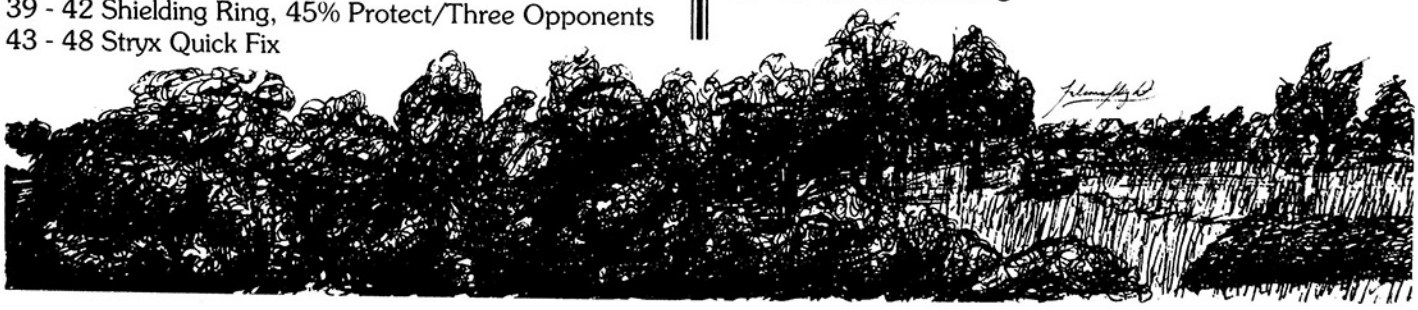
LEJEND MASTER'S LORE

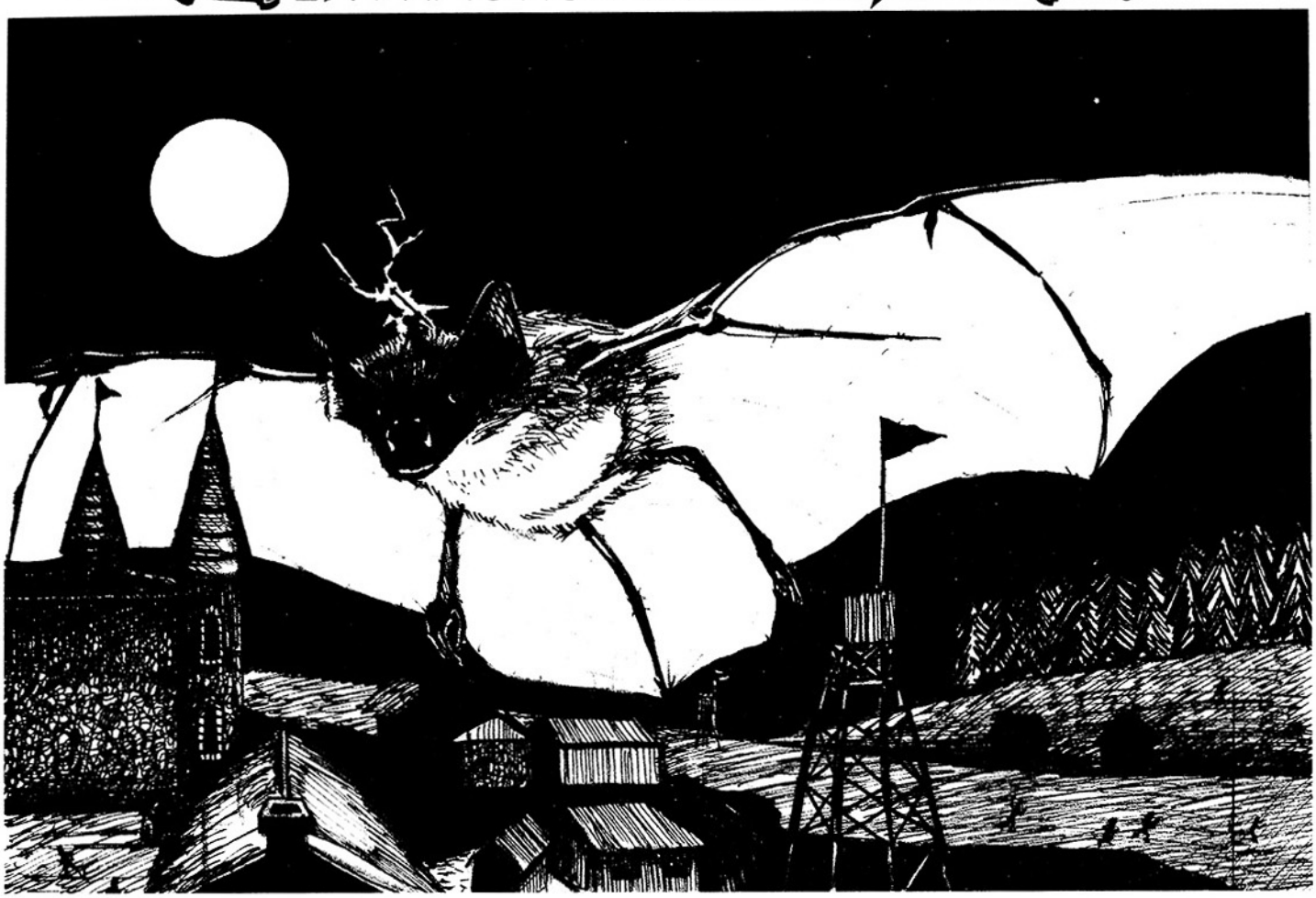
Major
01 - 05 Ability Anagram
06 - 09 Armor Steel Mail Full Armor, Supernatural
10 - 12 Armor Steel Plate Full Armor, Preternatural
13 - 15 Armor Steel Plate Half Armor, Supernatural
16 - 18 Bracers of Titanic Physique
19 - 21 Elemental Imprisonment Lamp
22 - 24 Elemental Imprisonment Ring
25 - 27 Enchanters' Weapon Talonstaff, Imperial
28 - 30 Heroic Arms & Armor Grycoat
31 - 33 Heroic Arms & Armor Grytarg
34 - 36 Heroic Arms & Armor Grygar
37 - 39 Heroic Arms & Armor Xargblade
40 - 42 Heroic Arms & Armor Xargshield
43 - 45 Heroic Arms & Armor Xargspear
46 - 48 Pectoral of Protection, Supernatural 65%
49 - 51 Qalobu's Oaken Warhorse
52 - 54 Ranging Staff
55 - 57 Shielding Ring, 40% Protect/Three Opponents
58 - 60 Shielding Ring, 45% Protect/Two Opponents
61 - 63 Shodek's Space Stretcher
64 - 66 Sky Staff
67 - 69 Talisman of Distortion
70 - 71 Temple of Portals
72 - 74 Walking Staff
75 - 77 Weapons, Enchanted Addition: Pommel, Sword, Special Supernatural: Acid
78 - 80 Weapons, Enchanted Addition: Pommel, Sword, Special Supernatural: Fire
81 - 83 Weapons, Enchanted Addition: Pommel, Sword, Special Supernatural: Venom
84 - 86 Weapons, Enchanted Addition: Quillions, Sword, Special Supernatural: Good Fortune
87 - 90 Weapon Ice Blade
91 - 95 Wizard's Wallet
96 - 00 Xag's Exceptional Exploration Staff

Extreme
01 - 06 Armor Steel Plate Full Armor, Supernatural
07 - 10 Elemental Imprisonment Lamp
11 - 14 Heroic Arms & Armor Grybrand
15 - 18 Heroic Arms & Armor Gryhelm
19 - 22 Heroic Arms & Armor Xargmail
23 - 26 Heroic Arms & Armor Xarghelm
27 - 30 Morben's Supernatural Shackles
31 - 34 Pectoral of Protection, Supernatural 70%
35 - 38 Shape-change Staff
39 - 42 Shielding Ring, 45% Protect/Three Opponents
43 - 48 Stryx Quick Fix
49 - 52 Tome of the Savant
53 - 56 Weapon, Enchanted Addition: Pommel, Sword, Special Supernatural: Lightning Discharge
57 - 60 Weapon, Enchanted Addition: Pommel, Sword, Special Supernatural: Precision Loss
61 - 64 Weapon, Enchanted Addition: Pommel, Sword, Special Supernatural: Speed Loss
65 - 68 Weapon, Enchanted Addition: Quillions, Sword, Special Supernatural: Defense
69 - 72 Weapon, Enchanted Addition: Quillions, Sword, Special Supernatural: Health Restoration
73 - 76 Weapon, Enchanted Addition: Rune Inlay, Bow/Crossbow, Supernatural
77 - 80 Weapon, Enchanted Addition: Rune Inlay, Sword Blade, Supernatural
81 - 84 Weapon, Fire Mace
85 - 88 Weapon, Stone Hammer
89 - 92 Weapon, Wind Bow
93 - 96 Winged Heels
97 - 00 Z'apot Visor

Extreme +
01 - 07 Amulet of Apotropaism
08 - 14 Emerald Exact
15 - 21 Gem of Health
22 - 26 Jade Garden
27 - 32 Jewel of Precision
33 - 38 Nduro's Splendid Utility Belt
39 - 43 Orb of Petrifaction
44 - 49 Pearl of Speed
50 - 55 Pectoral of Protection, Supernatural 75%
56 - 62 Ruby Robust
63 - 69 Runguld's Iron Mount
70 - 77 Sapphire Scintillating
78 - 86 Scholar's Cap
87 - 93 Shielding Ring, 50% Protect/Two Opponents
94 - 00 Shielding Ring, 50% Protect/Three Opponents

Extreme ++
01 - 12 Kayedon's Thunderous Bolters
13 - 24 New Kingdom Staff
25 - 36 Pectoral of Protection, Supernatural 80%
37 - 48 Seven Brothers of the Dragon
49 - 60 Shielding Ring, 50% Protect/All Opponents
61 - 72 Vagabond Pack Supreme
73 - 84 Wand, Wizard's
85 - 00 Wished-for Ring





EXTRAORDINARY OBJECTS

Ability Anagram: Major: A group of supernatural letters written on some object that is portable. When placed in proper order, they convey to the individual so doing a variable amount of additional capacity in one of the Abilities possessed by that individual. Once the letters are rearranged, the object bearing them disintegrates. A wrong rearrangement of the letters destroys the item as surely as a correct one! In such case there is no gain. Which of the Abilities the individual gains thus is usually determined at random. The gain is from two to eight points, likewise a random process. Note that a specific--and difficult to determine--anagram might be Ability-specific and convey a higher point number, such as five to eight.

Air Hikers: Strong: A pair of normal-looking knee-high boots with supernatural Enchantment Power that allows the wearer to walk on air as if it were solid ground, as follows:

1) Moving upwards is relatively slow, hard walking, as if toiling up stairs or a hill—the steeper the angle of ascent, the slower and more physically demanding the movement.

2) Moving downwards is relatively easy and fast, but if trotting or running, the individual's increasing momentum over one AB of time requires an Avoidance check against Speed BR times five (trotting) or four (running) each AB thereafter. Failure indicates over-balancing and tumbling down for 10 feet distance, with one ABC of time thereafter required to regain an upright position before movement can recommence.



3) Moving on a level plane is as if walking on smooth ground with possible bonuses or penalties thereto based on wind direction and velocity, and again with possible falls coming from exposure to very high winds.

4) Accidental falls of more than 10-foot distance are not possible, as these boots operate automatically in just under one second of realtime.

al Forzoul's Air Dust: Good: A Preternatural powder that when sprinkled on a subject while a command word is uttered causes the subject to become virtually weightless and able to move as a breeze might blow, going in any direction, at will, at a speed as great as 30 miles per hour. The effect lasts for as long as one full hour, or until the subject touches feet to ground or some solid surface and thereby cancels the enchantment. Note: wind will not affect the enchanted person. A typical container holds 20 pinches of this powder.

Alternate Identity Mask: Strong: A supernatural mask that appears to be a normal domino, which if worn will cover the features of the wearer and convey some impression of humorous sort. However, when it is donned and a magical word of activation is spoken, the wearer suddenly assumes the bodily features (not merely the facial features) of the person he visualizes, regardless of that individual's, race or sex; or, if a specific individual is not mentally depicted, the transformation is to a generic, stereotypical example of the type, race, gender, etc. borne in mind. Thus the wearer can be someone's "identical twin", or a generic member of a generally defined group. Note that while appearance alters, what is worn doesn't.



Alternate Size Cloak: Very Strong: A supernatural object that appears to be a normal outer garment of the cloak sort. However, when it is donned and a magical word of activation is spoken, the wearer suddenly assumes the bodily shape and size of any generally humanoid, bipedal creature, from as small as a leprechaun to as large as an ogre. The wearer's mind is not altered, and in general all physical characteristics of the wearer remain relatively unaltered. Of course, those physical abilities necessary to operate the magically assumed new body form are conveyed. If the new form is small, then small things can be handled; if it is very large, huge things can likewise be employed. The cloak does not convey special physique bonuses in any event. Note that all non-living things the individual wears or carries under the cloak are also transformed to the appropriate sizes.



AMBROSIAS: All Good: Various kinds of preternaturally energized comestibles created through Alchemia Ability. Contained in some appropriate receptacle (such as box, jar, pouch, tin, etc.), these magically energized food-like substances generally weigh 10 ounces. Each one-ounce portion of the substance confers the effect noted for the particular sort. The value of any such ration is reduced proportionally as portions are consumed, one or two portions rating them as very minimal items. The various sorts are detailed below.

Aerial Wafer: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take to the air with all that he wears and normally carries, moving as freely and swiftly as a flying swallow, attaining speeds as great as 60 miles per hour diving. The consumer can also appear as a whirlwind or a waterspout when traveling at the chosen speed or when standing still atop land or water, the form dictated by the substance beneath, ground or liquid. The effect ceases after two hours, or upon the will of the consumer.

Aquatic Gelatin: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take to the water with all that he wears and normally carries, moving as freely and swiftly as mackerel, attaining speeds as great as 25 miles per hour. The consumer can also appear as a wave-like projection or as a fountain when traveling at the chosen speed or when standing still atop water. The effect ceases after four hours, or upon the will of the consumer.

Ground Cake: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to pass through any sort of soil, save solid rock, with all that he wears and normally carries, moving as freely and swiftly as a burrowing mole, attaining speeds as great as 10 miles per hour. The consumer can also appear as a tall mound or as a rock-like pillar when traveling at the chosen speed or when



standing still atop land. The effect ceases after eight hours, or upon the will of the consumer.

Flame Relish: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to pass through fire, lava, or magma with all that he wears and normally carries, moving as freely and swiftly as a crawling lizard, attaining speeds as great as 5 miles per hour. The consumer can also appear as a flaming bonfire, as a jet of fire or as a small cloud of dark smoke when traveling at the chosen speed or when standing still in the midst of fire or lava. The effect ceases after twelve hours, or upon the will of the consumer.

Kunbat's Juggernaut Ration: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to concentrate for one ABC and thus intensify his cellular structure. Flesh becomes as hard as leather-covered oak, bone as strong as wrought iron, and body weight is quadruple normal. The individual is a virtual human battering ram, and his Health can be reduced only by such things as acid, fire, poison, and Extraordinary harm. The concentration effect persists for four ABCs only, then dissipates, and another one ABC must again be spent concentrating to intensify body structure. The capacity to do so remains active for two hours.

Lower Dimensional Fritter: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to view and determine the point of entry into any of the score or so of proximate lower dimensional matrices, thus enabling access to any of these planes or spheres. The individual and all that he wears and normally carries are thus empowered to enter. The effect persists for two days or until the individual steps back into the dimensional matrix of origination at the same point of entry.

Oswald's Nictoscopy Jelly: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to see at night as if it were full day, and to see in places where there is no light as if they were lit by a darkly clouded afternoon sun. This enables vision in lightless conditions clearly to 50 feet distance, less clearly to 300 feet. The consumer requires a transition time of 12 seconds realtime, one AB, to switch from this heightened visual level, to normal level, and vice versa. The effect persists for 24 hours.

Rakvosh's Mind Over Matter Tart: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to manipulate or move objects by thought alone. Each point of Activation Energy (Speed multiplied by four) then possessed by the individual enables him to affect up to one ounce of matter at a distance of up to one foot. The matter to be moved must be unique, a single object, or an object group such as hairs or keys on a ring. The matter must be in plain sight of the individual. Matter can be moved thus in any direction where there is no impediment. Such movement is slow, however, reaching a maximum rate of one foot per second with full concentration. Accomplishing precise movement, such as inserting a key into a lock, demands a successful check against Precision. The effect persists for two hours.

If consumed by an individual able to utilize the underlying Psychogenic Power, this substance will double that individual's Power throughout the duration of its effect.

Treetop Pastry: Good: A substance that, when ingested in a one-ounce quantity, will cause the consumer to grow in height and weight just as if an ultra-height Enchantment Power had been activated upon him. Height increases to three times normal (a six-foot human would become 18 feet tall). All items normally worn and carried in hand are affected by this Power, so that armor, equipment, weapons, etc. all grow proportionally. The affected individual has only normal Health Base Rating, but attacks with hands, feet, or hand-held weapons gain a bonus of a variable two to 12 points of harm. Movement speed is doubled, but action speed is reduced to one-third of the normal base for the individual. For example, an avatar with a normal 14 Speed would operate at a dismal four. The effect persists for one hour.

Upper Dimensional Meringue: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to view and determine the point of entry into any of the score or so of proximate upper dimensional matrices, thus enabling access to any of these planes or spheres. The individual and all that he wears and normally carries are thus empowered to enter. The effect persists for two days or until the individual steps back into the dimensional matrix of origination at the same point of entry.

Whipple's Vibratory Alteration Biscuit: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to change the molecular vibrations of his body for the space of an instant so as to, in effect, be immaterial. This will automatically divest the individual of all items worn, affixed to the body, or carried. If the triggering of this bodily change occurs simultaneously with some potentially harm-causing event, including a fall, the individual will suffer no ill effects unless, upon resuming his normal form, there remains some effect that can still inflict harm. (Of course divested items of clothing, armor, equipment, etc. are not so protected.) Only the latter use requires a successful check against Precision to accomplish, as timing must be precise. The effect persists for four hours.



Yegar's Airy Soufflé: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take the form of a miniature tornado, encompassing a space of three-foot diameter and 15-foot height. (If these dimensions are not attainable, then the energy is immediately lost!). Movement must be conducted on land or atop water only, and speed must be maintained at a constant full run in a straight line, or in a curving one with no more than a 45° arc, or the energy vanishes, and the capacity is lost. All things contacted, or within a three-foot radius of the affected individual, suffer shock-type harm, ignoring all but Extraordinary armor protection. Contact harm is in the 13-16 point range. Peripheral harm is in the 6-8 point range. The empowered individual can suffer harm only from attacks inflicting Extraordinary harm, and any such successful attack affects Health without modification by any sort of armor protection, including Extraordinary sorts otherwise effective. The effect persists for 10 ABCs.

Yegar's Flame Pudding: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take the form of a living fire, encompassing a space of three-foot diameter and nine-foot height. (If these dimensions are not attainable, then the energy is immediately lost!). Movement must be conducted over dry land surfaces only, and speed must be maintained at a constant full run in a straight line, or in a curving one with no more than a 45° arc, or the energy vanishes, and the capacity is lost. All things contacted, or within a three-foot radius of the affected individual, suffer shock-type harm, ignoring all but Extraordinary armor protection. Contact harm is in the 9-12 point range. Peripheral harm is in the 6-8 point range. Any harm so inflicted, however, causes combustion of easily inflamed substances, and this burning will inflict a continuing harm of 3-5 points per ABC, for as long as 1 AB (4 ABCs), or until the fire is extinguished



The empowered individual can suffer harm only from attacks inflicting Extraordinary harm, and any such successful attack affects Health without modification by any sort of armor protection, including Extraordinary sorts otherwise effective. The effect persists for 10 ABCs.

Yegar's Fluid Icing: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take the form of a living ice block with spear-like icicle projections, encompassing a space of four-foot diameter and ten-foot height. (If these dimensions are not attainable, then the energy is immediately lost!). Movement must be conducted over hard, stone-like surfaces, or over ice, snow or frozen ground only, and speed must be maintained at a constant full run in a straight line, or in a curving one with no more than a 45° arc, or the energy vanishes, and the capacity is lost. All things contacted, or within a two-foot radius of the affected individual. suffer shock and piercing-type harm, ignoring all but Extraordinary armor protection. Contact harm is in the 17-20 point range. Peripheral harm is in the 6-8 point range.

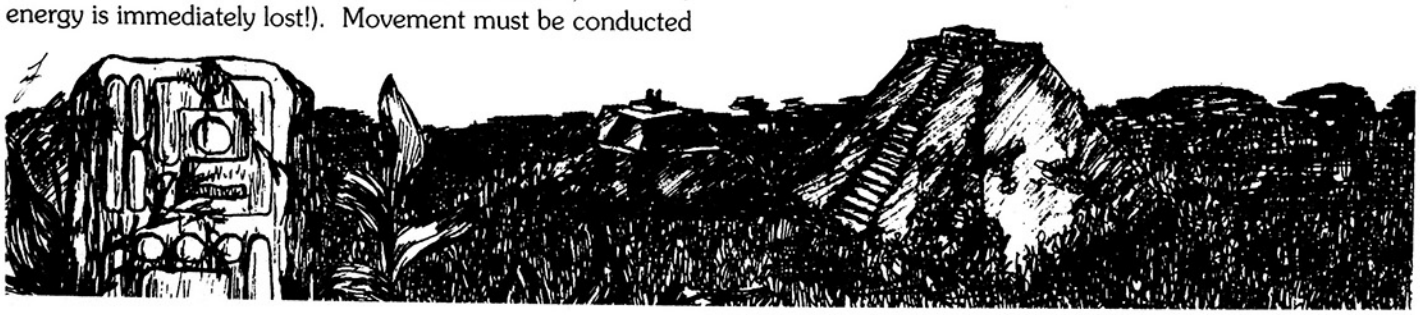
The empowered individual can suffer harm only from attacks inflicting Extraordinary harm, and any such successful attack affects Health without modification by any sort of armor protection, including Extraordinary sorts otherwise effective. The effect persists for 10 ABCs.

Yegar's Stone Scone: Good: A substance that, when ingested in a one-ounce quantity, will enable the consumer to take the form of a living pillar of marl with stony limbs, assuming a man-like shape of four-foot width and 10-foot height. (If these dimensions are not attainable, then the energy is immediately lost!). Movement must be conducted over hard ground or stone only, and speed must be maintained at a constant full run in a straight line, or in a curving one with no more than a 45° arc, or the energy vanishes, and the capacity is lost. All things contacted by the affected individual suffer shock-type harm, ignoring all but Extraordinary armor protection. Contact harm is in the 21-25 point range.

The empowered individual can suffer harm only from attacks inflicting Extraordinary harm, and any such successful attack affects Health without modification by any sort of armor protection, including Extraordinary sorts otherwise effective. The effect persists for 10 ABCs.

Amulet of Apotropaism: Extreme +: A brooch crafted of gold, silver, and iron and set with crystal and jade. It contains the combined energies of the following four charms and talismans:

Charm Against Animal Spirits: A locket that alerts the wearer to the presence of any animal spirit that is within 77 feet distance. The spirit can be seen for what it is by the wearer. Also, the wearer is protected from any attacks by such a spirit, gaining a benefit of +/-25% to defend himself, and when striking the spirit, the wearer delivers an additional 7 points of harm. With regard to any other effects of such spirits, all checks are likewise made with the percentile benefit accruing to the wearer.



Charm Against Intelligent Human Dead Spirits: A locket that alerts the wearer to the presence of any human spirit of the dead that is within 77 feet distance. The spirit can be seen for what it is by the wearer. Also, the wearer is protected from any attacks by such a spirit, subtracting 25% from the spirit's chance to hit and adding 25% to his own chance. When successfully striking the spirit, the wearer delivers an additional 7 points of harm. Checks made regarding any other effects of such spirits are likewise made with the 25% benefit accruing to the wearer.

Talisman Against the Living Dead: An ornament that immunizes the normal wearer against any and all indirect leeching attacks from living dead and that provides him with a sphere of protection that improves by 15% both his armor protection and his chance to successfully attack the living dead. This positive energy field extends to a four-foot radius around the wearer, and any living dead creature that is within its bounds automatically suffers 1-2 points of harm to Health each ABC spent in contact with it, such harm being recovered only after 24 hours has elapsed. All other checks against attacks and Powers of living dead are also made with the 15% benefit accruing to the wearer.

A Theurgist of non-malign, non-evil persuasion possessing and wearing this amulet gains a 30% protection and attack bonus, and the field has a seven-foot radius. Within that radius the Theurgist can see the spirit for what it is. All other checks against attacks and Powers of living dead are also made with the 30% benefit accruing to the Theurgist wearing the amulet.

Talisman Against Nether-Dimensional Spirits: An ornament that immunizes the normal wearer against any and all indirect attacks from nether-dimensional spirits, even when materialized, and that provides him with a sphere of protection that improves by 20% both his armor protection and his chance to successfully attack nether-dimensional spirits, even when materialized. This positive energy field extends to a seven-foot radius around the wearer, and any nether-dimensional spirit creature, even when materialized, that is within its bounds suffers automatically 3-5 points of harm to Freewill or Health each ABC spent in contact with it, such harm being recovered only after 24 hours has elapsed. All other checks against attacks and Powers of nether-dimensional spirits are also made with the 20% benefit.

A Theurgist of non-malign, non-evil persuasion possessing and wearing this amulet gains a 40% protection and attack bonus, and the field has a 12-foot radius. Within that radius the Theurgist can see the spirit for what it is. All other checks against attacks and Powers of living dead are also made with the 40% benefit accruing to the Theurgist wearing the amulet.

Note that if the talisman is touched by a Sorcerer, or a malign and/or evil Theurgist, he will immediately suffer 11 to 20 points of harm, and any of his exposed flesh that contacts the amulet will blister and redden. Each additional ABC of contact with the talisman delivers like harm.

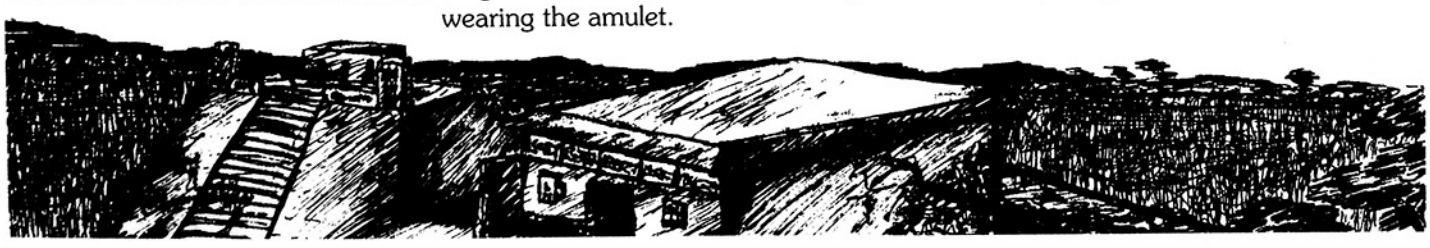
No other like or similar amulet, charm, or talisman can be worn or carried simultaneously with this one, or else the energies of the two or more objects will conflict and nullify each other.

Amulet of Ventriloquism: Good: A silver, horn-shaped object imbued with preternatural energy that enables the normal wearer to ventriloquize with a 50% chance to deceive others and that enables a wearer with Minstrelsy Ability to do so with a greater chance (for each point that the wearer's Minstrelsy Ability score exceeds 40 add 1% to the base chance of 50). The normal wearer can make the uttered noises seem to issue from locations as far away as 50 feet, while the wearer with Minstrelsy Ability can do so for locations as far away as 99 feet (or more). Sounds that can be vocalized include not merely those emitted by living things (males, females, infants, creatures, etc.), but also those that are within the normal decibel range for the wearer's vocal cords. Thus, creaking noises, footfalls, wind, breaking glass, etc. can be projected. The amulet may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so worn, the amulet must remain unused and recharging for one week before it will be effective again.

ARMOR: The many forms maintain a wide range of protection levels and are listed in detail below:

Cloth Full Garment, Preternatural: Moderate: A mere garment that provides protection equal to 50% (-10) armor. It will absorb up to 30 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 30 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 40%, 30%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 0.5.

Cloth Half Garment, Preternatural: Low Moderate: A mere garment that provides protection equal to 30% (-6) armor. It will absorb up to 25 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 25 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 20%, 10%, etc.). Repair is possible by Extraordinary means only. There is no speed penalty for this garment.



Cloth Full Garment, Supernatural: Very Good: A mere garment that provides protection equal to 70% (-14) armor. It will absorb up to 40 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 60%, 50%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 0.5.

Cloth Half Garment, Supernatural: Good: A mere garment that provides protection equal to 40% (-8) armor. It will absorb up to 35 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 35 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 30%, 20%, etc.). Repair is possible by Extraordinary means only. There is no speed penalty for this garment.

Flame Byrnie: Very Strong: A supernaturally enchanted leather shirt that has the appearance of having been made from glowing embers, although its surface is simply translucent black with red beneath. This armor provides protection equal to 60% (-12) armor except in regards any form of ice, frost and/or cold exposure. It will absorb up to 40 points of harm in each attack not based on ice, frost or cold in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). It offers 100% (-20) protection from all forms of ice, frost and cold harm, and will not itself be harmed from such exposure regardless of the amount of harm absorbed. Repair is possible by Extraordinary means only. The speed penalty for this armor is 1.

Ice Armor: Very Strong: A supernaturally enchanted leather shirt that has the appearance of having been made from old ice, although its surface is simply lustrous with blue-black beneath. This armor provides protection equal to 60% (-12) armor except in regards any form of fire, flame and/or heat exposure. It will absorb up to 40 points of harm in each attack not based on fire, flame or heat in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). It offers 100% (-20) protection from all forms of fire, flame and heat harm, and will not itself be harmed from such exposure regardless of the amount of harm absorbed. Repair is possible by Extraordinary means only. The speed penalty for this armor is 1.



Leather Full Armor, Preternatural: Moderate: A suit of leather armor that provides protection equal to 50% (-10) armor. It will absorb up to 30 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 30 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 60%, 50%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 0.5.

Leather Half Armor, Preternatural: Low Moderate: A half-suit of leather armor that provides protection equal to 30% (-6) armor. It will absorb up to 30 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 30 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 20%, 10%, etc.). Repair is possible by Extraordinary means only. There is no speed penalty for this garment.

Leather Full Armor, Supernatural: Very Good: A suit of leather armor that provides protection equal to 60% (-12) armor. It will absorb up to 40 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 0.5.



Leather Half Armor, Supernatural: Good: A half-suit of leather armor that provides protection equal to 40% (-8) armor. It will absorb up to 40 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 40 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 30%, 20%, etc.). Repair is possible by Extraordinary means only. There is no speed penalty for this garment.



Steel Mail Full Armor, Preternatural: Strong: A suit of steel armor that provides protection equal to 60% (-12) armor. It will absorb up to 45 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 45 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.5.

Steel Mail Half Armor, Preternatural: Very Good: A half-suit of steel armor that provides protection equal to 40% (-8) armor. It will absorb up to 45 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 45 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 30%, 20%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.



Steel Mail Full Armor, Supernatural: Major: A suit of steel armor that provides protection equal to 70% (-14) armor. It will absorb up to 50 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 50 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 60%, 50%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.5.

Steel Mail Half Armor, Supernatural: Very Strong: A half-suit of steel armor that provides protection equal to 50% (-10) armor. It will absorb up to 50 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 50 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 40%, 30%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 0.5.

Steel Plate Full Armor, Preternatural: Major: A suit of steel armor that provides protection equal to 80% (-16) armor. It will absorb up to 55 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 55 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 70%, 60%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 2.

Steel Plate Half Armor, Preternatural: Very Strong: A half-suit of steel armor that provides protection equal to 50% (-10) armor. It will absorb up to 55 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 55 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 40%, 30%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.5.

Steel Plate Full Armor, Supernatural: Extreme: A suit of steel armor that provides protection equal to 90% (-18) armor. It will absorb up to 60 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 60 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 80%, 70%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.5.

Steel Plate Half Armor, Supernatural: Major: A half-suit of steel armor that provides protection equal to 60% (-12) armor. It will absorb up to 60 points of harm from each single attack in each ABC, without suffering damage itself, but harm above 60 is damaging to the material, and each 10 points of harm so absorbed reduces its protection by 10% (viz. 50%, 40%, etc.). Repair is possible by Extraordinary means only. The speed penalty for this garment is 1.



Unicorn Helm: Very Strong: A steel salade—whose visor is shaped like a unicorn head, complete with the tip of an actual unicorn horn—that is supernaturally enchanted to provide total immunity to all poisons of any sort as well as partial overall (possibly added) protection equal to 10% (-2) armor, the latter effect being operational with any other sort of protection so long as the total does not exceed 70%. The helm's Health, which is 17, is generally not affected by any singular attack form. However, if any cumulative harm absorbed by it, other armor, and the wearer exceeds 30 from a single attack in a single ABC, its Health is reduced by 1 point. There is no speed penalty for this helm.

Banderlog Armbands: Good: A pair of preternaturally energized items of jewelry that are typically made of rare and finely polished wood. When donned, the wearer is physically enabled to perform as if he were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc. Thus, the wearer can move about in a forest habitat as facilely as can any of the monkeys or small apes, and he can travel in the same manner as they would at full speed for as long as four hours without rest.

Banderlog King Armbands: Very Strong: A pair of supernaturally energized items of jewelry that are similar to the more common of the Banderlog Armbands in that they too are typically made of rare and finely polished wood, but of the densest and hardest sort. When donned, the wearer is physically enabled to perform as if he were the most dexterous of simians in regards to brachiation (travel through trees), climbing, hanging, leaping, swinging, etc.. Thus, the wearer can move about in a forest habitat as facilely as can any of the monkeys or small apes, and he can travel in the same manner as they would at full speed for as long as eight hours without rest. In addition, these armbands convey to the wearer 100 points either to establish a base score for the Physique Ability or to increase his existing base score.

BLUNG'S INFALLIBLE ANIMAL ATTRACTORS: various sorts: Assorted sounding devices, each of which emits a particular noise that can be detected in a one-mile radius by all animals of the kind to which the particular device is keyed. Such animals will come to investigate the sound, and even normally aggressive species will not be in a mood to attack due to the reassuring nature of the sound. However, any wild creatures will be just that, and provocation will instantly turn a beast that is inclined to be curious and non-aggressive into one that is wary, enraged and eager to attack. The various types of attractors are listed below with some notes as to kinds or species affected. Note that other versions likely exist.

Antelope Annunciator: Minimal: A sounding device that attracts all forms of antelope, other than those otherwise noted, including the giraffe, gnu, and hartebeest, for instance.
Bos Bringer: Minimal: A sounding device that attracts all the species of bos, including bison, buffalo, cattle, and gaur.
Canine Caller: Minimal: A sounding device that attracts dogs, including wild ones, but that is useless in regards to coyotes, foxes, and wolves.
Crocodilian Convener: Minimal: A sounding device that attracts all forms of alligators, cayman, crocodilians, etc.
Deer Deceiver: Minimal: A sounding device that attracts all forms of large and small deer and such ungulates as the elk (wapiti) and moose (elk).
Equus Enticer: Minimal: A sounding device that attracts horses and asses, quagga, and zebra.
Feline Fetcher: Minimal: A sounding device that attracts all larger forms of cat, from the lynx to those greater in size.
Game-bird Getter: Minimal: A sounding device that attracts all manner of avian game, from the woodcock up through the bustard, and from the turkey to the ostrich and moa.
Hippopotamus Herder: Minimal: A sounding device that attracts all manner of hippos (and 50% of the time will also lure tapirs and even capybara).
Loxodont Lurer: Minimal: A sounding device that attracts elephants, loxodonts, and like mammals.
Ophidian Affecter: Minimal: A sounding device that attracts all manner of non-poisonous and poisonous snakes.
Owl Orderer: Minimal: A sounding device that attracts all kinds and species of owls.



Pork Puller: Minimal: A sounding device that attracts all swine and similar animals, including the peccary.
Raptor Raiser: Minimal: A sounding device that attracts all birds of prey that are not principally scavengers, including eagles.
Rhinoceros Reacher: Minimal: A sounding device that attracts all rhinoceroses, and also tapirs.
Ursus Urger: Minimal: A sounding device that attracts bears of all kinds, but that has no effect on the panda, it being a relative of the raccoon, not an ursine species.

BOLUS OF HEALTH: Very Minimal to Low Moderate: A large capsule that contains both nutritious and special ingredients whose Extraordinary energy cures sickness or adds to Health, even giving a temporary Health Base above normal for a period of one hour if consuming the bolus at normal points. The beneficial effect of energy is felt immediately. This item appears in one of three strengths:



Bolus Minimus: Very Minimal: A capsule that cures minor illnesses or else conveys 5-8 points of Health and equals one meal. Two to eight capsules are normally found together.

Bolus Moderatus: Minimal: A capsule that cures moderate illnesses or else conveys 9-12 points of Health and equals one day of meals. One to six capsules are normally found together.

Bolus Robustus: Low Moderate: A capsule that cures severe illnesses or else conveys 15-24 points of Health and equals two days of meals. One to four capsules are normally found together.

Bracelets of Musical Virtuosity: Good: A pair of gold and silver bangles that are preternaturally energized so as to add, when donned, 20 points to Minstrelsy Ability in regards to musical performance, playing of instruments, singing, etc. Any instrument may be played by the wearer. They enable him to perform one selection of up to ten minutes' length with an Ability score of 99. If the performance is successful, the audience is then 99% likely to be charmed by the music and, unless physically attacked, to remain so throughout the duration of the performance and for up to ten minutes thereafter (according to the length of time the performance lasted), forgetting all else. Immediately after the ten minutes noted, the audience members will bear the performer good will and maintain a comradely attitude toward him for one hour thereafter, less two minutes for each point of Speed Base Rating each possesses. The bracelets may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof they are so worn, the bracelets must remain unused and recharging for one week's time before they will be effective again.



Bracers of Heroic Physique: Good: A pair of silver-studded leather wrist wraps that have been preternaturally empowered to provide the wearer with 50 points either to establish a base score for the Physique Ability or to increase his existing base score. They will not function with other Extraordinary items that also enhance Physique Ability.

Bracers of Titanic Physique: Major: A pair of gold-studded leather wrist wraps that are supernaturally empowered to provide the wearer with 100 points either to establish a base score for the Physique Ability or increase his existing base score. They will not function with other Extraordinary items that also enhance Physique.

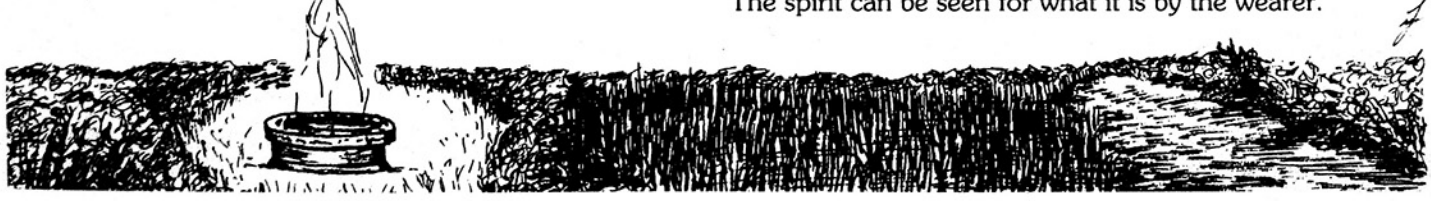
Bright Bubble: Minimal: An egg-sized sphere of brass upon which some magical sigils have been engraved. When the possessor utters the words indicated by the sigils and hurls the sphere where desired, up to 90 feet distant, the object swells in size to become as large as a person's head. The Bright Bubble then floats either at ceiling height, or 20 feet above the level of the plane from which it was hurled, whichever is lower. It emanates a soft but bright illumination that spreads to a radius of 30 feet in all directions, and anything within a distance of from 31 to 60 feet will also be partially illuminated in light and shadow.

Upon command the item will instantly cease shedding light, shrink, and fly back to the possessor's hand. However, when it is enlarged and illuminated, the Bright Bubble is vulnerable to harm. It has protection of 100% (-20) but any single attack inflicting more than 20 points of harm upon it at one time will utterly destroy it.

Bugle of Bravery: Very Good: A supernaturally energized trumpet-like musical instrument that appears quite ordinary, but that if winded will cause all of the blower's friends who are within a 170' radius of him to advance at the charge with bonuses of +7 Health (increasing each individual's Health BR, even if it is already at maximum), +7 Precision (added to Weapons Ability as well), and +1.75 Speed (x 4 for an AEP bonus of +7). The effect for each person will last as long as 7 ABs realtime unless he makes contact with a foe within that period, in which case the effect will continue thereafter for 7 ABCs. Sounding the instrument will bring about this effect but one time per week.

Celestial Tiger Claws: Very Good: A pair of seemingly normal heavy leather gloves that, when drawn onto the hand, convey to the wearer their supernatural energy. Used as weapons, the wearer can strike as if dealing an attack with the hand, but harm thus delivered adds 9-12 points of preternaturally energized piercing harm to the normal 1-4 points of shock harm delivered by a hand blow, this harm bypassing all but supernaturally energized protection. Additionally, when used for climbing, these "claws" enable the wearer to ascend near-vertical or vertical surfaces as quickly as a human can walk, for the supernatural energy hooks provide secure hand-holds on virtually any surface-wood, ice, stone, or even iron (although hardened steel defeats this power).

Charm Against Animal Spirits: Moderate: A silver-inlaid iron locket that contains a specific glyph and that is imbued with preternatural power such that it alerts the wearer to the presence of any animal spirit that is within 77 feet distance. The spirit can be seen for what it is by the wearer.



Also, the wearer is protected from any attacks by such a spirit, gaining a benefit of +/-25% to defend himself, and when striking the spirit, the wearer delivers an additional 7 points of harm. With regard to any other effects of such spirits, all checks are likewise made with the percentile benefit accruing to the wearer.

No other like or similar amulet, charm, or talisman can be worn or carried simultaneously with this one, or else the energies of the two or more objects will nullify each other.

Charm Against Intelligent Human Dead Spirits: Very Good: A gold and silver locket that contains a specific glyph and that is imbued with supernatural power such that it alerts the wearer to the presence of any human spirit of the dead that is within 77 feet distance. The spirit can be seen for what it is by the wearer. Also, the wearer is protected from any attacks by such a spirit, subtracting 25% from the spirit's chance to hit and adding 25% to his own chance. When successfully striking the spirit, the wearer delivers an additional 7 points of harm. Checks made regarding any other effects of such spirits are likewise made with the 25% benefit.

No other like or similar amulet, charm, or talisman can be worn or carried simultaneously with this one, or else the energies of the two or more objects will conflict and nullify each other.

Charm of Poison Mitigation: Moderate: A preternaturally enchanted trinket that appears to be an ordinary, moderately expensive piece of jewelry, usually made of silver and set with a stone, but that is so efficacious against poison that its wearer will suffer only one-half possible harm from any VT.

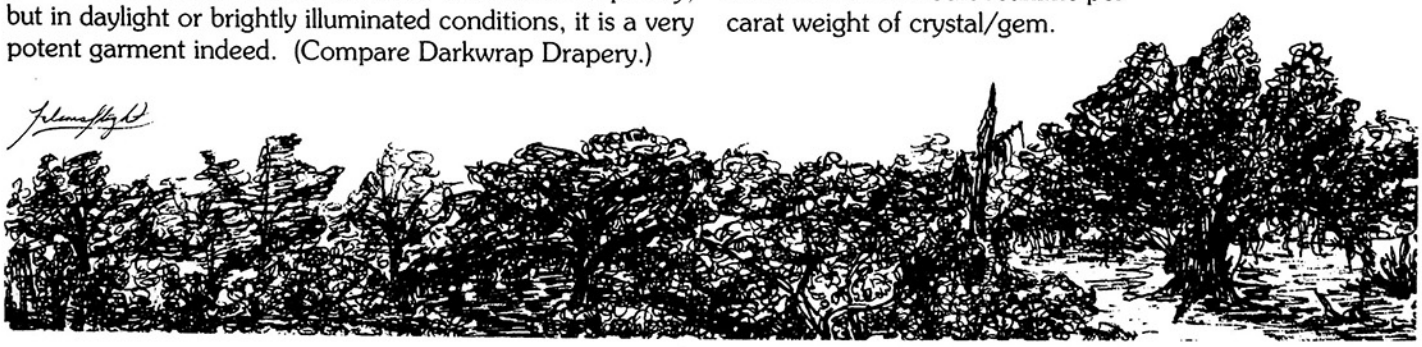
Clearlight Cloth: Strong: A swathing outer garment of very light and clinging sort that conforms to what it covers and hinders neither action nor movement. This garment is so enchanted as not to be harmed by normal things, even abrasion, acid, cutting, fire, and the like. Only an infliction of supernatural harm (or multiple inflictions delivered simultaneously) in excess of 35 points can destroy it. The wearer is so covered as to be undetectable by vision of any sort, appearing only as a softly glowing area of about one foot height and one-quarter of a foot width. This allows from 95% to total visual undetectability, even for those employing a visual ability above or below the human spectrum. Of course, in a shaded or dark environment, this garment is not useful, as the wearer will stand out plainly, but in daylight or brightly illuminated conditions, it is a very potent garment indeed. (Compare Darkwrap Drapery.)

Cloak of Invisibility: Very Strong: An apparently ordinary cloak with cowl, whether fine or rather old and shabby, that is supernaturally enchanted such that when it is worn so that it completely covers the individual and all beneath it, become totally invisible. The wearer makes no sound when moving, and even his odor is hidden. Whenever any portion of the wearer passes outside of the garment, the enchantment is broken, and both cloak and wearer are revealed.

Commodious Carryall: Strong: A backpack of supernatural power with a very special enchantment upon it that reduces the size and weight of all placed within it. The pack has a fanned sleeve opening, and as non-living objects are placed within it they reduce to 1/100 their normal volume and mass. A six-foot spear, for example, becomes a .72-inch miniature of itself until withdrawn. It should go without saying that it is difficult to remove small items from inside the pack with surety, and generally it requires considerable trial and error to discover which of the tiny contents are which.

Darkwrap Drapery: Strong: A swathing outer garment of very light and clinging sort that conforms to what it covers and hinders neither action nor movement. This garment is so enchanted as not to be harmed by normal things, even abrasion, acid, cutting, fire, and the like. Only an infliction of supernatural harm (or multiple inflictions delivered simultaneously) in excess of 35 points can destroy it. The wearer is so covered as to be undetectable by vision of any sort, appearing only as a lightless area of about one foot height and one-quarter of a foot width. This allows from 95% to total visual undetectability, even for those employing a visual ability above or below the human spectrum. Of course, in a well-illuminated environment, this garment is not useful, as the wearer will stand out plainly, but from twilight to full darkness, it is a very potent garment indeed. (Compare Clearlight Cloth.)

Dawn Lamp: Low Moderate: A brass lamp that burns with a green-hued flame, giving out light equal to a double torch. It cannot be extinguished by water, wind, lack of oxygen, or anything else except the command of the one holding or otherwise possessing it. Lamp oil will not rekindle it. A green crystal or gem (a peridot, green spinel, or emerald) must be placed inside. Upon command, the lamp will then light, thereby destroying the crystal and becoming empowered by it to burn for 24 hours realtime per carat weight of crystal/gem.



Demon Darkwhip: Good: A seemingly insignificant, one-foot-long metal rod that is covered with tightly wrapped, interweaving strips of leather, and that is, in fact, an Extraordinary weapon. Upon coming within six feet of any of the nether world creatures, including anything that should be dead but is somehow animate, the item alerts the unaware possessor with a tingling, stinging sensation. It must then be pointed at a subject of the sort it affects, and a whipping motion of the hand and wrist made. The baton sends forth a jagged play of glowing black force to a distance of 12 feet. The subject of the lash suffers the loss of one-half of its Health, might howl hideously at the pain of it, and then has equal chances of cowering, fleeing, or attacking. A second lash within one minute of realtime destroys the wounded subject. After one minute the wounded subject begins to recover lost Health at 10% per 10 seconds realtime. The weapon has unlimited usage, but it will function only as noted.

Dermelf's Fogcat Amulet: Very Good: A necklace with a cat medallion made of silver that enables its wearer to will himself capable of moving with the silence, grace, and sure-footedness of a cat. All that is worn and normally carried on the wearer's person has no ill effect on performance. The energy of the amulet enables the wearer to jump 20 feet ahead or 10 feet straight up and protects him from harm when falling from heights as great as 30 feet. The individual so empowered is also wrapped in a damp and deeply shadowed fog that does not inhibit any of the sensory abilities of the amulet wearer but makes him virtually odorless to those outside the cloaking fog. The energy can be retained for no longer than one hour, however, before it automatically dissipates. Otherwise, the individual can cancel the effect at will, but it cannot then be reactivated for 24 hours. The energy of this device allows its use no more frequently than once per day for each function.



DIADEMS OF POWER: Very Good or Strong: Metal objects that must be worn on the forehead. Each different sort conveys various powers to the wearer as detailed below:
Diadem of All-Hearing: Very Good: A silver band, which is usually set with a crystal carved in the form of a bat, that conveys the Power of paraudial hearing to the wearer when he concentrates on discerning sound. It also enhances normal (human) hearing by 50%, so that the wearer becomes quite keen of ear.

Diadem of Fair Seeing: Strong: An electrum band, which is usually set with some form of catseye or similar gem, that enables the wearer to see 100 times better, either at a distance or close up, when he concentrates on doing so. It also conveys to the wearer dark-seeing capability to a distance of 100 feet, or an increase in his capability by the same distance.



Diadem of Paranormal Perception: Strong: A pewter band, which is usually set with some form of black stone, that conveys to the wearer the Psychogenic Power of periscopic vision when he concentrates on receiving it. With like concentration, the wearer may also gain the ability to see spirits and other things normally invisible, if such are within a 30-foot range of him.

Diadem of Telepathic Reading: Strong: A copper and gold band, which is usually set with a clear gemstone of green hue, that conveys to the wearer, upon concentration, the Power of thought reading without expenditure of AEPs. If the wearer possesses this Psychogenic Ability, his range is doubled to 120 feet and sub-surface thoughts can be read at normal Ability use cost. Similarly, an already able wearer can probe the known mind at any distance for surface thoughts. It also enables, with concentration, the capacity to note thoughts/mental activity of spirits and otherwise invisible things within a 60-foot radius, although only the general nature can be determined.

Distortion Mirror: Very Strong: A one-foot wide, one and a quarter-foot high mirror of supernatural potency that is usually crafted from highly polished bronze, or even silver. When the possessor holds it and successfully captures the reflection of an opponent on its surface (the subject avoids having his image reflected if a successful check is made against his Speed Base Rating, luck addition withstanding), the following distortions occur to the target subject and persist



for one full AB thereafter. The possessor of the mirror should then roll 3d3, once for each of the three separate effects of the mirror: Height, Weight and Shape.

Roll	*Height*	*Weight*	*Shape*
1	short -20% S	thin -20% P & -10% P	balloon +20% H & -30% S
2	tall +10% S	thin & fat -10 % P & S	S-shape -30% H & -20% P
3	attenuated + 10 S & -30 H	fat - 20% S	pear +10% H & -20% S

The effect persists for four ABCs of realtime. The matrix for the 27 possible changed physical forms and their effects is simply used to find and add/subtract to get the final results for the statistics of the magically changed opponent.

As a side effect, if the subject is a human, Alfar, or humanoid, all of his associates who see him distorted thus are 50% likely to begin laughing and become so mirthful as to be unable to attack on any given ABC during the effect of the Power. Thus, a check for each associate needs be made if they are within 30 feet and can see the subject.

Dogs of War: Very Minimal: A pair of paper cutout figures of large, fierce dogs, each of which is about six inches square when unfolded. The Extraordinary energy contained in each creates a simulacrum of a war dog whose Health (15) is only half the norm, but whose other statistics are consistent with those common to the species (40 Precision, 15 Speed, inflicting 1-12 + 6 points of harm when successfully attacking, and having 20% protection.)

To activate the energy, the possessor need only crumple the paper cutout and throw it down where the animal simulacrum is to appear, and it then does so instantaneously. It remains, attacking the nearest foe until either it is slain or one minute realtime elapses, whichever first occurs. Only the crumpled paper will remain, itself simply a useless, if nicely formed object.

Elemental Imprisonment Lamp: Very Strong, Major, or Extreme: A sort of oil burning lamp imbued with supernatural power such that if the top of the lamp is rubbed by the possessor and the appropriate command word or phrase spoken, a greater elemental being will come forth, materialize, and appear as a 30-foot-tall humanoid of frightening visage. This being, imprisoned by mighty enchantments within the lamp, will have to fulfill one or more quite powerful and reasonable wishes, something similar to, but with possibly greater scope than, the Heart's Desire Enchantment Power. A wish will be fulfilled exactly as spoken by the lamp possessor, even if such fulfillment is baneful to, or not all consistent with, what the speaker actually desired. If the request is ambiguous, it will be interpreted in the least favorable manner, or simply ignored while being counted as fulfilled. Otherwise the wish will be fulfilled to the least extent possible, considering the words of command. Something demanded that is beyond the elemental's scope of power enables the being to depart without having to grant any wish.

If, when the lamp is found, the elemental contained within it is bound to fulfill only one wish, the lamp's power grade is considered very strong, if two wishes, it is considered major, and if all three wishes, it is considered extreme.

The obvious wish for more wishes than one creates an immediate paradoxical time loop in which the lamp possessor continues to make the one wish over and over until another sort of wish is uttered. A wish for "ultimate power" or the like can place the bearer into the lamp, transformed to the ultimate state the elemental being can give, its own. Then the lamp is sent to some distant place as a treasure item, and even if ever freed, the transformed character is gone from play forever.

Wishes that can be fulfilled range from the restoration of a dead character's life to the construction of a moderate stronghold or mansion, or to transportation to a place inside or outside of the dimensional nexus of the bearer. If, for example, Merits are wished for, the greater elemental being will convey a random number between 100 and 3,000 (d30 x 100), if the LM so allows.

This greater elemental being is sufficiently strong to eliminate a creature such as a large firedrake or a moderately strong dragon (violet or blue), but ordering it to do so fulfills a wish. A stronger creature will be reduced in Health Base Rating by 75%. Deital beings of 8th or greater Rank are not affected by the greater elemental.

Elemental Imprisonment Ring: Strong, Very Strong, or Major: A heavy band of solid gold, which is set with a large precious stone of some sort, that has been supernaturally empowered such that if the ring's stone is rubbed by the possessor and the appropriate command word or phrase spoken, a strong elemental being will come forth, materialize, and appear as a 15-foot-tall humanoid of frightening visage.



This being, imprisoned by mighty enchantments within the ring, will have to fulfill one or more moderately powerful and reasonable wishes, something similar to, but with possibly greater scope than, the Heart's Desire Enchantment Power. A wish will be fulfilled exactly as spoken by the ring possessor, even if such fulfillment is baneful to, or not all consistent with, what the speaker actually desired. If the request is ambiguous, it will be interpreted in the least favorable manner, or simply ignored while being counted as fulfilled. Otherwise the wish will be fulfilled to the least extent possible, considering the words of command. Something demanded that is beyond the greater elemental's scope of power enables the being to depart without having to grant any wish.

If, when the ring is found, the elemental contained within it is bound to fulfill only one wish, the ring's power grade is considered strong, if two wishes, it is considered very strong, and if all three wishes, it is considered major.

The obvious wish for more wishes than one creates an immediate paradoxical time loop in which the ring possessor continues to make the one wish over and over until another sort of wish is uttered. A wish for "ultimate power" or the like can place the wearer into the ring, transformed to the ultimate state the elemental being can give, its own. Then the ring is sent to some distant place as a treasure item, and even if ever freed, the transformed character is gone from play forever.

Wishes that can be fulfilled range from the restoration of a dead character's life to the construction of a small stronghold or mansion, or to transportation to a place within the dimensional nexus of the wearer. If Merits are wished for, the elemental being will convey a random number between 100 and 2,000 (d20 x 100), if the LM so allows.

This elemental being is sufficiently strong to eliminate a creature such as an average firedrake or a relatively weak dragon (red or green), but ordering it to do so fulfills a wish. A stronger creature will be reduced in Health Base Rating by 50%. Deital beings of 10th or greater Rank are not affected by the elemental.

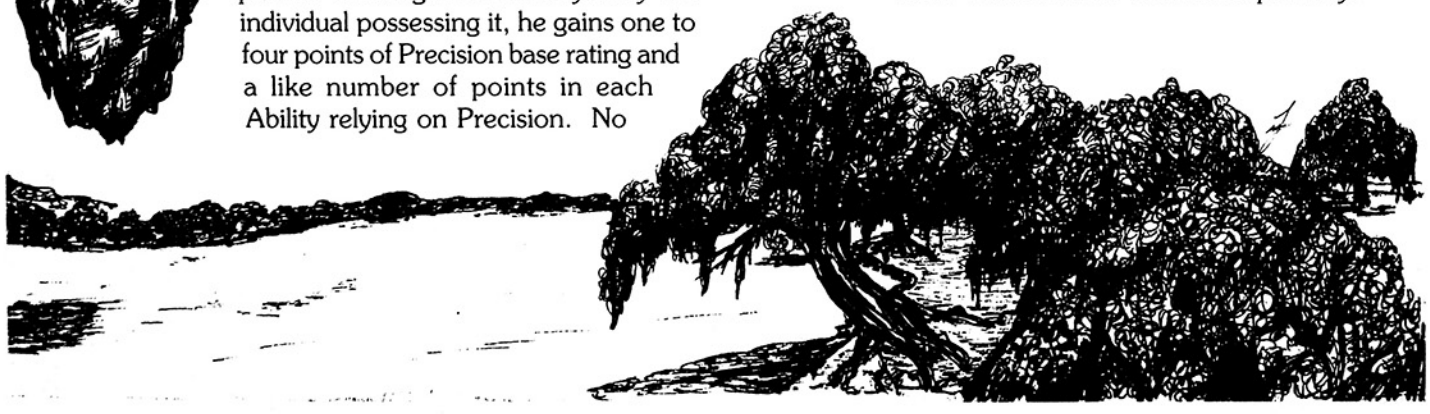


Emerald Exact: Extreme +: A gem-quality emerald of at least 20-carat size into which supernatural energy has been placed. If the gem is destroyed by the individual possessing it, he gains one to four points of Precision base rating and a like number of points in each Ability relying on Precision. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

ENCHANTERS' WEAPONS: various sorts are detailed below:

Talonstaff: Strong: A seemingly normal staff of about six-foot length that is actually a potent fighting weapon that may only be used by an Enchanter. If the Enchanter expends one point of Activation Energy when striking with the Talonstaff in combat, the weapon will extend three claw-like projections up to eight feet length to reach one target opponent. All three "talons" have a chance to strike the subject, the Enchanter employing Precision or Weapons Ability, whichever is the higher score, to determine for each whether it makes a successful attack. Each individual hit does 3-30 points of harm, plus additional supernatural harm, ranging from 5-8 (1d4 +4) points, that disregards armor/protection, save that of supernatural sort. If three "talon" hits are scored, all three remain fixed, if the wielder so desires, and during the following ABC, if the Enchanter expends 1 AEP, the three fixed talons will automatically deliver full maximum harm.

Talonstaff, Noble: Very Strong: Like the lesser weapon described above, a seemingly normal staff of about six-foot length that is actually a very potent fighting weapon that may only be used by an Enchanter. If the Enchanter expends one point of Activation Energy when striking with the Noble Talonstaff in combat, the weapon will extend four claw-like projections up to nine feet length to reach one target opponent—or possibly two target opponents, attacking each with two "talons", if the subjects are within a three-foot radius of the end of the staff. All four "talons" have a chance to strike the subject(s), the Enchanter employing Precision or Weapons Ability, whichever is the higher score, to determine for each whether it makes a successful attack. Each individual hit does 5-20 points of harm, plus additional supernatural harm, ranging from 9-12 (1d4 +8) points, that disregards armor/protection, save that of supernatural sort. If three "talon" hits are scored on the target, all three remain fixed, if the wielder so desires, and during the following ABC, if the Enchanter expends 1 AE point, the three fixed "talons" will automatically deliver full maximum harm, while the other "talon" remains free to strike separately.



Talonstaff, Imperial: Major: Like the lesser weapons described above, a seemingly normal staff of about six-foot length that is actually a most potent fighting weapon that may only be used by an Enchanter. If the Enchanter expends one AEP when striking with the Imperial Talonstaff in combat, the weapon will extend five claw-like projections up to 10 feet length to reach one target opponent--or possibly two target opponents, attacking one with two "talons" and the other with three, if the subjects are within a three-foot radius of the end of the staff. All five "talons" have a chance to strike the subject(s), the Enchanter employing Precision or Weapons Ability, whichever is the higher score, to determine for each whether it makes a successful attack. Each individual hit does 7-20 points of harm, plus additional supernatural harm, ranging from 13-16 (1d4 +12) points, that disregards armor/protection, save that of supernatural sort. If three "talon" hits are scored on the target, all three remain fixed, if the wielder so desires, and during the following ABC, if the Enchanter expends 1 AE point, the three fixed "talons" will automatically deliver full maximum harm, while the other two "talons" remain free to strike separately.

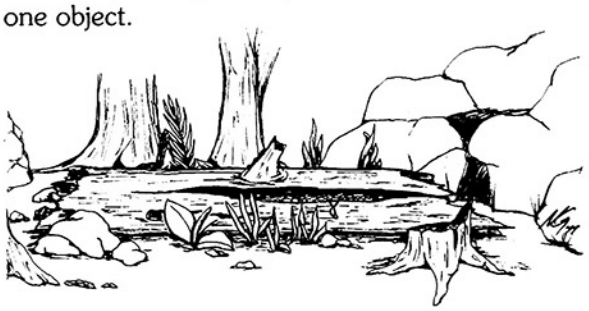
ESCAPE HATCH: various sorts are detailed below: Seeming articles of jewelry of various sort, each of which consists of a two-inch diameter metal hoop and a little attached chain, that are charged either with preternatural or supernatural power. When the appropriate command word or phrase is uttered, the wire of the hoop may be stretched so that its diameter widens to as much as two feet. If the now-enlarged ring is then placed against a surface, the material beyond disappears, and a smooth, circular tunnel opens and extends to whatever distance the individual device allows. Whoever wishes to do so may crawl along/through the passageway thus created. The chain will extend to a length no greater than three feet more than that of the tunnel created by the hoop's power, so the one holding the end of the chain may also pass through the tunnel, stretching it along with him. When the chain is sharply tugged from either end of the tunnel, the hoop disconnects from the wall and quickly shrinks until it once again dangles from the hand holding the end of the chain, the power fades and the tunnel wall contracts until it is gone. There are three Grades of this device:

Copper Hoop: Moderate: A device with the power to create an eight-foot-long tunnel. If the solid material it is placed against is of greater thickness, then the tunnel has a solid end, and the tunnel will likely prove useless.

Bronze Hoop: Good: A device with the power to create a 16-foot-long tunnel. If the solid material it is placed against is of greater thickness, then the tunnel has a solid end, and the tunnel will likely prove useless.

Iron Hoop: Very Good: A device with the power to create a 32-foot-long tunnel. If the solid material it is placed against is of greater thickness, then the tunnel has a solid end, and the tunnel will likely prove useless.

Eye Extraordinary: Strong: A supernaturally empowered crystalline lens set in a metal frame (usually made of a precious ore and set with gems) with a like handle. When used to examine an object, this device will reveal all of the Extraordinary facets of the item. However, each time it is used the energy within it is temporarily depleted, so that it may be employed only once per week to examine no more than one object.



Eye of Evaluation: Moderate: A supernaturally empowered crystalline lens set in a frame of wood with a like handle that, when used in the process of evaluation or close scrutiny, either conveys that Ability with a 20-point score or else adds 10 points to the score of an individual who already possesses Evaluation and/or Scrutiny Ability.

Eye of Hawks: Minimal: A preternaturally empowered, two-inch diameter, roughly spherical piece of amber with two crystal lenses imbedded into its surface on opposite sides. When looking through the lenses at an area that is 100 or more feet distant, everything in view appears to be at only 1/100 of the actual distance. Thus, something 100 feet distant appears to be just a foot away as far as detail is concerned. The field of view covers 10°. If an object is too large or too close to be seen in its entirety within this limited field, only part of it will appear.



Eye of Otherworlds: Low Moderate: A preternaturally empowered, one-inch diameter, roughly spherical silver object with two smoky lenses imbedded into its surface on opposite sides. When peering through the lenses in the direction of any non-material creature or otherwise invisible object within 60 feet distance, the viewer can see it clearly. The field of view is wide-angled, covering 60°, so it requires only six separate sightings to view a full 360° circle.

Eye of Peeking: Low Moderate: A preternaturally empowered, three-inch diameter, roughly spherical wooden object with two transparent lenses imbedded into its surface on opposite sides. The object is crafted of various hardwood pieces arranged in a mosaic pattern. If it is placed so that one of the lenses lies flush against a wooden barrier, such as a door, plank, wooden wall, etc., the user can peer into the other lens and see through up to one-foot thickness of such material, just as if it were not there, as though he were peering through a large keyhole. Of course, the visual ability of the one using it dictates what can be seen; in a dark space, for instance, only blackness could be observed with normal eyesight.

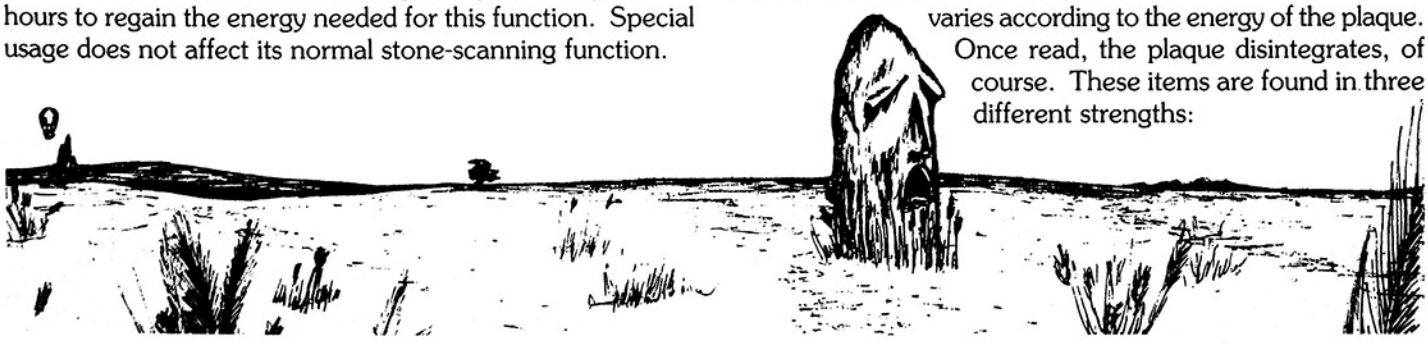
Eye of Stone: Moderate: A preternaturally empowered, two-inch diameter, roughly spherical stone with two transparent lenses imbedded into its surface on opposite sides. If it is used to view a 10-foot-square section of stone from a distance of up to 10 feet, the individual looking through it will be able to discover any cracks and moving sections therein, thereby detecting any secret door within the section. Of course, the manner of operation of the door must be determined through exploration. Note that 5% of these devices have a second, special purpose and are, therefore, sometimes known by the following, slightly different name:
Stoning Eye: Major: An object seemingly no different from the normal Eye of Stone and that functions in the same manner as described above if the user looks through the lenses from one end. However, if the stone is reversed and the user looks through the lenses from the other end, the object acts as a transmitter of Swetlana's Petrifying Gaze of Animosity, with a range of 10 feet, and utmost energy (Power Grade 10, 243 cubic feet effect) and causes petrifaction in one second's time unless the target subject succeeds in an Avoidance check against his Speed Base Rating-with his Avoidance roll chance doubled if he is intelligent. The object can be used in this manner once per day as it requires 24 hours to regain the energy needed for this function. Special usage does not affect its normal stone-scanning function.

Flameproof Charm: Good: Any of a number of forms of preternatural trinkets that allow the wearer to deal with harm from fire and heat. All types of them must be made of red gold and contain a triangular piece of polished iron pyrite. Wearing one makes an individual and all that he wears and carries non-flammable and reduces by five steps all harm that fire would otherwise inflict on him. Thus, a normal, hot fire that inflicts 13-16 points of harm for each short period of realtime one is exposed to it, would have no (0) effect; i.e. it would not inflict harm on the individual wearing the charm.

FLASHY PERFORMANCE SPHERES: Very Minimal to Moderate: Various globes that are energized to enable superior Ability performance. No more than one such item can affect the same individual at the same time. They are usually discovered in quantities of 2-5.
Healthy Hammering Orb, Small Size: Very Minimal: A globe that, when thrown down, breaks, makes a banging sound, and adds 5 base score to any Health-based Ability employed by its activator during the following ABC.
Healthy Hammering Orb: Minimal: A globe that, when thrown down, breaks, makes a banging sound, and adds 10 base score to any Health-based Ability employed by its activator during the following ABC.
Precise Puff Sphere: Low Moderate: A globe that, when thrown down, breaks, makes a popping sound, creates a little cloud of smoke, and adds 15 to any Precision-based Ability employed by its activator during the following ABC.
Speedy Spark Globe: Moderate: A globe that, when thrown down, breaks, makes a snapping sound, causes an arcing flash, and adds 20 base score to any Speed-based Ability employed by its activator during the following ABC.

Fnalg's Feedbag: Very Minimal: A preternaturally energized item that appears to be no more than a normal canvas and leather feedbag. However, twice daily it fills with a rich mixture of chopped wet fodder and grain, providing sufficient moisture and nutrition to maintain a single normal riding or draft animal, be it horse, mule, camel, or any other such creature.

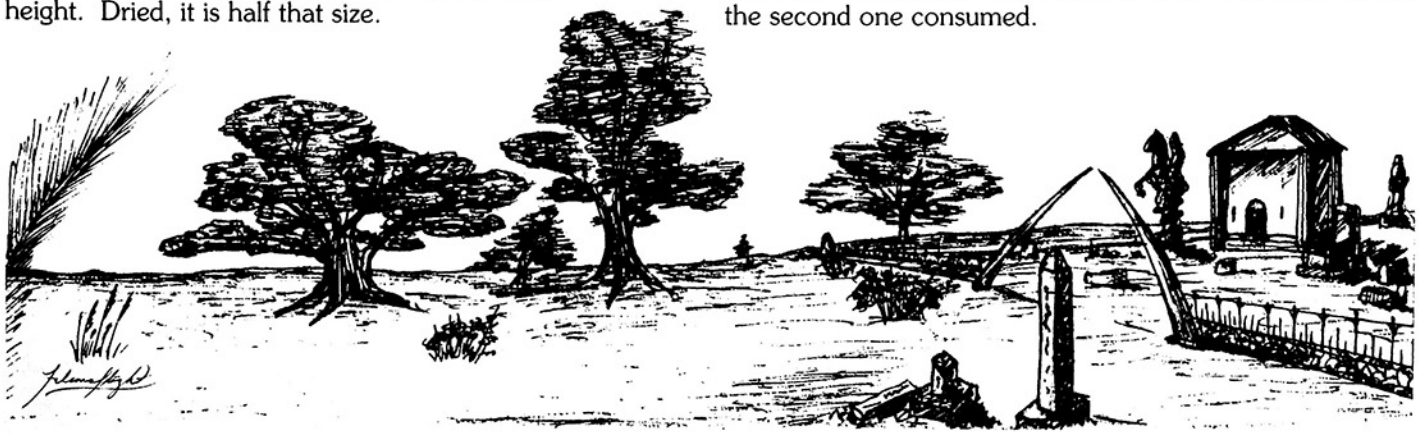
FORTUNE PLAQUE: Very Minimal to Low Moderate: A seemingly typical plaque that is easily mistaken for a mundane wall decoration, but that contains Extraordinary Power that can provide rather a bit of good fortune; whoever reads the words inscribed on its surface gains Merits in an amount that varies according to the energy of the plaque. Once read, the plaque disintegrates, of course. These items are found in three different strengths:



Bit of Luck: Very Minimal: A plaque that conveys 51-100 Merits.
Decent Break: Minimal: A plaque that conveys 101-200 Merits.
Fortune Smiles: Low Moderate: A plaque that conveys 251-350 Merits.

FUNGI, PRETERNATURAL: All Minimal: Several species of fungi that confer Extraordinary Power upon the consumer and that may appear in the following varieties:
Black Darkvision Mushroom: A small, feathery-capped mushroom that grows on fresh manure and that, when found, appears in a patch of 3-12 specimens. In faint green light they appear an angry red, paling to an amber-gold in strong green light. Since several similar species of deadly toxic sort look very much the same as these do, a careful check is recommended. Anyone ingesting one of these mushrooms is able see in pitch darkness as if he were holding a torch-up to 20 feet clearly, from 21 to 40 feet as if in deep shade, and from 41- to 60 feet as if in shadowed twilight, where only bright color and motion can be noted. The Power conferred lasts for up to 24 hours. Eating more than one such mushroom at a time inflicts minimal physical harm, but consuming more than three is absolutely fatal.
Bluespeed Fungus: A subterranean fungus that often grows in the same area as branch rockmold and that, when found, appears in a patch of 1-6 specimens. It is pale blue and has a cratered top. Eating one increases the nerve and muscle signals in the body so that one second after consuming it, and for 13-16 minutes thereafter, the individual has a 9-12 point temporary increase in Precision BR (and Weapons Ability) and a 3-5 point increase in Speed BR. If the consumer has suffered harm, the fungus will restore Health instead, providing a 17-20 point addition to lost Health. Eating more than one such fungus within an hour simply wastes the second one consumed.
Conniwiss Toadstool: A subterranean fungus that can grow almost anywhere underground where there is rich compost and that, when found, appears in a patch of 2-8 specimens. Because it is tasty, it seldom survives past the white immature stage to develop into the mature black and white splotched form. It shrinks in mature form to a hemispherical-cap growth of about one-inch diameter and double that height. Dried, it is half that size.

It has a musky smell redolent of bovine excrement. Eating one causes the consumer to snort and huff for one minute, then become exceptionally strong for 13-16 minutes. During this period, an Extraordinary Physique is added, effectively establishing a Physique Ability base score of 100, or adding that amount to an existing base score. For each additional toadstool eaten within an hour, the duration of the period of near-incapacity (the snorting and huffing stage) is doubled, but no further strength is gained.
Goldenaether Mushroom: A subterranean fungus that can grow nearly anywhere, but is quite rare, and that, when found, appears in a patch of 1-6 specimens. It is the color of old gold and has a triple-branching stem with smooth, globular caps. Eating one so enhances the mind as to enable the consumer, after one minute has elapsed, to defy gravity for 13-16 minutes. The consumer can, at will and instantaneously, rise up as if lighter-than-air and, while floating, move along in the direction faced (upward, downward, horizontally, whatever) at slow or running speed. While suspended in air the individua! can perform as if standing on solid ground; that is, the use of things such as weapons is not affected. Eating more than one such fungus within an hour simply wastes the second one consumed.
Feywafer: A subterranean fungus that can grow only in areas where some Extraordinary power exudes energy and that, when found, appears in a patch of 1-8 specimens. Very thin and flat, with a diameter of no more than an inch, it is a deep lavender color, and phosphoresces softly. Eating one alters the physical body of the consumer, and all he wears and holds as well, so that one second after consuming it, and for 13-16 minutes thereafter, he is absolutely invisible to any form of sight, save that of enchanted sort. Additionally, the consumer becomes odorless, makes no audible sound, causes no vibrations, and radiates no heat. Any very rapid motion, though, weakens the cloaking power of the fungus consumed, so that whatever is rapidly moved may be seen as a blur--an arm and sword swinging, for example, or even the movement that causes the discharge of an ammunition crystal or the use of a hand of destruction weapon. Even so, the fey state is such that any opponent trying to strike back at the invisible individual is 70% likely to miss. (Check this after a successful strike is otherwise indicated.) Eating more than one such fungus within an hour's time simply wastes the second one consumed.



Greengrave Fungus: A subterranean fungus that can grow almost anywhere and that, when found, appears in a patch of 1 poisonous and 1-4 merely nasty tasting specimens. It is an inch-high, button-capped toadstool of mottled pale and dark green. Eating one of the poisonous ones causes 36-50 points of harm. The poison must be ingested to take effect, but placing even a single one in up to a gallon of liquid or a like amount of food poisons the entire batch to the VT level noted. (Quantities above that indicated dilute the toxin proportionately.)

Indigoforce Toadstool: A subterranean fungus that often grows in the same area as creeping caveslime and that, when found, appears in a patch of 1-6 specimens. It is small, a deep indigo in hue, and has a flat cap that smells terrible. Eating one increases the internal chi-like energy of the individual so that one minute after consuming it, and for 13-16 minutes thereafter, the individual has the capacity to send missiles of glowing indigo energy from his fingertip, one at a time, up to 45 feet distance. His probability of striking an opponent with such a missile equals his Precision Base Rating. With a successful hit, the missile inflicts 6-8 points of harm plus a variable 1-20 points of Extraordinary harm that disregards all save Supernatural protection. No more than one such missile can be discharged every other ABC, to a variable maximum of 13-16. Each missile discharged reduces the duration of effect by one minute. Eating more than one such fungus within an hour simply wastes the second one consumed.

Silverenergy Fungus: A subterranean puffball mushroom-like fungus that often grows in the same area as air fungi and that, when found, appear in a patch of 2-8 specimens. It is about the size of a golf ball, the color of tarnished silver, and looks warty. Eating one increases the individual's body energy so that one minute after consuming it, and for 41-50 minutes thereafter, he either gains 21-25 points of Health, if uninjured, or else regains 13-16 points of lost Health. In the former case, harm suffered while invigorated by a fungus of this sort comes first from the added vigor, and only when such vigor is diminished in this way, or when the duration expires, will the harm affect the individual. Eating more than one such fungus within an hour simply wastes the second one consumed.

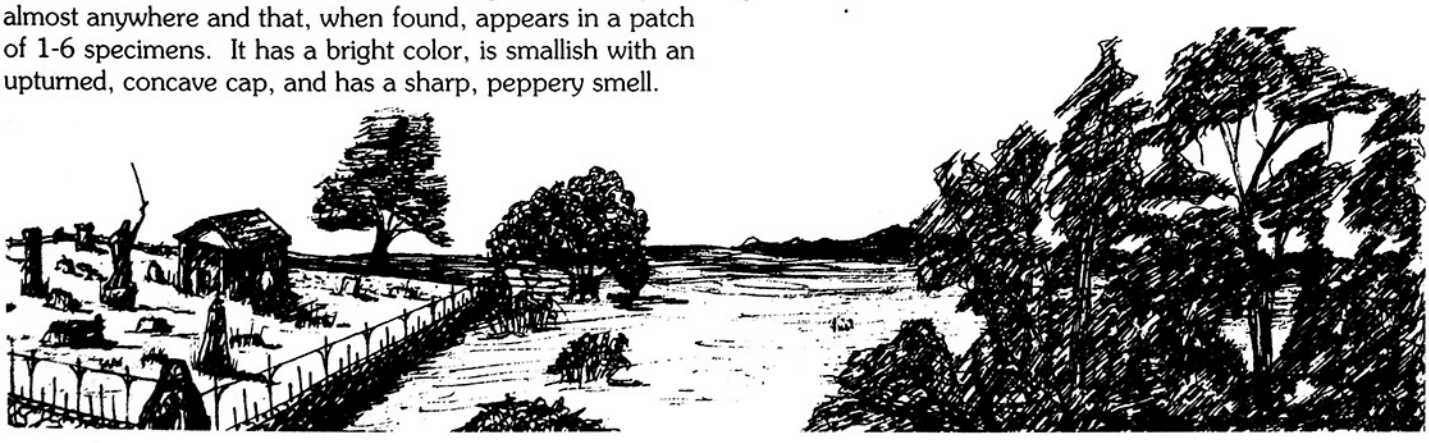
Sunset Mushroom: A subterranean fungus that can grow almost anywhere and that, when found, appears in a patch of 1-6 specimens. It has a bright color, is smallish with an upturned, concave cap, and has a sharp, peppery smell. It has a VT, and eating one causes the consumer to fall into a comatose slumber for from 7-12 hours. Eating more than one such fungus doubles the base time of unconsciousness for each additional one consumed.

Warmfeeling Fungus: A subterranean fungus that can grow almost anywhere in the subterranean ways, but is quite rare, and when found, appears in a patch of 2-8 specimens. It is rosy-pink at the top of its thumb-like stalk, pale at the base. It has a slightly sour smell, belying its effect. Eating one causes the consumer to be suffused with a warm feeling towards all, a sense of wellbeing and general amity that prevents him from engaging in any aggressive behavior for 13-16 minutes. Eating more than one such fungus doubles the base time of non-aggression for each additional one consumed.

GAREGGY'S ENERGETIC EGGS: various sorts are detailed below: Ovoid objects made of very hard ceramic and filled with assorted types of magical materia to energize them. Each is about the size of a goose egg, weighs about half a pound, and can be thrown to a maximum distance of 90 feet (plus 5 feet for each 10 Physique Ability score), close range being up to 30 feet, average range 31 to 60 feet, and long range anything from 61 to 90 feet. After being thrown, each of these various devices will shatter or explode and cause whatever sort of effect it has been energized to produce. The different kinds of these missiles are detailed below:

Beige Egg of Blinding: Low Moderate: An object that, when thrown, shatters, flies upwards to a height of 15 feet, then explodes in a blinding flash. Any sighted subject within a 30-foot radius who is looking in the direction of the explosion is temporarily blinded and unable to see anything for from 2 to 5 ABCs unless an Avoidance check against Speed BR succeeds.

Crystal Egg of Clinging Light: Moderate: An object that, when thrown, shatters, flies upwards to a height of 15 feet, then explodes and sends a gelatinous substance spraying outwards in a radius of 15 feet. The gelatin is adhesive and radiates light whose strength is equal to one candle for each square foot of surface covered by it. The gelatin can be removed and deactivated only by a strong alkaline soap or mild acid, such as vinegar. Otherwise it remains and sheds light for 6-9 minutes.



Dun Egg of Destruction: Good: An object that, when thrown, shatters, flies upwards to a height of 5 feet, then explodes with a deafening roar. Any hearing subject within a 15-foot radius is temporarily deafened and unable to hear anything for from 5-8 ABCs. Of principal note is the concussion and harm inflicted therefrom. All within the noted 15-foot radius are affected. Flimsy and breakable items are 90% likely to be broken, shattered, and destroyed. Material creatures suffer harm as follows: those within a five-foot radius of the center suffer 17-20 points of harm, those six to 10 feet from the explosion suffer13-16 points of harm, and those 11 to 15 feet distant suffer 9-12 points harm. This concussion does not affect armor/protection of Extraordinary sort, but does cause harm to all other kinds of armor protection to the same extent as it does to the wearer.



Indigo Egg of Injuring: Good: An object that, when thrown, shatters, flies upwards to a height of 5 feet, then emits a shower of metal shards with a sharp hissing sound. All within a 20-foot radius suffer harm from shrapnel of 5-12 (1d8 +4) points. Any breakable item, or any object that could be damaged from being struck by one or more shards of flying metal will absolutely be affected adversely.

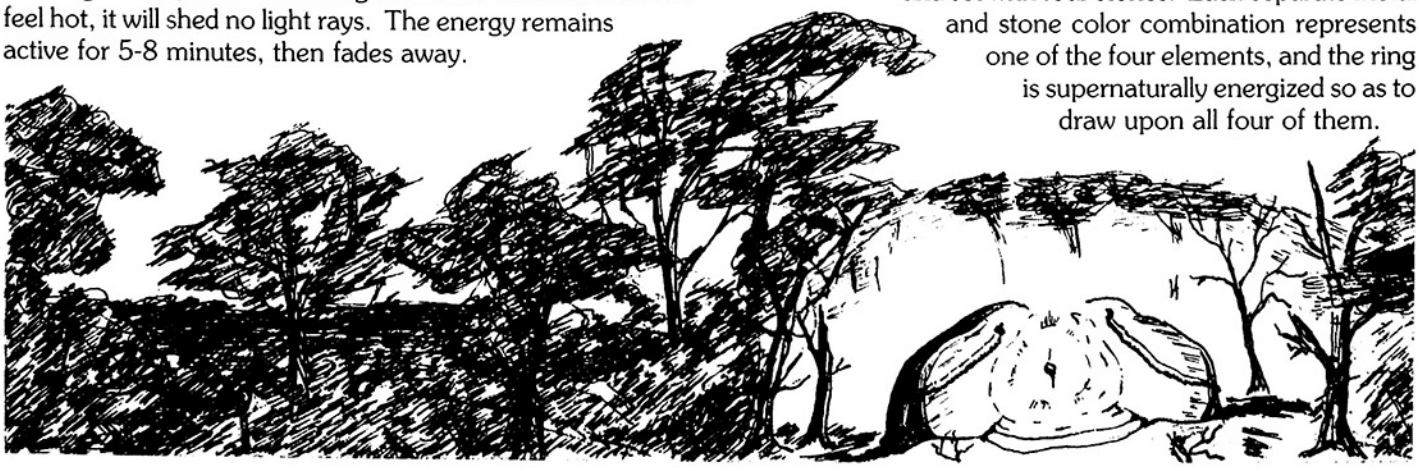
Purple Egg of Palpable Darkness: Low Moderate: An object that, when thrown, shatters, flies upwards to a height of 15 feet, then explodes and releases a magical cloud of impenetrable blackness that instantly fills a 15-foot radius area. The darkness is sovereign against any form of sight or light within it. It absolutely prevents both of them from working. Thus, while a burning fire in the affected area will feel hot, it will shed no light rays. The energy remains active for 5-8 minutes, then fades away.

Rosy Egg of Neural Retardation: Moderate: An object that, when thrown, shatters and then emits a screeching sound to an effective radius of 20 feet. All within the 20-foot radius suffer neural retardation. Each and every such subject moves at one-half normal speed and is able to perform any function, including those that are Ability-rated, at one-half the normal score until the neural retardation wears off. The effect will last for from 5-8 ABCs. (Individuals of powerful sort should be checked separately.)

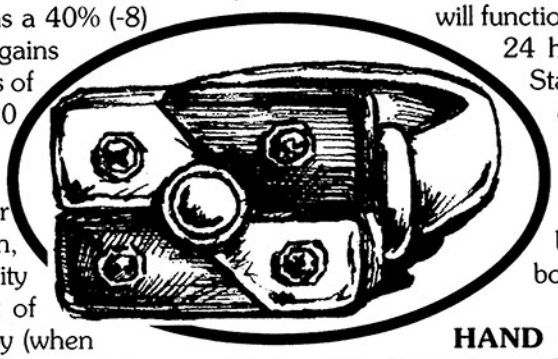
Sienna Egg of Stunning: Minimal: An object that, when thrown, shatters with very minimal noise and releases a power that instantly strikes motionless all individuals within a 10-foot radius. The effect will last for from 1-4 ABCs. (Individuals of powerful sort should be checked separately.) Note that successive blasts of this sort of device are cumulative!

Gem of Health: Extreme +: A supernaturally enchanted precious stone that has a value of between $700.00 and $1,200,000, but that if crushed and consumed endows the imbiber with an additional 7-12 points of Health Base Rating, and at the same time adds 7 points to the base score of each of his Health-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Geoplanar Ring: Strong: A seemingly ordinary ring that is crafted from four metals--copper, gold, platinum and silver—and set with four stones. Each separate metal and stone color combination represents one of the four elements, and the ring is supernaturally energized so as to draw upon all four of them.



The wearer gains a 20% (-4) armor protection bonus against attacks employing air, cold, earth, electricity, fire, heat, ice, stone, water, wind—whether involving elemental harm of singular sort or of mixed bases, and including supernatural energy. An individual who possesses the Geourgy Ability and who wears this ring gains a 40% (-8) armor protection bonus against such attacks, gains the capacity to employ Powers and Power-bids of each and all of the four elements, and gains 20 points of Activation energy.



Gloves of Ambidexterity: Good: Soft leather preternaturally energized gloves that, when worn, will add 10 points to the wearer's Minstrelsy Ability in regards to ambidexterity, juggling, sleight of hand, and the knife-throwing Weapons Ability (when hurling or tossing such objects as knives, axes, cleavers, clubs, daggers, darts, shurikens, etc.). The gloves enable or help the wearer to try and entertain an audience with a performance of such feats. The gloves may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof they are so worn, the gloves must remain unused and recharging for one week before they will be effective again.

Golden Scale Amulet: Very Good: A reptile scale of wrought gold enchanted with supernatural power so as to reduce harm of VT sort (any toxic substance or poison) by three steps, and fire and/or heat damage by one step. In regards venom, for example, exposure that would normally cause 26-35 points of harm would inflict only about half that (17-20 points of harm) on the individual who possesses this object. If both the amulet and a Flameproof Charm are worn simultaneously, not only is harm of VT sort further reduced (by a total of five steps, and thus virtually no harm at all), but also the wearer can treat preternatural fires as if they were merely normal ones.

Gravestaff: Strong: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural) of Minimal Grade that increases Precision BR by 5%-10% and harm by 3-5 points. It is actually supernaturally enchanted so as to enable a wielder with the Extraordinary Ability of Necrourgy to touch any mortal remains and cause them to become, as appropriate to the set of remains in question, an animort, a bonewalker, or a zomboid that will be energized for up to 2.5 hours. One complete set of remains (or equivalent quantity of mixed remains) can be transformed for each individual touch of the staff. The resulting animort, bonewalker, or zomboid will obey the command of the animating Necrourge. The staff will function thus up to nine times each 24 hours. It is also a Fighting Staff, as noted, but to a wielder of the Warlock Order it will grant twice the usual benefit—a 10% or 20% Extraordinary weapon bonus and a 6-8 point harm bonus.

HAND OF DESTRUCTION: A sculpted metal object about 10 inches across at its widest part, two inches at its thickest portion. It is shaped in the form of a wrist and hand with the thumb and small finger spread in a broad sort of Y-shape, and with the other fingers curled against the palm. It is properly held in reverse, with the small finger up and pointed at the target, with the right hand grasping the clenched fingers while the left grasps the thumb portion of the weapon. As the downward-projecting thumb-lever is pulled back, ammunition from the clenched-finger portion is forced upwards. When the thumb-lever is pressed forward, the ammunition is activated and launched in the direction in which the small-finger barrel is pointing.

Crystals are properly loaded by being pressed one at a time, into the clenched finger portion of the weapon. They should be inserted point-first into the tight groove made by the curled index finger. A crystal projectile that is improperly loaded by being dropped into the small-finger barrel will be launched instantly as if a mortar round were dropped into a mortar, and the one so doing must make an Avoidance roll (Speed BR x 3), failure indicating the projectile struck the possessor.

At least three variations of hand types exist that are made of particular metals.

Bronze: Moderate: A hand that has a projection range of 30 feet and a magazine capacity of 15 rounds.

Copper: Good: A hand that has a projection range of 60 feet and a magazine capacity of 12 rounds.

Gold: Very Good: A hand that has a projection range of 120 feet and a magazine capacity of 9 rounds.



Ammunition Crystal Types: various sorts are detailed below: At least 16 types of ammunition are made from distinctly colored Extraordinary crystals, which grow in various places where particular energies cause them to form and enlarge over time ranging from a few days to many weeks.

Amber: Very Minimal: A crystal that blinds the target subject for 5-10 seconds and that impacts him with 9-12 points of harm, disregarding normal armor.

Aquamarine: Minimal: A crystal that splashes acid on impact, causing 21-25 points of harm to non-metal objects, and/or 13-16 points of harm to the target subject and/or any normal metallic armor that he is wearing when hit.

Black: Minimal: A crystal that splashes a caustic substance on impact, causing 21-25 points of harm to metal objects, and/or 13-16 points of harm to the target subject and/or any normal non-metallic armor that he is wearing when hit.

Blue: Minimal: A crystal that impacts the target subject with 21-25 points of harm, and that knocks him backward into a prone position to a distance of 20 feet if he weighs less than 150 pounds, 10 feet if he weighs 151-300 pounds, 5 feet if he weighs 301-600 pounds, 2.5 feet if he weighs 601-1,000 pounds, and 0 feet if he weighs more than 1,000 pounds. For each foot of distance the subject is knocked backward, he spends one second realtime stunned and unable to react.

Brown: Minimal: A crystal that, after being fired, splinters into sharp shards that scatter in a three-foot-wide pattern and, ignoring any armor or protective items, cause 13-16 points of harm to each target subject exposed to their path (i.e. targets who are not shielded either behind hard cover or behind other individuals).

Clear: Very Minimal: A crystal that erupts from the weapon as a blast of cold air, freezing all fluids that are comprised of at least 25% water, and inflicting 17-20 points of harm to the target subject, regardless of any armor or protective items—except those that offer some particular defense against cold. The freezing effect also slows speed and reduces Precision/Weapons Ability by one-half for from 2-5 ABCs.

Flame: Minimal: A crystal that erupts from the weapon as a blast of flame, causing combustion in inflammables, and inflicting 13-16 points of harm to the target subject, regardless of any armor or protective items—except those that offer some particular defense against fire or heat. If the target subject's clothing and/or hair combusts, he will continue to suffer 3-5 points of harm each ABC thereafter for 2-5 ABCs, or until the flame is extinguished, whichever first occurs.

Green: Minimal: A crystal that, after being fired, splits into three piercing missiles that have individual chances to strike and that each inflict 9-12 points of harm with a successful hit, regardless of any armor or protective items-not of supernatural Extraordinary sort. Up to three different targets can be chosen by the wielder so long as they are all within a 45 degree arc beyond the device, but targets must be indicated before results are determined.

Iron-gray: Low Moderate: A crystal that, when fired, becomes a super-penetrating missile that ignores any armor or protective items and inflicts 26-35 points of (major) harm to the target subject.

Milky: Very Minimal: A crystal that, after being fired, splinters into bits of salt that scatter in a three-foot-wide pattern and ignoring any armor or protective items, cause 3-5 points of harm to each target subject exposed to their path (i.e. targets who are not shielded either behind hard cover or behind other individuals). Any such exposed individual who is subject to poisoning from sodium chloride also suffers a VT reaction that causes an additional 21-25 points of harm.

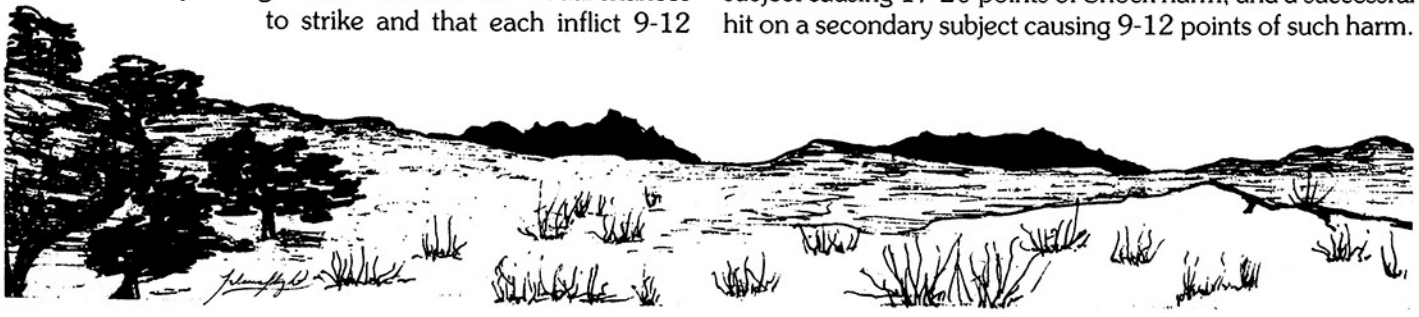
Pink: Minimal: A crystal, when fired, becomes a missile, which upon impact explodes into a five-foot radius cloud of gas; a separate check is made for each air-breathing individual within the radius of the blast, successful hits indicating the target is unconscious and helpless for from 11-20 ABCs.

Purple: Minimal: A crystal that, when fired, becomes a toxic missile that inflicts 9-12 points of harm to the target subject, regardless of any armor or protective items not offering particular protection against VT; also, if the target subject fails a VT check for venom against current Health points, he sustains an additional 21-25 points of harm.

Rubine: Minimal: A crystal that, when fired, becomes a red-hot missile that causes combustion of inflammables and 13-16 points of harm to the target subject, regardless of any armor or protective items not offering particular protection against fire or heat. The target subject will continue to suffer 6-8 points of harm each ABC thereafter for 5-8 ABCs, or until either a quart or more of cool, non-inflammable liquid is poured on the wound, or the subject is immersed in cool water or similar liquid.

Smoke: Very Minimal: A crystal that, when fired, becomes a missile, which upon impact explodes into an obscuring fog-like cloud in a 10-foot radius of the target and that inflicts 9-12 points of Shock-type harm, disregarding all normal armor.

Topaz: Minimal: A crystal that, when fired, becomes a missile, which upon impact explodes into splinters within a five-foot radius; a separate check is made for each individual within the radius of the blast, a successful hit on the target subject causing 17-20 points of Shock harm, and a successful hit on a secondary subject causing 9-12 points of such harm.



Violet: Minimal: A crystal that, when fired, becomes a missile whose impact inflicts on the target subject 17-20 points of harm, an amount that is doubled if he is wearing conductive metal armor, touching grounded metal, or standing on a very damp or wet surface.

Hard Boots: Moderate: A pair of normal-looking knee-high boots that have been preternaturally enchanted with the following powers:

1) They are not affected by harm, whether from acid, cold, fire, cutting, piercing, wear, or any other cause.

2) They provide a 20% bonus to all foot movement.

3) They deliver an additional 13-16 points of harm when kicking with them on. (Compare Soft Boots.)

Hard Water: Very Minimal: A substance that appears to be normal, slightly scented water, having a hint of flower blossoms or spice. A one-pint quantity of it is so energized as to cause any item to which it is applied to become much more rigid, less malleable. For example, string will become wire-like, a 50-foot length of cord/rope will become like wood, cloth will assume the properties of hardened leather, leather the properties of metal, and so forth. The effect lasts for 10 minutes or until reversed by the application of Soft Soap, which becomes neutralized in the process.

Healing Amulet: Strong: A supernatural device that must be worn at all times in order to function properly. After being worn by an individual for seven or more days, the Healing Amulet will have attuned itself to that person, and thereafter it will automatically restore lost Health to that individual at the rate of one point every two hours, or 12 per day. This Extraordinary restoration is in addition to normal recovery through rest, use of salves, etc.

Hekhjeem's Honey Oil: Good: A Preternatural oil that enables the individual consuming it to be so glib and well-spoken as to cajole, command, entice, flatter, and/or convincingly persuade any subject to whom he speaks. Of course, any claimed or suggested statement that is virtually impossible, or that would require the hearer to undergo immediate harm breaks the flow of Extraordinary energy. For every subject beyond one who hears the drinker's glib voice, there is a 10% cumulative chance for each that he will disbelieve. Thus, for example, if three subjects hear the speaker, each has a 20% chance to disbelieve. A typical container holds 12 doses of this magical oil. Drinking multiple doses provides no further effect.

HEROIC ARMS AND ARMOR: various sorts are detailed below: Assorted items that are likely not the only ones of their kind to exist.

Grybrand: Extreme: A charcoal gray, long-bladed sword that always bypasses armor when successfully striking and that can be used to strike twice each ABC (though not while using any other weapon). The wielder makes all attacks with a +20 bonus to his Precision/Weapons Ability and with each successful hit adds 17-20 points of harm.

Grycoat: Major: A supernaturally empowered byrnie of gray leather and black metal that provides 60% (-12) armor protection against even supernatural attacks. It absorbs up to 35 points of harm from every attack each ABC without suffering damage, but each point over 35 reduces by 1% the protection it provides. It decreases the wearer's speed by 2.

Gryhelm: Extreme: A supernaturally empowered black metal helmet with the sleek shape of an otter's head. By itself, the helmet absorbs 10% (-2) of any harm inflicted on the wearer, regardless of its nature, and without weakening the helmet in any way. Also, the wearer can assume, at will, the form of a huge otter--absorbing into his new form all that he wears and carries--and can move and swim (at a speed of 30 in water) as would such an animal. The helmet can be enhanced with the addition of two supernatural devices--a wolf-visage visor that can cover the wearer's face, and a pair of silver wings that can be attached to the sides. When separate from the Gryhelm, the additional devices have no Extraordinary function, but when joined to the helmet each addition confers very special powers to the wearer:

1) The wings increase the helmet's absorption capacity by 10% (-2) and provide the wearer with the ability to assume, at will, the form of a huge eagle—absorbing into his new form all that he wears and carries—and in this form to see, move and fly as would such an animal.

2) The visor increases the helmet's absorption capacity by 10% (-2) and provides the wearer with the ability to assume, at will, the form of a huge wolf—absorbing into his new form all that he wears and carries—and in this form to see, hear, smell, and move as would such an animal.

Grytarg: Major: A dull black buckler-like shield of about one-foot or so size that is circular and has a spike at its boss. It provides 25% (-5) armor protection against up to two opponents who are faced by the wielder. It will constantly absorb 25% harm without suffering damage itself. If used to defend against attacks by only one opponent, the wielder may wield Grytarg like a weapon, making one attack with the spike at normal precision plus 25%, and inflicting a base 1-20 points of harm with a successful hit.



Grygar: Major: A short, man-height spear of ashen gray that lengthens to up to double its size (12-foot total length) when striking. Each ABC, it can be used to strike twice with a 35% bonus to the wielder's Precision/Weapons Ability and with any successful strike adds 17-20 points of harm.

Xargblade: Major: A green-metal, broad-bladed sword that inflicts double damage to armor with a successful strike. It provides a +35 bonus to the wielder's Precision/Weapons Ability, and adds 13-16 points of harm, disregarding all armor/protection.

Xargmail: Extreme: A green byrnie of metal scales that provides 70% (-14) armor protection against even supernatural attacks. It will absorb up to 40 points of harm from a single attack each ABC without suffering damage itself, but each point over 40 reduces by 1% the protection it provides. It decreases the wearer's speed by only 1 point.

Xarghelm: Extreme: A supernaturally empowered green metal helmet with a pointed top. By itself, the helmet absorbs 10% (-2) of any harm inflicted on the wearer, regardless of its nature, and without weakening the helmet in any way. Also, the wearer can enter, at will, any water or similar liquid and move and breathe therein as if it were normal air. The helmet can be enhanced with the addition of two supernatural devices—an octopus-like visor that can cover the wearer's face, and a pair of golden fins that can be attached to the sides. When separate from the Xarghelm, the additional devices have no Extraordinary function, but when joined to the helmet each addition confers very special powers to the wearer:

1) The fins increase the helmet's absorption capacity by 10% (-2) and provide the wearer with the ability to assume, at will, the form of a shark—absorbing into his new form all that he wears and carries—and in this form to see, move and swim as would such an animal.

2) The visor increases the helmet's absorption capacity by 10% (-2) and provides the wearer with the ability to assume, at will, the form of a great octopus—absorbing into his new form all that he wears and carries—and in this form to see, hear, smell, and move as would such an animal.

Xargshield: Major: A dull green targe-like shield of about one-foot or so size that is circular and has a seashell form at its boss. It provides 25% (-5) armor protection against up to two opponents who are faced by the wielder. It will constantly absorb 25% harm without suffering damage itself. If used to defend against attacks by only one opponent, the wielder may use the Xargshield at normal Precision/Weapons Ability plus 25%, to block a strike and thus avoid harm.

Xargspear: Major: An eight-foot spear of black green with an awl point and backward-pointing barbs. Each ABC, it can be used to strike twice with a 20% bonus to the wielder's Precision/Weapons Ability and with any successful strike adds 13-16 points of harm. When used underwater, though, the precision and harm bonuses are doubled (to 40% and 26-35 points).

Horseshoes: Strong: Ordinary-looking horseshoes that are supernaturally energized so as to enable the steed that wears them to run as fast as a racehorse at a full gallop, continually, and without tiring, for as long as four hours' time without rest. In addition, the enchantment provides a bonus of 2 to the steed's Speed Base Rating with regard to movement.

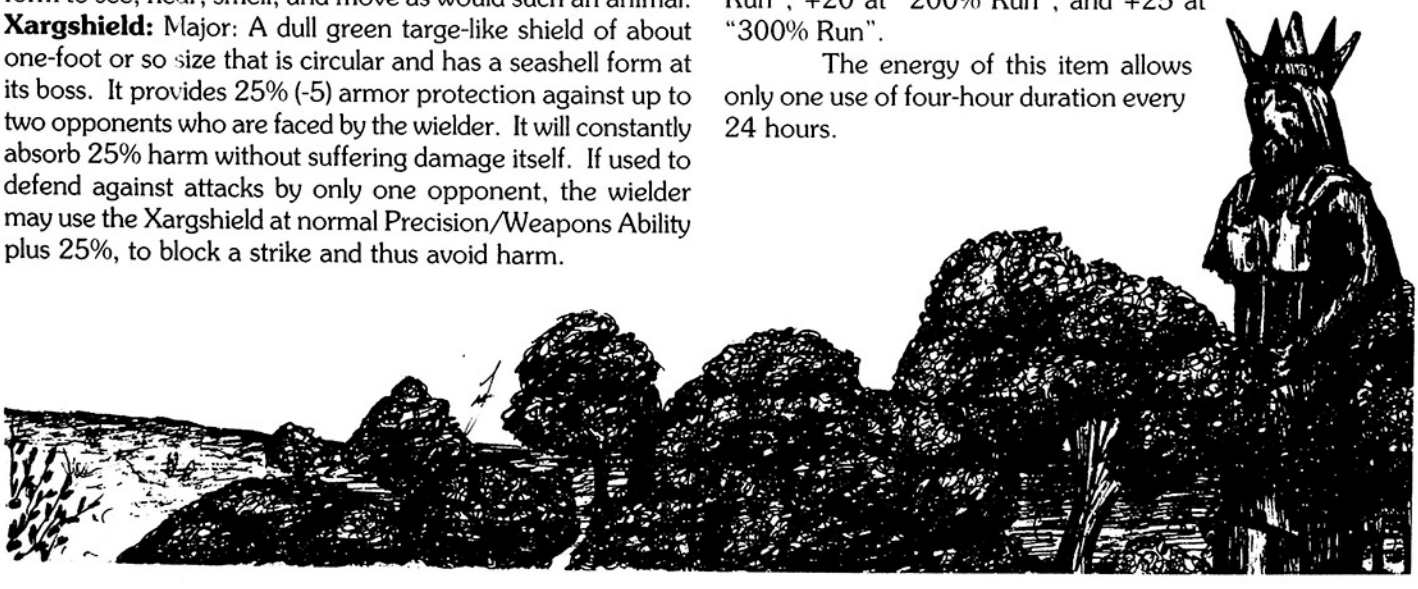
Huham's Wheelboots: Moderate: Seemingly normal, high, hard-soled leather boots that contain a preternatural force. The wearer can, upon speaking a word of activation, cause the bottoms of the pair of boots to sprout wheels of six-inch diameter. These wheels turn by themselves and, on ground that is relatively smooth and firm, enable relatively untiring movement at speed base 15 modified by the conditions described below:

Movement Conditions	*Max Movement Rate*
Descending slope, more than 30°	300% Run*
Descending slope, 16° to 30°	200% Run
Descending a slope, up to 15°	150% Run
Traversing generally level ground	Full Run
Ascending a slope, up to 15°	Fast Trot
Ascending a slope, 16° to 30°	Normal Walk
Ascending a slope, more than 30°	Slow Walk

*This speed is attainable in 1 AB, but for each minute descending thus, a check must be made against Precision at a penalty of +5 to avoid a fall.

In all cases, if any rough terrain is encountered a check must be made against Precision with a base penalty of +5 that is increased by 5 per Maximum Movement Rate level above "Fast Trot", i.e., +10 at "Full Run", +15 at "150% Run", +20 at "200% Run", and +25 at "300% Run".

The energy of this item allows only one use of four-hour duration every 24 hours.



Icon of Weal: Strong: A supernaturally energized medallion-like electrum device that, when affixed to any other item of protective nature, so shields its possessor as to add 10 to the efficacy of protection provided by the other item when harm being negated is of malign, evil, or negative-energy origination. Furthermore, the icon adds 10 to any score (including Speed Base Rating!) against which the possessor must check when he is attempting to avoid some evil, malign, or otherwise woeful thing that has been caused by an individual of evil, malign, or baneful nature.

Inspirit Node: Minimal: A gray colored, heavy crystalline mineral about one inch in diameter imbued with preternatural power. When this object is shattered by violent contact—such as being hurled down on a hard surface, hit by a hard, solid object—a flash of light occurs. The individual who shattered the inspirit node is then empowered with the Ability held in mind at the moment the light flashed forth. This means a new Ability can be possessed at 10 base or that an existing Ability is increased by such addition. The special addition to Ability lasts for 1 minute realtime. No more than one inspirit node can have an effect at any given time.

Jade Garden: Extreme +: A carved sculpture of gem-quality jade that enables the possessor to, in effect, rewrite part of his past. There are four miniature trees depicted, each of progressively smaller size, and when their order is rearranged, the initial four Abilities of the individual, in the order selected, are affected. Changes are as follows, the trees representing the first four abilities, the numbers representing the final position of each tree:

Smallest: 1st = + 15 Ability points, 2nd = +10 Ability points, 3rd = +5 Ability points, 4th = no change.
Small: 1st = + 10 Ability points, 2nd = +10 Ability points, 3rd = +5 Ability points, 4th = +5 Ability points.
Medium: 1st = +10 Ability points, 2nd = no change, 3rd = + 5 Ability points, 4th = +15 Ability points.
Large: 1st = no change, 2nd = +5 Ability points, 3rd = +15 Ability points, 4th = +10 Ability points.

As an example; if the trees were arranged in the following order: medium, smallest, small, largest, the bonuses to the first four abilities would be: the first Ability gets a bonus of +10 points, the second Ability gets abonus of +10 points, the thrid Ability gets a bonus of +5 points and the fourth Abilitygets a bonus of + 10 points.

In addition, there are three miniature dice (d10) that appear after the trees are rearranged, and they may be rolled into the garden to "plant a seed". If they are not rolled within one minute after rearranging the trees, the Jade Garden disintegrates. The first die determines if the "seed" for a new Ability is to be based on Health (one through five), Precision (six to eight) or Speed (nine or 10); the second die indicates whether points should be added to the roll of the third die, a one through five indicating there is no addition, a 6 through 10 indicating that 10 points should be added to the total of the third die. The roll of the third die, a number between 10 and 20, indicates an Ability is gained at 20 points capacity (see the table below). If the three Abilities are already possessed, the "seed" has failed to "germinate". After the third die is rolled and an Ability chosen from the three listed, the Jade Garden falls into dust, and all Extraordinary energy is gone. The table for Ability determination is:

1.	Alchemia	Archery	Arcana
2.	Chivalry	Creativity	Divination
3.	Commerce	Hunt	Enchantment
4.	Evaluation	Minstrelsy	Geourgy
5.	Learning	Nomadic	Luck
6.	Mechanics	Scrutiny	Metallurgy
7.	Panprobability	Stealing	Necrourgy
8.	Pantology	Stealth	Psychogenic
9.	Physique	Tricks	Savagery
10.	Planning	Urbane	Sorcery
11.	Pretense	Weapons	Theurgy
12.	Ranging	roll again*	roll again*
13.	Rustic	roll again*	roll again*
14.	Waterfaring	roll again	roll again
15.	Waylaying	roll again	roll again
16.	roll again*	roll again	roll again
17.	roll again*	roll again	roll again
18.	roll again	roll again	roll again
19.	roll again	roll again	roll again
20.	choose one**	choose one**	choose one**

* If a second roll provides this same result, the Ability is Unarmed Combat.
** A choice of Unarmed Combat may be made.

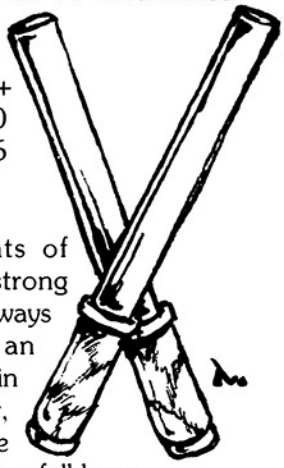


Jewel of Precision: Extreme +: A supernaturally enchanted precious stone that has a value of between $700,000 and $1,200,000. However, if it is crushed, added to a liquid, and drunk, it endows the imbiber with an additional 5-8 points of Precision Base Rating, and at the same time adds 5 points of score to each of his Precision-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Joss Stick: Very Minimal: A preternatural object no longer than a human index finger and no thicker than a twig. If he breaks the stick, the possessor triggers a bonus of 20% to any basic capacity statistic--Health, Precision, or Speed-for the next four ABCs. Health loss from harm inflicted will come first from this temporary addition. No more than one Joss Stick may have an active effect at the same time.

Jund's Potent Horsefly Charm: Very Good: A ring whose decorative portion is in the form of a horsefly about half an inch in diameter and made of jet. If the wearer is able to touch it, he may will himself to take the form of a horsefly of that size. All that is worn and normally carried is likewise changed thus, so the Health and armor protection of the transformed individual apply to the horsefly form. The individual can move as effectively as a normal horsefly, flying as slowly and tirelessly as if at normal human walking movement rate or as quickly and exhaustively as if at fast human running rate. (Note that strong winds may dramatically affect a horsefly's speed and control when flying.). The horsefly form can be retained for no longer than one hour, however, before the individual automatically reverts to his normal body form. Otherwise, the individual can return to natural form at will. In addition, the wearer can, at will, touch the ring and summon a cloud of 1,000 large, buzzing, ordinary horseflies. These insects appear in a nine-foot-diameter cloud at a distance of up to nine feet from the ring-wearer, and they will fly in the direction he points to whatever distance the wearer can see, buzzing around and biting any creature encountered along their line of flight. The energy of this device allows its use no more frequently than once per day for each function.

Kayedon's Thunderous Bolters: Extreme ++: Two silver rods that are always found in pairs and that are fashioned with mother-of-pearl grips. Highly charged with supernatural energy, these weapons are capable of dealing out considerable amounts of death and destruction. Each rod is able to discharge up to six bolts per day, two per ABC. Each bolt's range, chance to hit, and harm should be determined according to the table below:



Range	*Chance to hit*	*Harm = 1-20 +*
Up to 50 feet	90%	17-20
51-150 feet	70%	13-16
151-300 feet	40%	9-12

A bolt delivers 1-20 points of penetration and shock harm, plus strong Extraordinary harm as noted, such always ignoring armor/protection not of an Extraordinary sort. If two targets are in close range, within six feet of each other, and are in line of the bolt's path, the second target will also be struck, suffering full harm.

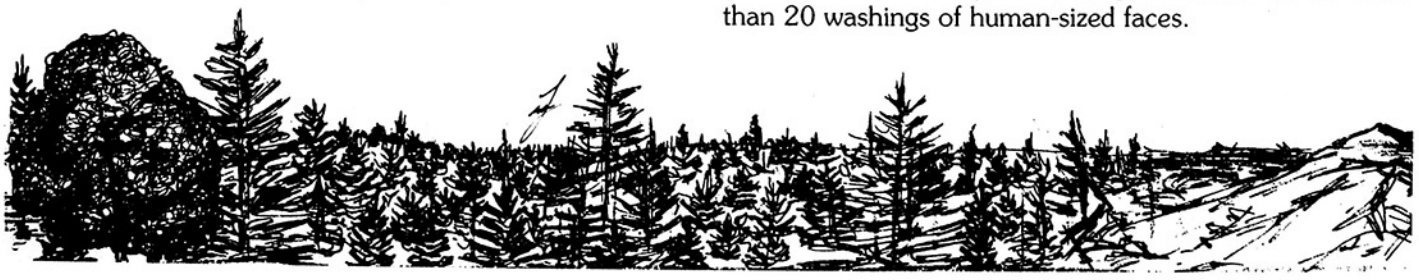
Target subjects that are especially vulnerable to silver or electricity automatically suffer full Extraordinary harm from any hit, knocked down and stunned for one ABC.

Each discharge of a bolt is accompanied by a bright flash and a near-deafening crack, as if lightning were leaping from the argent baton. In a confined space, the wielder and all other individuals within a 10-foot radius will be deafened for two ABCs, cumulative, for each such discharge.

Note that these weapons recharge within 24 hours.

Larak's Arachnid Talisman: Very Good: A brooch in the form of a wolf spider that is about two inches in diameter and made of wrought iron. If the wearer is able to touch it, he may will himself to take the form of a wolf spider of that size. All that is worn and normally carried is likewise changed thus, so the Health and armor protection of the transformed individual apply to the spider form. The individual can move at up to normal human walking movement rate along floors, walls, or ceilings. When in spider form, the individual can jump up to six feet distance horizontally, three upwards, or virtually any distance downwards without harm. (In the latter event, drafts and winds might pose a problem as to the place of landing.) The spider form can be retained for no longer than one hour before the individual automatically reverts to his normal body form, otherwise, the individual can return to natural form at will. The energy of this device allows its use no more frequently than once per day.

Lie Soap: Very Minimal: A cake of soap that has been preternaturally energized to prevent one who washes his face with it from speaking a lie for one hour. Washing can, of course, be involuntary. The soap will serve for no fewer than 20 washings of human-sized faces.



Light Bubble: Very Minimal: A fragile, preternaturally empowered crystal globe that is some six inches in diameter. It will float stationary in the air, and either remain lightless, or upon command, shed its radiance. Four basic colors of light bubble are known to exist—red, yellow-orange, green, and blue. Each sheds illumination of its color to a normal-vision range of 20 feet in all directions. Beyond that distance, to 40 feet maximum, vision is akin to that of a moonlit night, with shadows tending to obscure sight. The Health of this item is 25, and any attack that inflicts 26 or more harm upon it destroys the Light Bubble.

Little Brown Jug: Moderate: A seemingly ordinary, dun-hued ceramic container with preternatural power. Uncorked, it produces up to one quart of very fine, properly distilled and aged liquor (90 to 120 proof) of the possessor's choice. Once emptied, the jug will regenerate the liquor in 24 hours.

Longshanks Sandals: Minimal: A pair of seemingly normal, if very stoutly made, leather sandals that are preternaturally energized to enable the wearer to stride tirelessly at his fastest normal walking pace, considering the terrain. No rest is needed when wearing these sandals. If necessary, the wearer can run at a speed equal to 150% of his fastest running movement rate, but this will tire the individual after two minutes, as if he were running normally. The running feature can be employed only once in any 24-hour period of time.

Lucky Piece: Moderate: A small charm-like object. It is preternatural in power and will always bear upon it somewhere a sigil of some sort indicating its nature. It is activated by touch or naming, and it affects the first named action that occurs within the immediately following five-seconds-realtime period. When invoked, there is a 50% chance it will function. The lucky piece can either add or subtract 3-5 points to harm inflicted or received. The call is up to the possessor. It can be used once every 4 ABCs.

Magic Curtain: Minimal: A handkerchief-sized square of preternaturally enchanted silk that, when tossed into the air, instantly enlarges into a billowing, nearly-impenetrable, but filmy sheet that forms a dome-like canopy eight feet above the head of the activator, encompassing him and all other individuals within a radius of four feet. It remains thus for 1 ABC, then instantly shrinks to normal size and appears in the hand of the activator; at the same moment, everyone within the eight-foot-diameter area that the Magic Curtain had covered are transported to a pocket-like space akin to a separate dimension. They remain for two minutes, then reappear exactly where they were before the activation of the power. While so "displaced", those in the spatial "pocket" can see clearly into the area that the Magic Curtain covered when expanded, and dimly up to three feet beyond that area.

Medicine Paint: Minimal: A set of five preternatural pigments of various colors (black, blue, red, white, and yellow) that are found in some small container. It is used by an individual to decorate naked and unarmored flesh with such marks, signs, and symbols as are pleasing to the wearer to thus provide preternatural protection for as long as 24 hours. Each container holds five full applications, one of each pigment color. The amount of protection (armor) provided depends on the color of the pigment, the amount applied, and the application combination, as detailed below:

Black only (full application): 20% (-4)
Blue only (full application), or black and red together (half applications): 25% (-5)
Red only (full application), black and white together (half applications), or blue and yellow together (half applications): 30% (-6)
Yellow only (full application), or red and white together (half applications): 35% (-7)
White only (full application): 40% (-8)
Small dabs of all five colors (one-fifth applications): 30% (-6)
Mixing together and applying full applications of all five pigments results in a muddy brown paste that is valueless.



Memory Tablet: Very Minimal: A plaque of bone, copper, ivory, jade (any color), or similar stuff that has been imbued with power for use with one of the following types of Abilities: Enchantment (30% chance), Geourgy (20% chance), Necrourgy (10% chance), Sorcery (10% chance), and Theurgy (30% chance). The size of such tablets varies in range from four to 10 inches width, seven to 16 inches length, and one to two inches thickness. The individual gaining a memory tablet imprints it with his own Extraordinary energy, and is



able to inscribe upon it four Enchantments, or similar powers of other sort attuned to another Ability, regardless of the Power Grade. As long as the tablet remains in the possession of the individual (not necessarily on their person), he is able to call up and activate the Enchantments written thereon.

If another individual with Extraordinary Ability should acquire a memory tablet and maintain possession and concentration over several days, he can re-imprint the tablet so as to make it his own, and thus possibly gain additional Enchantments or Powers attuned to another Ability, assuming that Ability is also possessed by him.

Memory Tablet, Inscribed: Very Minimal to Good: A normal Memory Tablet containing inscriptions of from 1 to 4 Extraordinary Powers. An able individual can activate a Power from one of these tablets, eradicating it, without employing basic AEPs to so do. The Extraordinary Power type is found by rolling d%:

01 - 30 Enchantment
31 - 50 Geourgy
51 - 60 Necrourgy
61 - 70 Sorcery
71 - 00 Theurgy

The Grade of the item is determined by the number and Grade of the Powers recorded thereon.

One Preternatural Power: Very Minimal: A Power of random Grade, from Very Minimal (1) to Good (5).

Two Preternatural Powers: Very Minimal: Powers of random Grade, from Very Minimal (1) to Good (5).

Three Preternatural Powers: Minimal: Powers of random Grade, from Very Minimal (1) to Good (5).

One Supernatural Power: Minimal: A Power of random Grade, from Very Good (1) to Very Strong (5).

Four Preternatural Powers: Low Moderate: Powers of random Grade, from Very Minimal (1) to Good (5).

Two Supernatural Powers: Low Moderate: Powers of random Grade, from Very Good (6) to Extreme (10).

Four Preternatural/Supernatural Powers: Moderate: Powers of random Grade, Very Minimal (1) to Extreme (10).

Three Supernatural Powers: Moderate: Powers of random Grade, Very Good (6) to Extreme (10).

Four Supernatural Powers: Good: Powers of random Grade, Very Good (6) to Extreme (10).

MISFORTUNE PLAQUE: Very Minimal to Low Moderate: A seemingly typical plaque that is easily mistaken for one containing some Extraordinary Power, but that supplies rather a bit of ill luck, eliminating a certain number of Merits from the reader, according to the energy of the plaque. Once read, the plaque disintegrates, of course. There are three strengths of this item:

Bit of Ill Luck: Very Minimal: An item that conveys 21-50 Demerits.

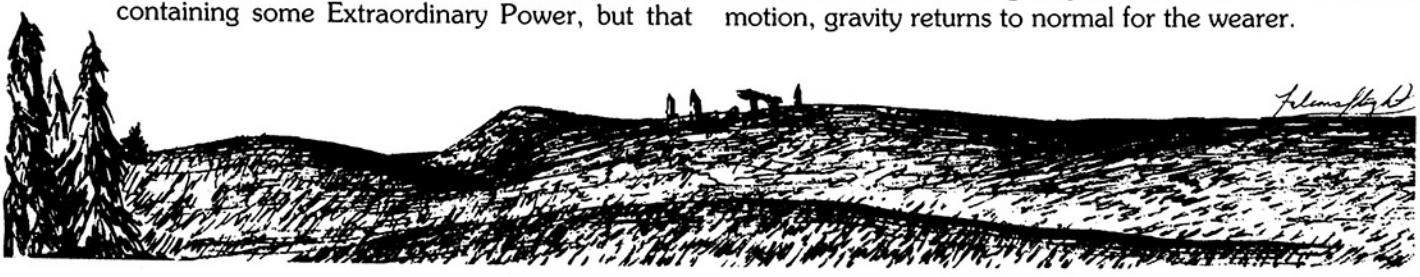
Lousy Break: Minimal: An item that conveys 51-100 Demerits.

Misfortune Sneers: Low Moderate: An item that conveys 151-250 Demerits.

Morben's Energy Node: Minimal to Good: A small mineral deposit of malleable sort that resembles a small chestnut in size and shape and that is named for its discoverer. It contains Extraordinary energy suited to one of various Abilities. The color of the node indicates its energy charge: Black ones contain 5 AEPs and add 6-8 points of harm, red ones contain 10 AEPs and add 9-12 points of harm, green ones contain 20 AEPs and add 17-20 points of harm, and violet ones contain 30 AEPs and add 26-35 points of harm—all added harm ignoring normal armor/protection. An Avatar can use the Energy Node in one of two ways: An Avatar needing AEPs can, when grasping the node, draw from it the energy stored within, turning it into sandy bits in the process. Conversely, due to the plasticity of the node, the avatar can press this item into the contact point of a normal missile (the tip on a crossbow bolt, or the surface of a sling stone, for example), causing it to act as if it were an Extraordinary one. Thus, the node's preternatural harm is imparted with a successful strike on a target. Such a use, whether the missile hits or misses, consumes the node's energy and destroys it.

These unusual mineral formations are found only deep underground, and even if found in a cache there are usually only 7-12 black nodes, 5-8 red nodes, 2-4 green nodes, or 1-3 violet nodes.

Morben's Ring of Gravitational Reversal: Strong: A heavy band of supernaturally charged lodestone set with a small, spherical lapis stone. If the stone is turned 180° counter-clockwise it will reverse the gravitational field of the wearer so that he will, with all that is worn and/or carried, "fall" upwards at a constantly accelerating rate of 16 feet per second/second (i.e., 16'/sec during the initial second, 32'/second during the next second, etc.), until terminal velocity is attained (for game purposes assume c. 229 MPH, or 20,160 feet per minute, 1,008 feet per ABC, with terminal velocity reached exactly seven ABCs realtime). When the stone is returned to its original position, with a 180° clockwise motion, gravity returns to normal for the wearer.



Rotating the stone less than 180°, or rotating it in the wrong direction, does not activate the ring's energy. Reversing the stone position during a "fall" will slow the individual's speed and eventually bring about a "fall" in the opposite direction at the same rate of acceleration.

Note the wearer could climb near a high ceiling, reverse the ring, "fall" to the upper surface, and then walk comfortably on that surface, performing just as if traversing the normal "floor" of the area!

Morben's Supernatural Shackles: Extreme: A set of supernatural restraints that are forged of iron alloyed with the rare metal xagium. These bonds will fly up to 20 feet distant from their possessor and capture the wrists or forelimbs of an intelligent target subject whose actual (often secret) or "true" name is spoken, or an unintelligent target subject whose commonly known name is spoken. The shackles can be avoided only by sheer luck. Once closed fast, only the possessor can release them. The captive is absolutely unable to use Activation Energy or channel any sort of Extraordinary energy so as to use Powers or magical things. Note: These shackles can also be placed with the same effect on a subject who is unconscious, held still, or willing.The metal can be broken only by a single blow that delivers more than 50 points of harm.

Nduro's Splendid Utility Belt: Extreme +: A broad leather belt that contains four large, built-in pouches, and four smaller pockets. The location of and content-determination for each such receptacle is described in the table below. The contents, regardless of nature, are miniaturized. When the wearer reaches into a pouch or pocket and draws out an item out by feel, the object then grows automatically to its full normal size and weight. When it is later returned to its proper place, the item miniaturizes as it enters the belt space.

Extraordinary items that can possibly be found in a pouch or pocket, but that are not so found, can be made a part of the whole item by placing them within a pouch or pocket that is not filled to capacity. No extraneous Extraordinary item can be added, however. Food and drink and other items of normal, non-magical sort other than those items listed or otherwise found in the item can be placed within a pouch or pocket if it is otherwise empty or not loaded to capacity, and these will be magically reduced in size and weight so as to become a part of the whole.

Each pouch can hold up to 4 objects, up to about 12 cubic feet in volume, and up to 120 pounds weight. A pouch filled to its maximum weight capacity has an actual weight of about 1.2 pounds.

Each pocket can hold up to 8 objects, up to about 6 cubic feet in volume, and up to 60 pounds weight. A pocket filled to its maximum weight capacity has an actual weight of about .6 pounds.

A fully loaded belt weighs only about 8 pounds.

Each Nduro's Splendid Utility Belt will normally be found with 1 to 4 items contained in each of its 4 pouches, and 2 to 8 items contained in each of its 4 pockets:

Left Hand Weapons Pouch: roll a d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. Axe, Preternatural
2. Club, Boomerang Preternatural
3. Club, Torch, Supernatural
4. Dagger, Preternatural
5. Dagger, Long Preternatural
6. Fighting Staff, Preternatural
7. Hook, Hafted Preternatural
8. Knife, heavy Preternatural
9. Mace, Preternatural
10. Sling, Preternatural Ranging
11. Spear, Preternatural Piercing
12. Spear, Preternatural Striking
13. Sword, Preternatural Fencing
14. Sword, Preternatural Piercing
15. Sword, Preternatural Striking
16. Wand, Preternatural
17. Wand, Preternatural Energy
18. Wand, Preternatural, specialized
19. Whip, Preternatural, 12' length
20. No weapon

Front Tools Pouch: roll a d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. adze
2. brace and bit, wood drill
3. chisels, stone-working
4. crowbar, 3 foot length
5. drill, metal
6. hammer, heavy
7. nippers
8. pincers
9. pry bar, 6 foot length
10. saw, metal
11. saw, wood
12. shovel

Right Hand Armor Pouch: roll a d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:



1. Armor, Cloth Full Garment, Preternatural
2. Armor, Cloth Half Garment, Preternatural
3. Leather Full Armor, Preternatural
4. Leather Half Armor, Preternatural
5. Steel Mail Half Armor, Preternatural
6. Buckler or Targe, Preternatural
7. Shield Large, Preternatural
8. Shield Standard Preternatural

Rear Equipment Pouch: roll 2d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

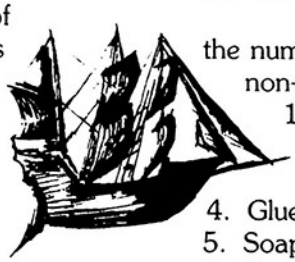
1. Blanket, light
2. Blanket, thick
3. Grease, clay pot of, one quart, with rag wrapping
4. Horn, hunting
5. Jimmy
6. Lantern, oil-burning, bull's-eye, hooded
7. Line, cord, 100-foot ball
8. Line, rope, extra fine horsehair, 100 feet
9. Oil, lamp/lantern, 1 gallon jug
10. Sack, large, heavy cloth
11. Tinder box
12. Torch, 30 minute burn time, three

Left Center Medicines Pocket: roll 2d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. Bandages, 100-foot gauze
2. Herbs, medicinal: restorative, soporific, stimulant
3. Herbs, medicinal: soporific
4. Herbs, medicinal: stimulant
5. Herbs, medicinal: vermifuge
6. Salve, burn healing (-50% health recovery time), jar
7. Salve, wound healing (-50% health recovery time), jar
8. Wound Dressing, Preternatural
9. Wound Dressing, Supernatural
10. Roll again twice, but select no more than 8 total items

Right Center Food Pocket: roll 2d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. Alcohol, grain, one-quart flask: 180 proof
2. Biscuits, hard (travel bread), three pounds
3. Butter, one pound
4. Brandy, fine old, one-quart flask
5. Brandy, one-quart flask
6. Canteen, water gourd, 1 quart
7. Cheese, brick, farmers, three pounds
8. Cheese, aged, two pounds
9. Fish, preserved, best, three pounds
10. Fish, preserved, ordinary, 3 pounds



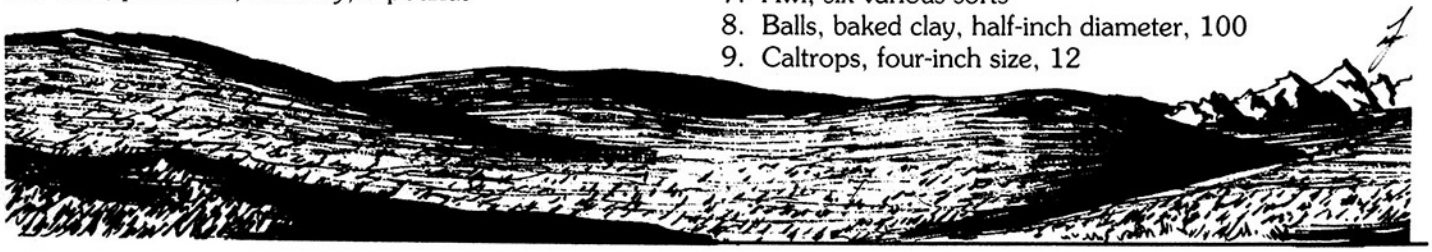
11. Flour, sack, five pounds
12. Fruit, dried
13. Garlic, bud
14. Herbs, cooking, one ounce dried
15. Honey, five pound crock
16. Meat, preserved, three pounds
17. Pepper, one-pound sack
18. Sausage, five pounds
19. Salt, rock, one-pound sack
20. Skin container, liquid, with stoppered spout, shoulder sling strap, one gallon capacity
21. Skin container, liquid, with stoppered spout, shoulder sling strap, one quart capacity
22. Vinegar, one-quart jug
23. Wine, one-quart flask, common
24. Wine, one-quart flask, good

Left Rear Clothing Pocket: roll 2d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. Boots, high, hard-soled
2. Boots, high, soft-soled (riding)
3. Boots, low, hard-soled
4. Boots, low, soft-soled
5. Cape
6. Cape, fine
7. Cloak, with cowl
8. Cloak, fine, fur-lined with cowl
9. Clothing, common suit
10. Clothing, fine suit
11. Clothing, garment suit
12. Clothing, good suit
13. Clothing, motley suit, (performer/fool/jester)
14. Clothing, robes
15. Clothing, service (armor, full cloth garment) suit,
16. Gauntlets, leather
17. Hat, broad brimmed
18. Hat, fanciful
19. Oilskin coat and overalls
20. Sash (12-foot length)

Right Rear Sundries Pocket: roll 2d4 to determine the number of items in this location, then randomly select non-duplicative items from the list below:

1. Acid, 1 pint flask
2. Alcohol, wood, one-quart flask: 180 proof
3. Glue, general purpose, one pint pot
4. Glue, solvent/remover, one quart bottle
5. Soap, hard, half pound cake
6. Naphtha, one quart flask
7. Awl, six various sorts
8. Balls, baked clay, half-inch diameter, 100
9. Caltrops, four-inch size, 12



10. Chalk, stick, 12
11. Charcoal, stick, 12
12. Looking glass, hand, three by five inch
13. Makeup, entertain/disguise, various items, leather case
14. Nails/spikes, large (4 or 8-inch length), 20
15. Piton, with eye, 10
16. Razor, straight edge, folding
17. Scribe's Case: Leather box with 50 each unbleached and white paper sheets, ink pot, 10 assorted pens, pen knife, sand cellar, and five sticks sealing wax
18. Scroll, case, brass
19. Scissors, large
20. Tweezers

NECTARS: Magically energized, varying strength liquids whose effects are gained when they are quaffed, and whose value is reduced or enhanced by the number of consumable portions contained within each, one or two portions rating them as very minimal items. It is assumed that each liquid appears in a container of eight-ounce capacity. Known Nectars include the following:



Amorous Potion: Good: A liquid that, if entirely consumed, causes the drinker to become instantly and hopelessly enamored of the first creature of the opposite sex seen thereafter. Of course, this effect is likely to produce undesirable consequences if consumption is not controlled with care.

Arcane Understanding Elixir: Good: A liquid that, if consumed in a one-ounce draught, conveys the capacity to see any non-Arcane form of written communication and both gain an innate understanding of what it says and discern its purpose, even though the language or code is unknown to the individual. In order to understand Arcane written material, the drinker must make a successful check against his Activation Energy Points (four times Speed BR). The effect persists for one hour.

Chatlus' Enhanced Physique: Good: A liquid that, if consumed in a one-ounce draught, makes the drinker temporarily stronger. Because of variations in the ingredient energies, the amount of muscular power gained varies—adding from two to 12 points of harm when using a throwing or striking weapon, from 40 to 240 pounds of weight-carrying capacity, and from 60 to 360 pounds of lifting/moving Ability. The effect persists for one hour.

Elixir of Elasticity: Good: A liquid that, if consumed in a one-ounce draught, temporarily offers the drinker total immunity to any form of physical paralysis or petrifaction of the flesh, this immunity lasting one hour. Otherwise, this drink likewise conveys magical malleability, such that along with all that he normally wears and carries in hand, the imbiber can stretch to twice his normal height (becoming half as wide), can contract to half his normal height (becoming twice as wide), and so on. Indeed, the consumer can virtually shape shift into any form, becoming as thin as a rope, or as flat as a rug. He can make himself quadrupedal in locomotion, or furniture-like in appearance. In all such cases, the coloration and outline of outer garments and trappings will be seen as a pattern on the assumed form. This energy lasts for one hour.

Froidois' Activation Energy Elixir: Strong: A liquid that, if consumed in a one-ounce draught, provides from 30 to 60 (d4 x 10 +20) points of additional Activation Energy. These added points are noted separately from existing scores and are used first in any activity requiring the use of AEPs. The energy persists until used by the individual, but in no case can such excess store of energy ever exceed 60 points total. For example, if two draughts of this elixir were swallowed, and the resulting rolls indicated a gain of 90 points of Activation Energy, only 60 of these AEPs would accrue to the individual; the remainder would be lost immediately.

Inhetep's Draught of Nexial Access: Good: A liquid that, if consumed in a one-ounce draught, enables the drinker to view and determine the point of entry into any of the score or so of proximate alternate dimensional matrices, thus enabling access to any of these adjacent worlds. The individual and all that he wears and normally carries are thus empowered to enter. The effect persists for seven days or until the individual steps back into the dimensional matrix of origination at the same point of entry.

Material Sensitivity Elixir: Good: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to discover by concentration whether a material substance before him has been altered or has any unusual features. To sense such details about a material, the drinker must succeed on a check against AEPs (Speed base rating times four). The proximity of the individual to the subject under study must be 20 feet or less. The amount of time needed for concentration is 12 seconds, or one AB. The affected individual is able to discover false doors and walls, secret doors, traps, and so forth. The effect persists for one hour.



Mirana's Health Restorative: Moderate: A liquid that, if consumed in a one-ounce draught, imbues the drinker with potent energy that will either destroy any active disease, infection or toxin in his body, or (if he is not affected by any such dangers) supply him with from 21 to 40 points of lost Health. Note that Health restored thus can never exceed the full normal Health base rating of the individual.

Oudine's Superlative Speed: Good: A liquid that, if consumed in a one-ounce draught, makes the drinker temporarily faster in regard to Speed or action and reaction, but without a commensurate gain in Activation Energy Points. However, if for any reason Speed has been reduced, the gain will go first to restoring it (on a permanent basis) to its full normal Base Rating. Because of variations in the ingredient energies, the amount of extra Speed gained varies from five to 12 points (d8 +4). If this gain increases the drinker's total Speed base rating to more than 21, the individual is able to perform two actions during a single ABC, rather than one. These added points should be noted separately. The effect persists for one hour.

Power Sensing Elixir: Moderate: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to "feel" any existing energy--Preternatural or Supernatural, dormant or active—that is contained within a person, place or thing. The drinker exposes his palms toward what he wishes to examine thus, and the relative strength of the energy is "felt" from a distance in feet equal to the combined energy of any and all forces therein, from very minimal to extreme. Each power has a radius of emanation in feet equal to its energy activation cost, between two and 12, or possibly even higher, of course. Thus, a hyper-charged area might be sensed from dozens of feet distance. The effect persists for one hour.

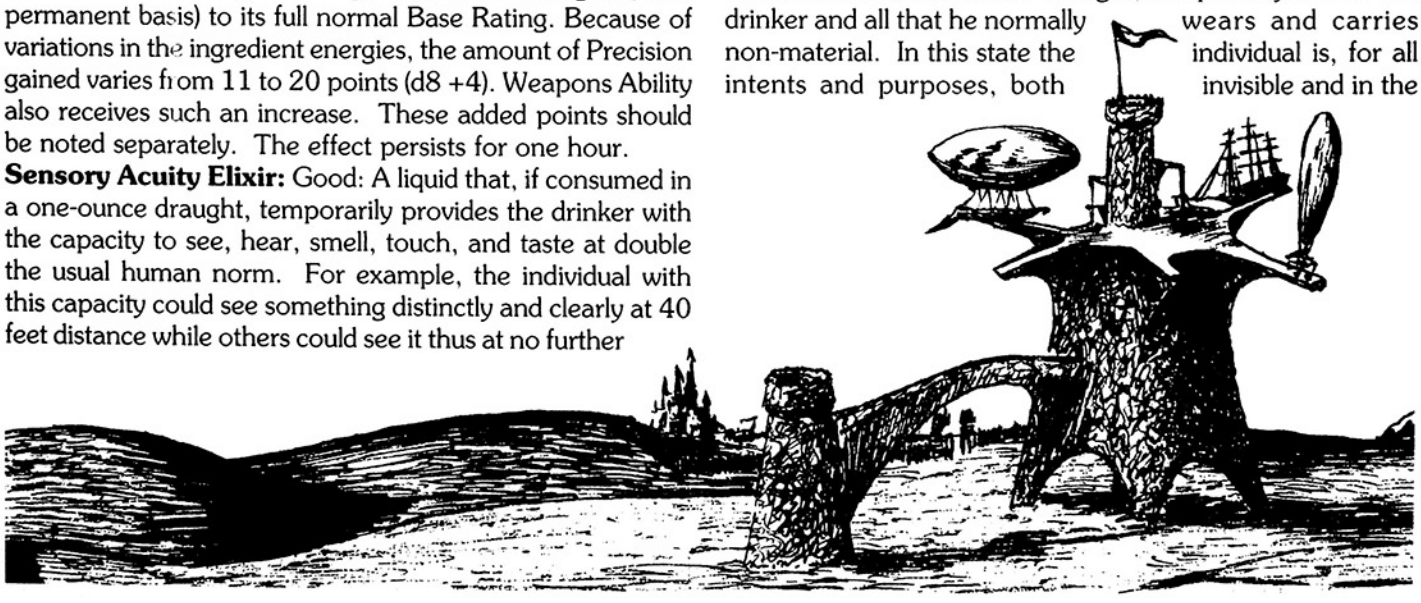
Rasamousky's Precision Bolster: Good: A liquid that, if consumed in a one-ounce draught, temporarily makes the drinker more precise in his actions and more adept at hand-eye coordination. However, if for any reason Precision has been reduced, the gain will go first to restoring it (on a permanent basis) to its full normal Base Rating. Because of variations in the ingredient energies, the amount of Precision gained varies from 11 to 20 points (d8 +4). Weapons Ability also receives such an increase. These added points should be noted separately. The effect persists for one hour.

Sensory Acuity Elixir: Good: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to see, hear, smell, touch, and taste at double the usual human norm. For example, the individual with this capacity could see something distinctly and clearly at 40 feet distance while others could see it thus at no further than 20 feet. Under close inspection by the drinker, an object appears as it would to a normal person viewing it through a magnifying glass. Slight sounds not heard by ordinary human ears are noted by an affected individual and may alert him. Odors are detected sooner and are more easily identified as to their nature. Any activity demanding delicacy of touch is performed by the individual at a bonus of at least 20 points. When tasting a substance, the individual is able to detect any adulteration and discern the components of a mixture—the inclusion of foreign substances, and so forth. Drugs and toxic substances are identified if an Ability employment roll succeeds. In cases of demanding or exacting use, sensory acuity requires a successful check against Activation Energy Points (four times Speed BR). The effect persists for one hour.

Sixth Sight Elixir: Very Good: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to see otherwise invisible spirits, non-material things, and even other-dimensional creatures normally invisible that are in the normal vision range of the individual but that would otherwise remain unseen. Any such manifestation will be discerned as if it were a semi-transparent material form of the object in question. A ghost, for example, would be seen as an insubstantial human form; and so forth. The effect persists for one hour.

Thought Reading Elixir: Very Good: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to know what is "on the surface of and below" another human's or humanoid's mind when such an individual is within sight and no further distant than 30 feet. Accomplishing all such thought reading requires a successful check against Activation Energy Points (Speed base rating times four). The more intelligent and aware the subject, the more difficult the operation, so probing beneath the surface thoughts is a demanding task at best. The effect persists for one hour.

Unglyrd's Spiritform Mead: Good: A liquid that, if consumed in a one-ounce draught, temporarily makes the drinker and all that he normally wears and carries non-material. In this state the individual is, for all intents and purposes, both invisible and in the

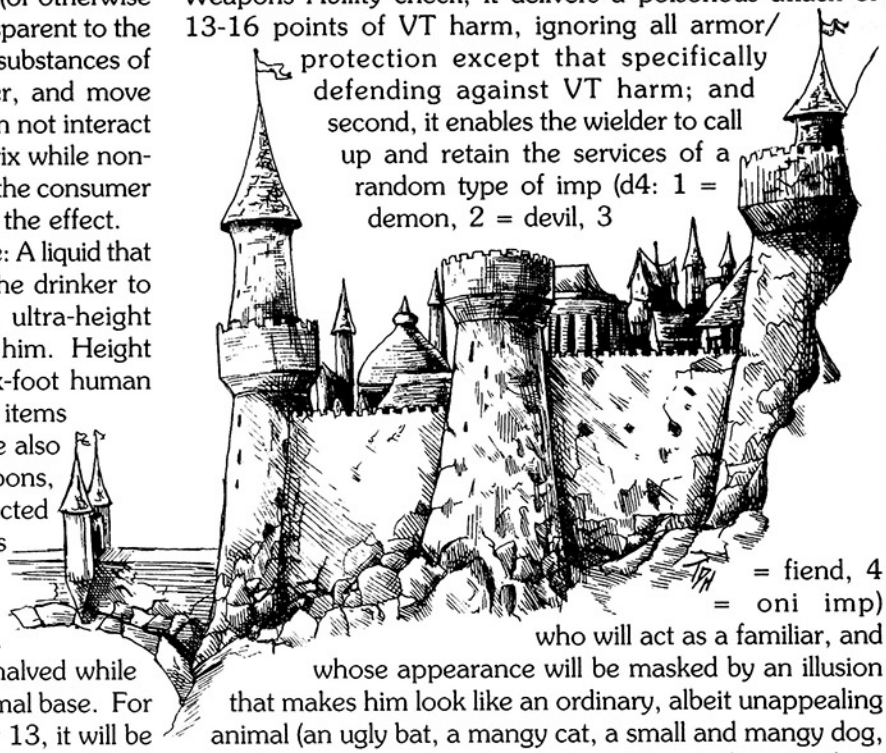


ether. Everything that is in the normal human (or otherwise prevailing) dimensional matrix appears as transparent to the individual, and he is able to pass through solid substances of that dimensional matrix as if they were water, and move otherwise at a normal pace. The consumer can not interact with anything in the material dimensional matrix while non-material. The effect lasts for one hour, or until the consumer quaffs another draught of the mead to reverse the effect.

Vurmund's Wormseye Hydromel: Moderate: A liquid that if consumed in a one-ounce draught causes the drinker to diminish in height and weight just as if an ultra-height Enchantment Power had been activated upon him. Height will decrease to five percent of normal—a six-foot human will become just a bit over three inches tall. All items that are normally worn and carried in hand are also affected by this Power, so that equipment, weapons, etc., are shrunken proportionately. The affected individual has full normal health but no attacks with hands, feet, or hand-held weapons are possible against things larger than about five times his size. Extraordinary capacities will remain unaffected. Movement speed is only halved while so miniaturized, but action speed is double normal base. For example, if the Speed of an Avatar is normally 13, it will be 26 and he will be able to perform two actions in one ABC. The effect lasts one hour.

Whirlwind Potion: Good: A liquid that, if consumed in a one-ounce draught, temporarily provides the drinker with the capacity to transform to a cyclonic form just as if a Whirlwind Enchantment were activated upon him. By means of this preternatural energy the activator is able to transform himself and all that he normally wears and carries into a spinning cyclone of air that resembles a dust devil on dry land, a water spout when traveling over water. The subject is twice as tall as normal when in whirlwind form, moves at a speed of 60 miles per hour, and is subject only to attacks that inflict Extraordinary harm (preternatural or supernatural points of harm only), against which he has no armor protection. Each ounce consumed causes the subject to be able to maintain and travel in this form for from 5-8 minutes.

Netherstaff: Strong: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted so as to provide two additional options to a wielder with the Extraordinary Ability of Sorcery: first, when striking with it and scoring a 13 or less on the Weapons Ability check, it delivers a poisonous attack of 13-16 points of VT harm, ignoring all armor/protection except that specifically defending against VT harm; and second, it enables the wielder to call up and retain the services of a random type of imp (d4: 1 = demon, 2 = devil, 3 = fiend, 4 = oni imp) who will act as a familiar, and whose appearance will be masked by an illusion that makes him look like an ordinary, albeit unappealing animal (an ugly bat, a mangy cat, a small and mangy dog, a molting owl, an oily rat, a hairy spider, a slimy toad, or some other such unpleasant creature form). The conjured familiar will obey the usual six allowed commands, including fighting to its material destruction. If the imp is so destroyed, however, the possessor of the Netherstaff will be unable to call up another such familiar for six full days' time, and when another is so conjured, the form assumed by the imp will be determined at random, regardless of whether the staff wielder has Sorcery Ability that normally would allow him to control the selection.



When using the staff to call up an imp, the wielder needs make no special preparation; the imp appears instantly, and until commanded otherwise must remain within a six-foot radius of the wielder of the staff. (See Spirits of Nether Dimensions, Malign, Ordinary, for information regarding the different imp types.)

Finally, in the hands of one of the Sorcerer Order, the Netherstaff provides an Extraordinary bonus of 10% to 20% to Weapons Ability and a harm bonus of 6-8 points.

New Kingdom Staff: Extreme ++: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted, such that in



the hands of an individual with Enchantment Ability, its touch can change an object's present kingdom type (animal, vegetable or mineral) to a different one. Thus, a tiger could be turned into a shrub, a shrub turned into a boulder, a boulder turned into a daisy, and a daisy turned into an adhere ant. A living, volitant (capable of motion) subject can avoid the energy of the staff by the usual means, such as combat movement (forcing a Weapons Ability use of the staff), parrying, or dodging (succeeding in a check against Speed Base Rating). Note that the subject of the kingdom change is restored by any Power that dissipates Extraordinary energy.

Finally, in the hands of one of the Enchanter Order, this staff provides an Extraordinary bonus of 25% to weapons Ability and a harm bonus of 9-12 points.

Nymord's Mystifying Makeup: Very Minimal: A creme found in some sort of appropriate container that keeps it moist. When applied to the face and hands, the one so doing need only concentrate on the appearance he desires, and his face and hands alike take on the desired look. While any sort of facial and hand appearance can be assumed thus, alteration of other body parts is not possible. Each small container of this substance contains only sufficient creme to cause one transformation. The preternatural effect lasts for as long as eight hours, or until the creme is removed by vigorous scrubbing with soap and water or with mineral oil.

Orb of Petrifaction: Extreme +: A supernaturally energized, globular, bronze device into which has been set a crystal lens that encloses a space containing the actual eye of any of those extra-dimensional creatures capable of turning to stone those living things upon which they gaze. If this device is aimed at a target subject and its lens cover opened, it will instantly petrify him, turning him to solid stone, unless he succeeds in a check against his Speed Base Rating (times two if he is intelligent), thus dodging and avoiding the petrifying ray of energy.

Note that 5% of these devices have a different purpose and are, therefore, known as:

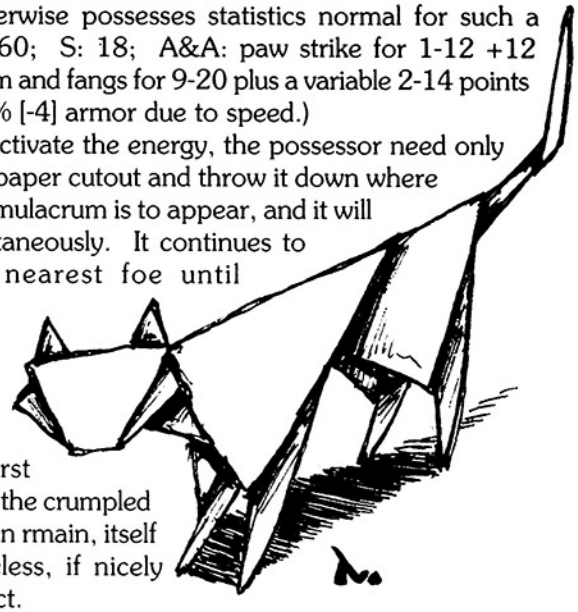
Orb of Incarnation: An orb that is so dweomered as to affect stone and cause it to become flesh. It will reverse powers that have the opposite effect, such as the normal Orb of Petrifaction or the energy of a Swetlana's Petrifying Gaze of Animosity. It will also change normal rock of up to about 100 cubic feet volume into material of flesh-like sort--inanimate but of the consistency of muscular animal tissue.



The latter effect is permanent unless the Extraordinary energy causing the change is negated in some fashion.

Paper Tiger: Minimal: A paper cutout figure of a tiger that is about six inches square when unfolded. The Extraordinary energy contained in each such special paper figure creates a simulacrum of a northern tiger that has only half of the Health normal for the species (70 normally, 35 for the simulacrum) but that otherwise possesses statistics normal for such a creature (P: 60; S: 18; A&A: paw strike for 1-12 +12 points of harm and fangs for 9-20 plus a variable 2-14 points of harm; 20% [-4] armor due to speed.)

To activate the energy, the possessor need only crumple the paper cutout and throw it down where the animal simulacrum is to appear, and it will do so instantaneously. It continues to attack the nearest foe until destroyed or until one minute realtime has elapsed, whichever first occurs. Only the crumpled paper will then rmain, itself simply a useless, if nicely formed, object.



Pearl of Speed: Extreme +: A supernaturally enchanted precious stone that has a value of between $700,00 and $1,000,000. However, if it is crushed, added to a liquid, and drunk, it endows the imbiber with an additional 2 points of Speed Base Rating, and at the same time adds 4 points of score to each of his Speed-based Abilities. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Pectoral of Protection: Very Minimal to Extreme ++: A metallic necklace device that is energized so as to provide Extraordinary armor protection, ranging from 20% (-4) to 80% (-16), to any wearer not garbed in armor or otherwise employing some other Extraordinary protection device—save for the most basic forms of the pectoral that are able to function with a Shielding Ring, as noted hereafter.

Preternatural 20%: Very Minimal: A pectoral that will work with any Shielding Ring.

Preternatural 25%: Minimal: A pectoral that will work with any Shielding Ring.

Preternatural 30%: Low Moderate: A pectoral that will work with any preternaturally energized (up to Grade Good [5]) Shielding Ring.



Preternatural 35%: Moderate: A pectoral that will work with any preternaturally energized (up to Grade Good [5]) Shielding Ring.
Preternatural 40%: Good: A pectoral that will work with any preternaturally energized (up to Grade Good [5]) Shielding Ring.
Supernatural 50%: Very Good: A pectoral that will function only when employed alone.
Supernatural 55%: Strong: A pectoral that will function only when employed alone.
Supernatural 60%: Very Strong: A pectoral that will function only when employed alone.
Supernatural 65%: Major: A pectoral that will function only when employed alone.
Supernatural 70%: Extreme: A pectoral that will function only when employed alone.
Supernatural 75%: Extreme +: A pectoral that will function only when employed alone.
Supernatural 80%: Extreme ++: A pectoral that will function only when employed alone.

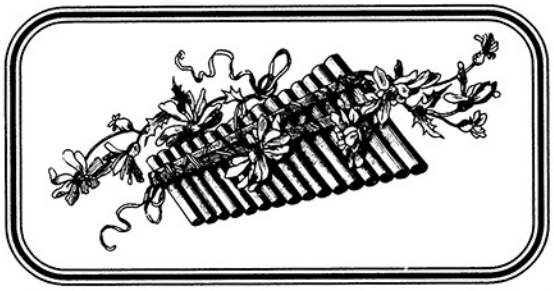
Pervading Phosphor: Minimal: A shimmering substance that is contained within some form of special applicator (a small baton for example), which when filled contains enough of the stuff for a score of applications. When the applicator is touched to a surface, solid or liquid, one portion of the Pervading Phosphor will flow from the container. The portion moves from point of contact outwards, away from the one applying it. In one ABC it will spread laterally to a 60-foot width or breadth, and a like length or distance from the point of application so as to cover a 60' x 60' area.

While flowing out and along the surface, the Pervasive Phosphor will follow any surface changes. For instance, it will not be disrupted by waves, but will simply move with them without being carried along; in the case of a small space, its spread will change direction so as to cover floor, walls, and ceiling. It will not cover non-contiguous objects, or anything of a different substance than that initially contacted.

The surface so covered will become aglow with a phosphorescent light, and whatever is within 10 feet of it will be illuminated as though it were within veiled by thin clouds. Anything upon the surface covered, or between it and an observer, will stand out most clearly, a dark shape plainly outlined by the soft glow of the phosphor.

Pipes of Dancing: Strong: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all foes who hear the sound, who fail an Avoidance check against two times their Speed BR (or Intellect Rating, if used), and who are within a distance in feet equal to the player's Ability score to begin dancing and to be unable to do anything else, regardless of what is happening, so long as the playing continues. Each subject is checked separately.

Pipes of Dreaming: Very Strong: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all foes who hear the sound, who fail an Avoidance check against their Speed BR (or, if used, Intellect Rating minus 10), and who are within a distance in feet equal to the player's Ability score to drowse instantly, then in one AB's time fall into a deep slumber from which only harsh physical contact will awaken them for two to eight hours. Each subject is checked separately.



Pipes of Heedless Marching: Very Good: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all allies who hear the sound and who are within a distance in feet equal to twice the player's Ability score to move at their fastest marching pace without tiring, have double their normal running capacity, gain bonuses to both Health Base Rating and Weapons Ability of seven points, attack enemies fearlessly, not needing to check morale, provided the playing continues.

Pipes of Sylvus: Very Strong: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, cause one of two effects, depending on which register the player chooses.



If the upper register is chosen, the sound emanating from the pipes causes all foes who hear the sound and who are within a distance in feet equal to the player's Ability score to become instantly nervous and edgy. On the following ABC, each such subject failing a check against Speed Base Rating (or Intellect, if used) then drops whatever is held in his hands and turns in terror, fleeing at his fastest movement speed away from the piper for 5-8 ABCs.

If the lower register is chosen, the sound emanating from the pipes causes an other-dimensional portal to open before the piper. A random die (d6) is rolled to determine what appears from this opening. Regardless of what sort of creature or creatures emerge, they will immediately assail any foes of the piper as long as the melody is sustained. At the moment of cessation, though, the creature or creatures vanish, returning to their own place of origin.

Die	*Encounter*
1	bucentaurs, centaurs, and stacentaurs; 1-3 each
2	fauns, satyrs, silini, and urisks; 1-4 each
3	gryf
4	gryffon
5	manticore
6	wyvern, random size

Pit Pit: Low Moderate: A preternatural item that appears to be nothing more than a large fruit seed of some sort, such as a peach pit. When hurled down with force, however, its energy creates a large hole. In soft ground it will create a hole of 30-cubic-feet size. In solid stone it creates one of only 10-cubic-feet size.

PLAQUES: various sorts: Magically energized miniature memory tablets that are made of bone, ivory, or a substance such as lacquered wood. Each such item contains on only one side the writing for a single Power. To determine the Ability for the Power, use the following table:

01 - 30	Enchantment
31 - 50	Geourgy
51 - 60	Necrourgy
61 - 70	Sorcery
71 - 00	Theurgy

The inscribed information can be retained on the plaque for transcription to a tablet, or it can be read aloud to activate it by any character able to use Extraordinary activations, even one who cannot otherwise utilize the Ability. In order to so activate the power and release the energy, the inscribed words must be read and then the plaque broken, an effect that obviously cannot be repeated with the same plaque. The energy rating is indicated by the name of each plaque listed below, but the exact Power contained in the writing is determined by the Lejend Master or found at random:

Apprentice's Basic Instruction: Minimal: Any Power of Very Minimal rating.

Apprentice's Advanced Instruction: Minimal: Any Power of Minimal rating.

Journeyman's Basic Instruction: Low Moderate: Any Power of Low Moderate rating.

Journeyman's Advanced Instruction: Low Moderate: Any Power of Moderate rating.

Expert's Basic Study: Good: Any Power of Good rating.

Expert's Advanced Study: Good: Any Power of Very Good rating.

Master's Basic Study: Very Good: Any Power of Strong rating.

Master's Advanced Study: Very Good: Any Power of Very Strong rating.

Adept's Basic Study: Strong: Any Power of Major rating.

Adept's Advanced Study: Strong: Any Power of Extreme rating.

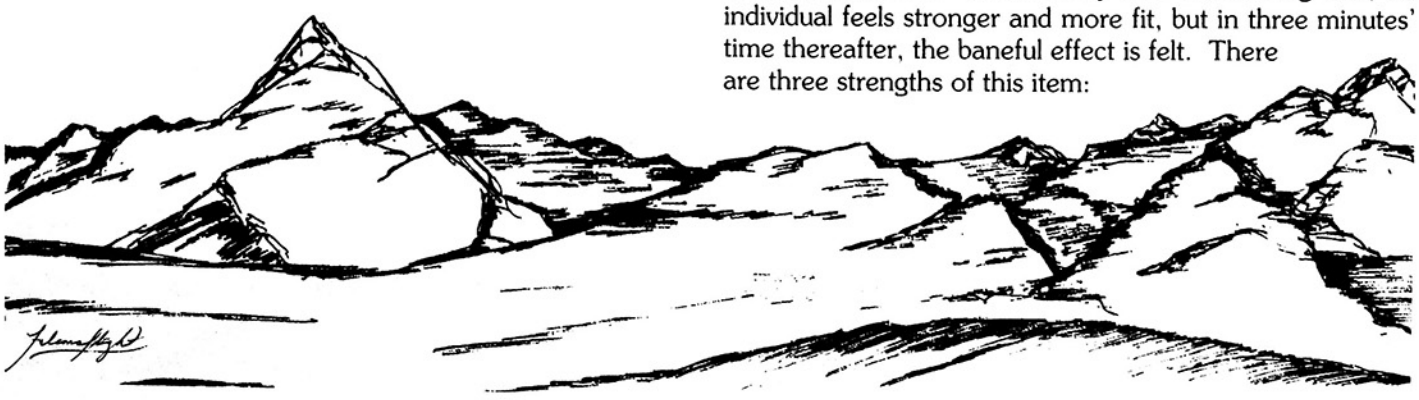
Energy Storage, Low: Very Minimal: A store of from 7-12 AEPs usable by any character having Activation Energy for Extraordinary Ability or Abilities.

Energy Storage, Moderate: Low Moderate: A store of from 11-20 AEPs usable by any character having Activation Energy for Extraordinary Ability or Abilities.

Energy Storage, High: Good: A store of from 31-40 AEPs usable by any character having Activation Energy for Extraordinary Ability or Abilities.

Random Power Plaque: Moderate: Any power of Minimal to Strong rating (d6 +1).

POISON PLACEBO: Very Minimal to Low Moderate: A large capsule that contains ingredients that are toxic and harmful to Health. Immediately after consuming one, an individual feels stronger and more fit, but in three minutes' time thereafter, the baneful effect is felt. There are three strengths of this item:



Placebo Minimus: Very Minimal: An item that conveys 1-4 points of Harm to Health. One to six are normally found together.
Placebo Moderatus: Minimal: An item that conveys 2-8 points of Harm to Health. One to six are normally found together.
Placebo Venomous: Low Moderate: An item that conveys 3-12 points of Harm to Health. One to six are normally found together.

PORTABLE PILLAR: Very Good: Supernatural items that look like a child's playthings, little blocks of stone that might be used to build a miniature construction. However, when placed down and tapped by the possessor, the miniature blocks grow to 100 times their size. The energy is such that the stones then remain permanently changed thus unless their Extraordinary energy is negated. There are several known forms of the Portable Pillar:
Block: Four 1.2 inch cubes, each of which, when tapped, becomes a 10-foot per side block of stone.
Bridge: Two 2.4 inch long by 0.6 inch wide arches with 0.6 inch high central apexes, each of which, when tapped, extends away from the activator to become a 20 foot long, 5 foot wide span with a 5 foot high central apex.
Defensive Wall: Two 0.3 inch by 0.9 inch by 2.4 inch lipped rectangles, each of which, when tapped, becomes a 2.5 foot thick, 7.5 foot high, 20 foot long wall with an interior step and a crenellated top.
Pillar: Eight 2.4 inch x 0.6 inch cylinders, each of which when tapped becomes a 20 foot high, 5 foot diameter pillar.
Tower: One 3.6 inch x 1.2 inch hollow cylinder that, when tapped, becomes a 30 foot high, 10 foot diameter tower, with a 2.5 foot thick wall, a hidden pivoting stone door, a circular interior stone stair with archery slots, and a top with machicolated and crenellated battlements.
Wall: Four 0.3 inch by 0.9 inch by 2.4 inch rectangles, each of which, when tapped, becomes a 2.5 foot thick, 7 foot high and 20 foot long wall. If they are stacked atop another or side by side, and activated simultaneously, they create a higher and/or thicker wall.
Wheel: Four 0.6 inch x 1.2 inch discs, each when tapped, becomes a 5 foot-thick, 10-foot diameter wheel or millstone that might cap an opening or be sent rolling down a slope.

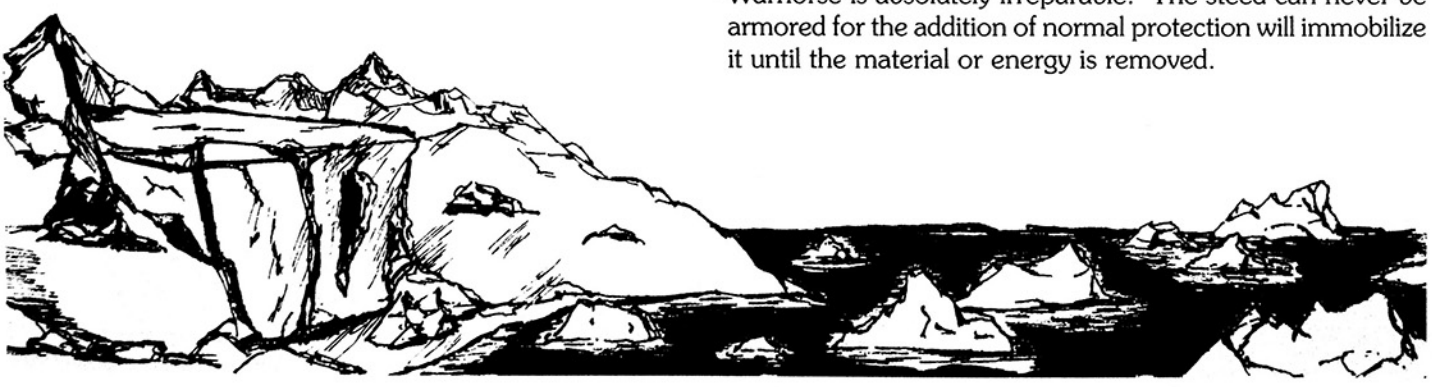
Powder of Spirits: Low Moderate: A supernatural substance of silvery hue, about a tablespoonful of which is required to effect one subject. If spread or shaken onto a spirit creature, it has a probability of dematerializing (or, if immaterial, materializing) the being that is equal to 20 divided by the Health/Free Will score of the contacted subject. For example, the probability that it will dematerialize a spirit creature with an H/FW of 100 equals 20/100, or 20%.

Some (10%) of these powders are supernaturally energized, and such versions dematerialize (or, if already immaterial, materialize) a subject with a probability of 40 divided by the Health/Free Will score of the contacted subject.

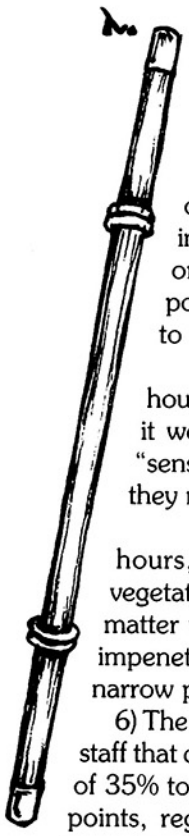
Powder of Transforming: Low Moderate: A supernatural substance of greenish hue, about a tablespoonful of which is required to effect one subject. If it contacts a material creature it has the power to reduce the creature's size and capacities (Health, Precision, and Speed [including movement]) based on 20 over Health of the contacted subject. For example, a creature with a Health of 100 translates to 20/100, a 20% loss in capacities, so Health is instantly cut by 20. The Power's effect lasts for one to two minutes realtime.

Powder of Transmuting: Low Moderate: A supernatural substance of golden hue, about a tablespoonful of which is required to effect one cubic foot of metal. If it contacts iron (or steel) or lead it transmutes the former to silver, the latter to gold. The reverse is also true. The transmutation is temporary and the affected metal will return to its original nature in 11 to 20 minutes realtime after being changed.

Qalobu's Oaken Warhorse: Major: A supernaturally enchanted wooden carving of a perfectly-scaled miniature charger (fully equipped with saddle and tack), approximately one foot tall at the head and a bit longer nose to tail. Its possessor can speak a word, and the wooden carving will instantly grow into a horse-sized, animate charger of seasoned oak. This mount never eats or drinks and can move tirelessly at the pace of a normal charger for days without rest, carrying a burden of no more than 600 pounds weight. It has a Health of 200 and supernatural-energy armor of 80% (-16) sort. In combat it inflicts 1-20 points of harm, plus an additional 6-8 points of supernatural harm ignoring armor/protection. Note that any harm done to Qalobu's Oaken Warhorse is absolutely irreparable. The steed can never be armored for the addition of normal protection will immobilize it until the material or energy is removed.



Ranging Staff: Major: A stout stick of hard wood that is metal bound and shod, and that is about an inch and one-half in diameter and six or so feet in length. It is enchanted as follows:



1) The holder can always determine compass directions when not underground.

2) The holder gains temporarily Ranging Ability of 10, or adds that sum to his score in that Ability.

3) The staff allows the holder a 50% chance of moving silently and unseen outdoors when in fields, meadows, forests, thickets, woodlands, or other such terrain, and if Stealth Ability is possessed by the individual, 50 points are added to that score.

4) Once per day, for a period of up to three hours, the staff can be commanded to scent as if it were a bloodhound, and the holder will then "sense" the odors thus detected and know what they mean.

5) Up to four times in any period of 24 hours, the holder of the staff can touch it to vegetation and cause up to 100 square feet of such matter to intertwine or part, either to form a near-impenetrable barrier or thicket, or else to provide a narrow pathway.

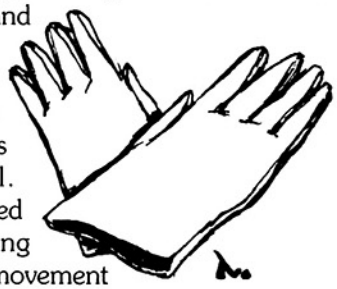
6) The staff can be employed as a weapon, a fighting staff that conveys to the wielder an Extraordinary bonus of 35% to Weapons Ability and a harm bonus of 9-12 points, regardless of any non-supernatural armor or protective items.

Ravic's Aether Buoy: Strong: A supernaturally enchanted metal band about the size of a man's hand that is shaped like a twisted figure eight. When placed within a container of any sort, or firmly affixed to any object, the aether buoy will lighten the object by up to 2,200 pounds. Any object equal to or under this weight is effectively weightless, as if it were nothing but air. An object of greater weight than 2,200 pounds has such weight as exceeds the aether buoy's capacity.

Ruby Robust: Extreme +: A supernaturally enchanted gem-quality ruby of at least 20-carat size that has a value of between $900,000 and $1,500,000. However, if it is crushed, added to a liquid and drunk, it endows the imbiber with an additional two to five points of Health base rating, and a like number of points in each Ability relying on Health. No person can ever be affected by more than one of these Extraordinary Items, the energy being absorbable but a single time.

Ruitechvopmik's Green Gloves: Moderate: Supernaturally empowered gloves that enable the wearer to affect flora one time in any 24-hour period in one of the following ways:

1) The gloves can cause an area of grass to grow to triple normal height and double normal density. The resulting grass will impede movement by the largest-sized creatures by one-quarter normal rate and man-sized creatures by one-half normal rate; small-sized creatures (under about 70 pounds weight) can not pass through the stuff at all. Unprotected skin (not fur-covered skin or hide) will suffer cutting harm of 1-2 points per ABC of movement through the field. The field must cover approximately 40,000 square feet, i.e. an area of 200' x 200'. (Whether the gloves affect such flora in unusual locales, such as underwater, is an issue for the Lejend Master to decide.)



2) The gloves can cause an area of low-growing plants-such as brush, bushes, canes and/or shrubs-to grow into a cluster of thick, impenetrable foliage, either in the form of a long hedge or a solid patch, that is full of barbs, prickers, and thorns. The total area covered or, if in hedge form, surrounded must be no less than 10 feet wide and cover no more and no less than 10,000 square feet. Thus, for example, a solid patch could be 100' x 100', 20' x 500', or even 10' x 1000'. On the other hand, a hedge could be made to enclose a considerable space; for example, a 10-foot-wide hedge could enclose a rectangle that is 300' long and 200' wide.

3) The gloves can cause a copse of small-sized trees of sapling-type and/or small pines, for instance, that are contained within an area of up to about 100' length and up to 20' breadth to thicken and grow to five times their existing diameter and twice their height.

4) The gloves can cause a single large tree to grow to ten times its existing diameter and three times its height. These effects vanish, all vegetation returning to normal, in 12 hours.

5) The gloves can double the yield of berry bushes in a square-shaped area of up to 200' x 200'.

6) The gloves can double the yield of fruit or nuts from any trees in a square-shaped area of up to 60' x 60'. Yield is permanent, but the same plants can not be affected twice in any month.

The energy of this item can be activated no more frequently than once in any 24 hour period.



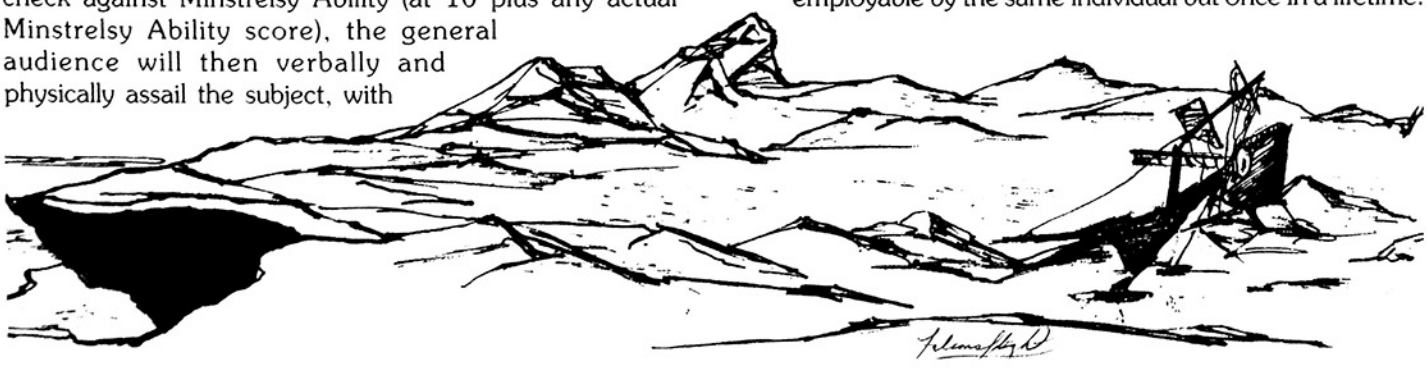
Runguld's Iron Mount: Extreme +: A supernaturally enchanted iron statue of a perfectly-scaled miniature destrier (fully equipped with saddle and tack), approximately one foot tall at the head and a bit longer nose to tail. It weighs 20 pounds in miniature form. Its possessor can speak a word, and the iron figure will instantly grow into a horse-sized, animate warhorse of massive size and iron constitution. Although it seems to be a normal horse, this mount never eats or drinks and can move tirelessly at the pace of a normal destrier for one full day without rest, carrying a burden of no more than 600 pounds weight, and then it needs only four hours to regain its energy. It has a Health of 100 and a supernatural-energy armor of 70% (-14). In combat it inflicts 1-20 points of harm, plus an additional 9-12 points of supernatural harm, ignoring armor/protection. Harm done to Runguld's Iron Mount can be restored by the expenditure of 50 AEPs per one point of Health to be restored, with a limit of one point of restoration per day. The steed can never be otherwise armored for the addition of normal (or even Extraordinary) protection will simply immobilize it until the material or energy is removed.

Sapphire Scintillating: Extreme +: A supernaturally enchanted gem-quality sapphire of at least 25-carat size that has a value of between $1,000,000 and $1,600,000. However, if it is crushed, added to a liquid and drunk, it endows the imbiber with one quarter, one-half, three-quarters, or one full point of Speed base rating (determined randomly), and four times that number of points (1, 2, 3, or 4) in each Ability relying on Speed.

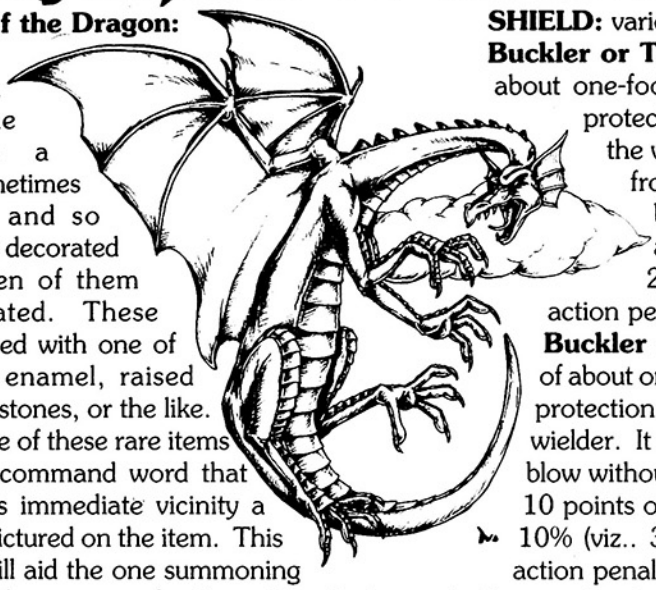
Scepter of Foolery: Good: A short stick capped with a grinning doll's head upon which rests a jester's cap. It is preternaturally energized to add 10 to the Minstrelsy and/or Pretense Ability of anyone holding it (even if concealed or disguised). When openly grasping the scepter the individual is able to tell stories so captivating that the audience will listen raptly for as long as the tales continue, paying attention to nothing else, unless physically attacked. The holder is also empowered to use sharp-tongued jesting even if he does not possess Minstrelsy Ability. When so jesting, the holder selects and draws attention to a single subject or minority group within a larger audience, belittling and ridiculing such one or group. The subject will become the object of derision of the majority audience, and if the holder succeeds in a check against Minstrelsy Ability (at 10 plus any actual Minstrelsy Ability score), the general audience will then verbally and physically assail the subject, with the level of violence depending on the natures of subject and general audience, and the effectiveness of the jester. The scepter can be used effectively only once per day for no longer than one hour. The user gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is used, the scepter must remain unused and recharging for one week before it will be effective again.



Scholar's Cap: Extreme +: A supernatural object that can, in fact, be fashioned in the form of any sort of headgear, from a fool's cap to a princely chapeau. If an individual possesses and wears the head covering for between 21 and 30 days consecutively, each day wearing it for no fewer than four hours, the energy contained in it will convey to that individual, at random, one Ability not possessed by the individual. It thereafter loses its Extraordinary nature and becomes ordinary. This sort of Extraordinary Item is employable by the same individual but once in a lifetime.



Seven Brothers of the Dragon: Extreme ++:



A supernatural item with a bowl-like form—sometimes a small-sized dish, sometimes a metal buckler, and so forth—that is always decorated with dragons, seven of them when initially created. These creatures are depicted with one of various mediums: enamel, raised metal, inlaid tiles or stones, or the like. The possessor of one of these rare items is able to speak a command word that instantly calls to his immediate vicinity a dragon of the kind pictured on the item. This powerful creature will aid the one summoning it as requested. If the purpose for the calling is deemed unworthy, the dragon will likely refuse to assist; if the purpose seems particularly base, the dragon may even exact some punishment on the one who brought it forth. Otherwise, however, the creature will serve even unto death, but for no longer than one day.

The sort of dragon appearing is of random kind (roll d4 to choose from among air, earth, fire, and water) and color (roll d6 to choose from among red, green, violet, blue, white, and black). Each time a dragon is called forth, the number of dragons appearing on the item is reduced by one. When the last of the seven dragons has been so summoned, the item disintegrates.

Shape-change Staff: Extreme: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted, such that in the hands of an individual with Enchantment Ability, its touch can change an animal or plant into something different, but of the same kingdom type (an animal into a different animal, or a vegetable into a different vegetable). Thus, a tiger could be turned into a puppy dog or vice versa, a shrub turned into a burning bush or vice versa. A living, volitant (capable of motion) subject can avoid the energy of the staff by the usual means, such as combat movement (forcing a Weapons Ability use of the staff), parrying, or dodging (succeeding in a check against Speed Base Rating). Note that the subject of the shape change is restored to its original state by any Power that dissipates Extraordinary energy.

SHIELD: various sorts are detailed below:

Buckler or Targe, Preternatural: Minimal: A device of about one-foot or so size that provides 30% (-6) armor protection against one opponent who is faced by the wielder. It will absorb up to 25 points of harm from one blow without suffering damage itself, but thereafter each 10 points of harm so absorbed reduces its protection by 10% (viz. 20%, 10%, etc.). It is light and confers no action penalties.

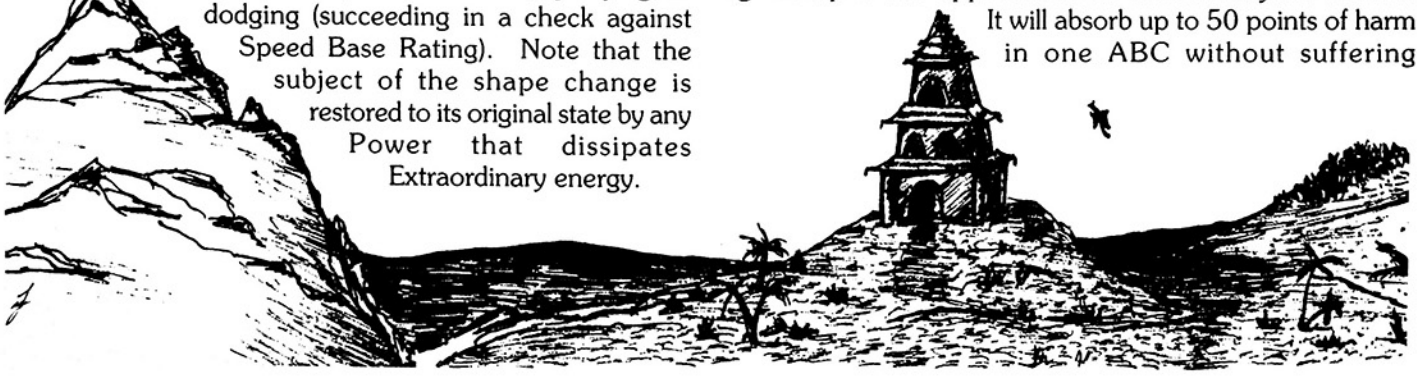
Buckler or Targe, Supernatural: Good: A device of about one-foot or so size that provides 40% (-8) armor protection against one opponent who is faced by the wielder. It will absorb up to 35 points of harm from one blow without suffering damage itself, but thereafter each 10 points of harm so absorbed reduces its protection by 10% (viz.. 30%, 20%, etc.). It is light and confers no action penalties.

Large, Preternatural: Minimal: A device of about three-foot or so size that provides 50% (-10) armor protection against up to three opponents who are faced by the wielder. It will absorb up to 50 points of harm in one ABC without suffering damage itself, but thereafter each 20 points of harm so absorbed reduces its protection by 10% (viz.. 40%, 30%, etc.). It is both weighty and cumbersome and thus confers both action and movement penalties of 2.

Large, Supernatural: Good: A device of about three-foot or so size that provides 60% (-12) armor protection against up to three opponents who are faced by the wielder. It will absorb up to 60 points of harm in one ABC without suffering damage itself, but thereafter each 30 points of harm so absorbed reduces its protection by 10% (viz.. 50%, 40%, etc.). It is both weighty and cumbersome and thus confers both action and movement penalties of 2.

Standard Preternatural: Minimal: A device of about two-foot or so size that provides 40% (-8) armor protection against up to two opponents who are faced by the wielder. It will absorb up to 40 points of harm in one ABC without suffering damage itself, but thereafter each 20 points of harm so absorbed reduces its protection by 10% (viz.. 30%, 20%, etc.). It is somewhat cumbersome and thus confers a minor action penalty of 0.5.

Standard, Supernatural: Good: A device of about two-foot or so size that provides 50% (-10) armor protection against up to two opponents who are faced by the wielder. It will absorb up to 50 points of harm in one ABC without suffering



damage itself, but thereafter each 25 points of harm so absorbed reduces its protection by 10% (viz.. 40%, 30%, etc.). It is somewhat cumbersome and confers an action penalty of 0.5.

Warding Palm, Preternatural: Very Good: A targe-like shield of about one-foot or so size that is in the shape of and looks like a hand that is thrust palm outwards, fingers straight. It provides 20% (-4) armor protection against one opponent faced by the wielder. It will constantly absorb that amount of harm without suffering damage itself. After suffering any blow, the wielder of this shield has the option to have the device attempt to do one of two things:

Seize: By calling out a common word, the Warding Palm shield becomes animate, and its metal "fingers" will attempt to grab the appendage or weapon that just struck the wielder of the shield. The chance for success equals the wielder's Weapons Ability. Success indicates that the adversary's appendage or weapon is held, and it offers the bearer the immediate opportunity to strike a blow at the flank of an opponent who is unable to move or parry—a condition that provides a bonus of 30 - 40 to Weapons Ability (a higher chance to bypass armor) at the LM's discretion.

Swat: By calling out a command word, the Warding Palm shield becomes animate, and its metal "hand" will attempt to slap not only the appendage or weapon that just struck the wielder of the shield, but also the adversary who employed it. The chance for success equals the wielder's Weapons Ability. Success indicates that the adversary's weapon is knocked from his grasp (or his appendage is greatly displaced), and that the adversary has sustained 6-8 points of harm, disregarding armor/protection. The shield bearer gains no other immediate opportunity to strike a blow, save as the combat procedure progresses, but may gain an advantage in that a disarmed opponent must re-arm to strike.

Warding Palm, Supernatural: Very Strong: A targe-like shield of about one-foot or so size that is in the shape of and looks like a hand that is thrust palm outwards, fingers straight. It provides 25% (-5) armor protection against one opponent faced by the wielder. It will constantly absorb that amount of harm without suffering damage itself. After suffering any blow, the wielder of this shield has the option to have the device attempt to do one of four things:

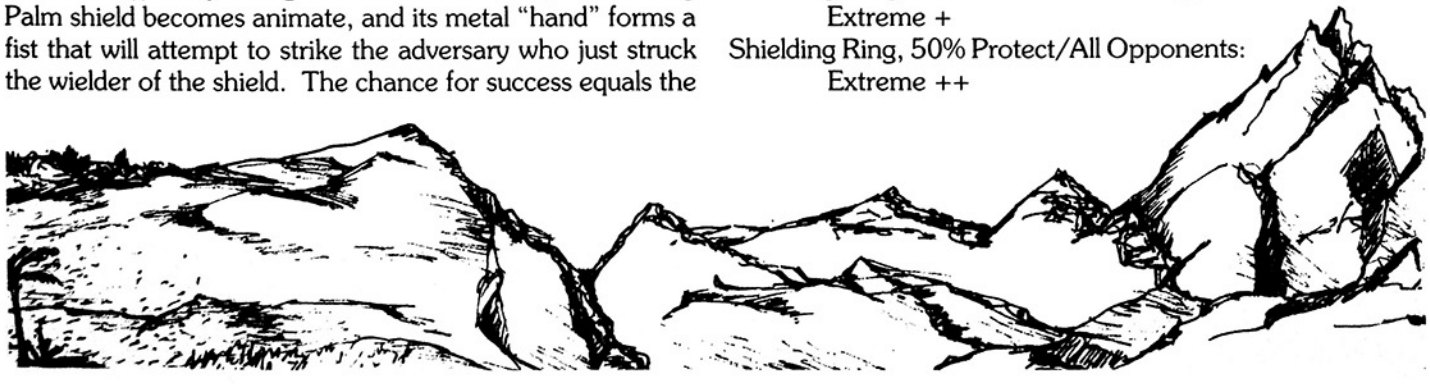
Seize and Swat: See the description for Warding Palm, Preternatural.

Buffet: By calling out a command word, the Warding Palm shield becomes animate, and its metal "hand" forms a fist that will attempt to strike the adversary who just struck the wielder of the shield. The chance for success equals the wielder's Weapons Ability. Success indicates that the adversary is buffeted by the shield and, disregarding all armor/protection, suffers harm at a level that can vary between any one of the following point ranges: 9-12, 13-16, or 17-20. The shield user is also free to make any attack simultaneously.

Catch: By calling out a common word, the Warding Palm shield becomes animate, and its metal "hand" will attempt to catch any missile hurled or propelled by an adversary who is targeting the wielder of the shield. The chance for success equals the wielder's Archery Ability, if possessed, otherwise his Weapons Ability. Success indicates that the adversary's weapon is caught in flight and re-targeted at the opponent. If the missile was so propelled that it would have impacted the shield wielder, then the opponent is struck by it and suffers whatever harm it would have done; otherwise it misses. The shield bearer cannot make any other attack during that particular combat period.

Shielding Ring: Minimal to Extreme: A preternaturally or supernaturally energized protective item in the form of a finely crafted finger ring made of some precious metal (silver, gold, platinum, or the like) and set with a decorative bezel or stone. When worn by an individual who is not also using a shield (or a buckler or targe) the ring acts as if it were such a protective device. The various Grades possible for a given Shielding Ring are as follows:

Shielding Ring, 10% Protect/Two Opponents: Minimal
Shielding Ring, 10% Protect/Three Opponents: LowModerate
Shielding Ring, 15% Protect/Two Opponents: Low Moderate
Shielding Ring, 15% Protect/Three Opponents: Moderate
Shielding Ring, 20% Protect/Two Opponents: Moderate
Shielding Ring, 20% Protect/Three Opponents: Good
Shielding Ring, 25% Protect/Two Opponents: Good
Shielding Ring, 25% Protect/Three Opponents: Very Good
Shielding Ring, 30% Protect/Two Opponents: Very Good
Shielding Ring, 30% Protect/Three Opponents: Strong
Shielding Ring, 35% Protect/Two Opponents: Strong
Shielding Ring, 35% Protect/Three Opponents: Very Strong
Shielding Ring, 40% Protect/ Two Opponents: Very Strong
Shielding Ring, 40% Protect/Three Opponents: Major
Shielding Ring, 45% Protect/Two Opponents: Major
Shielding Ring, 45% Protect/Three Opponents: Extreme
Shielding Ring, 50% Protect/Two Opponents: Extreme +
Shielding Ring, 50% Protect/Three Opponents: Extreme +
Shielding Ring, 50% Protect/All Opponents: Extreme ++



Shodek's Space Stretcher: Major: A supernatural item that consists of a set of 12 slender rods, each about six inches in length and made of an unidentifiable metal alloy. When placed within a container of any sort, made of cloth, steel, or anything in between (clay, hemp, leather, wood or virtually any other material), these rods will all interconnect and merge with the container, becoming part of its very substance, thus making it not only virtually impervious to normal wear and tear or breakage, but also increasing its internal volume. Although the interior of the container appears unchanged, the actual space therein is 10 times normal. Thus, for example, a backpack with a normal capacity of one and one-half cubic feet would hold 15 cubic feet of material. Because of the space distortion, all objects that are placed inside the container weigh only one-tenth their normal weight while therein. The maximum normal volume of a container can not exceed five feet in any dimension, nor may its total volume be greater than 125 cubic feet. More than a single set of these rods can not function within the same contained space.

Silver Shock Chain: Moderate: A waist chain that is made up of silver links connecting carved eels of malachite and that enables the wearer to inflict 9-13 points of harm by touching it to an individual and thereby delivering a jolt of electricity. Such an attack can be made any number of times, but a 30-second recharge interval is needed between jolts. Opponents wearing conductive armor, holding grounded metal, or standing on a wet surface suffer double harm.

Skyhook: Good: A non-sharp, hand-sized iron hook, to which is attached an enchanted rope that is a bit more than one foot long and that is knotted at its end. Appearing to be some sort of towing hook, the special powers of this wonderful object are manifold. When the rope is held fast and the hook is hurled, the latter flies forth to whatever distance is desired, limited, of course, by the force of the throw and the effect of gravity. When it reaches the apogee of its flight path, the Skyhook stops still, as if affixed permanently, whether in air or water, or in contact with some object. In the meantime, the rope has lengthened to accommodate the distance traveled by the hook. It can be climbed, or merely commanded to "Retract"; in the latter case, anyone holding fast to its knot will be drawn to within one foot of the hook. If commanded to "Disengage", the hook will come free from its affixed position and fall. The maximum weight that the hook and rope can hold is 2,200 pounds.

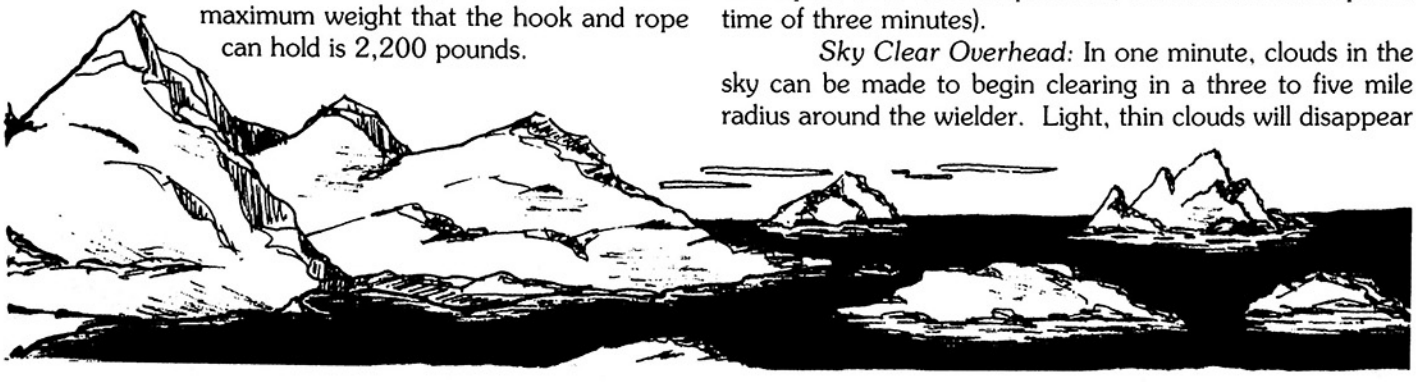
Sky Staff: Major: A seemingly typical enchanted fighting staff (Fighting Staff, Preternatural: Minimal: Increasing precision by 5%-10% and harm by 3-5 points) that is actually supernaturally enchanted so as to enable a wielder with the Extraordinary Ability of Geourgy to cause, without AEP cost, one each of the following effects within a seven-day period:

Fogbank: In one AB, a ground- or water-surface fog bank can be made to appear within the wielder's sight lines, and at a distance of no more than 600 feet from the staff. Its dimensions will be two to five miles long, one to two miles deep, and 50 to 100 feet high. If the wielder is concentrating and wants the fog to move, it will do so at a speed of from one to five miles per hour; otherwise it will remain stationary. The fog will persist for 12 hours unless dispersed by bright sunlight (which will vaporize it in one hour's time) or by a strong wind (which will sweep it away in one-quarter hour--less two minutes per five miles per hour wind speed over 10 miles per hour, with a minimum dispersal time of three minutes).

Lightning Strike: Instantly, a bolt of lightning can be made to emanate from any overhead cloud and to strike in any spot within sight and at no more than 900-foot distance from the wielder. It will impact a 10-foot radius area and deliver a variable base of 5 to 50 points of harm to each and every target subject within the area. Note that affected individuals wearing conductive metal armor, holding grounded metal, or standing on a wet surface suffer an additional 10 points of harm.

Mist Patch: In one AB, a wet cloud can be made to appear within the wielder's sight lines, at surface level, and at a distance of no more than 300 feet from the staff. Its dimensions will be from 300 to 1,200 feet in diameter and from 50 to 100 feet high. If the wielder is concentrating and wants the mist to move, it will do so at a speed of from one to five miles per hour; otherwise it will remain stationary. Everyone and everything within its area will be dampened within one AB and drenched within one minute's time, so normal fires will be extinguished and exposed materials that otherwise would be inflammable will not burn. (Naturally, there are exceptions, such as volatile liquids--alcohol, petroleum, etc.). The mist will persist for 2 hours unless dispersed by bright sunlight (which will vaporize it in one-half hour) or by a strong wind (which will sweep it away in one-quarter hour--less two minutes per five miles per hour wind speed over 10 miles per hour, with a minimum dispersal time of three minutes).

Sky Clear Overhead: In one minute, clouds in the sky can be made to begin clearing in a three to five mile radius around the wielder. Light, thin clouds will disappear



within three minutes after the energy begins working. In a like period of time, moderate clouds will become light and thin, while heavy ones will become moderate. Thus, after the passing of a total of 10 minutes, even heavy clouds will have entirely dissipated, and the sky overhead will have completely cleared. Any precipitation falling in the area will cease as soon as the sky is thus cleared. This cloud clearance will persist for no less than one hour, and if the wielder moves, the area of cloudless sky will move with him.

Sky Cloud Overhead: In one minute, the sky can be made to begin clouding in a three to five mile radius around the wielder. Light, thin clouds will appear within three minutes' time after the energy begins working. In a like period of time, light, thin clouds will become moderate ones, while moderate ones will become heavy. Thus, after the passing of a total of 10 minutes, even a clear sky will have become heavily clouded. The chance for precipitation from such clouds is normal. This cloudiness will persist for no less than one hour, and if the wielder moves, the area of cloudy sky will move with him.

Wind Direct: In one minute, a wind can be altered in either of the following ways:

1) its speed may be increased or decreased by one mile per hour per ABC of concentration by the wielder, to a maximum change of 32 miles per hour, or

2) its direction may be changed by one compass point (of 32 total) per two ABCs of concentration by the wielder, to a maximum directional change of 16 points.

When wielded by one of the Elementalist Order, the staff provides an Extraordinary weapon bonus of either 10% or 20%, and a harm bonus of 6-8 points.

Slippers of Agility: Good: Soft leather preternaturally energized slippers that, when worn, will add 10 points to the wearer's Minstrelsy Ability in regards to acrobatics, tumbling, and the like. They also improve the wearer's balance so that his score is 99 when walking along narrow surfaces, even a tight rope or wire. The wearer is also empowered to contort his body, so that he is able to wiggle free of bonds, fit into small places, and so forth with such facility that his score is 90. The slippers may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof they are so worn, the slippers must remain unused and recharging for one week's time before they will be effective again.

Soft Boots: Good: A pair of normal-looking knee-high boots that have preternatural enchantment and that convey the following powers to the wearer:

1) They muffle the wearer's footfalls, even on dry leaves and twigs, so as to provide 90% Stealth Ability for such purposes as noiselessly walking;

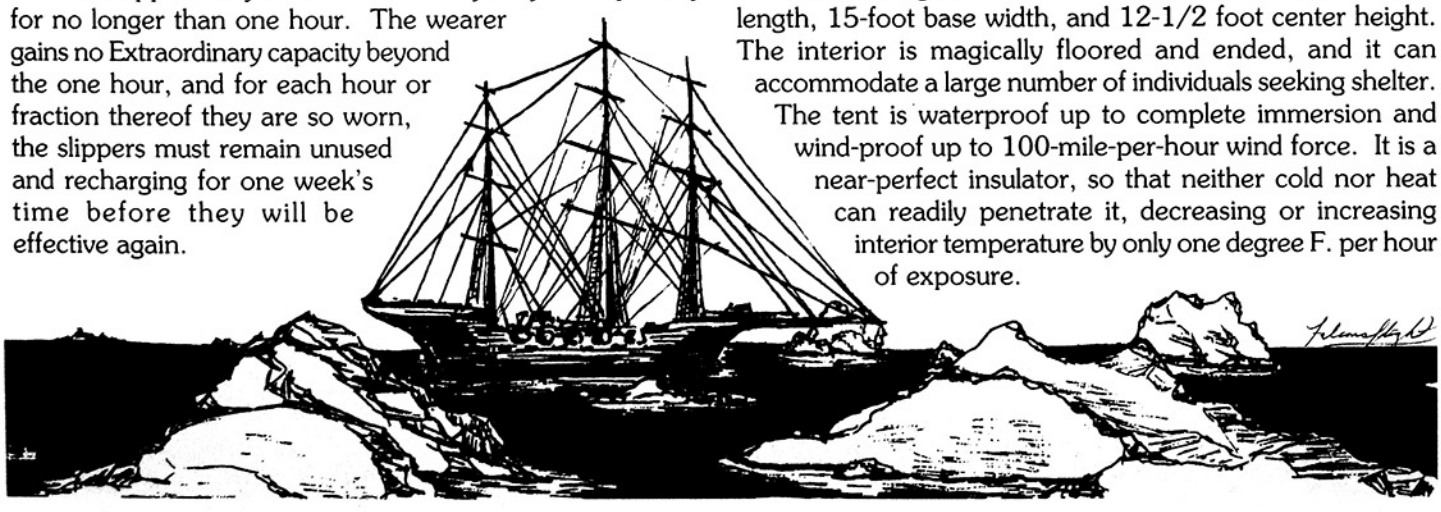
2) They add 10% to all of the wearer's foot movement speeds; and

3) They absorb 90% of shock (harm) inflicted on the wearer when he falls/jumps, and they cause him to land on his feet. (Compare Hard Boots.)

Soft Soap: Very Minimal: A substance that appears to be normal, slightly scented liquid soap, having a hint of mint or citrus. A one-pint quantity of it is so energized as to cause any item to which it is applied (up to about hand-size) to become much more malleable, less rigid. For example, a 10-foot piece of wood will become like leather, leather will assume the properties of cloth, cloth the properties of paper, and so forth. The effect lasts for 10 minutes or until reversed by the application of Hard Water, which becomes neutralized.

Soup Pot: Minimal: An ordinary-seeming black pot of about two-quart capacity that appears to be the sort used when camping. However, its enchantment enables it to generate each day three wholesome and nourishing human-sized meals, which consist of such dishes as porridge, broth, soup, ragout, stew, etc, and which in toto provide the daily requirement of liquid and solid nutrient intake.

Spectacular Shelter Half: Strong: A seemingly ordinary, seven-foot-square piece of oiled canvas with mottled brown and green coloration that has supernatural energy, making it a very useful item indeed. When its possessor commands it to become a tent, the object assumes a tent-shape with outer dimensions as follows: seven-foot length, three-foot base width, and two-and-one-half-foot center height. Even in this form, there is only a 5% chance that an individual will see it, or even that a hound will scent it. Furthermore, the shelter's inner dimensions (which define the space it encloses) are five times greater than its outer dimensions: 35-foot length, 15-foot base width, and 12-1/2 foot center height. The interior is magically floored and ended, and it can accommodate a large number of individuals seeking shelter. The tent is waterproof up to complete immersion and wind-proof up to 100-mile-per-hour wind force. It is a near-perfect insulator, so that neither cold nor heat can readily penetrate it, decreasing or increasing interior temperature by only one degree F. per hour of exposure.



Speculum of Recollection: Minimal: A mirror-like object, on the reverse side of which is archaic writing. If this writing is translated by a scholar familiar with the ancient language (such as with the Arcana Ability), and the words spoken, the device can be operated by the possessor as follows:

If the bearer holds the object so that the mirror side reflects the image of a nearby location and then speaks a certain activating word (such as "Mark"), the mirror will become keyed to that location. Whenever thereafter the bearer then speaks a second word (such as "Bearing"), the Speculum's surface will become dark, and a silvery dot representing the keyed location will appear in its center; at the same time, a bright blue spark representing the speaker will appear on the dark surface in a position that indicates the speaker's relative position with respect to the keyed location. If the blue spark appears larger than the silvery dot, the position of the speaker is higher than that of the keyed location. If the blue spark appears smaller than the silvery dot, the position of the speaker is lower than that of the keyed location. In subterranean places, distance is a limitation, and the device functions only to a planar radius of 300 feet, and upwards and downwards to but a third of that range. Determining direction is difficult, and precision is only achieved through continual periodic activations. Movement is not indicated on the speculum. It shows only the last point of activation (i.e., the relative positioning when "Bearing" was last uttered), even if the bearer is in motion. Outdoors, the ranges are 100 times greater, with a planar radius of 30,000 feet (about five and a half miles), and elevations and depressions of up to 10,000 feet.

Spirit Servant Ring: Strong: A seemingly ordinary finger ring of gold that is supernaturally energized to contain within its gem setting a spirit that is able to semi-materialize and do the bidding of the wearer. The spirit has 40 points of Free Will, and when assuming semi-material form, it has half that many Health points (20) and armor protection of 50% (-10). If commanded, the servant will perform the following :

1) If in semi-materialized form, the spirit servant will bring to the ring-wearer in one ABC an object that could otherwise be carried by a strong man (up to about 100 pounds). The object must be within the ring-wearer's sight.

2) When in semi-materialized form, the spirit servant will take to another person, place, or thing in one ABC an object that could otherwise be carried by a strong man (weighing up to about 100 pounds). Both the object and the receiving person, place, or thing must be within the ring-wearer's sight.

3) When in semi-materialized form, the spirit servant will affix to a place in one ABC an object (a bar, a rope, a wire, etc.) that could otherwise be affixed by a strong man. Both the object and the place affixed to must be within the ring-wearer's sight.

4) When in semi-materialized form, the spirit servant will open or close in one ABC an object with a closure device (a bottle, a door, a window, a grate, etc.) that could otherwise be opened or closed by a strong man. The object must be within the ring-wearer's sight.

5) When in semi-materialized form, the spirit servant will ignite or extinguish in one ABC a normal flame or fire that could otherwise be ignited or extinguished by a strong man (assuming the means are preternaturally available to the spirit). The flame or fire location must be within the ring-wearer's sight.

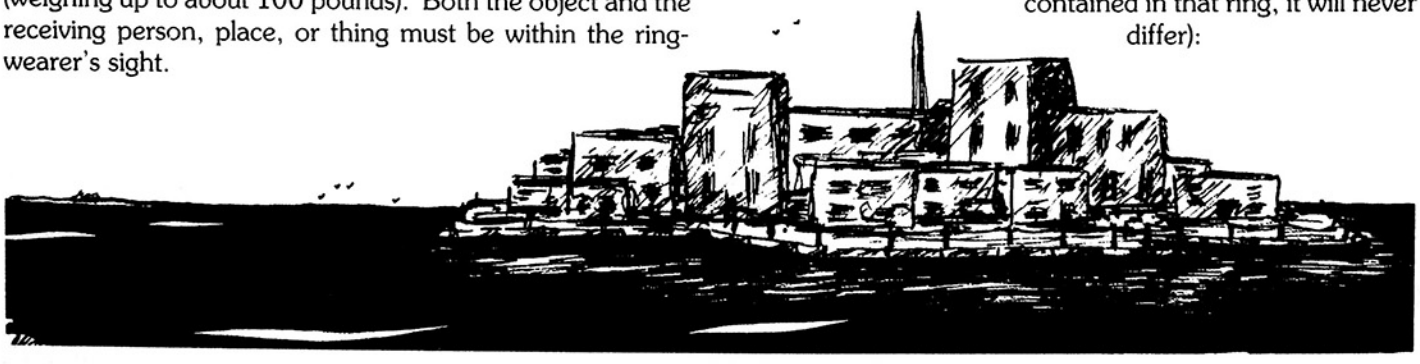
6) When in spirit form, the spirit servant will watch a 120-foot radius area surrounding the ring wearer and alert him instantly if any living, living dead, or spirit creature (other than itself) enters the perimeter given.

7) When in spirit form, the spirit servant will move and scout ahead up to 360 feet distant from the ring wearer and inform him within one ABC if any living, living dead, or spirit creature was observed.

8) When in spirit form, the spirit servant will move and observe ahead up to 360-yard distance from the ring wearer and inform him within one AB of what was observed.

9) When in spirit form, the spirit servant can be given by the ring wearer a message of up to 100 words in length and will then travel any distance to reach whomever the ring wearer designates and to relay the message to that person, the time required for this being one minute per mile distance, plus one hour per dimensional matrix or probability matrix changed, or per year removed (backward or forward).

Spirit Warrior Ring: Very Strong: A seemingly ordinary, supernaturally energized finger ring of gold or similar precious metal (rarely of xagium) with a stone setting that contains a spirit, which will materialize and do the warlike bidding of the wearer one ABC after being summoned. The spirit has 50 points of Free Will, and when material, has 50 Health points as well. Its Weapons Ability is 50. Each spirit warrior will have, at random, one of the following combinations of arms and armor protection ratings (the particular combination is peculiar to a given ring, once it is determined for the spirit contained in that ring, it will never differ):



1) A battle axe, and 3 javelins with a launcher; 40% (-8) armor protection.

2) A long dagger, a buckler, and a sling with 12 bullets; 20% (-4) armor protection (excluding buckler).

3) A heavy knife, and a short bow with 12 arrows; 35% (-7) armor protection.

4) A lasso, and a mace (that can be used for mounted combat); 45% (-9) armor protection.

5) A short spear, and a shield; 40% (-8) armor protection (excluding shield).

6) A cutting & thrusting sword, and a shield; 45% (-9) armor protection (excluding shield).

7) A hafted hook, and a thrusting sword (one attack each); 30% (-6) armor protection.

8) A lance, a shield, and a spiked club (mounted combat); 30% (-6) armor protection (excluding shield).

The spirit warrior can be summoned once per day, and it will obey faithfully the ring wearer's commands to attack and/or defend. If the spirit warrior is reduced to -10 or fewer points of Health, it is forever destroyed. Otherwise, however, if the spirit remains in the ring for an uninterrupted 24-hour period, all of its lost Health points will be restored. Likewise, all of the spirit's missiles, other arms, and armor protection will be restored to their original status during such a period, regardless of breakage or harm to armor protection.

Stryx Quick Fix: Extreme: A viscous, supernatural tonic that, if consumed, will provide the drinker with the following benefits, as needed: (1) it will rid him of all malign influences, unwanted Extraordinary energies, diseases, internal parasites, aches, pains, superfluous hair, flatulence, and warts; (2) it will correct any neuritis, indigestion, neuralgia, psoriasis, arthritis, rheumatism, organ malfunctions, flat feet, baldness, and melancholia; (3) it will heal any sprains, bruises, cuts, contusions, abrasions, broken bones, fractures, ruptures, burns, and varicosities; (4) it will improve his bodily condition --invigorating glands, toning muscles and skin, removing wrinkles, eliminating age spots, re-growing hair to fill bald spots, freshening breath, polishing teeth, neutralizing body odor, clearing eyes, cleaning and conditioning hair, and trim and polish finger- and toenails; (5) it will sharpen his mind and improve his disposition, making him cordial and alert in a single ABC after drinking; and (6) it will restore 61-65 points of lost Health (40 plus 21-25), 29-32 points of lost Precision (20 plus 9-12), and 11-12 points of lost Speed. The drinker's Base Ratings may be exceeded with the addition of such point totals, but only by as much as the maximum possible for the variable portion of the calculation (25 for Health, 12 for Precision, and 2 for Speed). Any such points that exceed the drinker's Base Ratings last only for one hour, or until somehow negated by attack upon the individual. Although only one dose will act upon the drinker at any given time, there is no restriction on consumption, except that to be effective, individual draughts must be spaced at least 24 hours apart. A full bottle of this wondrous stuff contains 12 doses.

Sunray Scepter: Very Good: A supernaturally enchanted red-gold scepter that is set with a sunstone at its base (or pommel) and a clear crystal at its top (or head). Exposure to direct sunlight for one hour adds a portion of Extraordinary energy to the scepter's sunstone pommel. For each such portion of energy it contains, the pommel may be pressed once, causing the crystal to emit a beam of brightest sunlight to a distance of 120 feet. At any given time the scepter may store as many as 12 such portions, enough energy for 12 beams. The light beam blinds most subterranean creatures for 5-8 ABCs and delivers 9-12 points of harm, ignoring armor/protection to any adversely affected by direct sunlight; if the creature has a strong reaction to exposure, such as a troll or vampire, the beam inflicts 17-20 points of harm.

Sunshine Sphere: Minimal: A tough crystal globe of four-inch diameter and supernatural nature. When released, it will float motionlessly in the air, and upon command shed its radiance or else remain lightless. The illumination shed equals that of direct noonday sunshine to a radial distance of 40 feet, and equals that of late afternoon sunlight to 80 feet. The sphere can be thrown and will travel rapidly up to 20 feet, with an 80% chance of breaking if it impacts a hard surface within this distance. It slows from 21 to 40 feet, as the chance of breaking decreases 5% per foot traveled, and at 40 feet it remains static, floating. It otherwise has armor protection of 95% (-19), and any strike actually causing harm to it has a chance of breaking and thereby destroying it equal to the obverse of its armor protection rating (i.e. 5%). Otherwise, such contact simply causes it to bounce around in place, bobbing as if it were a cork.

Swimming Suit: Very Good: An ordinary-seeming garment that resembles under linens and that is actually a supernaturally enchanted suit that enables its wearer to swim as fast as a pike or barracuda for as long as four hours without rest. In all cases the wearer is able to dive from a height of up to 100 feet into water and suffer no harm, and whenever the individual is submerged in water he is able to breathe and move freely as if surrounded by normal air.



Talisman Against the Living Dead: Strong: A supernaturally empowered silver locket set with a crystal that contains a specific glyph. The normal wearer is immunized against any and all indirect leeching attacks from living dead, is provided with a sphere of protection, enhancing his armor protection by 15% (-3), and is granted a superior hit probability that increases by 15% (+15 to the Ability used) his chance to successfully attack the living dead. This positive energy field extends to a four-foot radius around the wearer, and for each ABC spent in contact with the field, any living dead creature suffers 1-4 points of harm to its Health and recovers the points only after 24 hours has elapsed. The individual wearing the amulet gains a 15% benefit to all checks against attacks and Powers of living dead.

A Theurgist of non-malign, non-evil persuasion possessing and wearing this amulet gains both armor protection and attack bonuses of 30% (-6). The field surrounding him extends to a seven-foot radius, and for each ABC of time spent in contact with the field, any living dead creature automatically suffers 2-8 points of harm to its Health and recovers the points only after 24 hours' time has elapsed. Within that radius the Theurgist can see the spirit for what it is. The Theurgist wearing the amulet gains a 30% benefit to all other checks against attacks and Powers of living dead.

Note that a malign and/or evil Theurgist, or a Necrourge, who touches this object will immediately suffer 11 to 20 points of harm and will suffer like harm for each ABC of additional time spent in contact with it. His exposed flesh will blister and redden wherever it contacts the amulet.

No other like or similar amulet, charm, or talisman can be worn or carried simultaneously with this one, or the energies of the objects will conflict and nullify each other.

Talisman Against Nether-Dimensional Spirits: Very Strong: A supernaturally empowered gold and jade locket set with a crystal that contains a specific glyph. The normal wearer is immunized against any and all indirect attacks from nether-dimensional spirits, even those that are materialized, is provided with a sphere of protection, enhancing his armor protection by 20% (-4), and is granted a superior hit probability that increases by 20% (+20 to the Ability used) his chance to successfully attack (even materialized) nether-dimensional spirits. This positive energy field extends to a seven-foot radius around the wearer, and for each ABC spent in contact with the field, any nether-dimensional spirit creature automatically suffers 3-5 points of harm to its Free Will or Health and recovers the points only after 24 hours has elapsed. The individual gains a 20% benefit to all checks against attacks and Powers of nether-dimensional spirits.

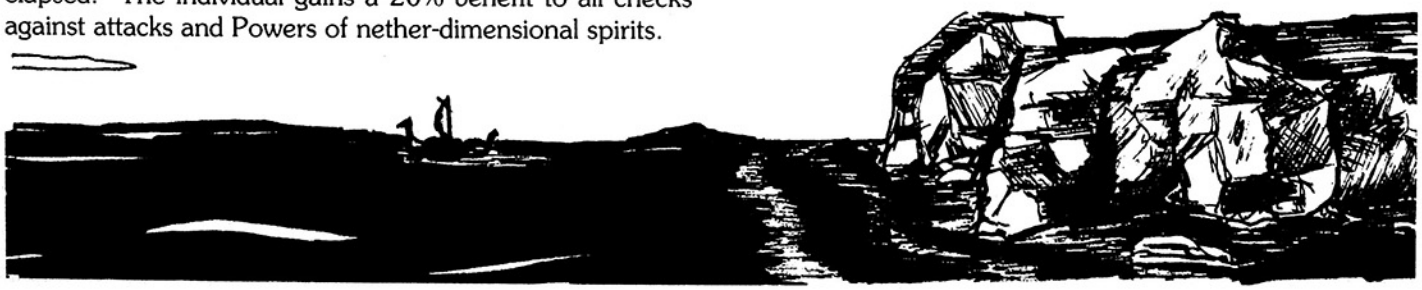
A Theurgist of non-malign, non-evil persuasion possessing and wearing this amulet gains both armor protection and attack bonuses of 40% (-8). The field surrounding him extends to a twelve-foot radius, and for each ABC spent in contact with the field, any nether-dimensional spirit creature automatically suffers 5-8 points of harm to its Free Will or Health and recovers the points only after 24 hours has elapsed. Within that radius the Theurgist can see the spirit for what it is. The Theurgist wearing the amulet also gains a 40% benefit with regard to all other checks against attacks and Powers of nether-dimensional spirits.

Note that a malign and/or evil Theurgist, or a Sorcerer, who touches this object will immediately suffer 11 to 20 points of harm and will suffer like harm for each additional ABC spent in contact with it. His exposed flesh will blister and redden wherever it contacts the amulet.

No other like or similar amulet, charm, or talisman can be worn or carried simultaneously with this one, or else the energies of the two or more objects will conflict and nullify each other.

Talisman of Distortion: Major: An ordinary brooch or necklace that has a special prism set within its wire mesh. When worn on the chest it bends light so as to add 50 to the initial roll of each different attacker when they first attempt to strike the wearer. Thereafter, if a single foe continues to attack, he suffers a +15 penalty, if two foes continue to attack, they each suffer a +10 penalty, and if three or more foes continue to attack, they each suffer a +5 penalty.

Temple of Portals: Major: A supernaturally energized architectural model that is about one-half cubic foot size (with a 12" x 12" base and a height of 6"), that is typically made of ivory and that typically depicts a grand temple. Set into its small walls are 11 to 18 miniature doors that are each etched with a unique word of command. When the possessor opens the miniature door and speaks the appropriate command word, instantly he, up to six willing associates, and all that they normally wear and carry will be reduced in size and transported into the miniature. They then have no alternative but to step out through the one opened doorway, a move that will transport them instantaneously to some distant place (of the LM's choice), possibly one from another time period, from a different probability matrix, or from an other-dimensional matrix.



As noted, the other dimensional places accessed by each door must be determined by the Lejend Master. The temple model will be transported along with the possessor, and the command word etched on the door just used will have changed to the one needed to open the doorway to the original place of departure.

After all portals have been accessed thus, the possessor can, at his option, designate the destinations of one or more of the doors, as long as he has actually been to the place to which infallible transportation is to occur when the portal is used as noted. This model then becomes a transference device of exceptionally useful sort.



Tiger Boots: Very Good: Seemingly ordinary boots that are supernaturally energized such that their wearer is empowered to move silently 90% of the time, to spring 40 feet ahead in a single bound with but a 10-foot-high arc in so doing, to hop sideways or back 10 feet in a single bound, to jump straight upwards to a 20-foot height, and to climb as easily as the great cats (tigers, pumas, snow leopards, etc.). The wearer is also able to move for one ABC every hour at double normal human speed, doubling his attacks (but never beyond three total in an ABC) thus if no other movement is made, or moving normally and also attacking normally because of the enhanced capacity.

Tome of the Savant: Extreme: A thick, supernaturally empowered volume bound in the skin of some fantastic beast and closed fast with iron bonds. If it is opened by the possessor, the tome instantly vanishes forever while simultaneously conveying to him one randomly determined Ability (roll a d20 and consult the table below, allowing choice from among the three possibilities listed for each score). If the individual already possesses the randomly inculcated Ability, then his score is increased by 50%, or 25 points, whichever is the lesser. If the Ability is new to him, 50 points are assigned. The possible Abilities are as follows:

1.	Alchemia	Archery	Arcana
2.	Chivalry	Creativity	Divination
3.	Commerce	Hunt	Enchantment
4.	Evaluation	Minstrelsy	Geourgy
5.	Learning	Nomadic	Luck
6.	Mechanics	Scrutiny	Metallurgy
7.	Panprobability	Stealing	Necrourgy
8.	Pantology	Stealth	Psychogenic
9.	Physique	Tricks	Savagery
10.	Planning	Urbane	Sorcery
11.	Pretense	Weapons	Theurgy
12.	Ranging	roll again*	roll again*
13.	Rustic	roll again*	roll again*
14.	Waterfaring	roll again	roll again
15.	Waylaying	roll again	roll again
16.	roll again*	roll again	roll again
17.	roll again*	roll again	roll again
18.	roll again	roll again	roll again
19.	roll again	roll again	roll again
20.	choose one**	choose one**	choose one**

* If a second roll provides this same result, the Ability is Unarmed Combat.

** A choice of Unarmed Combat may be made.

Transcendent Helm: Strong: A seemingly ordinary metal helmet that is supernaturally energized so as to enable the wearer to employ one Psychogenic Ability Power. The particular Power is discovered at random. The helm also conveys to its wearer 20 Activation Energy points usable only for employing the Psychogenic Ability Power contained within the helmet. If the individual donning the helmet already possesses a Psychogenic Ability, he gains a far greater benefit: two additional new Psychogenic Powers (determined at random) and a doubling (to 40) of the AEPs that the helmet will provide for these two Powers.





Transference Focus: Good: A pair of objects of preternatural power, one a tablet and the other a gem. To employ the objects, their possessor must use the point of the gem to inscribe the name or likeness of some small object upon the tablet. Whenever desired, the tablet can be wiped clean and a new name/depiction inscribed thereon. The object named/depicted can have volume of no greater than 144 cubic inches, and can weigh no more than two pounds. Once drawn/depicted, the object must remain within a five-foot radius of the tablet. If the possessor has the gem with him he need only name the object or think of its depiction, and it will appear in hand or on his person, as desired, if he is no more than 50 miles distant from the tablet. Beyond that range, the power will not work. If instead the possessor has left the gem sitting atop the tablet, the desired object will appear to him from no further than one mile distant.

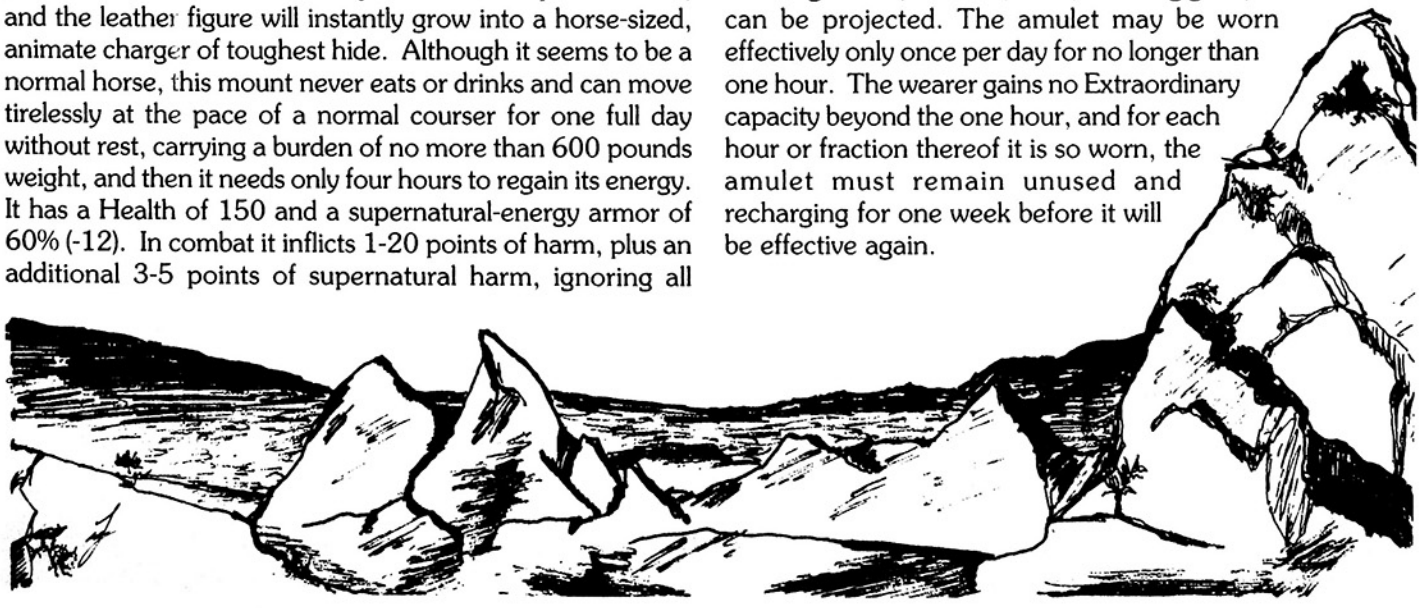
Unicorn Talisman: Very Good: A supernaturally energized amulet that is usually crafted of pure gold and set with a crystal that contains a bit of unicorn horn. If the wearer is exposed to any VT that would normally affect him, he need only succeed in an unmodified check against his Health Base Rating to avoid all harm; if this check fails, he still suffers only one-half of the harm the VT would otherwise inflict.

Untai's Untiring Racer: Very Strong: A supernaturally enchanted leather doll of a perfectly-scaled miniature courser (fully equipped with saddle and tack), approximately one foot tall at the head and a bit longer nose to tail. It weighs 5 pounds in miniature form. Its possessor can speak a word, and the leather figure will instantly grow into a horse-sized, animate charger of toughest hide. Although it seems to be a normal horse, this mount never eats or drinks and can move tirelessly at the pace of a normal courser for one full day without rest, carrying a burden of no more than 600 pounds weight, and then it needs only four hours to regain its energy. It has a Health of 150 and a supernatural-energy armor of 60% (-12). In combat it inflicts 1-20 points of harm, plus an additional 3-5 points of supernatural harm, ignoring all armor/protection. Note, however, that any harm done to Untai's Untiring Racer is absolutely irreparable. The steed can never be otherwise armored for the addition of normal protection or some Extraordinary one will simply immobilize it until the material or energy is removed.

Vagabond Pack: Very Good: A supernaturally created backpack that has over triple the apparent capacity of its size, so it can hold things of up to five feet length, four feet width, and/or two feet depth. The weight of items stored within it is but one-tenth normal, so 200 pounds of material will weigh only 20 pounds when contained therein.

Vagabond Pack Supreme: Extreme ++: A supernaturally created backpack of the Vagabond sort that also contains many items of Extraordinary sort, which the avatar who has Minstrelsy Ability will find most especially helpful and potent. In addition to its own triple-plus capacity compared to its outer size (interior length of five feet, width of four feet, and depth of two feet) and the 90% weight reduction of items stored within, the Vagabond Pack Supreme will contain between five and eight (d4 + 4) different Extraordinary Items randomly selected from the following list of 12 (roll d12; no repeat items possible).

1. Amulet of Ventriloquism: Good: A silver, horn-shaped object imbued with preternatural energy that enables the normal wearer to ventriloquize with a 50% chance to deceive others and that enables a wearer with Minstrelsy Ability to do so with a greater chance (for each point that the wearer's Minstrelsy Ability score exceeds 40 add 1% to the base chance of 50). The normal wearer can make the uttered noises seem to issue from locations as far away as 50 feet, while the wearer with Minstrelsy Ability can do so for locations as far away as 99 feet (or more). Sounds that can be vocalized include not merely those emitted by living things (males, females, infants, creatures, etc.), but also those that are within the normal decibel range for the wearer's vocal cords. Thus, creaking noises, footfalls, wind, breaking glass, etc. can be projected. The amulet may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so worn, the amulet must remain unused and recharging for one week before it will be effective again.



2. Bolus of Health: Very Minimal to Low Moderate: A large capsule that contains both nutritious and special ingredients whose Extraordinary energy cures sickness and/or adds to Health, even giving a temporary Health Base Rating above normal for a period of one hour if the one consuming the bolus is at full normal points. The beneficial effect of energy is immediately felt upon swallowing the capsule. This item appears in the following three strengths:

Bolus Minimus: Very Minimal: A capsule that cures minor illnesses or else conveys 5-8 points of Health and equals one meal. Two to eight capsules are normally found.

Bolus Moderatus: Minimal: A capsule that cures moderate illnesses or else conveys 9-12 points of Health and equals one day of meals. One to six capsules are normally found together.

Bolus Robustus: Low Moderate: A capsule that cures severe illnesses or else conveys 15-24 points of Health and equals two days of meals. One to four capsules are normally found together.

3. Bracelets of Musical Virtuosity: Good: A pair of gold and silver bangles that are preternaturally energized so as to add, when donned, 20 points to Minstrelsy Ability in regards to musical performance, playing of instruments, singing, etc. Any instrument can be played by the wearer. They enable him to perform one selection of up to ten minutes' time length with an Ability score of 99. If the performance is successful, the audience is then 99% likely to be charmed by the music and, unless physically attacked, to remain so throughout the duration of the performance and for up to ten minutes thereafter (according to the length of time the musical performance lasted), forgetting all else. Immediately after the five minute time noted, the audience members will bear the performer good will and maintain a comradely attitude toward him for one hour's time thereafter, less two minutes for each point of Speed Base Rating each possesses. The bracelets may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof they are so worn, the bracelets must remain unused and recharging for one week before they will be effective again.



4. Gloves of Ambidexterity: Good: Soft leather preternaturally energized gloves that, when worn, will add 10 points to the wearer's Minstrelsy Ability in regards to ambidexterity, juggling, sleight of hand, and the knife-throwing Weapons Ability (when hurling or tossing such objects as knives, axes, cleavers, clubs, daggers, darts, shurikens, etc.). The gloves enable or help the wearer to try and entertain an audience with a performance of such feats. The gloves may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof they are so worn, the gloves must remain unused and recharging for one week's time before they will be effective again.

5. Little Brown Jug: Moderate: A seemingly ordinary, dun-hued ceramic container with preternatural power. Uncorked, it produces up to one quart of very fine, properly distilled and aged liquor (90 to 120 proof) of the possessor's choice. Once emptied, the jug will regenerate the liquor in 24 hours.

6. Pipes of Dancing: A seemingly ordinary set of pipes (panpipes or bagpipes) that, when played by a musically able individual, causes all foes who hear the sound, who fail an Avoidance check against two times their Speed BR (or Intellect Rating, if used), and who are within a distance in feet equal to the player's Ability score to begin dancing and to be unable to do anything else, regardless of what is happening, so long as the playing continues. Each subject is checked separately.

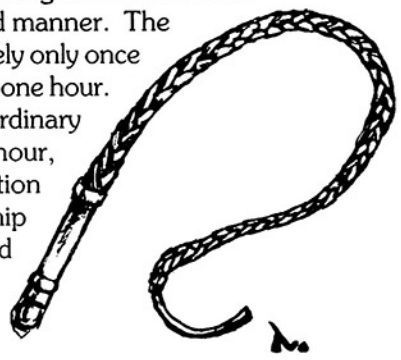
7. Scepter of Foolery: Good. A short stick capped with a grinning doll's head upon which rests a jester's cap. It is preternaturally energized to add 10 to the Minstrelsy and/or Pretense Ability of anyone holding it (even if concealed or disguised). When openly grasping the scepter the individual is able to tell stories so captivating that the audience will listen raptly for as long as the tales continue, paying attention to nothing else, unless physically attacked. The holder is also empowered to use sharp-tongued jesting even if he does not possess Minstrelsy Ability. When so jesting, the holder selects and draws attention to a single subject or like minority group within a larger audience, belittling and ridiculing such one or group. The subject will become the object of derision of the majority audience, and if the holder succeeds in a check against Minstrelsy Ability (at 10 plus any actual Minstrelsy Ability score), the general audience will then verbally and physically assail the subject, with the level of violence depending on the natures of subject and general audience, and on the effectiveness of the jester. The scepter can be used effectively only once per day for no longer than one hour. The user gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so used, the scepter must remain unused and recharging for one week before it will be effective again.

8. Slippers of Agility: Good: Soft leather preternaturally energized slippers that, when worn, will add 10 points to the wearer's Minstrelsy Ability in regards to acrobatics, tumbling, and the like. They also improve the wearer's balance so that his score is 99 when walking along narrow surfaces, even a tight rope or wire. The wearer is also empowered to contort his body, so that he is able to wiggle free of bonds, fit into small places, and so forth with such facility that his score is 90. The slippers may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction they are so worn, the slippers must remain unused and recharging for one week before they will be effective again.

9. Soup Pot: Minimal: An ordinary-seeming black pot of about two-quart capacity that appears to be the sort used when camping. However, its enchantment enables it to generate each day three wholesome and nourishing human-sized meals, which consist of such dishes as porridge, broth, soup, ragout, stew, etc, and which in toto provide the daily requirement of liquid and solid nutrient intake.

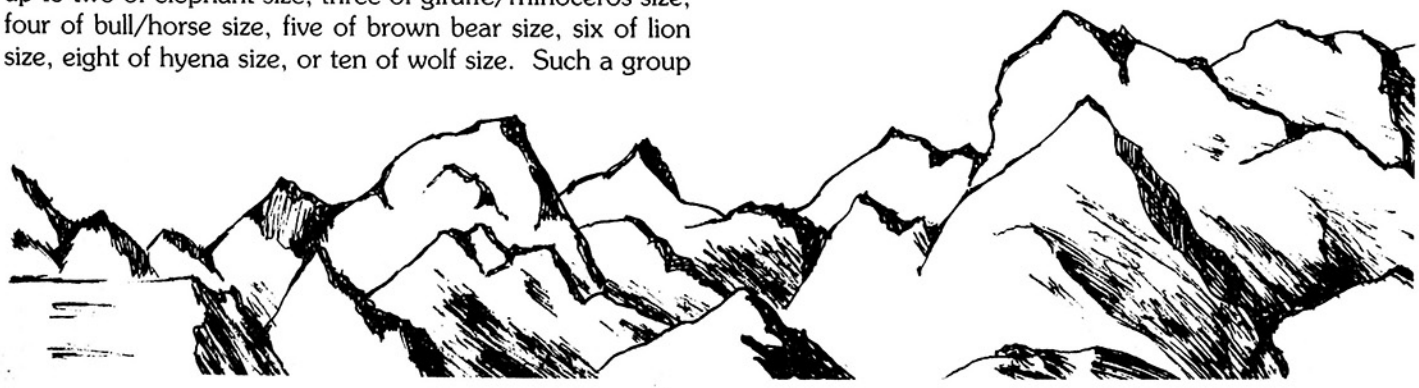
10. Spectacular Shelter Half: Strong: A seemingly ordinary, seven-foot-square piece of oiled canvas with mottled brown and green coloration that has supernatural energy, making it a very useful item indeed. When its possessor commands it to become a tent, the object assumes a tent-shape with outer dimensions as follows: 7 foot length, 3 foot base width, and 2.5 foot center height. Even in this form, there is only a 5% chance that an individual will see it, or even that a hound will scent it. Furthermore, the shelter's inner dimensions (which define the space it encloses) are five times greater than its outer dimensions: 35-foot length, 15-foot base width, and 12-and-one-half-foot center height. The interior is magically floored and ended, and it can accommodate a large number of individuals seeking shelter. The tent is waterproof up to complete immersion and wind-proof up to 100 mile per hour wind force. It is a near-perfect insulator, so that neither cold nor heat can readily penetrate it, decreasing or increasing its interior temperature by only one degree F. per hour of exposure.

11. Whip of Obedience: Good: A six-foot long, preternaturally energized leather whip that enables the one wielding it to command any animal or group of animals that is within 120 feet distance and that comprises no more that up to two of elephant size, three of giraffe/rhinoceros size, four of bull/horse size, five of brown bear size, six of lion size, eight of hyena size, or ten of wolf size. Such a group will obey simple commands such as to approach, leave, sit, lie down, etc. If a single wild animal subject is treated thus, it will, at the end of one hour, be trained and be as trustworthy as any like animal of its species that was raised and trained fully in the process. This state will persist for one full day's time before the animal returns to its former state. An already trained animal will simply recognize the wielder as its master (and possibly friend) for as long as that individual treats it fairly and in a kind manner. The whip may be used effectively only once per day for no longer than one hour. The user gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so used, the whip must remain unused and recharging for one week before it will be effective again.



12. Wig of Clowning: Good: A preternaturally energized, brightly and oddly colored fright wig that, when donned, alters the whole countenance of the wearer, even making his clothing take on the appearance of a bizarre costume of comical nature. All humans, Alfar, and humanoids who can see the individual clowning, miming others, and generally playing the fool will always assume he is an entertainer and will be 90% likely to be so mirthful and full of laughter at the antics of the individual as to do nothing else but watch and enjoy, forgetting all else, unless physically attacked or threatened during the performance. The wig may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so worn, the wig must remain unused and recharging for one week before it will be effective again.

Vismojal's Surprise Peas: Low Moderate: A group of small, preternaturally energized spheres of pea-green color that are normally found in quantities of 100 and contained in small waterproof bags. When wetted, and then sharply contacted--such as when propelled so as to strike something or when heavily trod upon--a sphere will explode with a loud bang and deliver 9-12 points of harm, disregarding normal armor/protection.



Walking Staff: Major: A stout stick of hard wood that is metal bound and shod, and that is about an inch and one-half in diameter and six or so feet in length. It is enchanted as follows

1) The holder can walk at a 50% faster rate of movement, tirelessly, for up to four hours before resting for an hour.

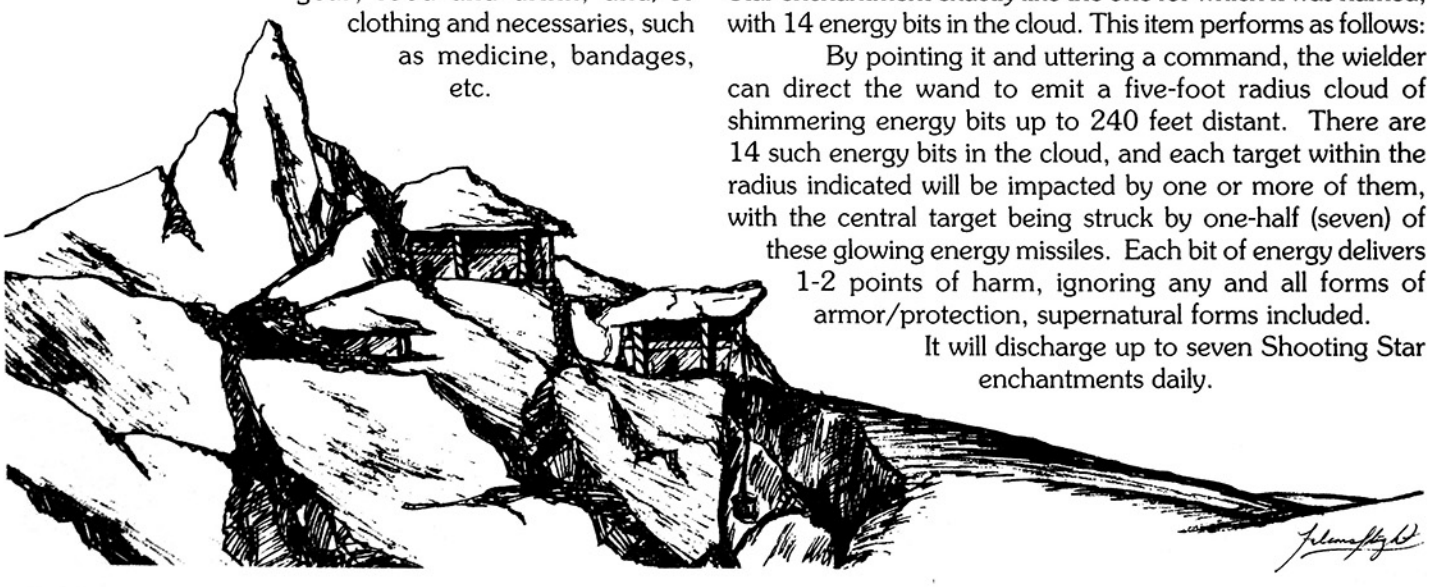
2) The staff can be commanded to walk by itself and will sprout a pair of bird-like legs and lizard-like arms, if necessary, to do so; when in this form, the staff can also be commanded to carry as much as 220 pounds weight while maintaining normal human walking speed, without pause or rest, until commanded to cease walking/carrying.

3) The staff can be employed as a weapon: a fighting staff or--when its base spike is commanded to extend--an awl-pointed spear. In either form, it will convey to the wielder bonuses of 35% to Weapons Ability and 9-12 points to harm, disregarding all non-supernatural armor/protection.

4) Once per day, for a period of up to three hours, the staff can be commanded to detect scent as if it were a bloodhound, and the holder will then "sense" the odors thus detected and know what they mean.

5) Up to four times in any period of 24 hours, the holder of the staff can touch it to vegetation and cause up to 100 square feet of such matter to intertwine or part, either to form a near-impenetrable barrier or thicket, or else to provide a narrow pathway.

It contains within it three enchanted compartments indicated by three bronze bands, which are small versions of the **Commodious Carryall** (q.v.). Each band is but an inch high and half an inch wide, but when an object capable of fitting into a 3' x 1.5' x 1.5' space is touched to the opening (or if perhaps several objects, which could fit all at once into such a space, are simultaneously touched to it), it shrinks (or they shrink) in size, exactly fitting into the tiny space and weighing no more than one-half pound. Upon removal, the enchanted energy restores the object(s) to full size. Typically, such compartments hold camping and fishing gear, food and drink, and/or clothing and necessaries, such as medicine, bandages, etc.



WANDS: various sorts are detailed below:

Wand, Preternatural: Good: A baton that, when employed, increases by 20% the applicable Extraordinary Ability of the possessor and that has been forged to hold from 5-8 particular activations, usually Powers, of Extraordinary sort specified by the creator (Enchantment, Geourgy, Necrourgy, etc.). The Grade (between 1 and 4) and the specific Power are randomly determined for each such activation. When activated from the wand, the possessor must restore each Power so used by later activation of the Power upon the wand so that the device again contains the Power. Only those Powers that the wand has been forged to receive can be so stored, of course.

Wand, Preternatural Energy: Good: A baton that supplies activation energy in lieu of that the possessor would otherwise provide, to a maximum of 60 points. These AEPs are available in increments of no more than six points per enchantment or other type of Power or like activation so activated. The wand automatically recharges to full energy after a period of 24 hours during which it cannot be used, but to do so it must rest on a 100-carat-weight (or larger) quartz crystal that is destroyed in the process.

Wand, Preternatural, specialized: Very Good: A baton that, when employed, increases by 15% the applicable Extraordinary Ability of the possessor and that has been forged to hold from 21-30 special enchantments or other Powers or activations of Extraordinary sort (Enchantment, Geourgy, Necrourgy, etc.). The Grade (between 1 and 4) and specific Power are randomly determined for each such activation. When activated from the wand, the possessor must restore each Power so used by later activation of the Power upon the wand so that the device again contains the Power. Only those Powers that the wand has been forged to receive can be so stored, of course.

Wand, Shooting Star: Very Good: A silver-blue baton that does not increase Extraordinary Ability, for the wielder must rely upon weapons Ability to succeed in directing its force to strike the desired target. However, at the cost of a single Activation Energy Point, this wand sends forth a Shooting Star enchantment exactly like the one for which it was named, with 14 energy bits in the cloud. This item performs as follows:

By pointing it and uttering a command, the wielder can direct the wand to emit a five-foot radius cloud of shimmering energy bits up to 240 feet distant. There are 14 such energy bits in the cloud, and each target within the radius indicated will be impacted by one or more of them, with the central target being struck by one-half (seven) of these glowing energy missiles. Each bit of energy delivers 1-2 points of harm, ignoring any and all forms of armor/protection, supernatural forms included.

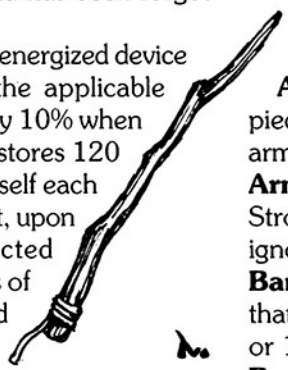
It will discharge up to seven Shooting Star enchantments daily.

Wand, Supernatural: Strong: A baton that, when employed, increases by 30% the applicable Extraordinary Ability of the possessor and that has been forged to hold from 7-12 particular activations, usually Powers, of Extraordinary sort specified by the creator (Enchantment, Geourgy, Necrourgy, etc.). The Grade (between 4 and 7) and specific Power are randomly determined for each such activation. When activated from the wand, the possessor must restore each Power so used by later activation of the Power upon the wand so that the device again contains the Power. Only those Powers that the wand has been forged to receive can be so stored, of course.

Wand, Supernatural Energy: Very Strong: A baton that supplies activation energy in lieu of that the possessor would otherwise provide, to a maximum of 90 points. These AEPs are available in increments of no more than nine points per enchantment or other type of Power or like activation so activated. The wand automatically recharges to full energy after a period of 24 hours during which it cannot be used, but to do so it must rest on a 300-carat-weight (or larger) quartz crystal that is destroyed in the process.

Wand, Supernatural, specialized: Very Strong: A baton that, when employed, increases by 25% the applicable Extraordinary Ability of the possessor and that has been forged to hold from 31-40 special enchantments or other Powers or activations of Extraordinary sort (Enchantment, Geourgy, Necrourgy, etc.). The Grade (between 4 and 7) and specific Power are randomly determined for each such activation. When activated from the wand, the possessor must restore each Power so used by later activation of the Power upon the wand so that the device again contains the Power. Only those Powers that the wand has been forged to receive can be so stored, of course.

Wand, Wizard's: Extreme ++: A highly energized device of supernatural nature that increases the applicable Extraordinary Ability of the wielder by only 10% when it is employed. However, the wand itself stores 120 points of Activation Energy that renews itself each 24 hours. The possessor of the wand must, upon gaining it, charge it with three selected enchantments (or with such other Powers of Extraordinary sort as he is able to use and as are stored on his memory tablets or plaques). These three special activations will thenceforth be maintained within the wand, and merely by thinking of a desired one among them, the Power (or similar activation) will be activated in one second, with AEPs drawn from the wand's energy pool. As the Power is brought to mind, the wielder need only think to add AEPs to activation, if needed and/or desired, and these too will come from the wand's Activation Energy store.



Water Wings: Minimal: A pair of actual wings taken from a small waterfowl, such as a duck or loon, and enchanted. When held, one in each hand, they enable the possessor to travel along as if he were a waterfowl, running-flying along the surface of water or some similar liquid he wishes to traverse. As the arms make rapid flying motions and the feet run splashing in a few inches of water, the individual travels along at 150% normal human running speed. Of course, such movement is tiring, though, and one cannot employ the water wings for more than about one minute's time without stopping to rest.

WEAPONS, ENCHANTED ADDITION PIECES: Note that each of the following is a separate item that will not function unless by use of enchantment and metallurgy Abilities it is properly attached to an applicable weapon--one that is not otherwise enchanted in its entirety. If the attachment fails, the piece is broken and useless 90% of the time, or else causes a reverse effect 10% of the time. The method of attachment is the same as if the piece in question was being fitted on a weapon being constructed or repaired.

The LM has the option to include in play various reverse-effect Enchanted Addition Pieces that if successfully attached would be user-baneful. If such reverse-effect pieces are included, though, when an application attempt goes wrong, there should be a 10% chance that the piece in question inadvertently becomes user-beneficial.

Arms, Pair, Catapult, Hand or Crossbow: Moderate: A piece that increases harm by 6-8 points and ignores normal armor/protection.

Arms, Pair, Catapult, Hand or Crossbow, Supernatural: Strong: A piece that increases harm by 9-12 points and ignores normal and preternatural armor/protection.

Arm Reinforcement Strips, Pair, Bow: Moderate: A piece that increases harm by 6-8 points and ignores normal armor/protection.

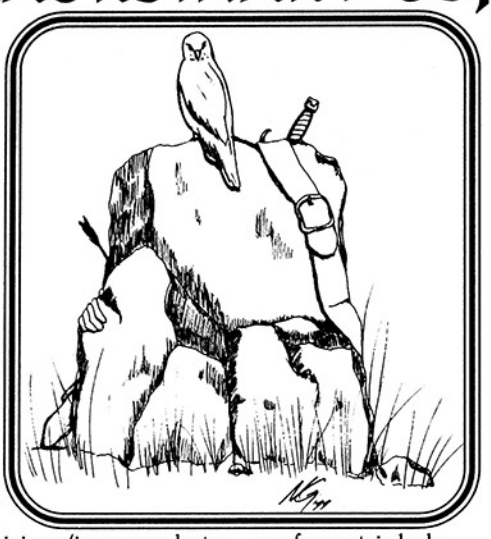
Arm Reinforcement Strips, Pair, Bow, Supernatural: Strong: A piece that increases harm by 9-12 points and ignores normal and preternatural armor/protection.

Bands, Iron, Set of Four, Staff: Low Moderate: A piece that increases Precision (in regards to Weapons Ability) by 5 or 10.

Bands, Iron, Set of Four, Staff, Supernatural: Very Good: A piece that increases Precision (in regards to Weapons Ability) by 15 or 20.

Cap, Iron, Set of Two, Butt Spike, Staff: Moderate: A piece that increases harm by 6-8 points and ignores normal armor/protection.





Cap, Iron, Set of Two, Butt Spike, Staff, Supernatural: Very Good: A piece that increases harm by 9-12 points and ignores normal and preternatural armor/protection.

Grip, Hand, Haft: Low Moderate: A piece that increases Precision (in regards to Weapons Ability) by 5 or 10; for a battle axe, battle hammer, flail, mace, or military pick.

Grip, Hand, Haft, Supernatural: Very Good: A piece that increases Precision (in regards to Weapons Ability) by 15 or 20; for a battle axe, battle hammer, mace, or military pick.

Grip, Hand, Handle, Supernatural: Very Good: A piece that increases Precision (in regards to Weapons Ability) by 15 or 20; for a cleaver, club, or flail.

Head, Mace or Flail: Moderate: A piece that increases harm by 6-8 points and ignores normal armor/protection.

Head, Mace or Flail Supernatural: Strong: A piece that increases harm by 9-12 points and ignores normal and preternatural armor/protection.

Lames, Shaft: Low Moderate: A piece that increases Precision (in regards to Weapons Ability) by 5 or 10; for a bident/trident, javelin, harpoon, lance, pike, pole-arm, spear, or staff.

Lames, Shaft, Supernatural: Very Good: A piece that increases Precision (in regards to Weapons Ability) by 15 or 20; for a bident/trident, javelin, harpoon, lance, pike, pole-arm, spear, or staff.

Pommel, Sword: Moderate: A piece that increases harm by 6-8 points and ignores normal armor/protection.

Pommel, Sword, Supernatural: Strong: A piece that increases harm by 9-12 points and ignores normal and preternatural armor/protection.

Pommel, Sword, Special Supernatural: See below:

Pommel of Acid: Major: All normal striking harm accruing to the opponent's armor also subjects armor worn to an additional 17-20 acid-based harm, and if no armor is worn, the harm passes to the target struck.

Pommel of Dazzling Discharge: Very Strong: Any opponent utilizing visual organs to aim attacks that is struck by the weapon suffers a penalty of as many points (-% to his Ability) as the weapon delivered in harm on the attack when that opponent counter-attacks within the ABC due to the brilliant energy discharge when the weapon strikes thus.

Pommel of Fire: Major: Any harm accruing to the opponent also subjects that individual to 6-8 points of fire-based harm that ignores armor/protection not specifically against fire/heat, and any inflammable material thus struck will catch fire and burn inflicting additional harm accordingly (c. 3-5 points per ABC of burning until extinguished or consumed).

Pommel of Lightning Discharge: Extreme: Any harm accruing to the opponent also subjects that individual to 9-12 points of electricity-based harm, doubled if the target subject is touching conductive metal or standing on a wet surface, triple harm if both conditions apply.

Pommel of Precision Loss: Extreme: The harm inflicted also causes a like temporary loss of the target subject's Precision Base Rating, or Weapon Ability points, whichever is the basis for attack determination, the loss lasting for one hour.

Pommel of Speed Loss: Extreme: Each four points of the harm inflicted also causes a temporary loss of one point of the target subject's Speed Base Rating, the loss lasting for one hour.

Pommel of Venom: Major: Any harm accruing to the opponent from a single successful attack also subjects that individual to an additional 1-2 points of VT harm, this harm continuing for as many additional ABCs as points of harm were inflicted on the target subject by the weapon proper.

Quillions, Sword: Moderate: Increasing Precision (in regards to weapons Ability) by 5 or 10.

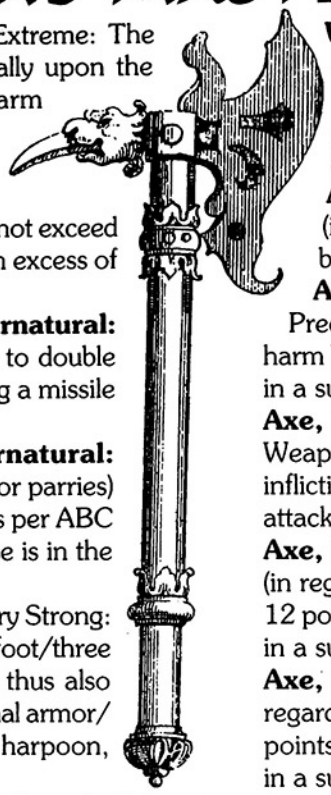
Quillions, Sword, Supernatural: Strong: Increasing Precision (in regards to weapons Ability) by 15 or 20.

Quillions, Sword, Special Supernatural: See below:

Quillions of Defense: Extreme: The sword so equipped absorbs automatically, and thus totally discounts, 2-7 (d6 +1) points of harm delivered by each of any and all opponents in any form of attack each ABC, regardless of basis, element, and/or nature of Extraordinary energy used.

Quillions of Good Fortune: Major: The sword so equipped bestows automatically upon the wielder 10 points of Luck Ability in regards any situation in which the sword is employed logically. This ability is in addition to normally possessed Luck Ability, but must be employed prior to an event, not in mitigation of some undesired result. Thus, for example, it must be called upon prior to an action by the wielder.





Quillions of Health Restoration: Extreme: The sword so equipped bestows automatically upon the wielder up to 7 (d6 +1) points of harm delivered to the opponent by successful attack from it to the wielder's Health Base Rating total if the wielder is below normal total. The amount delivered can not exceed harm inflicted, and is always a variable in excess of a single point if operational.

Rune Inlay, Bow/Crossbow, Supernatural: Extreme: Increasing number of attacks to double normal for a regular weapon discharging a missile once per ABC, or every other ABC.

Rune Inlay, Sword Blade, Supernatural: Extreme: Increasing number of attacks (or parries) to double normal, although if two attacks per ABC are normal for the wielder, then increase is in the form of two parries.

Shaft, Extending, Supernatural: Very Strong: Increasing weapon overall length by one foot/three feet of shaft length when striking, and thus also adding 3-5 points of harm ignoring normal armor/protection; for a bident/trident, javelin, harpoon, lance, pike, pole-arm, spear, or staff.

Spike, Back, Axe: Moderate: Increasing harm by 6-8 points that ignores normal armor/protection.

Spike, Back, Axe, Supernatural: Strong: Increasing harm by 9-12 points that ignores normal and preternatural armor/protection.

Spike, Top, Axe or Mace: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10.

Spike, Top, Axe or Mace Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20.

Stock Plate, Crossbow: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10.

Stock Plate, Crossbow Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20.

Tips, Bow: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10.

Tips, Bow Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20.

WEAPONS: various sorts are detailed below.

Arrow, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points. Normally found in groups of 3-12.

Arrow, Supernatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 6-8 points. Normally found in groups of 2-8.

Axe, Battle, Preternatural: Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 6-8 points, and inflicting double harm on any shield in a successful attack.

Axe, Preternatural: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 6-8 points, and inflicting 150% harm on any shield interposed in a successful attack.

Axe, Battle, Supernatural: Strong: Increasing Precision (in regards to Weapons Ability) by 25 or 30 and harm by 9-12 points, and inflicting double harm on any shield interposed in a successful attack.

Axe, Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 25 or 60 and harm by 9-12 points, and inflicting 150% harm on any shield interposed in a successful attack.

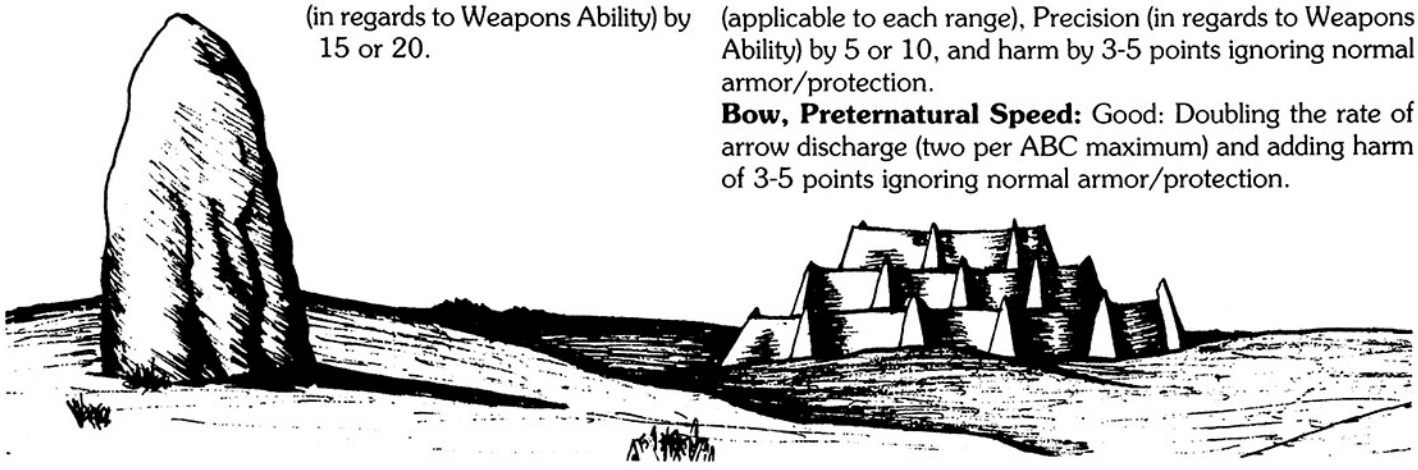
Axe, Unhallowed Bane Supernatural: Strong: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 9-12 points, inflicting double harm on any shield interposed in a successful attack, and if the subject is one of the Living Dead (Animate Remains, Balewretch, Banecreeper, Bonewalker, any form of Bruholak, Ghoul, Lichwight, Moriant, Peccant, Vampire, or Zomboid) the weapon inflicts harm of 26-35 points.

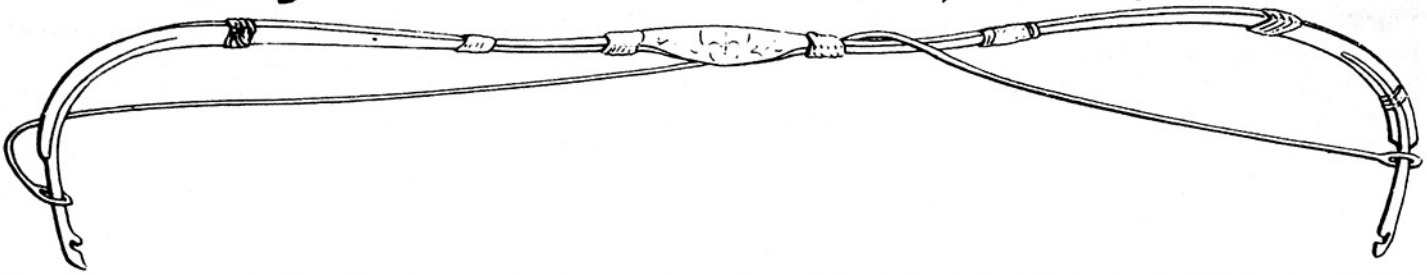
Bolos, Preternatural: Moderate: Increasing distance by 10 feet, Precision (in regards to Weapons Ability) by 10 or 15, and harm by 3-5 points ignoring normal armor/protection.

Bolos, Star Preternatural: Good: The globular ends sprout spikes upon contact. The energy of this item increases distance by 10 feet, Precision (in regards to Weapons Ability) by 10 or 15, and harm by 9-12 points ignoring normal armor/protection.

Bow, Preternatural: Moderate: Increasing distance by 10% (applicable to each range), Precision (in regards to Weapons Ability) by 5 or 10, and harm by 3-5 points ignoring normal armor/protection.

Bow, Preternatural Speed: Good: Doubling the rate of arrow discharge (two per ABC maximum) and adding harm of 3-5 points ignoring normal armor/protection.





Bow, Supernatural: Very Good: Increasing distance by 20% (applicable to each range), Precision (in regards to Weapons Ability) by 15 or 20, and harm by 6-8 points ignoring normal and preternatural armor/protection.

Bow, Supernatural Speed: Very Strong: Tripling the rate of arrow discharge (three per ABC maximum) and adding harm of 6-8 points ignoring normal and preternatural armor/protection.

Bow, Wind: Extreme: A supernaturally enchanted weapon that enables the wielder employing any form of enchanted arrow to send it instead as an invisible missile of elemental air. This bow can speed such a missile in one second's time, but only one per ABC. Such missiles ignore all but supernatural armor, reduces even that protection by half, and each striking delivers 36-50 points of harm when the loosed missile strikes its target.

Cleaver, Preternatural: Minimal: Increasing throwing range 200% (to 90-foot range), Precision (in regards to Weapons Ability) by 5 or 10, and harm by 1-2 points ignoring normal armor/protection.

Cleaver, Great, Preternatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points ignoring normal armor/protection.

Club, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 1-2 points ignoring normal armor/protection.

Club, Boomerang Preternatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 1-2 points ignoring normal armor/protection, it can be thrown to a distance of 40 feet and will return to its owner in three seconds realtime after striking, or missing, its target.

Club, Spiked Preternatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points ignoring normal armor/protection.

Club, Torch, Supernatural: Very Good: Upon command this club can be set afire to burn as might a torch, or to be unlit if aflame. In the former state it burns without consuming the club, but the fire is supernaturally hot. It increases Precision in regards to Weapons Ability by 15 to 20 and harm by 9-12 points disregarding normal or preternatural armor/protection, contact setting easily inflammable materials afire, adding 3-5 points of harm per ABC, for such ABCs as the material burns, if applicable. If any creature, such as a werebeast or similar shape-shifting one subject to full harm from fire, is struck by this weapon, harm increases to 21-25 points, and incidental combustion harm is in the 6-8 point range per ABC.

Crossbow, Preternatural: Moderate: Increasing distance by 10 feet per range category, Precision (in regards to Weapons Ability) by 10 or 15, and harm by 3-5 points ignoring normal armor/protection.

Crossbow, Repeating, Preternatural: Good: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points ignoring normal armor/protection, but discharging one quarrel a second from a magazine of up to 9 quarrels.

Crossbow, Supernatural: Very Good: Increasing distance by 20 feet per range category, Precision (in regards to Weapons Ability) by 20 or 55, and harm by 9-12 points ignoring normal or preternatural armor/protection.

Crossbow, Repeating, Supernatural: Very Strong: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 6-8 points ignoring normal or preternatural armor/protection, but discharging one quarrel a second from a magazine of up to 15 quarrels.

Dagger, Preternatural: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 6-8 points ignoring normal armor/protection.

Dagger, Long Preternatural: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 6-8 points ignoring normal armor/protection.

Dagger, Supernatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 9-12 points ignoring normal or preternatural armor/protection.

Dagger, Long Supernatural: Moderate: Precision (in regards to Weapons Ability) by 15 or 20 and harm by 9-12 points ignoring normal or preternatural armor/protection.

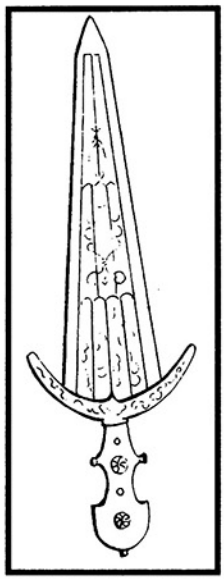
Dagger, Long Supernatural, Darkspirits' Demise: Good: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 6-8 points ignoring normal or preternatural armor/protection, save in regards to malign/evil spirits in any manifestation from immaterial to material, where added harm is of 21-25 points.



Fighting Staff, Preternatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 3-5 points ignoring normal armor/protection.

Fighting Staff, Supernatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 or 20, harm by 9-12 points ignoring normal or preternatural armor/protection, and with a Lucky hit bonus of +7.

Fire Mace: Extreme: A weapon of supernatural enchantment that appears to be red hot iron. It increases Precision (in regards to Weapons Ability) by 10. Its striking harm bonus against normal targets is 9-12 points ignoring normal or preternatural armor/protection, 21-25 points ignoring any armor/protection if the target draws power from preternatural or supernatural cold or ice or elemental water. As with all maces its base harm disregards any armor other than plate and inflicts double harm on such armor. It can also send forth once every one minute's time a fiery missile that swells to fully 10-foot diameter after traveling 10 feet distance from the top of the mace, shooting out to a range of up to 120 feet, and delivering 21-25 points harm disregarding all armor/protection not specifically warding against fire/heat harm to all that it contacts in its path of flight.



Flail, Preternatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10 and harm by 6-8 points ignoring normal armor/protection.

Flail, Supernatural: Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20 and harm by 9-12 points ignoring normal or preternatural armor/protection.

Hammer, Battle, Preternatural: Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20, harm by 6-8 points ignoring normal armor/protection, and all base harm disregarding armor except plate, and inflicting double damage on such armor.

Hammer, Battle, Supernatural: Strong: Increasing Precision (in regards to Weapons Ability) by 25 or 30, harm by 9-12 points ignoring normal or preternatural armor/protection, and all base harm disregarding armor except plate, and inflicting double damage on such armor.

Harpoon, Preternatural, Small: Minimal: Increasing throwing range by 100% (20-40-60 foot range), Precision (in regards to Weapons Ability) by 5 or 10, and harm by 3-5 points ignoring normal armor/protection.

Hatchet, Preternatural: Minimal: Increasing throwing range 100% (to a 60-foot range), Precision (in regards to Weapons Ability) by 5 or 10, and harm by 3-5 points ignoring normal armor/protection.

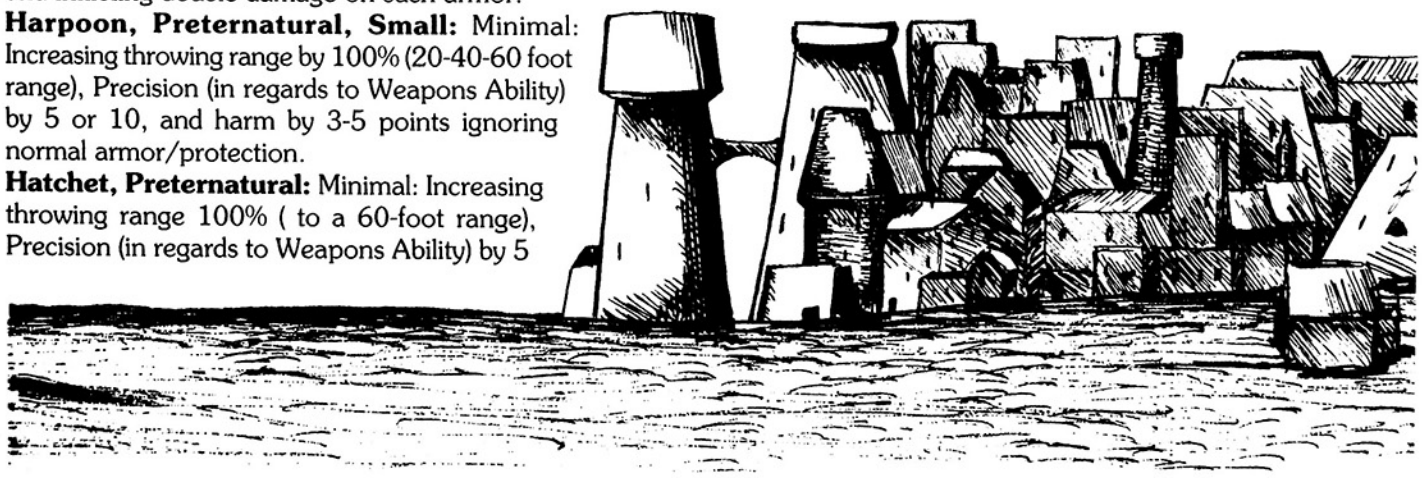
Hook, Hafted, Preternatural: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 5 or 10, harm by 1-2 points ignoring normal armor/protection, and with that harm bonus counting towards the 10 harm score needed to achieve "catching and immobilizing" of the target the following ABC.

Hook, Hafted, Supernatural: Good: Increasing Precision (in regards to Weapons Ability) by 15 or 20, harm by 3-5 points ignoring normal or armor/protection, and with that bonus counting towards the 10 harm score needed to achieve "catching and immobilizing" of the target the following ABC.

Ice Blade: Major: A weapon of supernatural enchantment that is translucent and crystalline in appearance. It increases Precision in regards to Weapons Ability by 10. The weapon has three forms-a long-bladed knife similar in form to a small machete (heavy knife), a full sword similar to a falchion (heavy cutting sword), and a pole-arm akin to a glaive (long pole-arm). The form desired is up to the wielder, and with a word (knife, falchion, glaive) that individual can instantly change it from one to another. In each of its forms it delivers the harm commensurate to the weapon type with an enchantment bonus of 9-12 points ignoring normal or preternatural armor/protection. When striking a target that draws power from elemental or enchanted fire, however, the harm bonus is 26-35 points ignoring all armor/protection.

Javelin, Death: Low Moderate: Usable once only regardless of success in striking the target. Increasing Precision (in regards to Weapons Ability) by 40 and harm by 17-20 points ignoring normal armor/protection.

Javelin, Replicating: Good: A duplicate of this weapon reappearing in the wielder's hand after having been thrown so as to always be available each ABC, the javelin increases Precision (in regards to Weapons Ability) by 15 and harm by 3-5 points ignoring normal armor/protection.



Javelin, Winged: Strong: Returning to the wielder in one ABC after being thrown, with a range of 60 feet close, 150 feet medium, and up to 360 feet long, the javelin increases Precision (in regards to Weapons Ability) by 25 and harm by 6-8 points ignoring normal or preternatural armor/protection.

Knife, Preternatural, Throwing: Low Moderate: Increasing range 100% (to 100 feet), increasing Precision (in regards to Weapons Ability) by 10, and harm by 6-8 points ignoring normal armor/protection.

Knife, Supernatural, Throwing: Good: Increasing range 100% (to 100 feet), increasing Precision (in regards to Weapons Ability) by 15 or 20, and harm by 9-12 points ignoring normal or preternatural armor/protection.

Knife, Supernatural, Throwing, Triplicating: Very Good: Increasing range 100% (to 100 feet), increasing Precision (in regards to Weapons Ability) by 5, harm by 6-8 points ignoring normal armor/protection, but duplicating en route to deliver three separate attacks!

Knife, Heavy Preternatural: Low Moderate: Increasing Precision (in regards to Weapons Ability) by 10 and harm by 6-8 points ignoring normal armor/protection.

Knife, Heavy Supernatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 and harm by 9-12 points ignoring normal or preternatural armor/protection.

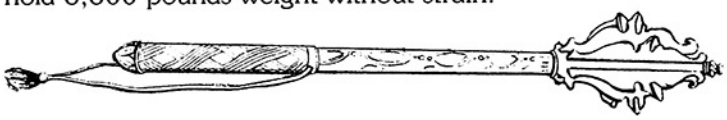
Lance, Preternatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points ignoring normal armor/protection, this harm bonus doubled in the charge.

Lance, Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 25 to 30 and harm by 9-12 points ignoring normal or preternatural armor/protection, harm bonus doubled in the charge.

Lasso, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 15 to 20, having a preternatural armor of 20% (-4), and requiring cutting penetration harm of 20 points at a single stroke to sever. It will hold 2,200 pounds weight without strain.

Lasso, Supernatural, Extending: Minimal: Increasing range by 100% (to 60 feet, as a coil 50 feet in length is magically twice as long as needed), increasing Precision (in regards to Weapons Ability) by 15 to 20, having a preternatural armor of 30% (-6), and requiring cutting penetration harm of 20 points at a single stroke to sever. It will hold 4,400 pounds weight without strain.

Lasso, Supernatural, Extending Commandable: Strong: Increasing range by 100% (to 60 feet, as a coil 50 feet in length is magically twice as long as needed), increasing Precision (in regards to Weapons Ability) by 25 to 30, having a preternatural armor of 40% (-8), requiring cutting penetration harm of 25 points at a single stroke to sever. The rope will stand straight up to 50-foot height, do the same horizontally at the height indicated by the possessor, coil itself (even around a target), move snake-like, or cease any of these actions upon command by its wielder. It will hold 6,600 pounds weight without strain.



Mace, Preternatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points that disregards normal armor/protection, with base harm disregarding all armor except plate, and inflicting double damage on such armor.

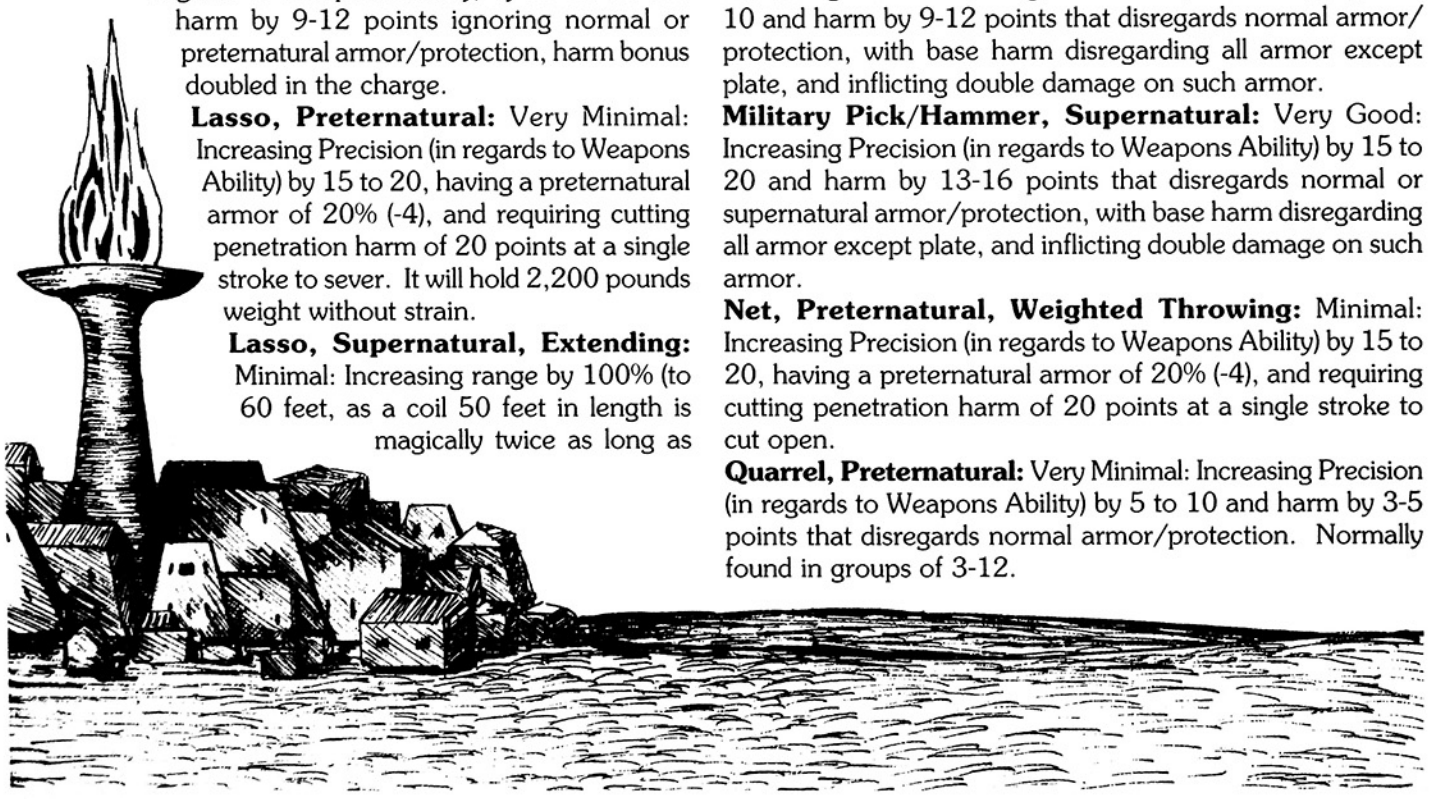
Mace, Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 25 to 30 and harm by 9-12 points that disregards normal or preternatural armor/protection, with base harm disregarding all armor except plate, and inflicting double damage on such armor.

Military Pick/Hammer, Preternatural: Moderate: Increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 9-12 points that disregards normal armor/protection, with base harm disregarding all armor except plate, and inflicting double damage on such armor.

Military Pick/Hammer, Supernatural: Very Good: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 13-16 points that disregards normal or supernatural armor/protection, with base harm disregarding all armor except plate, and inflicting double damage on such armor.

Net, Preternatural, Weighted Throwing: Minimal: Increasing Precision (in regards to Weapons Ability) by 15 to 20, having a preternatural armor of 20% (-4), and requiring cutting penetration harm of 20 points at a single stroke to cut open.

Quarrel, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 3-5 points that disregards normal armor/protection. Normally found in groups of 3-12.



Quarrel, Supernatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points that disregards normal or preternatural armor/protection. Normally found in groups of 2-8.

Shuriken, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 3-5 points that disregards normal armor/protection. Normally found in groups of 3-12.

Shuriken, Supernatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 15 to 20, and harm by 6-8 points that disregards normal or preternatural armor/protection. Normally found in groups of 2-8.

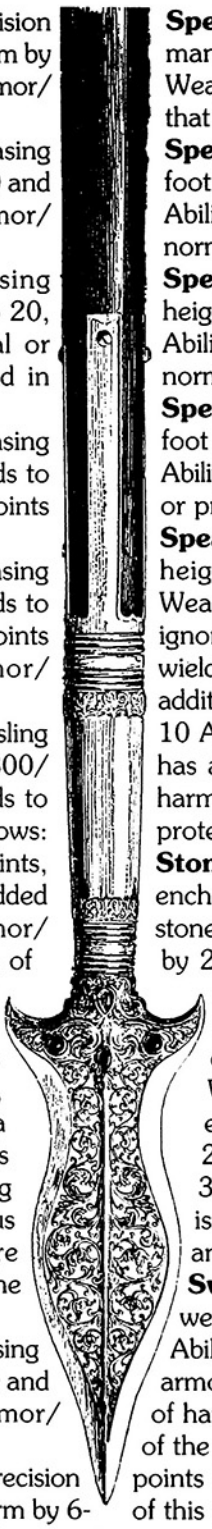
Sling, Preternatural Ranging: Minimal: Increasing range by 10 feet per category, Precision (in regards to Weapons Ability) by 5 to 10, and harm by 3-5 points that disregards normal armor/protection.

Sling, Supernatural Ranging: Moderate: Increasing range by 20 feet per category, Precision (in regards to Weapons Ability) by 15 to 20, and harm by 6-8 points that disregards normal or preternatural armor/protection.

Sling, Thunderbolt: Extreme: Using normal lead sling bullets only, this weapon has double range (100/300/600), and its energy increases Precision (in regards to Weapons Ability) by 25 to 30, and harm as follows: target subject proper suffers an additional 17-20 points, all within five-foot radius suffer 6-8 points--all added harm disregarding normal or preternatural armor/protection, and all targets within a 10-foot radius of the subject, that one included, are blinded for 1-3 ABCs and deafened for twice as long from the flash-crash of the missile striking. Misses are located as to where they impact (d8 for cardinal directions, north long, east or west beside, south short, and a 2nd d8 indicating number of feet target subject was missed), the lesser harm and blinding and deafening occurring to any within the five-foot/10-foot radius of the strike. (If Extraordinary sling bullets are employed, the target subject only, if hit, suffers the added harm appropriate to the missile's energy.)

Sling bullet, Preternatural: Very Minimal: Increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 3-5 points that disregards normal armor/protection. Normally found in groups of 3-12.

Sling bullet, Supernatural: Minimal: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points that disregards normal or preternatural armor/protection. Normally found in groups of 2-8.



Spear, Preternatural Piercing: Moderate: A short, man-height spear increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 17-20 points that disregards normal armor/protection.

Spear, Preternatural Striking: Moderate: A long, nine-foot spear increasing Precision (in regards to Weapons Ability) by 35 to 40 and harm by 3-5 points ignoring normal armor/protection.

Spear, Supernatural Piercing: Strong: A short, man-height spear, increasing Precision (in regards to Weapons Ability) by 10 to 15 and harm by 21-25 points ignoring normal or preternatural armor/protection.

Spear, Supernatural, Striking: Strong: A long, nine-foot spear increasing Precision (in regards to Weapons Ability) by 45 to 50 and harm by 6-8 points ignoring normal or preternatural armor/protection.

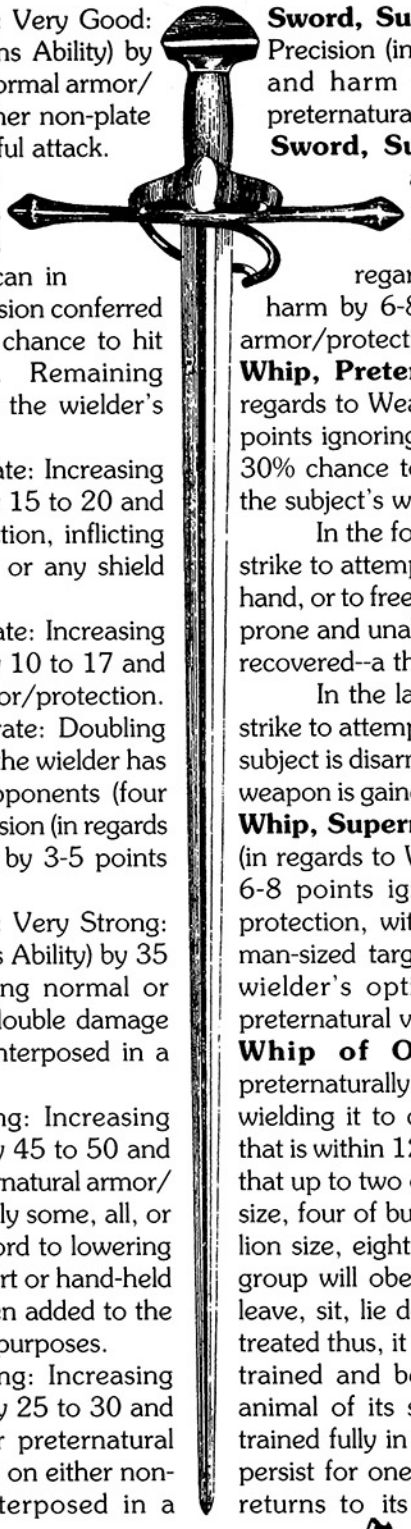
Spear, Supernatural Vanengar: Strong: A short, man-height spear that increases Precision (in regards to Weapons Ability) by 10 to 15 and harm by 6-8 points ignoring normal or preternatural armor/protection. The wielder can, besides striking normally with this weapon, additionally send forth a spear-shaped bolt of power every 10 ABCs, up to six times in a 24-hour period. This bolt has a range of 90 feet, a precision of 90%, and inflicts harm of 21-25 points disregarding any form of armor/protection.

Stone Hammer: Extreme: A weapon of supernatural enchantment that appears to be made of solid brown-gray stone. It increases Precision (in regards to Weapons Ability) by 20. Its striking harm against normal targets is 9-20 plus 9-12 points that ignores all armor. The base harm also disregards all armor except plate, and inflicts double damage on such armor, just as would a mace. When striking a target that draws power from either elemental or preternatural earth its damage bonus is 21-25 points. In impacting stone, the hammer delivers 36-50 points of harm, doubling that harm if the target is of supernatural origination or creation, such as an animated stone monster.

Sword, Odd-power: Very Good: A preternatural weapon increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 6-8 points ignoring normal armor/protection, also adding an odd number of points of harm indicated by an odd result on the second number of the percentile score indicating a hit, viz. 1, 3, 5, 7, or 9 points of extra harm. The Extraordinarily powered swords of this type are limited to the following four kinds:

sword, cut & thrust
sword, cutting, curved
sword, thrusting
sword, thrusting, short





Sword, Preternatural Cutting, Heavy: Very Good: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points ignoring normal armor/protection, inflicting double damage on either non-plate armor or any shield interposed in a successful attack.

Sword, Preternatural Fencing: Moderate: Increasing Precision (in regards to Weapons Ability) by 35 to 40 and harm by 3-5 points ignoring armor/protection. The wielder can in defense apply some, all, or none of the Precision conferred by this sword to lowering the opponent's chance to hit with a body part or hand-held weapon. Remaining Precision bonus, if any, is then added to the wielder's Weapons Ability score for attack purposes.

Sword, Preternatural Hacking: Moderate: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points ignoring armor/protection, inflicting double damage on either non-plate armor or any shield interposed in a successful attack.

Sword, Preternatural Piercing: Moderate: Increasing Precision (in regards to Weapons Ability) by 10 to 17 and harm by 17-20 points ignoring normal armor/protection.

Sword, Preternatural Striking: Moderate: Doubling attacks against one (two attack maximum if the wielder has two attacks per ABC) or two separate opponents (four attacks maximum ditto) while increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 3-5 points ignoring armor/protection.

Sword, Supernatural Cutting, Heavy: Very Strong: Increasing Precision (in regards to Weapons Ability) by 35 to 40 and harm by 17-20 points ignoring normal or preternatural armor/protection, inflicting double damage on either non-plate armor or any shield interposed in a successful attack.

Sword, Supernatural Fencing: Strong: Increasing Precision (in regards to Weapons Ability) by 45 to 50 and harm by 6-8 points ignoring normal or preternatural armor/protection. The wielder can in defense apply some, all, or none of the Precision conferred by this sword to lowering the opponent's chance to hit with a body part or hand-held weapon. Remaining Precision bonus is then added to the wielder's Weapons Ability score for attack purposes.

Sword, Supernatural Hacking: Strong: Increasing Precision (in regards to Weapons Ability) by 25 to 30 and harm by 9-12 points ignoring normal or preternatural armor/protection, inflicting double damage on either non-plate armor or any shield interposed in a successful attack.

Sword, Supernatural Piercing: Strong: Increasing Precision (in regards to Weapons Ability) by 20 to 25 and harm by 17-20 points ignoring normal or preternatural armor/protection.

Sword, Supernatural Striking: Strong: Tripling attacks against one or more opponents (no more than four total attacks in one ABC regardless) while increasing Precision (in regards to Weapons Ability) by 10 to 15 and harm by 6-8 points ignoring normal or preternatural armor/protection.

Whip, Preternatural: Good: Increasing Precision (in regards to Weapons Ability) by 5 to 10 and harm by 3-5 points ignoring normal armor/protection, with a 25% to 30% chance to entangle the man-sized target subject or the subject's weapon at the wielder's option.

In the former case, the target subject has a counter-strike to attempt to cut the whip with an edged weapon in hand, or to free itself. Otherwise the target subject is yanked prone and unable to do anything until back on its feet and recovered--a three- to six-second period (1-2 ABCs).

In the latter case, the target subject has a counter-strike to attempt to free the weapon. Otherwise the target subject is disarmed and unable to do anything until another weapon is gained--a three- to six-second period (1-2 ABCs).

Whip, Supernatural: Very Strong: Increasing Precision (in regards to Weapons Ability) by 15 to 20 and harm by 6-8 points ignoring normal or preternatural armor/protection, with a 35% to 40% chance to entangle the man-sized target subject or the subject's weapon at the wielder's option. Results are otherwise as for the preternatural version.

Whip of Obedience: Good: A six-foot long, preternaturally energized leather whip that enables the one wielding it to command any animal or group of animals that is within 120 feet distance and that comprises no more that up to two of elephant size, three of giraffe/rhinoceros size, four of bull/horse size, five of brown bear size, six of lion size, eight of hyena size, or 10 of wolf size. Such a group will obey simple commands such as to approach, leave, sit, lie down, etc. If a single wild animal subject is treated thus, it will, at the end of one hour, be trained and be as trustworthy as any like animal of its species that was raised and trained fully in the process. This state will persist for one full day before the animal returns to its former state.

An already trained animal will simply recognize the wielder as its master (and possibly friend) for as long as that individual treats it fairly and in a kind manner. The whip may be used effectively only once per day for no longer than one hour. The user gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so used, the whip must remain unused and recharging for one week before it will be effective again.

Wig of Clowning: Good: A preternaturally energized, brightly and oddly colored fright wig that, when donned, alters the whole countenance of the wearer, even making his clothing take on the appearance of a bizarre costume of comical nature. All humans, Alfar, and humanoids who can see the individual clowning, miming others, and generally playing the fool will always assume he is an entertainer and will be 90% likely to be so mirthful and full of laughter at the antics of the individual as to do nothing else but watch and enjoy, forgetting all else, unless physically attacked or threatened during the performance. The wig may be worn effectively only once per day for no longer than one hour. The wearer gains no Extraordinary capacity beyond the one hour, and for each hour or fraction thereof it is so worn, the wig must remain unused and recharging for one week before it will be effective again.

Wijbeg's Flame Application: Very Good: A Supernatural grease-like substance that causes the subject upon which it is smeared to burn with an unquenchable flame upon subsequent utterance of a command word spoken within 30 or less feet of the enchanted substance. The substance will flame for one minute's time thereafter. If the thing upon which it is smeared is subject to combustion, that thing will catch fire during this period, at such time during the duration of the magical flame as is appropriate to the material in question. If the grease is smeared upon a weapon of metal, then harm inflicted by that weapon will gain an additional 9-12 points harm bonus for the flame, and a hit will ignite easily combustible substances such as cloth, hair, etc.. The flame is equal in illumination to an ordinary torch. A typical container holds about 24 applications of this enchanted substance.

Winged Heels: Extreme: Supernaturally energized boots that appear quite ordinary, but that instantly sprout magical wings when a command word is uttered by the wearer, enabling flight that is at maximum speed three times faster than that of a falcon plummeting (300 miles per hour) for as long as 12 hours without resting. The wearer and what he wears and/or holds are not affected by traveling at such speed. Thereafter, the wearer needs to rest the boots and himself for a like period of time before again taking flight thus.

Winged Helmet: Strong: A supernaturally energized metal helmet that appears quite ordinary, but when a command word is uttered by the wearer, the depictions of wings upon its sides become instantly magical wings that enable flight that is at its maximum speed as fast as a falcon plummeting (100 miles per hour) for as long as four hours without resting. The wearer and what he wears and/or are holds not affected by traveling at such speed. Thereafter, the wearer needs to rest the helmet and himself for a like period of time before again taking flight thus.

Wished-for Ring: Extreme ++: A beautiful, supernaturally energized ring set with nine small but precious gems, which provide the wearer with the following powers when mentally yearned for:

1. The immediate restoration to life and full statistical Base Ratings and Abilities of any person, animal, or creature in sight of and indicated by the wearer.
2. The immediate restoration to full Health and complete operation, as normal for it, of any Extraordinary Item, of less than Extreme power, that belonged to the wearer or an associate which is in sight of and indicated by that individual.
3. The immediate granting of added Health of 10 Base Rating points to the wearer's score.
4. The immediate granting of added Precision of 7 Base Rating points to the wearer's score.
5. The immediate granting of added Speed of 2 Base Rating points to the wearer's score.
6. The immediate granting of a new Ability, whether otherwise possible for the individual or not, at a variable 12 to 30 (2d10 +10) points score.
7. The immediate increase of any Ability score under 40 by addition of 5-30 points.
8. The immediate increase of any Ability score between 40 and 70 by addition of 5-20 points.
9. The immediate increase of any Ability score between 71 and 85 by addition of 7-10 points.

Each time some such benison is granted by the enchantment of the ring, one of the gems set within it changes from a clear, faceted stone, which is imbued with Extraordinary energy, into an opaque cabochon stone of agate, which of course contains no such energy.

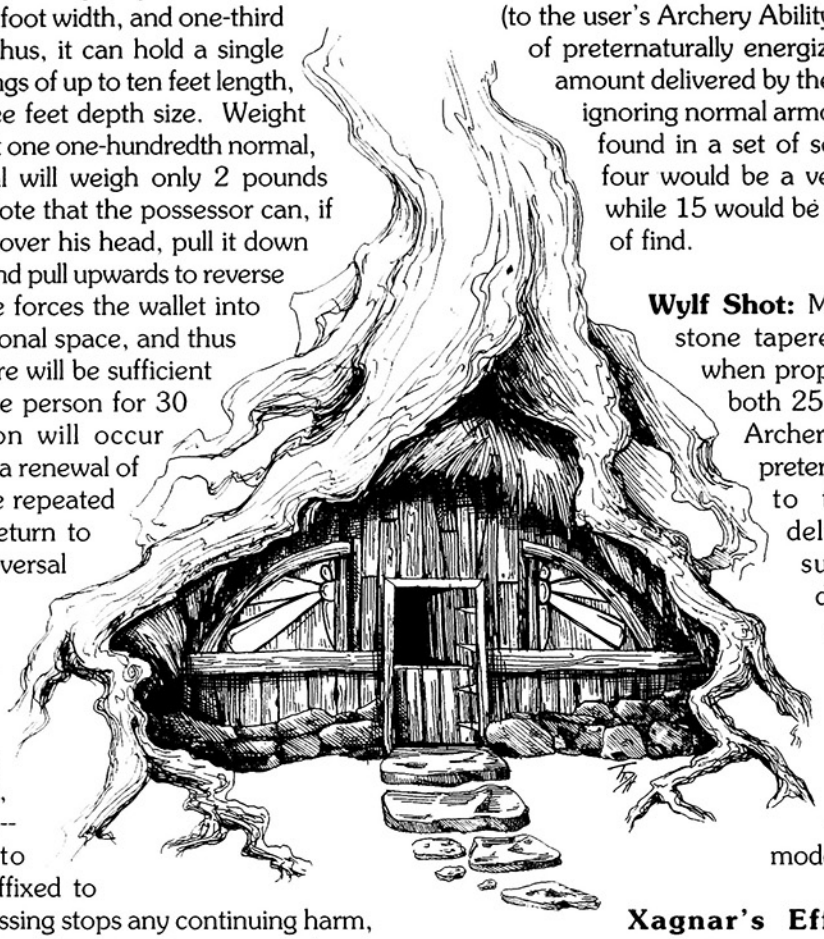


Wizard's Wallet: Major: A supernaturally created belt pouch that has ten times the apparent capacity of its unfolded size of one foot length, one-half foot width, and one-third foot depth of capacity. Thus, it can hold a single object or combination of things of up to ten feet length, five feet width, and/or three feet depth size. Weight of items stored within it is but one one-hundredth normal, so 200 pounds of material will weigh only 2 pounds when contained therein. Note that the possessor can, if he wishes, place the wallet over his head, pull it down to his feet, then grab a fold and pull upwards to reverse the wallet. By so doing, he forces the wallet into itself, into an other-dimensional space, and thus removes it from sight. There will be sufficient oxygen in the space for one person for 30 minutes, and asphyxiation will occur normally thereafter without a renewal of air. The procedure must be repeated to reverse the effect and return to the spot where the initial reversal took place.

Wound Dressing, Preternatural: Minimal: An enchanted bandage that must be applied to any wound--abrasion, burn, contusion, cut, or puncture--in order for its power to function. When held or affixed to the said area, the wound dressing stops any continuing harm, such as venom active in the individual, and restores, after 2 ABCs have elapsed, 9-12 points of lost Health. From two to four such items are typically discovered.

Wound Dressing, Supernatural: Very Good: An enchanted bandage that must be applied to any wound--abrasion, burn, contusion, cut, or puncture--in order for its power to function. When held or affixed to the said area, the wound dressing stops any continuing harm, such as venom active in the individual, and restores immediately 26-35 points of lost health. From one to three such items are typically discovered.

Wound Nostrum, Preternatural: Low Moderate: A preternaturally energized liquid that must be imbibed in order for it to function. When quaffed it stops any internal continuing harm, such as venom active in the individual, and restores, after 1 ABC has elapsed, 13-16 points of lost health. From one to three such items are typically discovered.



Wylf Bolt: Minimal: A stone arrowhead which, when affixed to the shaft of an arrow or quarrel, adds both 10 Precision (to the user's Archery Ability score) and 9-12 points of preternaturally energized harm to the normal amount delivered by the missile, the latter harm ignoring normal armor. Wylf bolts are usually found in a set of seven. Discovering only four would be a very minimal acquisition, while 15 would be but a low moderate sort of find.

Wylf Shot: Minimal: A small, heavy stone tapered at each end which, when propelled from a sling, adds both 25 Precision (to the user's Archery Ability score) and 6-8 preternaturally energized harm to the normal amount delivered by the missile, such added harm disregarding normal armor. Wylf shot are usually found in a set of seven. Discovering only four would be a very minimal acquisition, while 15 would be but a low moderate sort of find.

Xagnar's Efficacious Muffler: Moderate: A preternaturally energized item that resembles a normal silken scarf or similar item of neckwear. The wearer is given stealth Ability at base 25, or if that Ability is already possessed it adds 25 points to the base score.

Xagnar's Encompassing Cape: Very Good: A supernaturally energized item that resembles a normal full cape. The wearer and all within a seven-foot radius of him are given Stealth Ability at base 50, or if that Ability is already possessed it adds 25 points to the base score. Even if a stealth check fails, any sound coming from those cloaked by this energy will not travel beyond three times the radius of stealthy movement capacity, i.e. 21 feet.

Xag's Exceptional Exploration Staff: Major: A stout staff that appears to be no more than a normal one used for walking on long journeys. It is far more, however, as noted:

1) It is a superior preternatural fighting staff with a 25% Precision bonus and a 6-8 points of harm bonus that ignores normal armor.





2) It will become, upon command, a superior preternatural striking spear that grows in length to a 12-foot-long spear that increases Precision by 15 and harm by 9-12 points, such bonus ignoring normal armor.

3) It will become, upon command, a climbing pole of up to 36 feet in length with six-inch long, alternating side projections that will support 500 pounds weight, the whole pole supporting a maximum of 2,000 pounds weight. Note that the bottom end will not sink into soft ground, nor will the upper end move from a solid surface it contacts until commanded to release.

4) It will become, upon command, a foot bridge of up to 24 feet length and six-inch width, the whole supporting a maximum of 2,000 pounds weight. Note that neither end will sink into soft ground, nor move from a solid surface it contacts until commanded to release.

5) Upon command, the head of the staff will project a beam of light equal to that of a bull's-eye lantern.

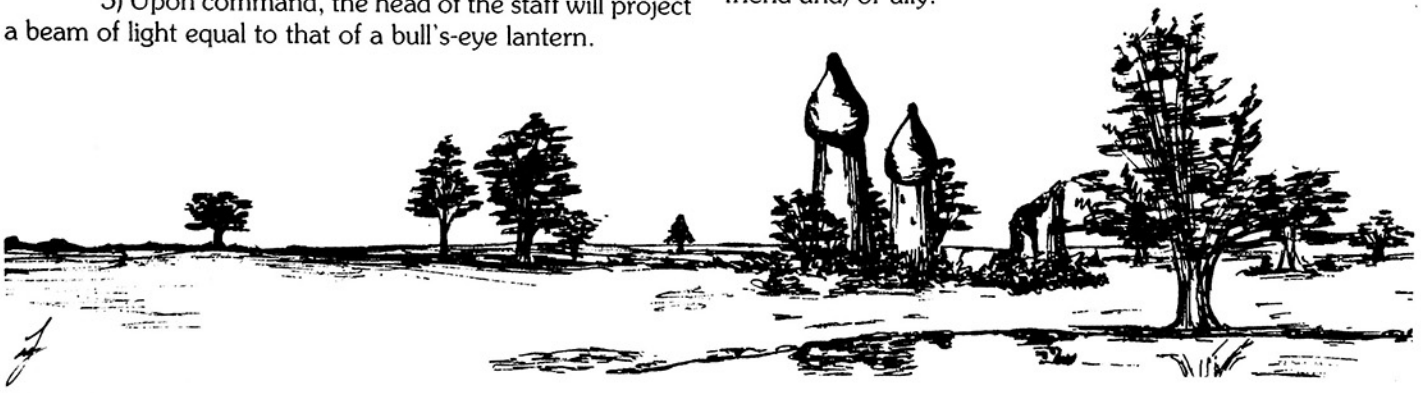
6) Upon command the butt of the staff will point north, or to the nearest water within a range of 20 miles above ground, 200 feet underground.

7) Once per day the staff generates four charges of preternatural energy that will restore, by touch of its head, 9-12 points of lost Health.

Yook's Miniature Blowpipe: Moderate: A preternaturally energized tube of about one-quarter of an inch diameter and nine inches length. Despite its small size it will accommodate and allow the discharge of any normal blowpipe dart to full 60-foot range, delivering the harm normal for such a missile (1 point) and added VT as appropriate to the dart's poison. Additionally, this device will accommodate similar sorts of missiles, including Vismojal's Surprise Peas or any similar small object of up to about one-quarter of an inch diameter, or thereabouts.

Z'apot Visor: Extreme: A special metal visor into which supernatural enchantments have been forged that will cause it to affix permanently to any non-magical metal helmet and in the process make that head covering of Extraordinary sort so as to provide an additional 5% (-1) armor protection to the wearer. It is otherwise inoperable, whether unattached to a helmet or affixed to one that is already of Extraordinary sort. The visor's eyeholes contain lenses of a special xanthos crystal that is as hard as diamond. When the visor is properly joined with a helmet, these lenses enable the wearer to see in darkness like a grotto wylf, to detect normally invisible things, to observe non-material spirits in normal visual range, etc.. This ocular power bestows upon the wearer an addition of 10 points to his Weapons Ability score and adds a like amount to the Harm total that he inflicts with a successful weapons hit.

There is a rather severe drawback to the visor. The wearer looks startling in that the lenses cause the eyes to appear to be staring, huge, and horrid in aspect. Those unfamiliar with the wearer are 90% likely either to flee in terror if not aggressive or perceiving the wearer as more potent that they, or to attack immediately. Similarly, the enchantments placed upon the visor cause the wearer to become harsh in his attitude, quarrelsome, and irritable. Thus, whenever he is in a combat situation, the wearer is 90% likely to attack anyone he sees, even if that individual is a friend and/or ally.

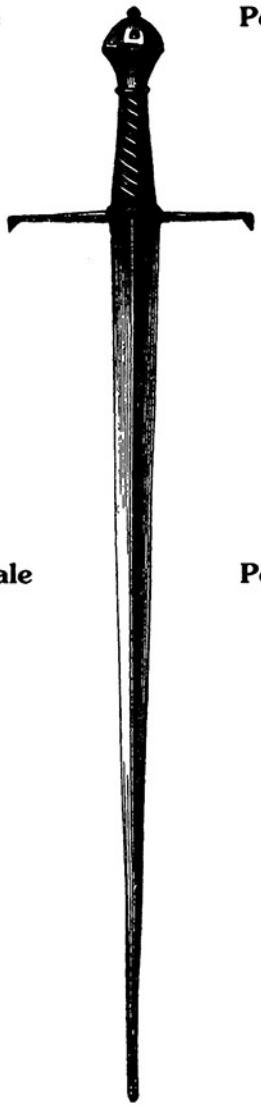


AVATAR QUICK PHYSICAL INFORMATION GENERATION

When in a hurry to generate an Avatar or a NAC for your own use, the following tables will serve to sketch out the salient details of such characters.

Height and Weight:

Roll a d4 to determine the height and weight range for a character, then consult the table appropriate to the character's gender. Diametrically opposed results of 1 and 4 or 4 and 1 for height and weight must be looked at carefully. Very short and obese Avatars might be passable, but very tall and very thin might not. Whenever in doubt use the next higher or lower result to modify extreme variance. Weight above the maximum shown is easily possible.



Male

Race	Height Range				Personas Weight Range (lbs)			
d4 Roll	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**
dwarf	3'6"	3'10"	4'2	4'6"	100	120	140	160
gnome	3'3"	3'6"	3'9"	4'	55	65	75	85
human	5'6"	5'9"	6'	6'3"	100	150	200	250
ilf	5'6"	5'9"	6'	6'3"	90	120	150	180
kobold	2'9"	3'	3'3"	3'6"	45	50	55	60
oaf	6"	6'3"	6'6"	6'9"	200	250	300	350
oaf, major	6'4"	6'8"	7'	7'4"	225	275	325	375
orc	5'9"	6'	6'3"	6'6"	180	210	240	270
orc, greater	5'11"	6'2"	6'5"	6'8"	200	235	270	305
orc, lesser	5'6"	5'9"	6'	6'3"	160	190	220	250
trollkin, barrens	3'3"	3'6"	3'9"	4'	60	70	80	90
trollkin, cave	3'	3'3"	3'6"	3'9"	50	60	70	80
veshoge	5'	5'3"	5'6"	5'9"	140	155	170	185
wylf	5'8"	6'	6'4"	6'8"	130	155	180	205

Female

Race	Height Range				Personas Weight Range (lbs)			
d4 Roll	**1**	**2**	**3**	**4**	**1**	**2**	**3**	**4**
dwarf	3'3"	3'7"	3'11"	4'3"	75	95	115	135
gnome	3"	3'3"	3'6"	3'9"	40	50	60	70
human	5'2"	5'5"	5'8"	5'11"	85	125	165	205
ilf	5'3"	5'6"	5'9"	6'	75	105	135	165
kobold	2'8"	2'11"	3'2"	3'5"	40	45	50	55
oaf	5'9"	6"	6'3"	6'6"	160	190	220	250
oaf, major	6'3"	6'6"	6'9"	7'	180	215	250	285
orc	5'6"	5'9"	6'	6'3"	130	165	200	235
orc, greater	5'9"	6'	6'3"	6'6"	145	180	215	250
orc, lesser	5'3"	5'6"	5'9"	6'	120	150	180	210
trollkin, barrens	3'	3'3"	3'6"	3'9"	55	65	75	85
trollkin, cave	2'9"	3'	3'3"	3'6"	45	55	65	75
veshoge	4'8"	4'11"	5'2"	5'5"	105	120	135	150
wylf	5'6"	5'9'	6'	6'3"	85	110	135	160





Modifying Height and Weight:

Vary stats by using weights within the range found. To modify height and weight additionally, roll the d4 a second time, with a "1" result meaning that height and weight are both less than indicated, and a "4" indicating that they are both greater than indicated, thus:

	Change in Height	Change in Weight
1*	- 1"/3' height	- 5%-10% weight
2	no adjustment	no adjustment
3	no adjustment	no adjustment
4*	+ 1"/3' height	+ 10%-20% weight

* Make the adjustments and re-roll as many times as the same number results, making adjustments each time.

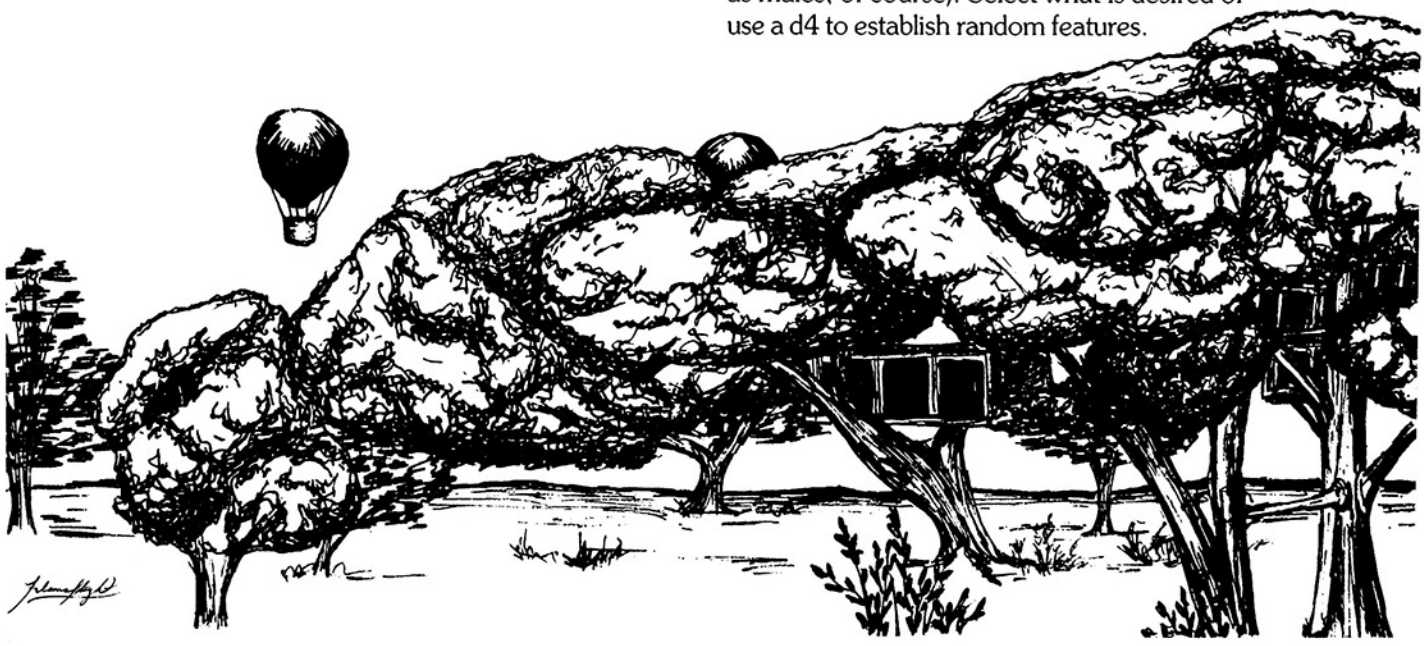
Body Type for Races:

Rather than using ectomorph, mesomorph, and endomorph, the following general words can be used to describe the basic body type of each Avatar race (roll the appropriate die and consult the table):

Race	Description
dwarf	muscular, stocky, blocky
gnome	ropy, gnarly, stout
human	lean, smooth, muscular, stocky
ilf	thin, lean, smooth, muscular
kobold	lean, smooth, muscular
oaf	heavy, hulking, slab-like
oaf, major	heavy, hulking, slab-like
orc	corded, muscular, ape-like
orc, greater	corded, muscular, ape-like
orc lesser	corded, muscular, ape-like
trollkin, barrens	lumpy, husky, dumpy
trollkin, cave	lumpy, husky, dumpy
wylf	thin, wiry, smooth, solid

Additional Descriptors:

Using the descriptive material drawn from the BEASTS OF LEJEND CYCLOPEDIA OF CREATURES™ as the base, it is easy to embellish the needed details and get on with it. Each Avatar race is described below. Ignore any feature you choose (and females will generally not be as hirsute as males, of course). Select what is desired or use a d4 to establish random features.

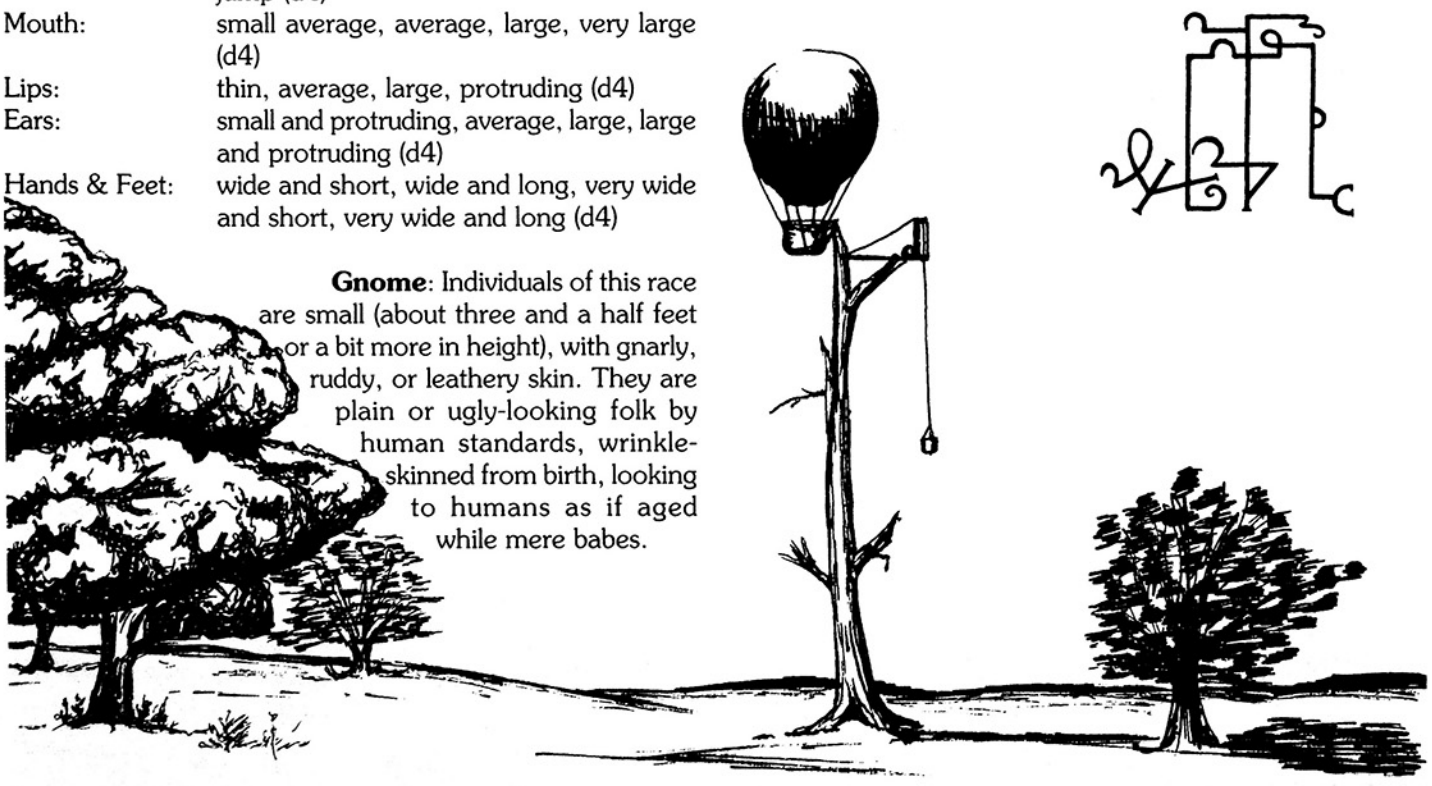


Dwarf: Individuals of this race are short, with no member of the race much above four feet in height; broad-shouldered and muscular, fair to tan of complexion, but always with ruddy portions--ears, cheeks, and nose. They are craggy-featured folk, strong of brow, high of forehead, hirsute of face, often cranially bald in part or whole, otherwise with hair of dark, earthy hue or the color of ashes or stone. They have large extremities--head, hands, and feet alike.

Feature	Descriptor Options
Head Shape:	round, squarish (d2)
Complexion:	fair, light tan, tan, olive tan (d4)
Neck:	short, short average, average, long (d4)
Hair Color:	brown-black, terra cotta, ashen gray, sandstone (d4)
Hair Length:	bald, short, medium, long (d4)
Hair Style:	back-combed, parted, bushy, braided (d4)
Beard Length:	short, medium, long, very long (d4)
Beard Style:	combed, forked, bushy, braided (d4)
Eye Size:	small average, average, large, very large (d4)
Eye Shape:	down-slanted, rounded, hooded, up-slanted (d4)
Eye Color:	blue-gray, light gray, stone gray, ash black (d4)
Eyebrow Shape:	straight, doglegged (sideways capital L) (d2)
Eyebrows:	thick, bushy, tuft-ended, bushy winged (d4)
Nose Size:	average, large average, large, very large (d4)
Nose Type:	narrow-beaked, wide-beaked, bulbous, ski-jump (d4)
Mouth:	small average, average, large, very large (d4)
Lips:	thin, average, large, protruding (d4)
Ears:	small and protruding, average, large, large and protruding (d4)
Hands & Feet:	wide and short, wide and long, very wide and short, very wide and long (d4)

Gnome: Individuals of this race are small (about three and a half feet or a bit more in height), with gnarly, ruddy, or leathery skin. They are plain or ugly-looking folk by human standards, wrinkle-skinned from birth, looking to humans as if aged while mere babes.

Feature	Descriptor Options
Head Shape:	flat oval, inverted-turnip (d2)
Complexion:	ruddy, deep tan, red-brown, leather brown (d4)
Neck:	short, short average, average, long (d4)
Hair Color:	mahogany, iron gray, black, salt and pepper gray (d4)
Hair Length:	bald, very short, short, medium (d4)
Hair Style:	back-combed, parted, naturally falling, bushy (d4)
Beard Length:	nonexistent, short, medium, medium, long, long (d6)
Beard Style:	pointed, forked, curly, bushy, braided, flowing (d6)
Eye Size:	small, small average, average, large (d4)
Eye Shape:	down-slanted, rounded, hooded, up-slanted (d4)
Eye Color:	light green, pea green, yellow-brown, dark amber (d4)
Eyebrow Shape:	up-slanted, arched (d2)
Eyebrows:	scant, scant, thin, average (d4)
Nose Size:	small, small average, average, large average (d4)
Nose Type:	pug-like, wide, bulbous, blunt (d4)
Mouth:	small average, average, large, very large (d4)
Lips:	thin, average, large, protruding (d4)
Ears:	small, small and protruding, average, average and protruding (d4)
Hands & Feet:	small average, average, large average, large (d4)



Human: Draw upon your own visual experiences and add imagination as you like!

Feature	Descriptor Options
Head Shape:	oval, spherical, rectangular, egg, inverted-egg, flattened oval, turnip, inverted-turnip, triangular, inverted-triangle, bullet, hatchet (d12)
Complexion:	brownish, reddish, yellowish, whitish (d4)
Neck:	short , average, long (d3)
Hair Color:	blackish, blonde, brownish, reddish (d4)
Hair Length:	bald, short, short medium, medium, long, very long (d6)
Hair Kind:	curly, kinky, straight, straight, straight, wavy (d6)
Hair Style:	back-combed, parted, bushy, braided (d4)
Moustache Length:	nonexistent, short, medium, long (d4)
Moustache Style:	straight, curving, upswept, drooping (d4)
Beard Length:	nonexistent, short, medium, long (d4)
Beard Style:	spade-shaped, forked, bushy, braided (d4)
Eye Size:	small average, average , large, very large (d4)
Eye Shape:	down-slanted, round, hooded, up-slanted (d4)
Eye Color:	bluish, brownish, grayish, greenish (d4)
Eyebrow Shape:	straight, up-slanted, down-slanted, arched, boomerang-shaped, sideways-L-shaped, tilde-shaped (~), connected and bar-shaped, connected and arched, mismatching (with one eyebrow differing from the other) (d10)
Eyebrows:	scant, thin, average, thick, bushy, tufted (d6)
Nose Size:	small, average, large, very large (d4)
Nose Type:	beaked, broad, high-bridged, narrow (d4)
Nose Shape:	blunt, bulbous, long, pointed (d4)
Mouth:	small average, average, large, very large (d4)
Lips:	thin, average, large, protruding (d4)
Ears:	small, average, large, very large (d4)
Ear Shape:	pointy, shell-shaped, round, long (d4)
Ear Protrusion:	flat, average, average, average, protruding, highly protruding (d6)
Hands & Feet:	small average, average, large average, large (d4)
Digit Length:	short, average, long, very long (d4)
Digit Type:	thin, average, thick, very thick (d4)

Ilf: Individuals of this race are as tall as shorter humans. They generally have a small bone structure and slender build, but much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown.

Feature	Descriptor Options
Head Shape:	oval, inverted-egg (d2)
Complexion:	fair, ruddy, tan, brown (d4)
Neck:	average, average, long average, long (d4)
Hair Color:	blackish, blonde, brownish, reddish (d4)
Hair Length:	short, medium, long, very long (d4)
Hair Kind:	ringlet-covered, curly, curly, curly, wavy, straight (d6)
Hair Style:	back-combed, parted, naturally falling, wind-blown (d4)
Moustache Length:	none, none, short, medium (d4)
Moustache Style:	hairline, natural, pointed, upturned (d4)
Beard Length:	nonexistent, nonexistent, short, medium (d4)
Beard Style:	goatee-styled, spade-shaped, forked, up-curled (d4)
Eye Size:	average, average, large, very large, huge (d4)
Eye Shape:	down-slanted, round, hooded, up-slanted, up-slanted, up-slanted (d6)
Eye Color:	blue- to violet-hued, brown- to amber-hued, grayish, greenish (d4)
Eyebrow Shape:	any type--usually straight or up-slanted (d2)
Eyebrows:	any type--generally thin or average (d2)
Nose Size:	small, average, large, very large (d4)
Nose Type:	small, narrow, narrow, high-bridged narrow (d4)
Nose Shape:	short, average, average, pointed (d4)
Mouth:	small average, average, large average, large (d4)
Lips:	thin average, average, full, pouting (d4)
Ears:	average, large average, large average, large (d4)
Ear Shape:	shell-shaped and pointy, round and pointy, long and pointy, squarish (d4)
Ear Protrusion:	flat, close-set, average, average, average, protruding (d6)
Hands & Feet:	small average, average, large average, large (d4)
Digit Length:	average, long, long, long, very long, very long (d6)
Digit Type:	thin, average, average, large average (d4)



Kobold: Individuals of this race are around three feet tall. They generally have a small bone structure and slender build. Complexion ranges from a mere greenish cast to a pale apple green or even a near jade hue. Eye coloration is hazel to a striking gold. Hair ranges from blue-black through dark brown to deep green. Although the slight slant of eye, sharp features, and sometimes wide mouth can give a somewhat devilish appearance to the face, kobolds are overall not unattractive, and some are downright striking.

Feature	Descriptor Options
Head Shape:	inverted-triangle, inverted-oval (d2)
Complexion:	green-cast white, apple green, grass green, jade green (d4)
Neck:	short, average, average, long average (d4)
Hair Color:	blue, blue black, dark-brown, dark green (d4)
Hair Length:	short, medium, long, very long (d4)
Hair Kind:	ringlet-covered, curly, wavy, straight (d4)
Hair Style:	back-combed, parted, naturally falling, wind-blown (d4)
Moustache Length:	none, none, none, short (d4)
Moustache Style:	hairline, hairline, natural, pointed (d4)
Beard Length:	none, none, none, short (d4)
Beard Style:	goatee-styled, spade-shaped, spade-shaped, short and forked (d4)
Eye Size:	average, large, large, very large (d4)
Eye Shape:	up-slanted, almond-shaped, almond-shaped, very up-slanted (d4)
Eye Color:	gray-green, hazel, green, yellow-gold (d4)
Eyebrow Shape:	boomerang-shaped, tilde-shaped(~), arched (d3)
Eyebrows:	scant, thin, thin, average (d4)
Nose Size:	very small, small, average, average (d4)
Nose Type:	narrow, narrow average, average (d3)
Nose Shape:	pug-like, short average, pointed average (d3)
Mouth:	small average, average, large average, large (d4)
Lips:	average, wide and thin, wide and full, very wide (d4)
Ears:	small average, average, large average, large (d4)
Ear Shape:	shell-shaped and pointy, round and pointy, long and pointy, triangular (d4)
Ear Protrusion:	flat, close-set, average, protruding (d4)
Hands & Feet:	small, small average, average, long average (d4)
Digit Length:	average, average, long, very long (d4)
Digit Type:	thin, thin average, large average (d3)

Oaf, major Oaf: Individuals of this race typically stand about six and a quarter feet tall from the top of their flat, oval-shaped heads to the callused soles of their big, flat feet. Faces often appear a bit apish, featuring prognathous jaws, ears that stick out, beetling brows, etc. Shoulders slope to long arms, which terminate in large hands and short, thick and powerful fingers. The chiefs of this race are major oafs, these being larger and stronger, but not necessarily smarter, than the rest.

Feature	Descriptor Options
Head Shape:	egg-shaped, rectangular (d2)
Complexion:	fair-ruddy, tan-olive, brown-red, sallow-yellow (d4)
Neck:	virtually nonexistent, virtually nonexistent, very short, short (d4)
Hair Color:	dull black, brick red, dark blonde, mouse brown (d4)
Hair Length:	short, medium, long, very long (d4)
Hair Kind:	curly, wavy, straight, straight (d4)
Hair Style:	bushy, straight hanging , top-knotted, roach-topped (d4)
Moustache Length:	nonexistent, short, medium, long (d4)
Moustache Style:	natural, bristling, bushy, drooping (d4)
Beard Length:	nonexistent, short, medium, long (d4)
Beard Style:	forked, full, bushy, tangled (d4)
Eye Size:	small, small, small average, average (d4)
Eye Shape:	down-slanted, round, round, almond-shaped (d4)
Eye Color:	light blue, light brown, dark brown, pea green (d4)
Eyebrow Shape:	straight and connected, arched and connected, sideways-L-shaped (d3)
Eyebrows:	average, thick, thick, bushy (d4)
Nose Size:	small, average, large, very large (d4)
Nose Type:	beaked, broad, flat, drooping (d4)
Nose Shape:	pug-like, blunt, bulbous, long (d4)
Mouth:	average, average, large average, large (d4)
Lips:	very thin, thin, thin average, average (d4)
Ears:	average, large average, large, very large (d4)
Ear Shape:	round, round oval, long, long squarish (d4)
Ear Protrusion:	average, protruding, highly protruding, perpendicular (d4)
Hands & Feet:	average, large average, large, very large (d4)
Digit Length:	short, short average, average, long average (d4)
Digit Type:	average, large average, thick, very thick (d4)



Orc, Greater Orc, Lesser Orc: Individuals of this race generally are not quite so tall as oafs but are broader and almost as strong. Also, they are not quite so dull-witted. (Again, remember that even though not quick intellectually, orcs can be cunning and tricky.) A typical individual stands about six feet tall from the top of his sloping cranium to the soles of his big, flat, long-toed feet. Facial features are coarse, jaws lantern-like, and ears long. Shoulders are square, arms quite long, hands ham-like with long but thick fingers. The chiefs of this race are great orcs, these being larger and stronger than the usual and lesser sorts.

Feature	Descriptor Options
Head Shape:	egg, turnip, flattened oval (d3)
Complexion:	fair-ruddy, tan-olive, brown-red, sallow-yellow (d4)
Neck:	virtually nonexistent, very short, short, average (d4)
Hair Color:	dull black, brick red, dark blonde, mouse brown (d4)
Hair Length:	short, medium, long, very long (d4)
Hair Kind:	curly, wavy, straight, straight, straight, straight (d6)
Hair Style:	bushy, straight hanging, top-knotted, roach-topped (d4)
Moustache Length:	nonexistent, short, medium, long (d4)
Moustache Style:	natural, bristling, bushy, drooping (d4)
Beard Length:	nonexistent, short, medium, long
Beard Style:	forked, full, bushy, tangled (d4)
Eye Size:	small, small and beady, small average, average (d4)
Eye Shape:	down-slanted, round, round, almond-shaped (d4)
Eye Color:	light blue, light brown, dark brown, pea green (d4)
Eyebrow Shape:	straight and connected, down-slanted and connected (d2)
Eyebrows:	average, thick, bushy, bushy (d4)
Nose Size:	small, average, large, very large (d4)
Nose Type:	beaked, broad, flat, drooping (d4)
Nose Shape:	pug-like, blunt, bulbous, long (d4)
Mouth:	average, average, large average, large (d4)
Lips:	very thin, thin, average thin, average (d4)
Ears:	average, large average, large average, large (d4)
Ear Shape:	round, round oval, long, long squarish (d4)
Ear Protrusion:	average, protruding, highly protruding, perpendicular (d4)
Hands & Feet:	average, large average, large, very large (d4)
Digit Length:	short, short average, average, long average (d4)
Digit Type:	average, large average, thick, very thick (d4)

Trollkin, barrens: Individuals of this race generally are slightly larger than cave trollkin with skin of a pale, slate blue. A typical individual is about three and a half feet tall and weighs some 75 pounds because of dense bones and muscles. Trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces. Their large ears protrude laterally, accentuating this impression. Cranial hair usually stands in a straight shock atop the point of the head.

Feature	Descriptor Options
Complexion:	gray brown, gray blue, slate blue, dark slate blue (d4)
Neck:	nonexistent, virtually nonexistent, very short, very short (d4)
Hair Color:	taffy, orange, maroon, blue-purple (d4)
Beard Length:	nonexistent, nonexistent, nonexistent, short (d4)
Beard Style:	bristled, bristled, spiky, spiky (d4)
Eye Size:	squinted and beady, squinted, small, small average (d4)
Eye Shape:	down-slanted, oval, oval, up-slanted (d4)
Eye Color:	light green, pea green, yellow-brown, dark amber (d4)
Eyebrow Shape:	straight, up-slanted (d2)
Eyebrows:	average, thick, bushy (d2)
Nose Size:	small, small, small average, average (d4)
Nose Type:	button-shaped, pug-like, wide, bulbous (d4)
Mouth:	average, average, large, very large (d4)
Lips:	very thin, thin, average, large (d4)
Ears:	small and round, small and oval, medium and round, medium and oval (d4)
Hands & Feet:	average, large average, large, large (d4)

Trollkin, cave: Individuals of this race generally are slightly smaller than barrens trollkin. Their skin has a deep gray hue. A typical individual stands only about three and a quarter feet tall but weighs at least around 65 pounds. Trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces. Their large ears protrude laterally, accentuating this impression. Cranial hair usually stands in a straight shock atop the point of the head.





Feature	Descriptor Options
Complexion:	dove gray, gray, dark gray, red-gray (d4)
Neck:	nonexistent, nonexistent, virtually nonexistent, very short (d4)
Hair Color:	silver-white, gray-blue, blue, citrine yellow (d4)
Beard Length:	nonexistent, nonexistent, nonexistent, short (d4)
Beard Style:	bristled, bristled, spiky, spiky (d4)
Eye Size:	squinted, squinted, small, small average (d4)
Eye Shape:	down-slanted, oval, oval, up-slanted (d4)
Eye Color:	gray-white, reddish, yellow-orange, dark amber (d4)
Eyebrow Shape:	straight, up-slanted, straight and connected, L-shaped and connected (d4)
Eyebrows:	average, thick, bushy, bushy (d4)
Nose Size:	small, small, small average, average (d4)
Nose Type:	button-shaped, pug-like, wide, bulbous (d4)
Mouth:	average, large, large, very large (d4)
Lips:	very thin, thin, average, large (d4)
Ears:	small and round, small and oval, medium and round, medium and oval (d4)
Hands & Feet:	average, large average, large, large (d4)



Veshoge: Individuals of this race look quite human with a pink cast of skin and frequently a somewhat pig-like visage--in such case often with outward-turned canines, round cheeks, upturned noses, beady eyes, horizontal oval faces, and sparse hair. Their average height is about five feet and a handful of inches tall. They have slope-shouldered thick torsos and tend towards corpulence. A veshoge has almost no body hair, save a shock growing atop the head and often running to the shoulder blades.

Feature	Descriptor Options
Head Shape:	round, flattened oval (d2)
Complexion:	pale white, pink, ruddy pink, ivory (d4)
Neck:	short, short, short average, average, average, long (d6)
Hair Color:	whitish, blonde-ish, brownish, reddish (d4)
Hair Length:	short, medium short, medium, long (d4)
Hair Kind:	average, average, coarse, bristly, bristly, wiry (d6)
Hair Style:	long, bushy, bristly, spiky, roach-topped, roach-topped (d6)
Moustache Length:	none, none, none, short (d4)
Moustache Style:	bristly, bristly, spiky, spiky (d4)
Eye Size:	small, small average, average, large (d4)
Eye Shape:	round, round, oval, up-slanted
Eye Color:	reddish, pale yellow, pale brown, light hazel (d4)
Eyebrow Shape:	arched, up-slanted, straight (d3)
Eyebrows:	nonexistent, scant, scant, thin, thin, average (d6)
Nose Size:	small, small average, large, large (d4)
Nose Type:	pug-like, pug-like, unturned, wide (d4)
Nose Shape:	average, flaring, long, long (d4)
Mouth:	small average, average, large, very large (d4)
Lips:	thin average, average, full, protruding (d4)
Ears:	average, average, large average, large (d4)
Ear Shape:	shell-shaped and pointy, round and pointy, long and pointy, squarish (d4)
Ear Protrusion:	flat, close-set, average, protruding (d4)
Hands & Feet:	small average, average, large average, large (d4)
Digit Length:	short, average, long, long (d4)
Digit Type:	thin, average, average, thick (d4)



Wylf: Individuals of this race stand as tall as average-to-tall humans. They generally have a small bone structure and quite willowy build, but sinewy strength and great agility. Grotto wylves are near albinos, their hair pale to fair, their eyes large and light-colored, their ears largish and pointed, and their noses and mouths relatively small. Thicket wylves are much like that in appearance but have fair, tanned, or even wood-hued skin with hair colors that range from fair to the spectrum of leaves in autumn. They are whimsically and exotically attractive.

Feature	Descriptor Options
Head Shape:	oval, inverted-egg-shaped (d2)
Complexion:	pale, fair, tan, brown (d4)
Neck:	average, long average, long, long (d4)
Hair Color:	whitish to blonde-ish, reddish to russet (d2)
Hair Length:	medium, long medium, long, very long (d4)
Hair Kind:	wavy, slightly wavy, straight, straight (d4)
Hair Style:	back-combed, parted, naturally falling, wind-blown (d4)
Moustache Length:	nonexistent, nonexistent, short, medium (d4)
Moustache Style:	hairline, natural, pointed, upturned (d4)
Beard Length:	nonexistent, nonexistent, close-cropped, short (d4)
Beard Style:	goatee-styled, spade-shaped, forked, up-curled (d4)
Eye Size:	average, large, very large, huge (d4)
Eye Shape:	oval, hooded, almond, up-slanted (d4)
Eye Color:	bluish, violet-ish, grayish, greenish (d4)
Eyebrow Shape:	up-slanted, arched, boomerang-shaped, tilde-shaped (~) (d4)
Eyebrows:	thin, thin, average, thick average (d4)
Nose Size:	small, small, small average, average (d4)
Nose Type:	narrow, narrow, average, high-bridged (d4)
Nose Shape:	pointed, pointed, pointed, rounded (d4)
Mouth:	small, small, small average, average (d4)
Lips:	thin average, average, full, pouting (d4)
Ears:	average, average, large average, large (d4)
Ear Shape:	shell-shaped and pointy, round and pointy, long and pointy, squarish (d4)
Ear Protrusion:	flat, close-set, average, slightly protruding (d4)
Hands & Feet:	small average, average, large average, large (d4)
Digit Length:	average, long, long, very long (d4)
Digit Type:	thin, average, average, thick (d4)

Complexion Guideline:
Albino (pigmentless white)
Pale (very white; little pigmentation; faint bluish undertone)
Very Fair (white with a pinkish tinge)
Fair (average tan-pink, or peach tone in white)
Ruddy (fair with a reddish tinge)
Florid (heavy reddish undertone to ruddy complexion)
Tan (fair-type, or darker when suntanned)
Olive (tan with an olive-green undertone)
Brown (dark tan to leather-hued skin, like some Indians)
Copper (brown with a reddish undertone)
Ivory (white with a pale yellow undertone)
Golden (ivory with a more intense, darker yellow undertone)
Yellow (tan with a strong yellow undertone)
Bronze (dark brown with a golden undertone)
Mahogany (dark brown with a reddish undertone)
Black (dark brown)
Ebony (dark brown with a near-black undertone)
Midnight (near-black with an indigo undertone)

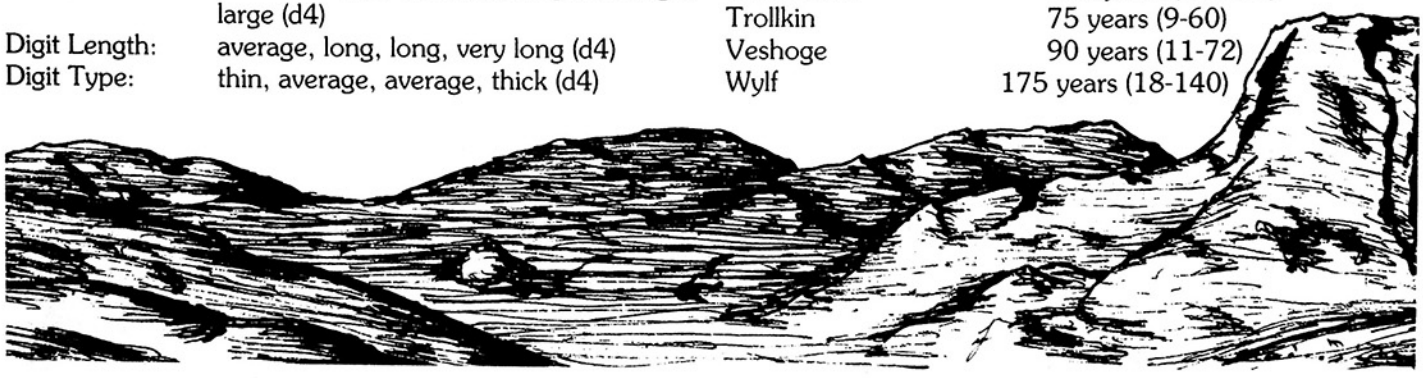
LIFE SPAN OF ALFAR/HUMANOID RACES

For campaign purposes the Lejend Master might need to know and convey to players the following life expectancies of the various races, especially those of the sort possible for Avatars.

As a rule of thumb, assume the initial 10% of the span represents pre-adolescence, the next 10% adolescence, and the last 20% old age. For example, a human, whose life span is 125 years in the Lejendary Earth milieu, will become mature at age 25 and remain active until age 100, while a wylf won't mature until age 30 and will be elderly and generally inactive by age 120.

Avatar Races:

Race	Avg. Life Span (active portion)
Dwarf	350 years (24-280)
Gnome	300 years (20-240)
Human	125 years (16-100)
Ilf	250 years (18-200)
Kobold	250 years (18-200)
Oaf, major	75 years (9-60)
Oaf, typical	100 years (13-80)
Orc	100 years (13-80)
Orc, Great	75 years (9-60)
Orc, Lesser	125 years (16-100)
Trollkin	75 years (9-60)
Veshoge	90 years (11-72)
Wylf	175 years (18-140)



Other Alfar and Humanoid Races:

Race	Avg. Life Span (active portion)	Race	Avg. Life Span (active portion)
Alf	600 years (25-480)	Lutin	400 years (25-320)
Boggart	150 years (19-120)	Lyf	500 years (25-400)
Brownie	200 years (20-160)	Nys	250 years (31-200)
Dockalf	400 years (25-320)	Ogre	250 years (18-200)
Dunnie	125 years (16-100)	Sub-human	50 years (10-40)
Elf	350 years (25-280)	Trog	200 years (20-160)
Ellyllon	200 years (20-160)	Troll	400 years (25-320)
Giant (all species)	150 years (18-120)	Trollkin	75 years (9-60)
Goblin	300 years (24-240)	Trow	100 years (13-80)
Hobgoblin	200 years (20-160)	Ulf	200 years (20-160)
Huldra	300 years (24-240)	Url	800 years (30-640)
Leprechaun	750 years (30-600)		

RACIAL INTERBREEDING

There is a fair amount of genetic compatibility between some of the "Alfar races", the "Veshoge race", and humans. The percentage chance for engendering an offspring from a sexual union is given below. Viability and mortality are left to the LM. The compatibility between the various races is noted on the following table:

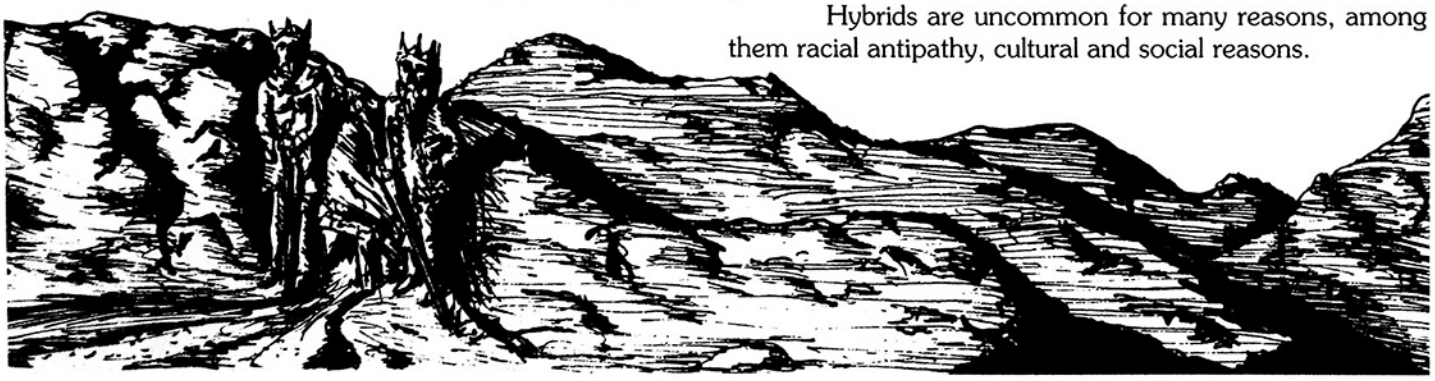
RACE	Dwarf	Gnome	Human	Ilf	Kobold	Oaf	Orc	Trollkin	Veshoge	Wylf
Dwarf	100%	75%	25%	1%	5%	5%	1%	90%	10%	5%
Gnome	75%	100%	5%	1%	25%	1%	5%	50%	1%	10%
Human	25%	5%	100%	75%	5%	90%	80%	1%	75%	50%
Ilf	1%	1%	75%	100%	5%	25%	10%	5%	50%	90%
Kobold	5%	25%	5%	5%	100%	1%	1%	50%	1%	10%
Oaf	5%	1%	90%	25%	1%	100%	90%	1%	75%	10%
Orc	1%	5%	80%	10%	1%	90%	100%	10%	50%	5%
Trollkin	90%	50%	1%	5%	50%	1%	10%	100%	10%	1%
Veshoge	10%	50%	75%	50%	1%	75%	50%	10%	100%	50%
Wylf	5%	10%	50%	90%	10%	10%	5%	1%	50%	100%

In addition, the following racial interbreeding probabilities should be noted:

RACE	Alf	Elf	Man	Ilf	Lyf	Wylf
Alf	100%	-	5%	25%	-	10%
Elf	-	100%	10%	50%	-	25%
Human	5%	10%	100%	-	1%	-
Ilf	25%	50%	-	100%	10%	-
Lyf	-	-	1%	10%	100%	5%
Wylf	10%	25%	-	-	5%	100%

Any individual with at least 25% of the "racial" heritage of an otherwise compatible race has a chance of generating offspring from such a union. The two prospective parents use whichever racial stock of which each most consists-in the case of a tie using the greater viability chance-and then divides the viability chance by two to gain a final percentage chance.

Hybrids are uncommon for many reasons, among them racial antipathy, cultural and social reasons.



RACIAL EPITHETS FOR GAME WORLD RACES

Derogatory Epithets:

There is something lacking in the game in regards to the verisimilitude needed to reflect Quirks that call for the Avatar to dislike and generally regard one of another race of persons on the LEJENDARY EARTH™ world as "lesser" creatures. Thus, we offer the following suggestions:

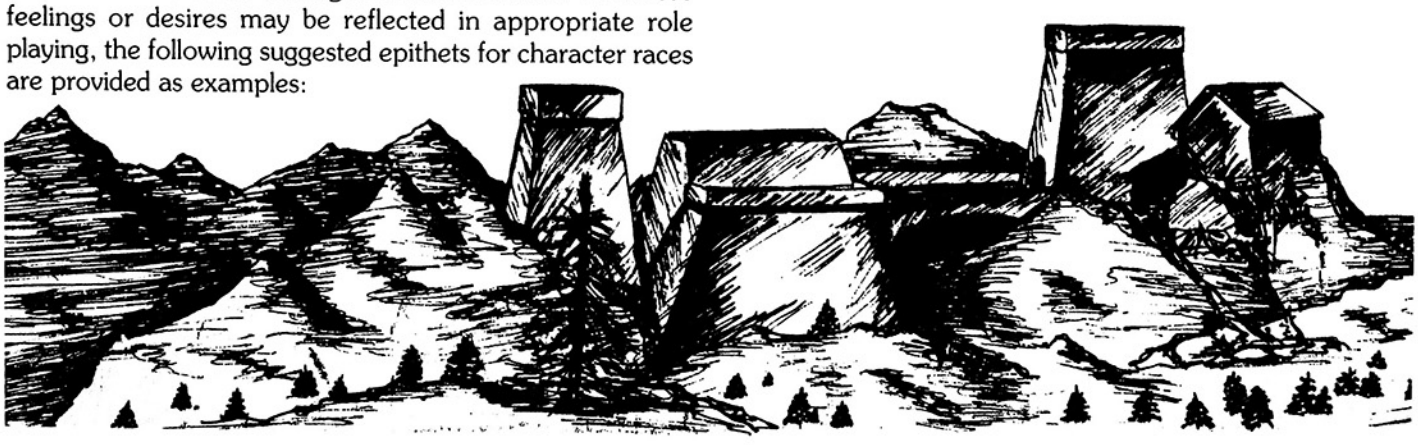


Alfar in General: Boobies, Spawn, Spooks
Brownie: Bee-bugger, Bell-toe, Drudgie
Dunnie: Dingy, Toad
Dwarf: Beard, Grubber, Nose, Rock-chewer, Stump
Elf: Pointie, Sniffer, Twink
Gnome: Capper, Gnarl, Oldie, Pint, Prunie, Stuntie, Wrinklie
Human: Freak (any Alfar), Blunder (small Alfar), Geek (Rude Alfar), Grabber (any Alfar), Grub (rude Alfar), Half-blind (any Alfar), Heckler (any Alfar), Lump (small and Fair Alfar), Mongrel (any Alfar), Poxer (any Alfar), Racket (Fair Alfar), Rouster (Fair Alfar), Slag (Fair Alfar), Spindle (as the world revolves around humans in their view--Fair Alfar), Splotchie (mainly veshoge)
Ilf: Bark-chewer, Bramble, Moss head, Twig-rube, Rustie
Kobold: Froggie, Greenie, Grinner, Imp-ass
Oaf (all): Brow, Dunder, Goonie, Lump, Mawk, Toofie, Plate Head
Orc (all): Barker, Field-ape, Flathead, Hook-toe, Slouch
Subhuman: Reject, Subbie
Trog: Burrow-ape, Loggy, Stencher, Turd
Trollkin (all): Bullet-head, Punt, Runt, Scruntch, Gravelgobbler, Sunk Face
Trollkin, Barrens: Bluerunt
Trollkin, Cave: Grayrunt
Trow: Snaggle, Wiggie
Veshoge: Bristle-head, Hairback, Hog, Oink, Pinker, Porker, Slopper, Snouty, Tusker
Wylf (all): Beanpole, Stick, Wedge-ear
Wylf, Grotto: Cave-creep, Chalkie, Pinky, Skinnie, Squinter
Wylf, Thicket: Brush-monkey, Stringie

Complimentary Epithets:

An Avatar may feel quite positively toward characters of another race, or he may simply wish to favorably impress such characters when dealing with them. In order that these feelings or desires may be reflected in appropriate role playing, the following suggested epithets for character races are provided as examples:

Alfar in General: Fey Folk
Brownie: Quick Feet, Nimblet, Lightfoot
Dunnie: Trick Master, Quick Fingers, Clever Pranks
Dwarf: Ore Finder, Hammer Hefter, Jewel Master, Gem Joiner, Stout, Barrel Breast, Highbrow, Brimbeard, Bracer
Elf: Sleek Sinews, Silver Skin, Sun Son, Lean Shanks, Suresight
Gnome: Earth Whiskers, Digger, Ruddybrow, Longroots
Human: Far Wanderer, Clay Crafter (any Alfar), Tiller (nomadic or forest-dwelling Alfar), Long Limbs (small Alfar), High Fellow, (small Alfar), Lands Lover (delving Alfar), Sun Wearer (Fair Alfar), Earth Skin (Fair Alfar), Earth Master (any Alfar), Plainskeeper (any Alfar)
Ilf: Care Taker, Greenthumb, Husbander, Nature Lover
Kobold: Jade, Quick Thinker, Grouper, Wide Biter, Apple Eye, Ripeskin
Oaf (all): Hulk, Hardfoot, Gravel Stomper, Branch Hand, Wide Mount, Butte Foot, High Pate, Bold Ear
Orc (all): Long Reach, Heavy Brow, Masher, Grinder, Grasper, Shogger
Subhuman: Low Folk, Earth Children
Trog: Tough Tufts, Heavy Hand, Flayer, Flesh Finder, Senser
Trollkin (all): Ground Watcher, Low Brow, Stern Talker, Harker, Bat Eyes
Trollkin, Barrens: Sky Child
Trollkin, Cave: Stone Brother
Trow: Gnasher, High Hair, Clever Eye, Double-Thinker, Double-Double-Thinker (or "Dub-Dub")
Veshoge: Ruddy, Thickbelly, Saber Tooth, High Bristles
Wylf (all): Lone Walker, Clansman, Iron Reed
Wylf, Grotto: Night Watcher, Moon Skin
Wylf, Thicket: Wood Warder, Shadow Master



CREATING AVATARS, FIRST ABILITY FOR ALFAR AND VESHOGE RACES

By choosing an Alfar or Veshoge Race Avatar, a player may perforce determine his Avatar's First Ability. The First Ability is that Ability that has the highest percentile score associated with it, whether it is a chosen Ability or a mandatory one. Thus, for example, all typical-Oaf Avatars will have Ranging as their First Ability, and all major-Oaf Avatars will have Physique as their First Ability.

THE INCIDENCE OF EXTRAORDINARY ABILITIES IN GENERAL POPULATIONS

In general, and aside from Avatars, who are exceptional indeed, assume the following rule of thumb:

One human in 100 has the capacity to possess an Extraordinary Ability of any sort.

One of every 10 humans who possess an Extraordinary Ability have the capacity to have two or more.

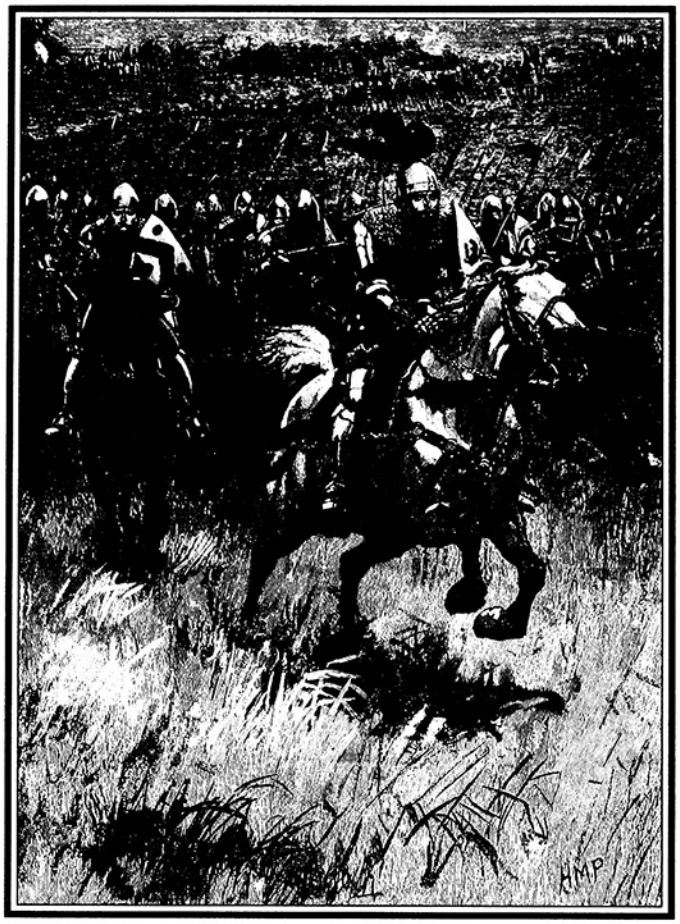
Less mentally acute races, unless otherwise noted in text pertaining to the race in question, have half of the human capacity probability. Thus, only 1 in 200 of dull-witted races are capable of possessing an Extraordinary Ability.

More mentally acute races, unless otherwise noted in text pertaining to the race in question, have twice the human capacity probability; one in 50 members of very bright races are capable of possessing an Extraordinary Ability.

With respect to Avatars, it is suggested that one who does not begin play with an Extraordinary Ability can gain one as follows: for each point of an Avatar's Speed Base Rating, he is allowed a 1% chance to be able to learn later an Extraordinary ability. If the player commits himself to a desire for only one such Ability, however, his Avatar is allowed a 4% chance per Speed BR point. If the Avatar possesses a Power of Extraordinary nature that is associated with a Knack, or a Knack of Extraordinary nature that is associated with a Power, his chance for gaining the associated Extraordinary Ability equals 1% per Speed BR point.

An Avatar who does begin play with one or more Extraordinary Abilities can gain others as follows: for each point of his Speed BR he is allowed a 5% chance to learn a first additional one, a 3% chance to learn a second additional one, and a 1% chance to learn a third additional one.

Only after a player has stated that the Avatar is attempting to gain an Extraordinary Ability and has spent time and funds to do so, is the check made to discover if the effort succeeds.



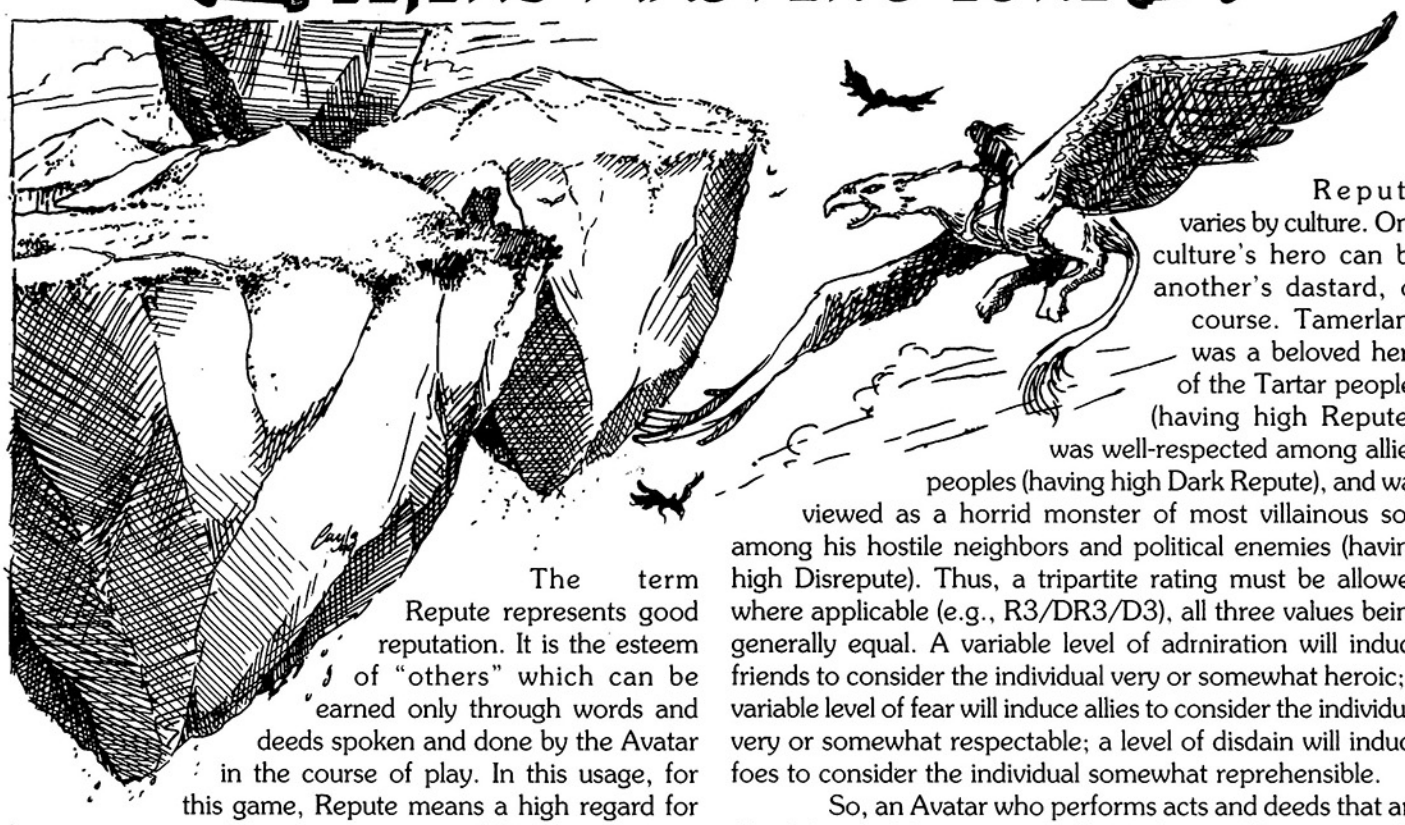
If an Avatar is not able to gain the desired Extraordinary Ability, he might be able to gain a single Power of that Ability. A second check is allowed, and if it succeeds, he has the capacity to use one of the Ability's Powers, only one, and is thus a "limited-capacity Avatar" in regards to the Ability in question. The LM should allow the player to select this Power for the limited-capacity Avatar.

REPUTE AND DISREPUTE

The LM is advised to consider this section with more than the usual care. Measuring Repute, Dark Repute, and their wholly "evil" counterpart, Disrepute, enables the LM to manage many aspects of character interaction not otherwise possible, save through completely arbitrary means.

Generally, a single individual earns either Repute/Dark Repute or Disrepute. However, where a group acts in concert, points are awarded and shared by all; therefore unless the group is together, its separate members have only a fraction (one divided by the number of group members) of that renown or notoriety that the group possesses as a whole.





The term Repute represents good reputation. It is the esteem of "others" which can be earned only through words and deeds spoken and done by the Avatar in the course of play. In this usage, for this game, Repute means a high regard for brave, courageous, daring, generous, good, kind, meritorious, and/or righteous works of remarkable or unusual sort.

The term Dark Repute represents a questionable but generally, or perhaps marginally, good reputation. It is earned as is Repute. It differs from Repute in that it describes the reputation of characters who sometimes allow innocent bystanders to suffer as they pursue their goals, or who might, with little provocation, strike a non-evil source of annoyance to them. In this usage, for this game, Dark Repute means a healthy respect for the Avatar or group of Avatars because of beneficial, brave, courageous, daring, meritorious, or generally righteous works of remarkable or unusual sort.

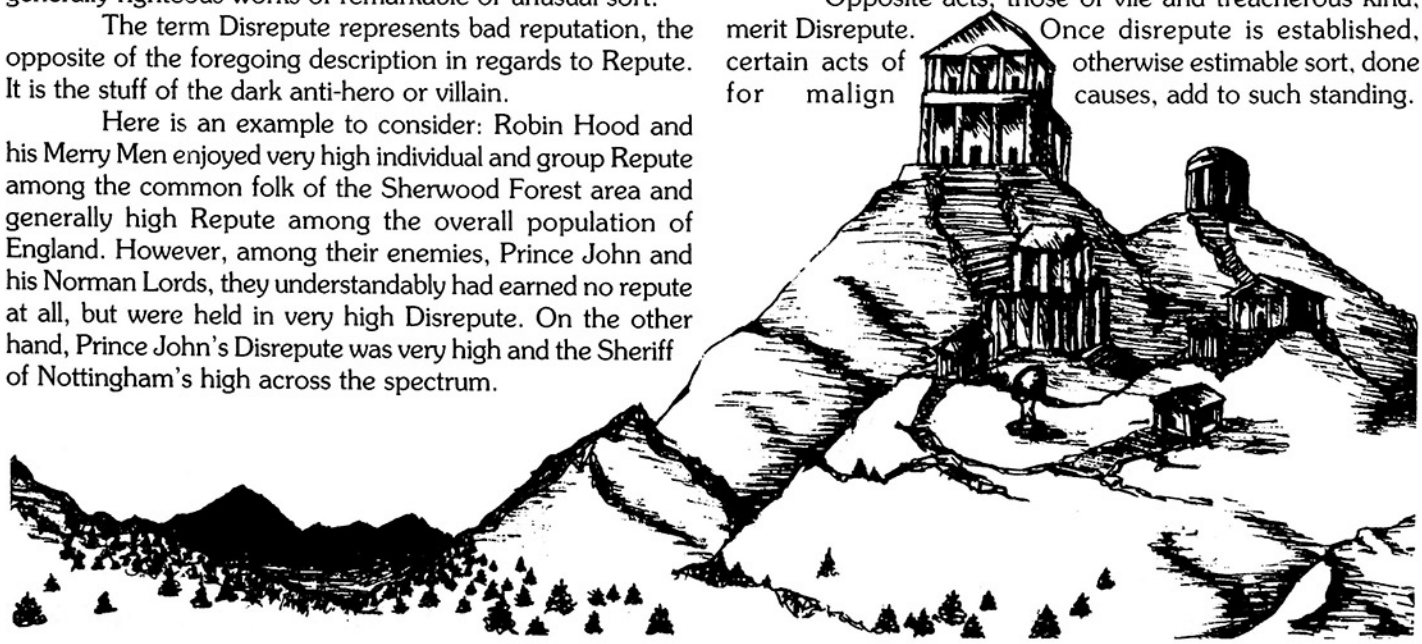
The term Disrepute represents bad reputation, the opposite of the foregoing description in regards to Repute. It is the stuff of the dark anti-hero or villain.

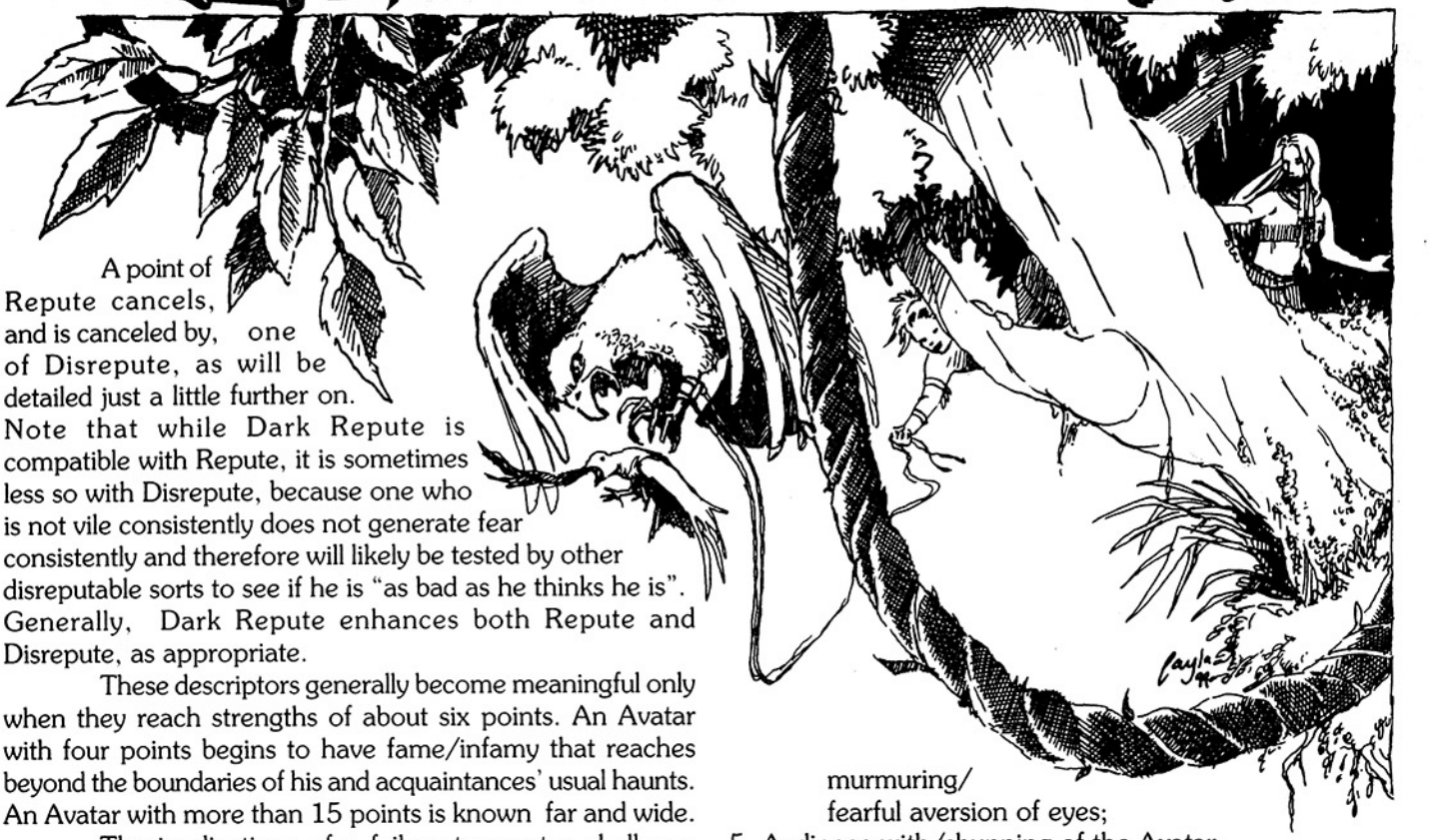
Here is an example to consider: Robin Hood and his Merry Men enjoyed very high individual and group Repute among the common folk of the Sherwood Forest area and generally high Repute among the overall population of England. However, among their enemies, Prince John and his Norman Lords, they understandably had earned no repute at all, but were held in very high Disrepute. On the other hand, Prince John's Disrepute was very high and the Sheriff of Nottingham's high across the spectrum.

Repute varies by culture. One culture's hero can be another's dastard, of course. Tamerlane was a beloved hero of the Tartar peoples (having high Repute), was well-respected among allied peoples (having high Dark Repute), and was viewed as a horrid monster of most villainous sort among his hostile neighbors and political enemies (having high Disrepute). Thus, a tripartite rating must be allowed where applicable (e.g., R3/DR3/D3), all three values being generally equal. A variable level of admiration will induce friends to consider the individual very or somewhat heroic; a variable level of fear will induce allies to consider the individual very or somewhat respectable; a level of disdain will induce foes to consider the individual somewhat reprehensible.

So, an Avatar who performs acts and deeds that are clearly beyond the norm and that today would earn a medal or make headlines may receive a point of Repute, or possibly Dark Repute. Slaying a marauding firedrake, rescuing a kidnapped princess, uncovering a plot against a beloved king, rallying demoralized forces, defending helpless women and children, averting a cataclysmic event, speaking out against a lie that would bring disaster, overcoming an ogre single-handedly, recovering precious artifacts for the sake of others, defeating a hostile force that greatly outnumbers the heroic one, sending a fell arch-villain to his doom--these are the sorts of things that warrant this recognition.

Opposite acts, those of vile and treacherous kind, merit Disrepute. Once disrepute is established, certain acts of otherwise estimable sort, done for malign causes, add to such standing.





A point of Repute cancels, and is canceled by, one of Disrepute, as will be detailed just a little further on. Note that while Dark Repute is compatible with Repute, it is sometimes less so with Disrepute, because one who is not vile consistently does not generate fear consistently and therefore will likely be tested by other disreputable sorts to see if he is "as bad as he thinks he is". Generally, Dark Repute enhances both Repute and Disrepute, as appropriate.

These descriptors generally become meaningful only when they reach strengths of about six points. An Avatar with four points begins to have fame/infamy that reaches beyond the boundaries of his and acquaintances' usual haunts. An Avatar with more than 15 points is known far and wide.

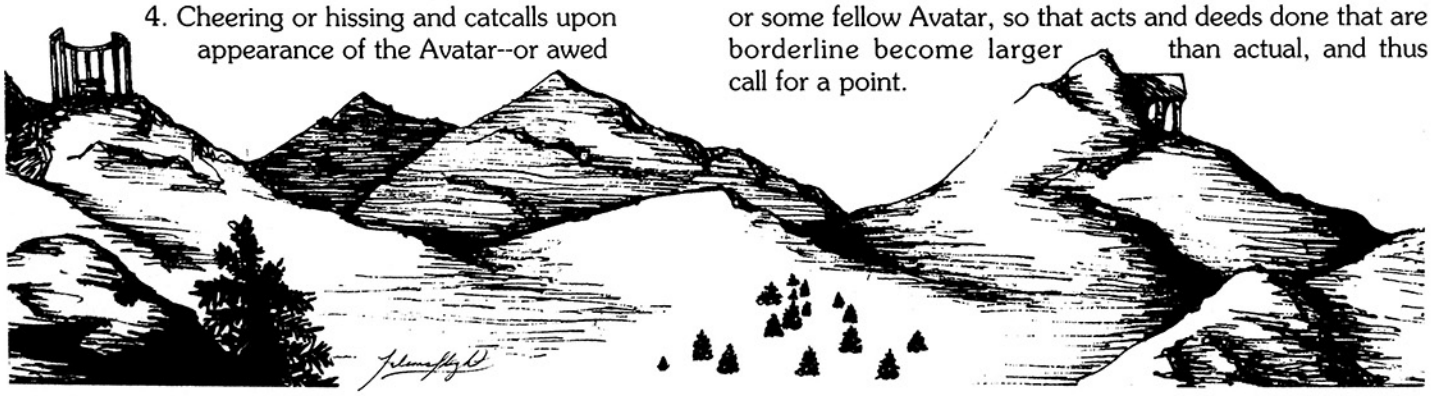
The implications of a failure to meet a challenge that would otherwise earn a point of Repute/Dark Repute or Disrepute involve more than mere non-advancement. Such failure brings the loss of one point previously gained. Sic transit gloria mundi! Performance of an antithetical act or deed loses no fewer than three points of the opposite sort. Thus, an Avatar with Repute of 5, performing a vile deed, would have his fame so tarnished as to be at merely 2. Yes, Disrepute can come quickly thus! However, after losing all Repute, further acts of Disrepute gain only the one point per deed award. No sense in making it easy to become an infamous villain.

Repute/Dark Repute or Disrepute will affect reactions of other, Non-Avatar Characters identifying the Avatar, in many ways, including:

1. Belief/disbelief in what the Avatar says;
2. Expectation of charity/harshness in the Avatar's acts;
3. Fawning and unctuous or contemptuous and insulting behavior towards the Avatar;
4. Cheering or hissing and catcalls upon appearance of the Avatar--or awed murmuring/ fearful aversion of eyes;
5. Audience with/shunning of the Avatar;
6. Rallying to/fleeing from the standard raised by the Avatar;
7. High/low morale proportionate to Repute/Disrepute;
8. Freedom of passage and welcoming;
9. Hue and cry for the death of the Avatar.

Quite simply put, by assigning a Repute point for special acts and deeds, giving Disrepute for what is vile, the LM is able to reflect in some reasonable measure something of actual renown or infamy. Thus, when the Avatars perform remarkably, some of the news of what they did will travel with them, even run ahead. Heroism will mean something in actual play because of the reactions of the NACs. The same is true of villainy, of course.

Remember that hyperbole and spectacle are actually a part of either consideration. If troubadours sing the praises or curse the name of an individual, Repute or Disrepute accumulates. A hero or villain who looks the part is perceived to be more of one than one who doesn't, so to speak. An Avatar with pretense Ability can "build" an image for himself or some fellow Avatar, so that acts and deeds done that are borderline become larger than actual, and thus call for a point.



As a word of caution, apply either factor sparingly. Give no more than a single point regardless of the scope of the act or deed, save for opposite acts. To achieve great fame or infamy, a succession of acts and deeds must be performed over the course of some considerable period of time. Consider history and legend. There are few truly outstanding individuals of either heroic or darkly villainous kind. The campaign should reflect this fact.

Here are some benchmarks for the LM to use in measuring the award of points:

1-3 points	known in a locale of 20-mile radius of each act/deed--thus a radius of from 20 to 60 miles distance;
4-6 points	known in a district of 40-mile radius of each act/deed--thus a radius of from 160 to 240 miles distance;
7-10 points	known in a region of 60-mile radius of each act/deed--thus a radius of from 420 to 600 miles distance;
11-15 points	known in a territory of 80-mile radius of each act/ deed--thus a radius of from 880 to 1,200 miles distance;
16-20 points	known in a land of 100-mile radius of each act/deed--thus a radius of from 1,600 to 2,000 miles distance;
21-30 points	known throughout the hemisphere, if but vaguely on the fringes;
31 points +	known throughout the entire world, again if only by rumor and legend in the more distant areas.

CREATING NEW MATERIAL

Creating Orders:

There is no particular stricture against devising a new Order. Those given seem ample, but if for any reason the Lejend Master decides a vocation or profession known and recognized on his campaign world has been omitted from the list, he can create it. Use the Orders given as a model and create away! Keep the Ability selection order logical, and have Rankings that are commensurate with the ones in the given orders.

Creating Abilities:

Here again, while the list of Abilities provided in the game seems ample to its author, the Lejend Master is the final arbiter of the campaign. If a new Ability is deemed desirable, then the LM can devise it freely, likewise modeling it on those given, comparing and contrasting it with these so as to create something unique and different, while staying otherwise within the form of being tied to a Base Rating, adding to that BR when initially selected as one of the four starting Abilities of the Avatar, and having a broad application, with such specifics as are logical. If an added Ability of this sort unbalances things, then beware! It either should be expunged or reworked to harmonize with the whole.

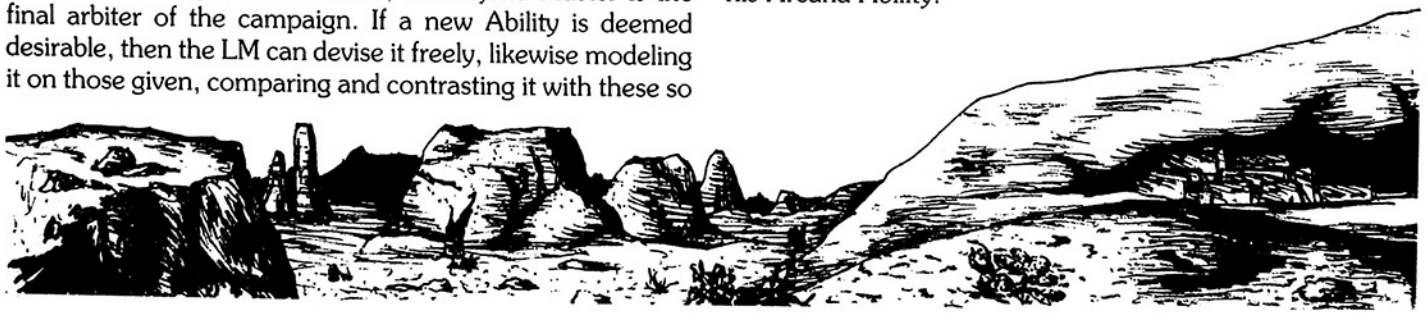
Creating Extraordinary Activations:

It is most probable that you and your players will eventually wish to add to the list of things possible through possession of one or another Extraordinary Ability. This is again a matter of creating the new Activation, comparing and contrasting it to others to see if it has the correct AEP cost for its effect(s), and then checking to see that its quantifiers--harm, range, persistence, etc.—are all within the norm for Activations of like degree, will not unbalance the game, and are logical within the framework of the campaign milieu.

The number of activations possible is really unlimited, and only time, space, and perhaps lack of inspiration have determined the number included in the rules as published. As LM you should create new Activations for use by NACs and creatures so as to challenge and amaze your player group. Similarly, you should encourage them to use their imaginations and creativity to devise new ones that their Avatars can employ as effective weapons and tools against the opponents and environments of the campaign.

Be sure that player-devised Activations are double-checked. Any player wanting his Avatar to have a new Activation of his creation should be encouraged to do so. However, after having that person prepare a draft copy of this new Activation in a form identical to that used herein, be sure you go over it word by word. Make any alterations you deem appropriate, for whatever reason you choose, and then return it to the player. If this edited version is agreeable, then the player must then submit a final version in duplicate, and you keep one to add to your copy of the rules book.

Any Avatar possessing the Extraordinary Ability for which a new Power of his own creation is desired can accomplish the task provided the Avatar also possesses arcane Ability. The Lejend Master will accept and approve the new Power in the form that is to be "created" by the Avatar (as detailed above) through successful Ability use thereafter. The chance to successfully create the new Power is then based on 10% of the Avatar's Extraordinary Ability plus 50% of his Arcana Ability.



The Avatar must spend $1,000 for each grade of the Power that is desired each time a check is made, which can occur once per week. Success indicates the Power is workable, and it then must be recorded by the Avatar on a memory tablet. The Power is then unique to the Avatar.

Creating Extraordinary Items:

Rather that be redundant, simply see the section regarding Extraordinary Activations above. Mentally modify it to suit this class of imaginary game objects. Here again new and different things are most desirable!

The Avatar undertaking magic forging of this sort must possess the following Abilities: Alchemia (for a consumable item, possibly for other sorts also), Arcana, Enchantment, Evaluation, Learning, Mechanics (if forging a durable object, not a consumable), and Metallurgy--as well as any other Extraordinary Ability whose energy nature is the same as that of the effect the object is intended to produce (e.g., Geourgy for Geourgical effects, Necrourgy forNecrourgical effects, Sorcery for Sorcerous effects, Theurgy for Theurgical effects, etc.).

The Lejend Master will accept and approve the new Extraordinary Item in the form that is to be "created" by the Avatar (as detailed above) and through successful Ability use thereafter. The chance to successfully create the new object is then based on 10% of the score of the Avatar's Metallurgy Ability plus 5% of each of the other required Abilities (Arcana, Enchantment [or other Extraordinary Ability that is applicable to the energy being forged into the object], Evaluation, Learning, and Metallurgy). The item that is to be infused with energy must be of the finest quality, and the check is then made as would be any Metallurgy check, once check per week. Failure indicates the object is ruined; a new one must then be gained before a new attempt can be undertaken. Success indicates the Extraordinary energy is imbued.

The Powers needed for the underlying work in forging a new Extraordinary Item are as follows:

Enchantment:
Amalgamate Vegetable Energies: Very Good
Bestow Animal Energies: Very Good
Combine Mineral Energies: Very Strong
Imbue With Extraordinary Power Capacity: Strong
Imbue With Spirit Entity: Major
Implant Power Node: Strong
Renewing Extraordinary Energization: Strong

Geourgy:
Fuse Kingdom Energies: An Extreme General Power
Imbue With Extraordinary Power Capacity: A Major General Power
Imbue With Spirit Entity: An Extreme General Power
Implant Power Node: A Major General Power
Renewing Extraordinary Energization: An Extreme General Power

Any object actually forged must utilize some amount of materia, such as berries, gems, herbs, mandrake roots, mercury, meteoric iron, xanthos crystals, etc. Any object that is intended to be permanent in nature, not a one-use sort, should contain some tilferium and/or xagium.

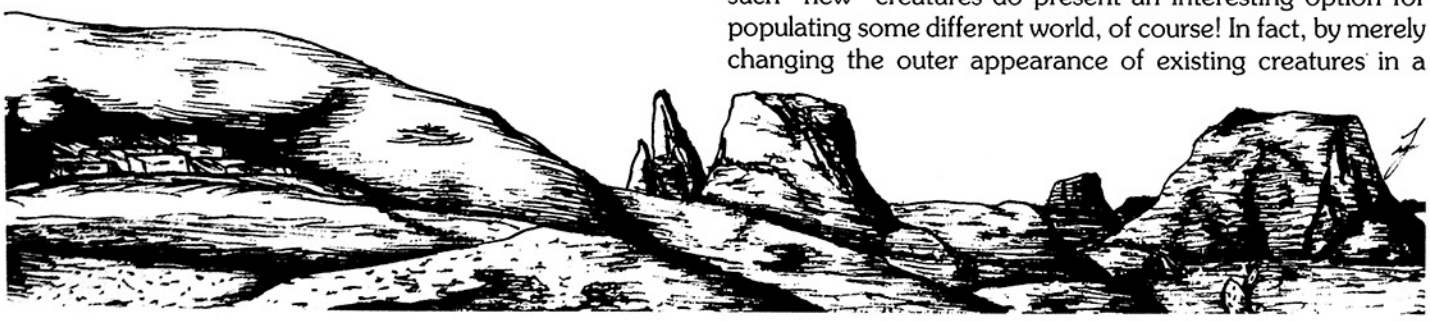
In short, making Extraordinary Items is, and should be, demanding, costly, and time consuming!

Creating New Creatures:

Here again we have a nearly certain, and certainly highly desirable, undertaking for the Lejend Master. Generally, you should populate areas of your campaign world with creatures drawn from some reference work of your choosing. Then, when devising unique creatures--all manner of animals, beasts and monsters that will keep your players amazed and forever surprised--model the format and description style on the examples contained in the chosen reference work. We assume that you'll choose to rely on the BEASTS OF LEJEND CYCLOPEDIA OF CREATURES™ for the LEJENDARY EARTH™ Fantasy Role-Playing Game World Setting; it provides statistics and descriptions for a wide range of creatures that may act as templates for the creative LM. It is a matter of deciding which of the critters contained therein comes closest to the new one you wish to create, using that creature as a model as you check to see where your invented creature stands in relation to it by comparing, contrasting, detailing your creation in a manner consistent with the model.

You should never make an undefeatable monster that is inimical to the Avatars! You should also avoid introducing "push-over" beasties that have no purpose, that waste everyone's time, and that gain only reprobation.

The ideal new creation suits the environment in which it appears and is different from others, thus confusing, confounding, and challenging the Avatars who are confronted by it. Detailing a creature whose physical appearance is unique but whose statistics and general description mimic those of an existing creature does not a new monster make. However, such "new" creatures do present an interesting option for populating some different world, of course! In fact, by merely changing the outer appearance of existing creatures in a



reasoned way, you can stock the alien setting quite logically with a set of creatures whose course of evolution would realistically have followed a diverging course.

Semi-intelligent Creatures

It is important to distinguish semi-intelligent creatures from those with "animal intelligence" and to operate them in a different manner.

As the expert Lejend Master varies the words and actions of intelligent creatures encountered in play, so too must he treat in a special and unique manner the different life forms that make up the next lower intellectual class. Just as it would be inappropriate to assume the role of an enraged bear when playing the role of an innkeeper, it would be improper to don the trappings of a philosopher, or even a wombat, when enacting the part of some semi-intelligent creature, such as a maelhound. There are clear dividing lines that separate the intellectual from the instinct-driven, and understanding where this line is drawn enhances your ability as a Lejend Master to provide appropriate, interesting, and challenging play in the campaign.

By way of definition, semi-intelligence represents intellectual and manipulative capacities superior to those of an animal such as a crow, but inferior to those of even a stupid human. A chimpanzee, for example, possesses some intellectual capacity, but lacks the manipulative capacity of opposing thumb and forefinger.

Semi-intelligent creatures should pose special threats because of their abilities to reason, to plan defenses and attacks, and to use tools and weapons when carrying out such activities.

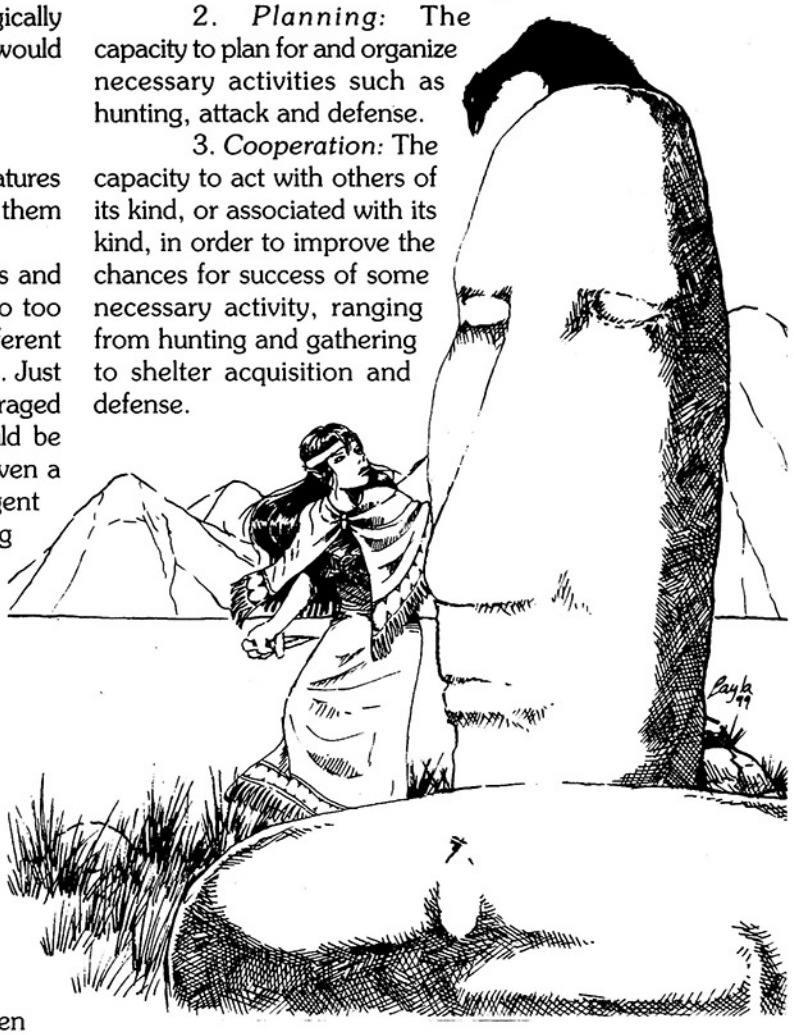
A discussion of this topic was held on the author's online List, and some interesting comments were contributed by subscribers, who examined the list of characteristics posed as being semi-intelligence "qualifiers". One thing became clear from this dialogue: the concept of semi-intelligence is not well-defined in most persons' minds.

Listed below are the "qualifiers", at least some of which need to be present in the creature to enable the status, that help to determine if a creature's intelligence level is high enough to be rated at least "semi-intelligent":

1. *Communication:* The capacity to communicate by sound or other means to convey a number of basic concepts, such as: attack/retreat, close/near, far/distant, come/go, down/up, one/few/many, small/large, foe/friend, follow/lead, food/drink, help/hinder, seek/hide, fast/slow, kill, look/listen/see/smell/touch, silence/noise, run/walk/fly/stop, attraction/repulsion.

2. *Planning:* The capacity to plan for and organize necessary activities such as hunting, attack and defense.

3. *Cooperation:* The capacity to act with others of its kind, or associated with its kind, in order to improve the chances for success of some necessary activity, ranging from hunting and gathering to shelter acquisition and defense.



4. *Abstraction Recognition:* The capacity to equate a depiction, symbol, or similar representation with the actual area or thing in question. Thus, for example, a map scratched in the dirt would be understood to represent in small scale an area that is elsewhere.

5. *Bartering:* The capacity to perceive the benefit gained by and to engage in the exchange of things, services and/or goods, understanding that rather than doing all that is needed to provide for needs and wants, one is better served by bartering, exchanging one's own available, excess goods or services for some of those needs and wants, thus assuring a complete or better provision of necessities, and even luxuries of a sort.

6. *Tool Use:* The capacity to use objects as tools, including weapons and hunting/foraging implements, so as either to perform otherwise impossible tasks, or to enhance performance of otherwise possible tasks.



7. *Gaze Awareness:* The capacity to understand that gaze indicates attention, and that by observing the direction and object of gaze one can learn where a creature's attention is fixed. This ability enables an individual to recognize a potential threat or a possible enemy, whether of the same or different species.

8. *Pointing Awareness:* The capacity to perceive that another being is indicating some important thing by the act of pointing, and to understand that attention should be given to that indicated thing.

9. *Shelter Construction:* The capacity to construct some form of physical shelter against the elements and/or possible enemies.

10. *Adornment/Clothing Use:* The capacity to employ animal, vegetable, or mineral material(s) for decoration or as protection against the elements, and/or against physical harm from enemies.

The Lejend Master should take the part of a semi-intelligent creature and represent it in play in a manner consistent with its intellectual level. This means that the creature should be played with such cunning and ingenuity in all of its actions as matches its nature, numbers, capacities, and so on. For example, a pack of wolves will always behave in a certain way, depending on their number, hunger, etc. The semi-intelligent creature is less predictable and will indeed attempt surprises in regards to attack and defense.

RANDOM OCCURRENCES-EXPECTED AND UNEXPECTED

An entire host of random and Avatar-precipitated events occur during the course of a normal play session. In general, if the game is to proceed smoothly and seem real, such events must be managed by the Lejend Master on the spot, quickly, and without constant reference to the rules. While the LM's whim, or even a carefully reasoned decision, will sometimes serve to resolve any unexpected issue, more often than not, the players will wish for something that reflects some assumed and reasonable probability of random occurrence, and thus make the situation more accurately reflect the real world. Games that do not provide for variability of events, including both expected and unexpected happenings, not only lack the means by which to approximate the sort of realism expected for all worlds—certainly including fantastic ones—but also deprive the players of a host of challenges and opportunities. This game does not make arbitrary rules in this regard; rather it opens whole vistas of exciting possibilities for the creation and management of the unexpected.

There is a rule of thumb that can be applied to such occurrences. The probability of an unexpected occurrence depends on the locale in which the Avatar(s) operates and on the activity of the Avatar(s) within that locale. Such probability can be reflected easily by the roll of a die.

Usually, the highest probability is about 50% (although it might be 90%), and the lowest is about 5%. Thus, the dice available to the participants provide the spectrum of probabilities. It is recommended that the LM allow the players to roll the dice to determine if some general or unexpected encounter/happening occurs. The highest number(s) possible on the die or dice rolled indicates that the event transpires. The rolls can usually be made with a d10, although you might find the players enjoy using a variety of different dice so that they get the "feel" of the probability, a tension or ease--the latter being dashed when the unexpected occurs!

Also bear in mind that several of these unexpected events might happen simultaneously, or in a chain precipitated by some initial event, including an unexpected encounter. Such random occurrences indeed enliven the game and take matters beyond the scripting of the Lejend Master and the plans of the players.

Finally, anything not specifically covered here can be extrapolated by knowing and using the system. It is recommended that the LM not actually consult these guidelines but simply refer to them now and then, as needed, to refresh his memory.

Discovery Check:

Usual d4 to d10 (25%, 16.6%, 12.5%, 10%) for highest number.

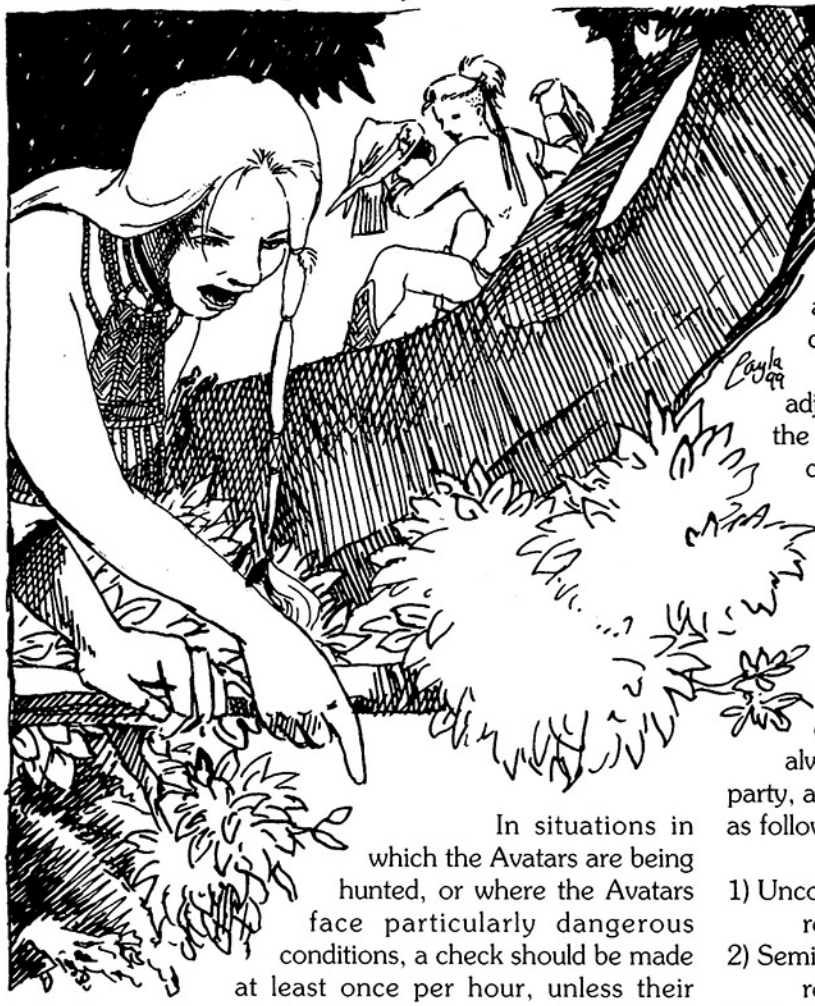
Whenever some creature, guard, servant, or passing individual/group examines an area or thing that could reveal the presence or actions of the Avatar(s), a check should be made, usually by rolling a d4, d6, d8, d10, d12, or d20, the highest number indicating that the party is discovered.

Encounter Check:

Whenever it is possible for the Avatar party to experience some unexpected encounter with possibly dangerous persons or creatures, a check should be made, usually by rolling a d4, d6, d8, d10, d12, or d20, the two highest numbers indicating that an encounter occurs.

Check as seldom as once or twice during those day or night periods when encounters are least likely to occur, and as often as twice to four times during those day or night periods when encounters are most likely to occur.





In situations in which the Avatars are being hunted, or where the Avatars face particularly dangerous conditions, a check should be made at least once per hour, unless their presence is hidden or somehow obscured.

First Action--Initiative and Surprise:

Where the player is aware of the situation, has an Avatar that would reasonably be able to know the same, and the player states specifically or generally that his Avatar is doing some specific thing or following a general course of action, then this consideration mandates the action/reaction sequence indicated in the Rules.

When an Avatar uses an Ability (such as Ranging, Stealth, Tricks, Waylaying) that offers him a chance to surprise others, a check against the Ability is in order, with situational and character capacity adjustments taken into consideration. If the Avatar encounters an individual or group that is alert or that has some superior sensory capacity and is attempting to use it (peering, sniffing, listening, etc.), his base chance to surprise should be lowered.

On the other hand, if an Avatar wishes to avoid being surprised by others, he may employ an Ability that lowers his chance of being surprised (Hunt, Ranging, Scrutiny, Stealth); a check would then be made against the Ability with situational and character capacity adjustments taken into consideration, as noted above.

An Ability roll that equals 10% or less of the adjusted chance, or an 01 in any event, indicates that the Avatar or NAC has used the Ability to its fullest. This causes the result to be the optimum one possible under the circumstances. For example, a successful roll against being surprised means that the Avatar has actually gained initiative, while a roll of this sort to surprise indicates that the party surprised is as unprepared as circumstances allow, possibly asleep!

If a party is not expecting action, its members are unconscious (asleep), semi-conscious (dozing or daydreaming), or otherwise unprepared, the initiative always goes to the individual or group encountering the party, and any reaction to the encroaching group is delayed as follows:

1) Unconscious adjustment. Speed BR = below 1: 4 ABCs' realtime of free actions without response
2) Semi-conscious adjustment. Speed BR = 1: 3 ABCs' realtime of free actions without response
3) Unprepared adjustment. Speed BR = 2-5: 1 to 2 ABCs' realtime of free actions without response

In case of an unexpected encounter, where the state of one or both parties is undetermined, and no one is employing an Ability that increases or decreases the chance for surprise, each party rolls a d20. If one party rolls over 15 and the other does not, the former party's condition and duration of surprise is determined according to the following:

Roll	*Roller's Condition*	*Surprise Duration*
20	virtually unconscious state	4 ABCs' of surprise
19	semi-conscious state	3 ABCs' of surprise
18	semi-conscious state	2 ABCs' of surprise
17	unprepared state	1 ABC of surprise
16	unprepared state	1 second loss of initiative



If both parties roll higher than 15, the table should still be used. However, ties indicate that the condition of both parties is the same, therefore there is no advantage based on surprise, and a normal initiative check should be made. If one party rolls higher, though, its indicated surprise duration should be decreased by an amount equal to the opponent's indicated surprise duration.

If a party rolls between 1 and 15 its members are in action-ready condition. If the other party does likewise, Speed Base Ratings and weapon adjustments determine the action/reaction sequence.

See also COMBAT RELATED CONDITIONS, Combat Initiative, hereafter.

Leaving/Lingering:

Use a d4, d6 or d8, the highest number indicating that an individual/group will go from or stay in the proximity of the Avatar(s) or of some person, place, or thing that is of interest to the Avatar(s).

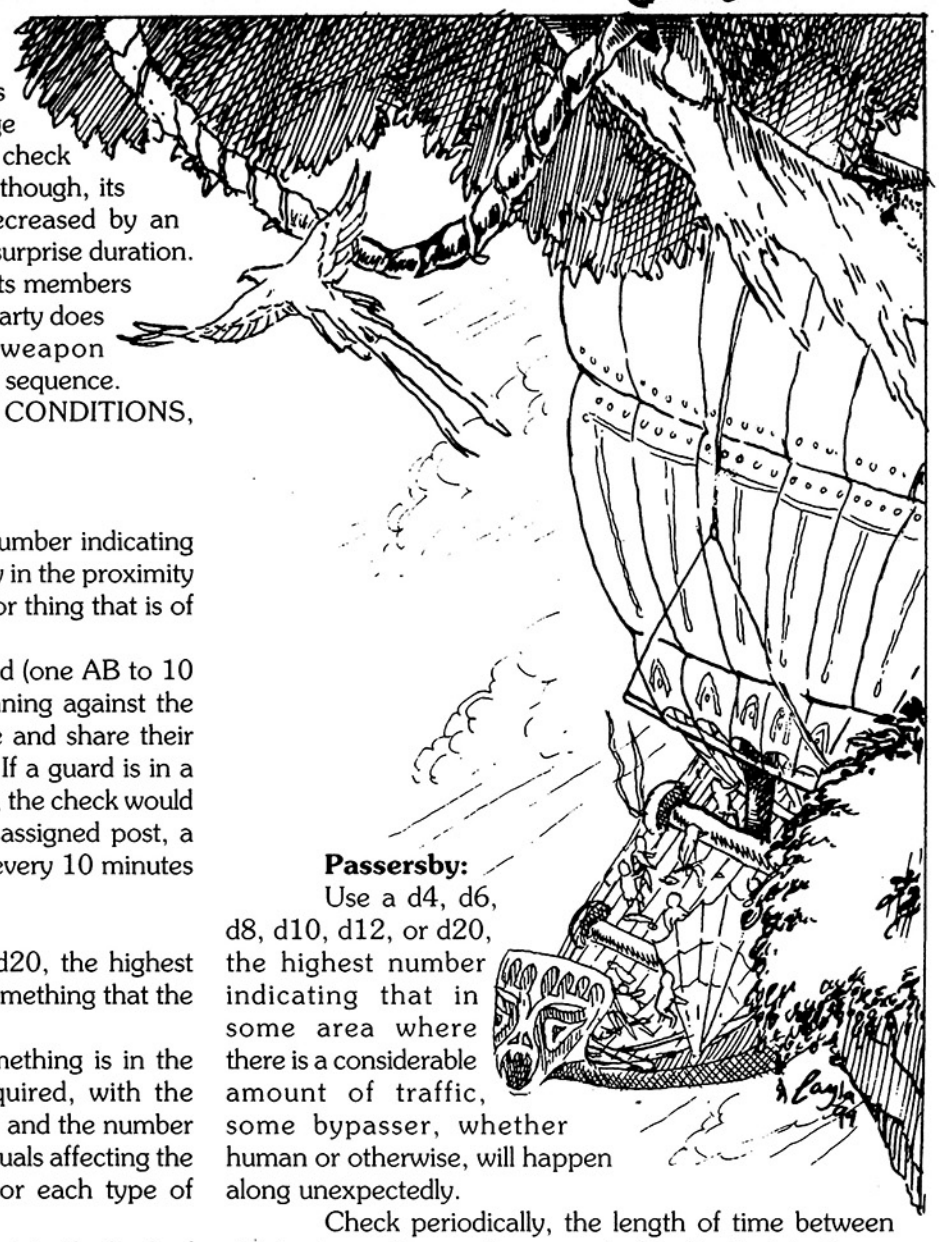
Check once per appropriate period (one AB to 10 minutes). For example, will the drunks leaning against the door stagger off? Or will they stay a while and share their jug? Here, a check every ABC is in order. If a guard is in a location for the purpose of relieving himself, the check would likewise be every ABC, but if he is at his assigned post, a check would be made no more than once every 10 minutes

Noticing:

Use a d4, d6, d8, d10, d12, or d20, the highest number indicating that notice is taken of something that the Avatar(s) left or did.

Check whenever someone or something is in the area. Usually only a single check is required, with the grossness (obviousness) of the tell-tale sign, and the number and observation keenness of passing individuals affecting the probability of notice. A separate check for each type of observer might be in order.

Example: The Avatars have broken into the back of a shop and left the door ajar. While they are inside, the LM makes a check for unexpected passersby. If the result is positive, then the nature of the passersby is critical. Watchmen will be very likely to notice the door is not closed and locked. Normal citizens are not so likely to take note. Drunks will surely be unlikely to discover such a thing, but if they do, they will undoubtedly stumble in and make themselves (noisily?) at home.



Passersby:

Use a d4, d6, d8, d10, d12, or d20, the highest number indicating that in some area where there is a considerable amount of traffic, some bypasser, whether human or otherwise, will happen along unexpectedly.

Check periodically, the length of time between checks depending on the amount of traffic likely in the area. If the likelihood is great, a check every minute is called for. If the likelihood is very limited, a single check every 5 or 10 minutes, with a relatively low probability, is appropriate.

Pursuit/Loss of Pursuit:

Use a d4, d6, d8, d10, d12, or d20, the highest number indicating that a hostile individual or group is following after the Avatar(s) either because of the party's mere presence or because of some offending act(s) performed.



Check immediately after detection of the act(s) of the Avatar(s). Proximity and seriousness of the perceived offense affect the probability of pursuit. It is possible that pursuit will be automatic and thus no die need be rolled.

Where pursuit is active, then the speed of the Avatar(s), and actions taken to lose pursuers, balanced against the will and ability of the followers to continue chasing the Avatar(s), determines the frequency of checks for continued pursuit and the success of such pursuit.

Example: The Avatars have burgled a pawn shop in order to recover a magical item stolen from one of their number. Having left the door ajar upon entry, the Avatars provided an opportunity seized by a drunk who stumbles in and makes a commotion, falling over a table in the back room, awakening the proprietor. The Avatars immediately flee. The drunk shouts an alarm upon sighting them. The proprietor comes down the stairs and sees the fallen drunk. It is around 90% likely that the proprietor will seize/assault the hapless drunk, thinking him a member of the burgling gang, shouting loudly for the watch meantime. If there are law authorities and/or active and law-abiding citizens in the vicinity who hear the cry and see the fleeing Avatars, these individuals are quite likely to pursue the culprits-100% for the watch, perhaps from 20% to 90% for citizens alone.

Assuming pursuit, there is a probability that it will continue as long as the Avatars remain in sight of the pursuers. If the fleeing party is out of sight, then assign a probability for continuation based on 1) the desire of the pursuing party to continue (danger to themselves being a major consideration for sentient creatures), 2) the ability of the pursuing party to continue, 3) the relative distance between the pursued and the pursuers, 4) the motivation for pursuit (the promise of a large reward--possibly the lure of food for a hungry beast--being a considerable factor), and 5) the means the pursued are employing to foil their pursuers so as to lose them.

AVATAR EXTRAORDINARY ITEMS WORN OR CARRIED

As a rule of thumb allow a character to wear or carry on a particular body part only one active and one passive Extraordinary Item (excluding armor other than the helmet, and weapons of hand-held sort).

An active item is one that does something upon the activation of the character or Avatar. It will not operate unless triggered by the wearer. Active items are often offensive in nature, although they can also be protective.

A passive item is one that does something in response to the occurrence of a specific event in the vicinity of the wearer or in response to an effect produced on the wearer. Passive items are generally defensive and protective in nature.

Body parts and the Extraordinary Items typically worn or carried thereon include the following:

Arm (above wrist): arm band, phylactery
Chest: amulet, brooch, charm, fetish, pin, talisman
Ears: amulet, charm, earring, fetish, talisman
Feet: anklet, boots, sandals, shoes, slippers
Hands: gauntlets, gloves, rings
Head: band, cap, coif, crown, diadem, hat, helm, helmet, hood, phylactery
Hips (pockets/pouches): amulet, charm, fetish, lucky piece, talisman
Neck: amulet, charm, fetish, necklace, pectoral, pendant, talisman, torc
Shoulder: aiguilette, amulet, charm, epaulette, fetish, fourragere, talisman
Shoulders: cape, cloak, mantle, scarf, shawl
Waist: belt, buckle, girdle, sash
Wrist: amulet, bracer, bracelet, charm, fetish, lucky piece, talisman

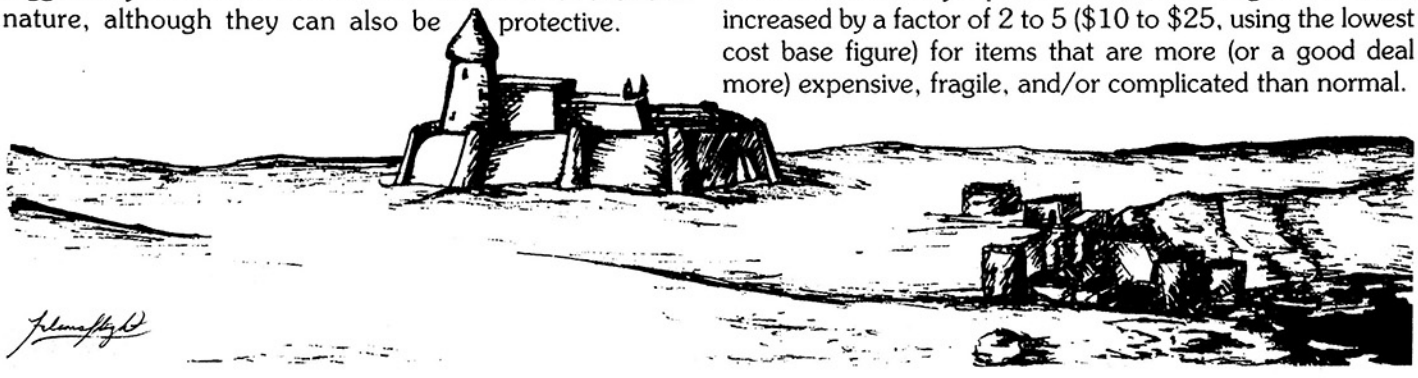
AVATAR ABILITY RELATED ACTIVITIES

Armor Repair:

Leather/Cloth Armor and Wood/Leather Shields: An Avatar needs the Pantology Ability to repair leather or cloth armor and wood or leather shields. He also must have the Metallurgy Ability if the armor/shield is of Extraordinary sort. In any case, Armor Repair Tools must be used.

Repair is standard--2d6 or 4d6 points of harm is removed from the item per day spent in repair. Rate of Health restored to armor/shields per eight hours spent in repair is 2-12 (2d6) points, plus a bonus of 1 point per 10 points of Pantology Ability (for Extraordinary Items, average the scores for the Pantology and Metallurgy Abilities). An additional 2-12 points (2d6) can be gained if the Avatar uses a workshop containing tools appropriate to the repair needs--though in this case, the Ability bonus does not apply.

The materials cost for repairs is at least $5 per point of harm removed by repair of the item. This figure should be increased by a factor of 2 to 5 ($10 to $25, using the lowest cost base figure) for items that are more (or a good deal more) expensive, fragile, and/or complicated than normal.

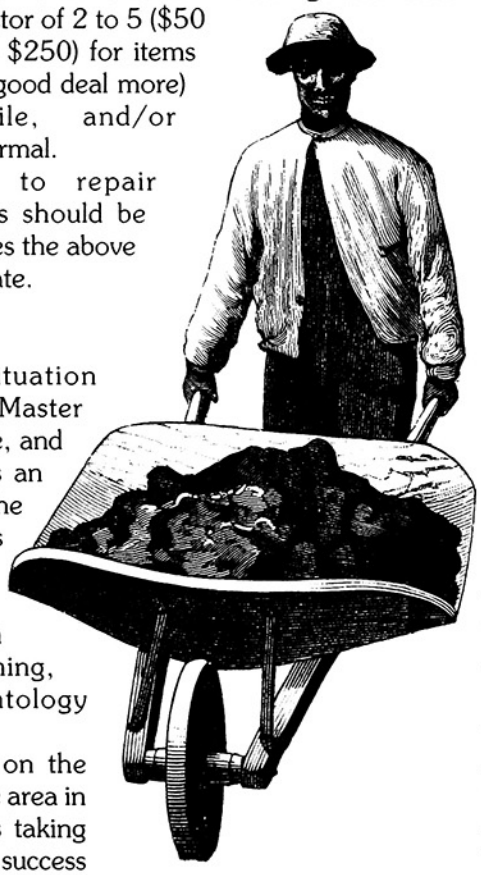


The cost to repair Extraordinary Items should be calculated at ten times the above (possibly modified) rate.

Metal Armor/Shields: An Avatar needs Metallurgy or pantology Ability to repair metal armor/shields, plus weapons Ability, and also Metallurgy Ability if the item is of Extraordinary sort.Rate of Health restored to armor/shields per eight hours spent in repair is 2-12 (2d6) points, plus a bonus of 1 point per 10 points of Metallurgy Ability (for Extraordinary Items, average the scores for the Metallurgy and Metallurgy Abilities). An additional 2-12 points (2d6) can be gained if the Avatar uses a workshop containing tools appropriate to the repair needs--though in this case, the Ability bonus does not apply.

The materials cost for repair of chain armor or a metal shield is at least $25 per point of harm removed by repair of the item. The cost for repair of plate armor is at least $50 per point of harm removed. These figures should be increased by a factor of 2 to 5 ($50 to $125, or 100 to $250) for items that are more (or a good deal more) expensive, fragile, and/or complicated than normal.

The cost to repair Extraordinary Items should be calculated at ten times the above (possibly modified) rate.



Prospecting:

In any situation where the Lejend Master feels it is appropriate, and the avatar possesses an Ability enabling it, the player may direct his character to prospect for some mineral of value. An avatar needs Learning, Metallurgy or Pantology Ability to prospect.

Depending on the mineral wealth of the area in which the activity is taking place, the chance for success in potentially locating a metal ore or valuable mineral deposit ranges from 1% to 10%. One check per full day of searching, regardless of the number of prospectors, is the suggested maximum.

When a success is achieved, use the following general table unless the specific mineral sought is known and present:

D30 Score	*Result*
1-3	iron
4-5	zinc (10% chance that lead is also present)
6-7	lead (10% chance that zinc is also present)
8-9	tin
10-11	aluminum
12-13	copper (10% chance that silver is also present)
14-15	nickel
16-17	silver (10% chance that lead is also present)
18	electrum (silver with roughly 10% gold)
19	gold (10% chance that platinum is also present)
20	90% for platinum (10% chance that gold is also present)/10 % for rare metal (tilferium or xagium)
21-22	ornamental stone, such as alabaster, marble, serpentine, etc.
23-24	valuable stone, such as agate, onyx, quartz, etc. (10% chance that a semi-precious stone is also present)
25-26	semi-precious stone, such as amethyst, carnelian, garnet, lapis lazuli, topaz, etc. (10% chance that a fancy stone is also present)
27-28	fancy stone, such as beryl, opal, peridot, spinel, tourmaline, etc. (20% chance that a precious stone is also present)
29	precious stone, such as green beryl, chrysoberyl, average corundum, black opal, etc. (10% chance that a very precious stone is also present)
30	90% very precious stone, such as diamond, emerald, ruby, sapphire, etc./10% for xanthos crystals

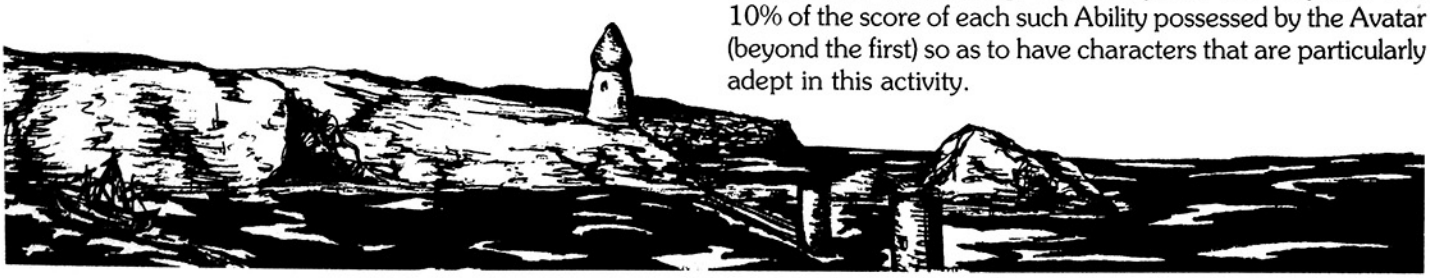
AVATAR ACTIVITY RELATED CONDITIONS.

General

Climbing:

A character with any sort of Ability that requires physical activity can climb as well as average. The following Abilities require physical activity: Archery, Hunt, Mechanics, Metallurgy, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Tricks, Unarmed Combat, Waterfaring, Waylaying, and Weapons.

Add the highest Ability score to average capability performance for possession of any of the following Abilities: Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, and Waterfaring. Optionally, the LM may also add 10% of the score of each such Ability possessed by the Avatar (beyond the first) so as to have characters that are particularly adept in this activity.



Crawling:

All characters can crawl. The speed is as follows:
Silent/stealthy movement: About 6 inches/second.
Normal, relatively silent movement: About 1 foot/second.
Normal crawling movement: About 1-1/2 feet second.
Hasty crawling movement: About 2 feet/second.
Crawling and rolling movement: About 3 feet/second.

Diving (From a Height Into Liquid):

Assume that most characters do not have the capacity to perform a proper dive. The following Abilities confer the capacity upon a character: Minstrelsy, Ranging, Rustic, Savagery, and Waterfaring.

An Avatar without diving capacity suffers Falling harm (see below), impacting what is considered a soft surface after traveling 20 feet to strike water.

An Avatar with diving capacity suffers Falling harm (see below), impacting what is considered a soft surface after traveling 40 feet to strike water.

Hanging/Holding-on, Full Weight Dangling:

Any character generally can hold on with one or two hands (while his body dangles) for the following time periods:
Two hands: 30 seconds' base time
Single favored hand (or either if ambidextrous): 15 seconds' base time
Single "off" hand: 10 seconds' base time

These time periods are adjusted by a penalty of 1 second per 20 pounds of encumbrance (overweight, weight worn, weight carried), and (where applicable) by a bonus of 1 second's time for each 10 points of Ability score for the following Abilities: Archery, Hunt, Mechanics, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Unarmed Combat, Waterfaring, Waylaying, Weapons.

See also Swinging, below.

Jumping:

Assume any character can jump a distance equal to the average human norm. Modify this distance downwards by 10% for each 20 pounds of excess weight carried (overweight, weight worn, weight carried). Add 10% distance for each 10 points of Ability score for the following Abilities: Hunt, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealth, Unarmed Combat, Waterfaring, Waylaying, and Weapons.

Assume an average character can jump as follows:
Ahead, standing: 3'
Ahead, running: 9'
Back: 1'
Sideways: 2'
Up and over, standing: 2'
Up and over, running: 3'
Up and over, assisted*: 6'
Up and over, hand-on vaulting: 4'
* "Tossed" by another character

Riding:

Any human character can ride a horse if one of the following Abilities is possessed by that individual: Chivalry, Hunt, Luck, Mechanics, Minstrelsy, Nomadic, Pantology, Physique, Planning, Pretense, Ranging, Rustic, Tricks, and/or Waylaying.

Any non-human character can ride a horse if that individual is over four feet in height and has one of the required Abilities or such is native to that group. A non-human character under four feet height can ride a pony horse if he is three and one-half feet to four feet tall, but only a pony if he is under three and one-half feet tall.

Running:

Any character can run at the average human norm for speed and distance. Modify speed and distance downwards by 10% for each 20 pounds of excess weight carried (overweight, weight worn, weight carried). Add 10% to speed and distance for each 10 points of Ability score for the following Abilities: Hunt, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealth, Unarmed Combat, Waterfaring, and Weapons.

The average human running speeds and distances are as follows:
Sprint Run: 100 yards in around 14. 5 seconds, then rest. Average speed thus is around 14 miles per hour
Distance Run: One mile in six minutes, then rest. Average speed thus is 10 miles per hour.

Swimming:

A character with any of certain sorts of Abilities that require physical activity can be assumed to be able to swim as well as average. The following Abilities require the kind of physical activity that conveys swimming capacity: Hunt, Minstrelsy, Ranging, Rustic, Savagery, Unarmed Combat, and Waterfaring. If the character is encumbered with heavy clothing that will absorb water and impede movement, or is weighted down, then surface swimming is not possible.



The Avatar may add his highest score for a capacity-conveying Ability to the average capability performance level to arrive at his swimming score. Optionally, the LM may also add 10% of the score of each such Ability possessed by the Avatar (beyond the first) so as to have characters that are particularly adept in this activity.

The average human swimming speeds and distances are as follows:

Speed Swim: 100 yards in approximately one minute, then rest. Average speed thus is approximately 3.5 miles per hour.

Distance Swim: One mile in 30 minutes, then rest. Average speed thus is two miles per hour.

Endurance Swim: Six miles in six hours, then rest. Average speed thus is one mile per hour.

Underwater Speed Swim: 200 feet in 40 seconds, then resurface and rest. Average speed thus is approximately 3.5 miles per hour.

Note: Speeds should be increased for factors such as current and tide (10% per knot of water movement), or surface wind (10% per mph) that act to propel the swimmer, and decreased likewise for those that impede him.

Note also: For each one second of violent exertion underwater reduce the maximum time of submersion without breathing by one second.

Swinging:

A character with any sort of Ability that requires physical activity can hold onto and swing on a chain, chandelier, rope, vine, etc. as well as average. Abilities requiring physical activity are: Archery, Hunt, Mechanics, Metallurgy, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Tricks, Unarmed Combat, Waterfaring, Waylaying, and Weapons.

An average character can swing while holding on thus, employing his feet as necessary, for at least three minutes.

Modify swinging duration by penalizing 10% for each 20 pounds of excess weight carried (overweight, weight worn, weight carried). Add the highest Ability score to average capability performance for possession of any of the following Abilities: Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Unarmed Combat, and Waterfaring. Optionally, the LM may also add 10% of the score of each such Ability possessed by the Avatar (beyond the first) so as to have characters that are particularly adept in this activity.



If a character is hanging with weight depending (feet unable to alleviate strain on arms), apply the Hanging/Holding-on rule above.

For each three seconds' time spent attempting to create a pendulum effect, a hanging character can, at the end of the time period, sweep up and back in an arc as much as three feet--or 10% of the length of the chain, rope, vine, etc., whichever is greater--away from his plumb position in the direction desired. At the most, he may be able to swing himself upward as much as 15 degrees above horizontal.

Note that if a character launches himself from his pendulum, he gains the speed of the swing when moving in the same direction and loses the speed of the swing when moving in the opposite direction.

Swinging from Projecting Surfaces (Brachiating):

A character with any sort of Ability that requires physical activity can hold onto and swing from a branch, limb, projecting pole, etc. as well as average. Abilities requiring physical activity are: Archery, Hunt, Mechanics, Metallurgy, Minstrelsy, Nomadic, Physique, Ranging, Rustic, Savagery, Stealing, Stealth, Tricks, Unarmed Combat, Waterfaring, Waylaying, and Weapons.

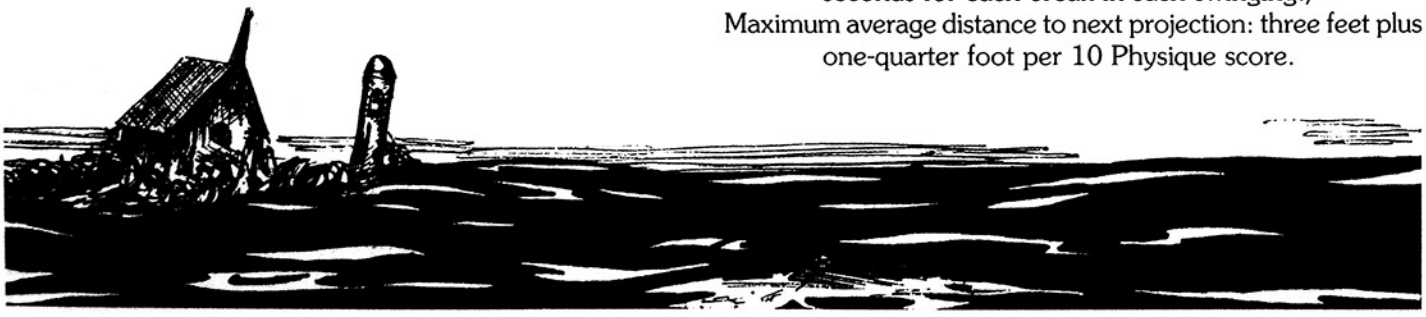
Modify brachiating duration by penalizing 10% for each 20 pounds of excess weight carried (overweight, weight worn, weight carried).

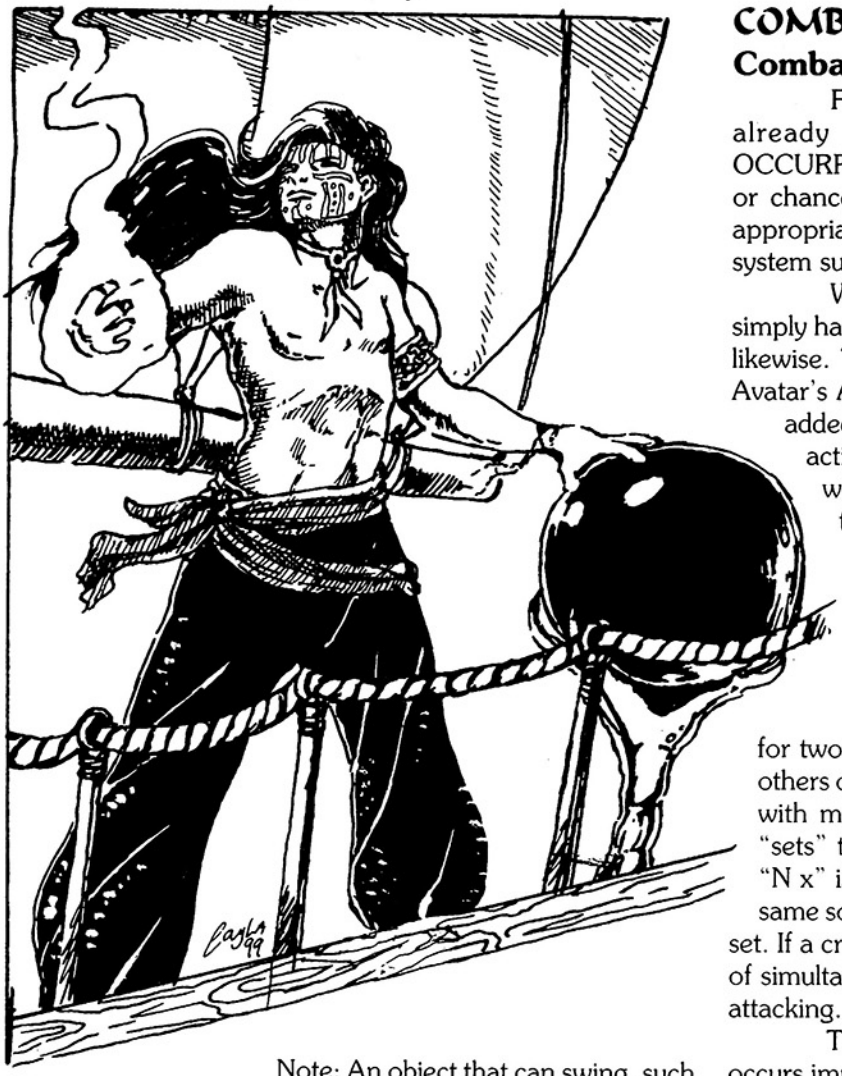
Add the highest Ability score to average capability performance for possession of any of the following Abilities: Minstrelsy, Physique, Ranging, Rustic, Savagery, Stealing, Unarmed Combat, and Waterfaring. Optionally, the LM may also add 10% of the score of each such Ability possessed by the Avatar (beyond the first) so as to have characters that are particularly adept in this activity.

When brachiating, the character can time his release so as to grab another such projection. Restrictions on such movement are as follows:

Maximum average time spent thus: 45 seconds. (Add five seconds for each break in such swinging.)

Maximum average distance to next projection: three feet plus one-quarter foot per 10 Physique score.





COMBAT RELATED CONDITIONS

Combat Initiative:

First Action--Initiative and Surprise has been treated already under GENERAL and UNFORESEEN OCCURRENCES. If there is no surprise due to Ability use or chance, then the LM can use any system that seems appropriate for the style of campaign presented. Here is the system suggested as the "default" one:

Where large numbers of combatants are concerned simply have a player roll a d10 for Avatars, the LM rolls d10 likewise. The number rolled by the party is added to each Avatar's Adjusted Speed BR, while that rolled by the LM is added to the opponents' Speed Base Rating. Then, actions occur in order from highest to lowest Speed, with the positive difference in the higher roll added to the lower side's Speed BR numbers for that ABC. Example: Side A (Avatars) rolls d10 and gets a 6. The Side B (NACs/creatures) roll by the LM is a 1. For that ABC, the speed of all individuals opposing the Avatar party is essentially 5 greater than their actual Speed.

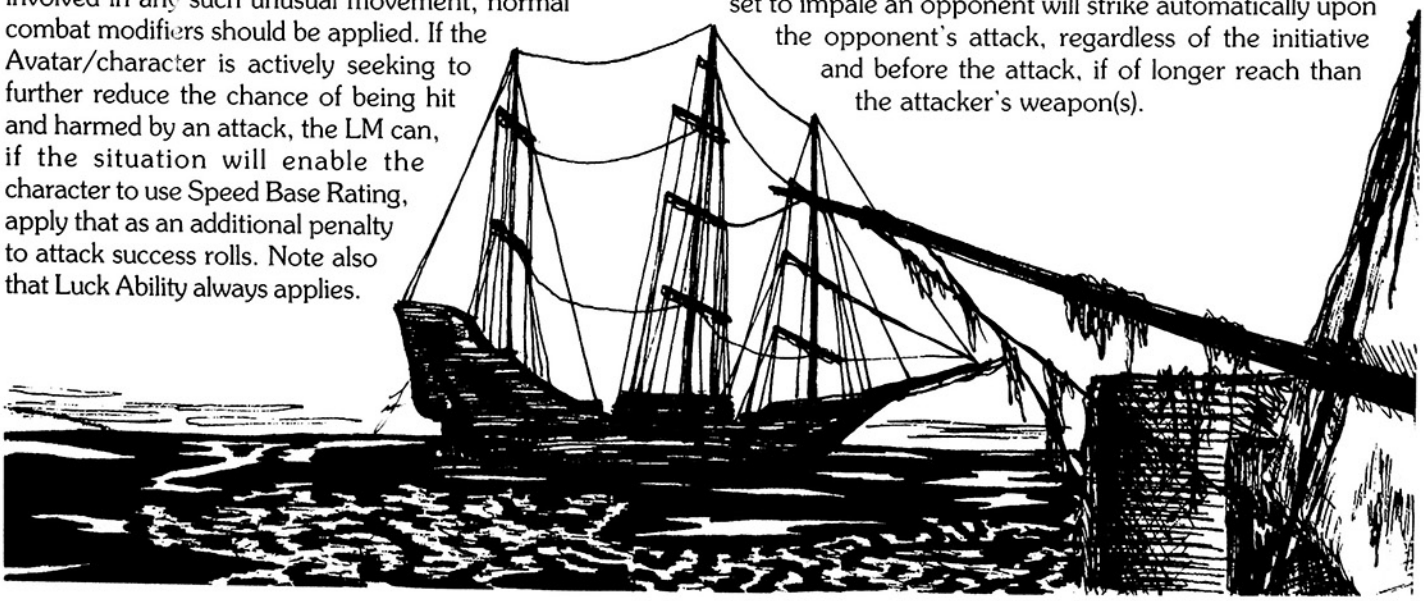
Simultaneous actions are possible, except that for two-weapon attacks the second strike occurs after all others of the same speed have been determined. Creatures with multiple natural weapon attacks in sequence have "sets" that count as a weapon in such case. Assume an "N x" is one set ("N" being the number of attacks of the same sort, "x" being harm), any single attack another such set. If a creature has three "sets" it has a third round in case of simultaneity of attack. Yes, such creatures are fast when attacking.

The highest initiative number is that action which occurs immediately at the beginning of the ABC, the lowest indicating an action that occurs during the very last portion of the ABC.

If weapon Speed Factors are used, they serve to subtract from the Speed BR number. Of course a weapon set to impale an opponent will strike automatically upon the opponent's attack, regardless of the initiative and before the attack, if of longer reach than the attacker's weapon(s).

Note: An object that can swing, such as a chain, rope, vine, etc., which is grabbed in such a process automatically imparts full walking speed movement to the swing of the depending object.

Note also: When characters engage in combat while involved in any such unusual movement, normal combat modifiers should be applied. If the Avatar/character is actively seeking to further reduce the chance of being hit and harmed by an attack, the LM can, if the situation will enable the character to use Speed Base Rating, apply that as an additional penalty to attack success rolls. Note also that Luck Ability always applies.



Activation of Extraordinary Ability:

Assume that an Avatar announcing commencement of an Activation prior to determination of initiative in an ABC has begun the process at the time the initiative die score of the Avatar party is found and the Speed BR of the Avatar so activating then determinable for the activity. From that point in the ABC, the count of seconds begins. Assume a very high Speed BR score for that ABC is in the first second of time, a middling one in the second second, and a slow one at the third second. From this the time of activation is determined easily thereafter, regardless of subsequent party initiative scores.

Fast Resolution of Initiative:

The two d10 rolls are made, and all actions of the group with the higher number acts first, while all actions of the group with the lower number follow.

Special Opportunity Action--Optional Rule:

The routine of combat seems mundane, and almost unrealistic at times, perhaps, because of its mechanical nature and repetitiveness. The players roll the dice to see if their Avatars succeed in hitting their foes, the LM then does the same for the opponents, and so forth. Perhaps such exchanges are logical, but they tend to be dull and fail to evoke the heroic or fantastic, even with parrying and lucky hits included. So, without further ado, the following additional factor is offered:

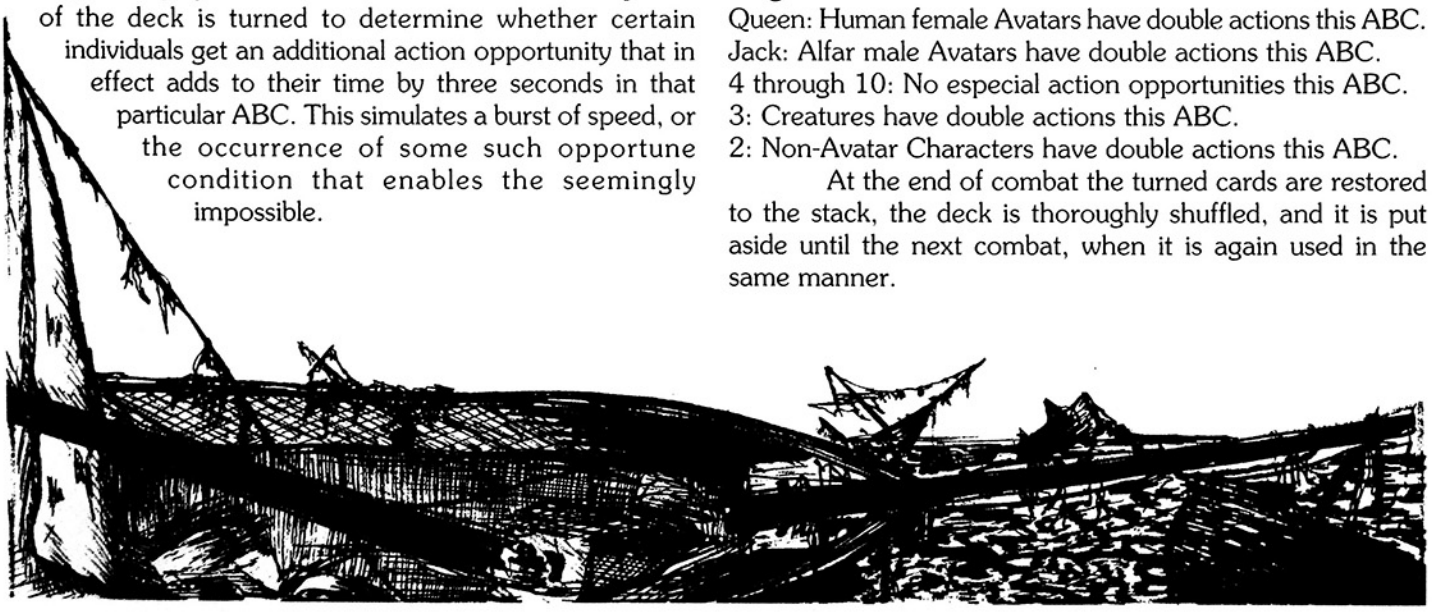
The LM adds a deck of cards to game play, Jokers included. The 54-card pack is shuffled before each combat and kept on hand. As soon as routine combat commences-that is, after any first action attacks are concluded the deck is brought into play. Before each ABC of combat the top card of the deck is turned to determine whether certain individuals get an additional action opportunity that in effect adds to their time by three seconds in that particular ABC. This simulates a burst of speed, or the occurrence of some such opportune condition that enables the seemingly impossible.

Note that this applies to all actions during combat, including movement, getting something, or even in regards to the time required for an Extraordinary Activation, not merely to the use of a weapon. Most heroic!

The card turned dictates if, and to whom, the especial opportunity presents itself. All Avatars fitting the class indicated gain the opportunity. The cards are designated as follows:

Joker: Avatars with Luck Ability have double actions this ABC, if a check against luck is successful.
Ace: Alfar female Avatars have double actions this ABC.
King: Human male Avatars have double actions this ABC.
Queen: Human female Avatars have double actions this ABC.
Jack: Alfar male Avatars have double actions this ABC.
4 through 10: No especial action opportunities this ABC.
3: Creatures have double actions this ABC.
2: Non-Avatar Characters have double actions this ABC.

At the end of combat the turned cards are restored to the stack, the deck is thoroughly shuffled, and it is put aside until the next combat, when it is again used in the same manner.

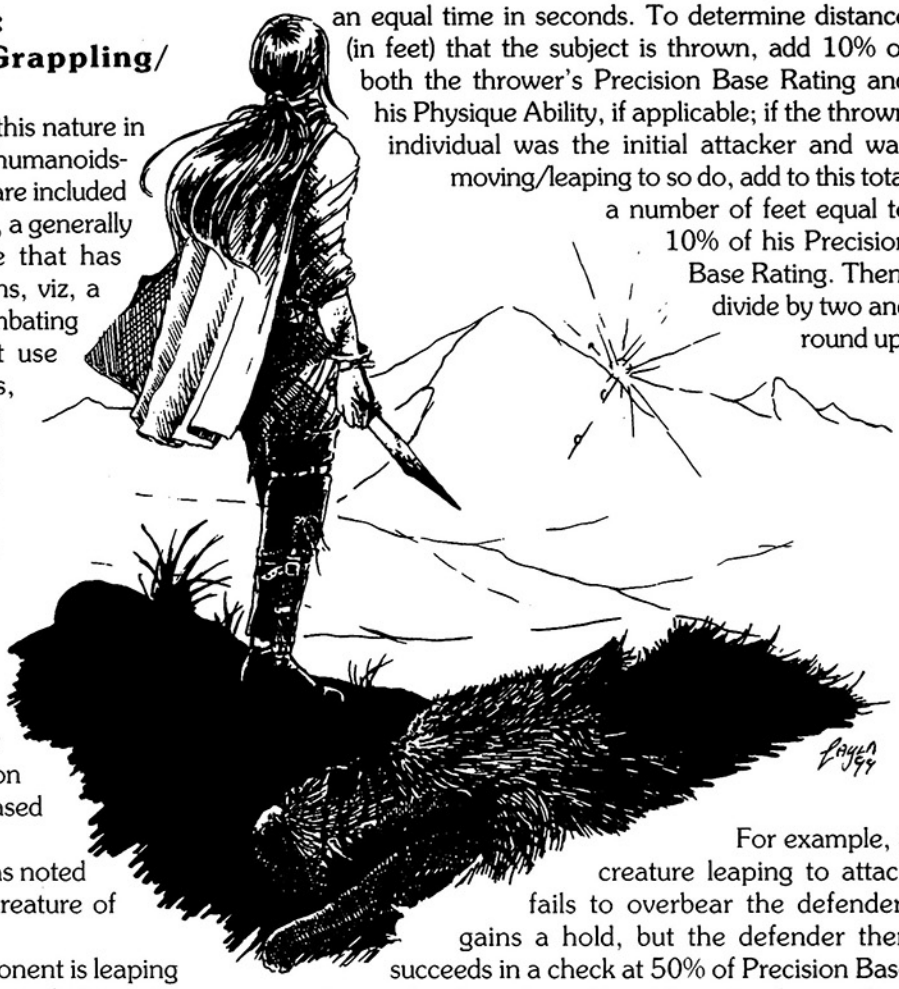


Non-Weapon-Use Type Actions: Overbearing, Throwing, or Grappling/ Wrestling:

The following applies to attacks of this nature in which the combatants are generally bipedal humanoids--although certain animals and creatures also are included in this category if in melee-type combat (e.g., a generally man-sized or smaller animal or creature that has attached itself to the Avatar by some means, viz, a dog biting). In cases where a humanoid is combating another sort of opponent, the LM must use common sense to adjudicate the results, modifying the given procedure as appropriate (e.g., a quadrupedal animal such as a horse will run, but it can be brought down; a leopard can make a claw attack, possibly a bite, but the armor of an opposing humanoid will not be ignored, etc.).

Assume that any assault of this sort is Combat. Use the Combat procedure with the following modifications: Use Precision Base Ratings to determine if success is achieved. Add 1 point for each 10 Ability score points of Physique Ability, as if a weapon were being employed (adjusting as usual based on attacker and defender situations.)

Ignore all armor adjustments (save as noted above where a humanoid is combating a creature of another sort).



Leaping to Overbear: If one opponent is leaping at/upon another, and thus has initiative, a successful Precision Base Rating check indicates that the latter is overborne if no more than twice the weight of the leaping attacker, and in such condition is subject to further attack as is dealt with hereafter. Otherwise, only a grapple of the opponent is possibly achieved thus. If the opponent then succeeds in a Precision Base Rating check at 50% of actual score, the opponent has managed to throw the attacker, and the latter takes d6 harm--regardless of armor protection, which will not be harmed in the process.

Normal Attack to Throw or Grapple/Wrestle: Sans leaping, the opponent with initiative attacks and if successful has the option to either throw the target subject or grapple.

Throw: In the case of a throw, the target subject suffers d6 harm and is stunned as well for an equal number of seconds' realtime. If a 6 result is rolled, d3 is added, so the subject will suffer seven to nine points of harm and be stunned an equal time in seconds. To determine distance (in feet) that the subject is thrown, add 10% of both the thrower's Precision Base Rating and his Physique Ability, if applicable; if the thrown individual was the initial attacker and was moving/leaping to so do, add to this total a number of feet equal to 10% of his Precision Base Rating. Then, divide by two and round up.

For example, a creature leaping to attack fails to overbear the defender, gains a hold, but the defender then succeeds in a check at 50% of Precision Base Rating, breaking the hold and throwing the attacker. The thrower's Precision Base Rating is 50, and his Physique Ability score is 60. So, 10% of these figures (5 and 6) are combined (totaling 11). The thrown individual's Precision Base Rating is 40, and 10% of that score (4) is added before the combined total (15) is divided by two (7.5) and rounded up (to 8). Thus the attacker is thrown for eight feet distance, suffers d6 harm, and is stunned for as many seconds' realtime as points of harm were suffered.

Grapple: If the attacker chooses to clinch rather than throw the target subject, then that opponent is grappled. The grappled subject then may attempt to break the hold but does so with a penalty, checking against only 50% of his Precision Base Rating (plus 50% of his Physique Ability, if applicable). A success in breaking a hold enables a counter-attack, either a throw or a grapple attempt. Failure to break the hold means that the grappled subject remains clinched and constrained--unable to escape or do anything as long as



he remains held. The individual with the hold simply can maintain it, or he may attempt a follow-up move, either a "take-down" (an overbear) or a throw.

If such a take-down or throw attempt fails, the grappled subject gains an opportunity to attempt another break of the hold, again at 50% of his score, as indicated above. If the break attempt fails, the individual suffers no consequence, other than still being in a clinching hold. Again, success in such a break enables a counter-attack, either a throw or a grapple attempt.

Overborne: If overborne or taken down, the opponent can attempt to squirm out of the hold but does so with a penalty, checking against only 75% of his Precision Base Rating (plus 75% of Physique Ability, if applicable). Failure to break the take-down hold means the individual is then helpless.

The opponent with a helpless adversary can do any of the following:

1) Kill in 10 ABC (interruption leaves the victim stunned and unable to do anything for as many ABC as elapsed before the killing hold was interrupted).
2) Disable a leg in 5 ABC so as to make that limb unusable for one to three weeks or until healed by Extraordinary means.
3) Disable an arm in 3 ABC so as to make that limb unusable for one to three weeks or until healed by Extraordinary means.
4) Stun the opponent so that the individual is unconscious for one to six minutes' realtime (one hour maximum) for each one ABC of time he endured the stunning attack.

Attack to Stun/Knock Out:

Any attacker can strike with a weapon that has a blunt part (a pommel, handle, shaft, etc.) in an attempt to stun the opponent and knock him unconscious. Use this procedure:

The attack to stun is made as a normal combat chance.

Harm inflicted ignores all armor/protection--save that of Extraordinary sort--that shields the body portion impacted.

All harm accruing to the opponent is reduced to 10% actual, but the full amount counts towards stunning.

When the opponent's Health base rating is equaled or exceeded by stunning harm, then the individual is stunned, helpless and unconscious, for 10 to 30 seconds, plus a like amount of time for each point of stunning harm in excess of Health Base Rating delivered by the stunning attacks.

Unarmed Combat: All attacks using unarmed Combat Ability against an opponent in armor of full sort that is Cloth or Leather sort can only do stunning harm. (Note that full metal armor prevents even this sort of harm using unarmed combat Ability.) Otherwise, the attacker can choose to stun an opponent or not, as desired.

Attack/Avoidance Diving:

Diving for Cover: If an individual attempts to dive (or similarly make a wild movement) for cover in order to avoid an attack or like action, his chance for success should be determined as follows:

1) If the individual has the initiative, he succeeds if he rolls (on a d%) under 100 with a penalty addition to his roll equal to the attacker's adjusted Speed Base Rating.

2) In case of a tie in initiative, the individual succeeds if he rolls (on a d%) under four times his adjusted Speed Base Rating with a penalty addition to his roll equal to the attacker's adjusted Speed Base Rating.

3) Where the attacker has the initiative, the individual succeeds if he rolls (on a d%) under his adjusted Speed Base Rating with a bonus subtraction from his roll equal to 10 times the number of points (if any) that his Speed Base Rating exceeds the attacker's.

Obviously, initiative is the key factor, and without it, the defender's chance to avoid attack by this means is very limited.

The individual attempting to dive away from an attack or like action can do nothing else for the Activity Block Count of time considered, save to cower (remain crouched/huddled) out of sight or attempt to partially arise or stand (which requires a check against Precision Base Rating with whatever penalty, if any, the LM deems appropriate for the conditions).

Diving and Rolling to Avoid Attack: Use the procedure stated above for simple diving. The individual succeeding in the action then will roll for from three to six feet (d4 or LM's decision) as the individual desires, as modified by any existing conditions that pertain to the situation.

Diving to Attack: Use the procedure stated above for Attack/Avoidance Diving. Success here indicates that the individual gains the following advantages, as applicable:

1) If the individual is leaping down upon the opponent, then there is a bonus equal to 10% of the total weight of the individual given to any combat roll--the chance for success and the harm inflicted.

2) A Grappling/Wrestling attack has the chance to overbear, take down, and hold the opponent.



3) Weapon attack (including Unarmed Combat Ability use of fist or foot) adds 10% of the total weight of the individual to the harm inflicted by a subsequent successful combat attack roll, this being in addition to any bonus given for leaping down to attack as noted in the first advantage.

Failure here indicates that the individual is faced with the following disadvantages, as applicable:

1) If the attacker misses the opponent when diving down, he impacts the ground or like surface and suffers not only whatever harm is indicated by the distance fallen and the surface hardness, but also must succeed in a roll against current Health Base Rating, with a penalty of +1 for each foot fallen, or be stunned and helpless for 1-6 ABC. In any case, the following ABC after which the individual lands or regains consciousness is spent recovering his senses and standing erect again.

2) If the attacker fails to gain initiative (but succeeds in leaping per the above rules), the opponent attacks first. If this attack is successful, the opponent adds 10% of the total weight of the leaping individual, or 20% for a diving individual, to the harm inflicted upon the descending person.

Leaping/Diving Down onto a Mount:

The chance for success equals the descending individual's Precision Base Rating as modified by the LM based on any conditions that he believes affect the situational conditions. If the individual falls more than about eight feet to the mount's back, then the latter will suffer harm as if it had fallen 10 feet onto a soft surface. The LM may feel free to modify this calculation if the individual is unusually heavy and/or travels more than about 12 feet to impact. In the latter case, even success should cause harm to both rider and mount.

Failure to land on the mount indicates falling harm accrues to the individual according to distance fallen and type of surface. The individual also requires a full ABC of time to recover his senses and regain his footing.

Utilizing Heavy Objects:

Pushing Heavy Objects: A character can push, and perhaps topple down, an object that has approximately double the normal average body weight for an individual of the same type. Bonus for Physique Ability, if applicable, is 20% of body weight per 10 points of score in Physique. If the character can brace and employ his leg strength and leverage (say, pushing at the top of a tall object) he can affect heavier objects. Bracing and using his legs will double the possible weight; leverage will double the weight again. If the character is able to use an actual lever (a sufficiently stout pole or bar), assume the same as having leg strength and leverage. Of course, if the object to be toppled is balanced so as to topple relatively easily, a much heavier mass can be affected. Example: The normal average weight of a character is 220 pounds; therefore the standard weight he can normally move and topple is 440 pounds; bracing his back and using his legs he can affect an object weighing 880 pounds, and if he pushes from a position of leverage (such as against the upper part of a stone column or idol) he can affect an object that weighs as much as 1760 pounds--almost one ton!

Any target subject in the path of the toppled object will suffer harm as noted for Impact of Falling Objects, below. The LM must adjudicate for the actual situation. An avoidance check is always allowed if the subject can see/sense the object and there is someplace to move so as to not be impacted. The base number for success in avoiding impact is Speed Base Rating plus Luck Ability, if applicable.

Lifting and Dropping Heavy Objects: A character can lift and drop an object that has approximately the normal average body weight for an individual of the same type. Bonus for Physique Ability is 20% of body weight per 10 points of Physique score. Example: A character with standard average body weight of 150 pounds and Physique Ability of 57 can lift and drop an object up to about 300 pounds. Any target subject in the path of the dropped object will suffer harm as noted for Impact of Falling Objects, below. The LM must adjudicate for the actual situation. An avoidance check is always allowed if the subject can see/sense the object and if he has someplace to move so as to not be impacted. The base number for success in avoiding impact is Speed Base Rating plus luck Ability, if applicable.

Hurling Heavy Objects: A character can lift overhead and hurl down an object that has approximately one-half the normal average body weight for an individual of the same type. Bonus for Physique Ability is 10% of body weight per 10 points of Physique score. Example: A character with standard average body weight of 200 pounds and physique Ability of 23 can lift and hurl down an object up to about 140 pounds. Any target subject in the path of the hurled object will suffer harm as noted for Impact of Falling Objects, below, but the initial distance will always be considered as a full 10 feet because of the impetus of the hurling motion.



The LM must adjudicate the actual situation. An avoidance check is always allowed if the subject can see/sense the object and if he has someplace to move so as to not be impacted. The base number for success in avoiding impact is adjusted Speed Base Rating plus luck Ability, if applicable.

Throwing Heavy Objects: Aiming a hurled object so as to strike a target subject is difficult. Regardless of the size/mass of the hurled object, the chance for success with such an attack is one-half normal Weapons Ability score. Bonuses or penalties must be adjudicated by the LM. The base number for success in avoiding impact equals luck Ability, if applicable.

Weapon-Use Type Activities:

Multiple Weapon Attacks:

An Avatar or NAC with an adjusted Speed Base Rating of 17 or higher and a Weapons Ability in excess of 80 can add one additional attack action in combat by accepting a penalty to the dice roll for each attack. The capacity for successful attack thus increases as Weapons Ability climbs, as follows:

Ability score 101-180: 2 attacks at a + 50 penalty.
Ability score 181 and up: 3 attacks at a +80 penalty.

Note that at a Weapons Ability score of 181, an Avatar would thus hit three times (unless a 00 were rolled), and each blow would deliver +1 harm for ability above adjusted base chance to hit. For example, an Avatar with Weapons ability of 185 would inflict +5 harm for this score (185 - 85 = 105, or +5 Weapons Ability bonus harm) per successful attack.

For Avatars and NACs with less than a 15 adjusted Speed BR, add 10 to the required Weapons Ability score for each 1 point of Speed BR under 15 to determine when a multiple weapon attack is possible. An adjusted Speed BR above 15 does not provide a bonus.

Two Weapon Attack:

See RULES, Abilities, Archery, and the footnote under the weapons listing in Step 2 of Combat Procedure, for the Avatar or NAC capacity to discharge more than one arrow or quarrel in an ABC. Basically, in the former case, the Archery Ability must be 81 or more, or combined Archery and Weapons Ability must exceed 121, and in all events Speed BR must be 17 or higher. In regards to a repeating crossbow, Archery Ability must be 51 or more, or combined Archery and Weapons Ability must exceed 76, and in all events Speed BR must be 15 or higher.

An Avatar or NAC with adjusted Speed Base Rating of 15 or higher and with Weapons Ability in excess of 80, or one with Minstrelsy Ability (see RULES, Abilities, Minstrelsy) in excess of 80, regardless of Weapons Ability, can use two weapons when attacking, with the following adjustments to Weapons Ability score:

The favored-hand (or initial attack) weapon is rolled at a penalty of +15.

The off-hand weapon is rolled with a penalty of +30.

A parry of a two-weapon attack is rolled with a bonus of -15.

Note that attacking with two weapons can not be used in conjunction with multiple weapon attacks.

For Avatars and NACs with less than a 15 adjusted Speed BR, add 10 to the required Weapons or Minstrelsy Ability score for each 1 point of Speed BR under 15 to determine when attack with two weapons is possible. An adjusted Speed BR above 15 does not provide a bonus.

Weapon Parry:

To attempt a parry, the Avatar or NAC must have either a score of greater than 20 for Minstrelsy Ability and an adjusted Speed BR of 13 or better, or first action in regard to the attack being made upon him. In the latter case, if all attacks precede the character's own, then there is no chance to parry, save by Luck Ability.

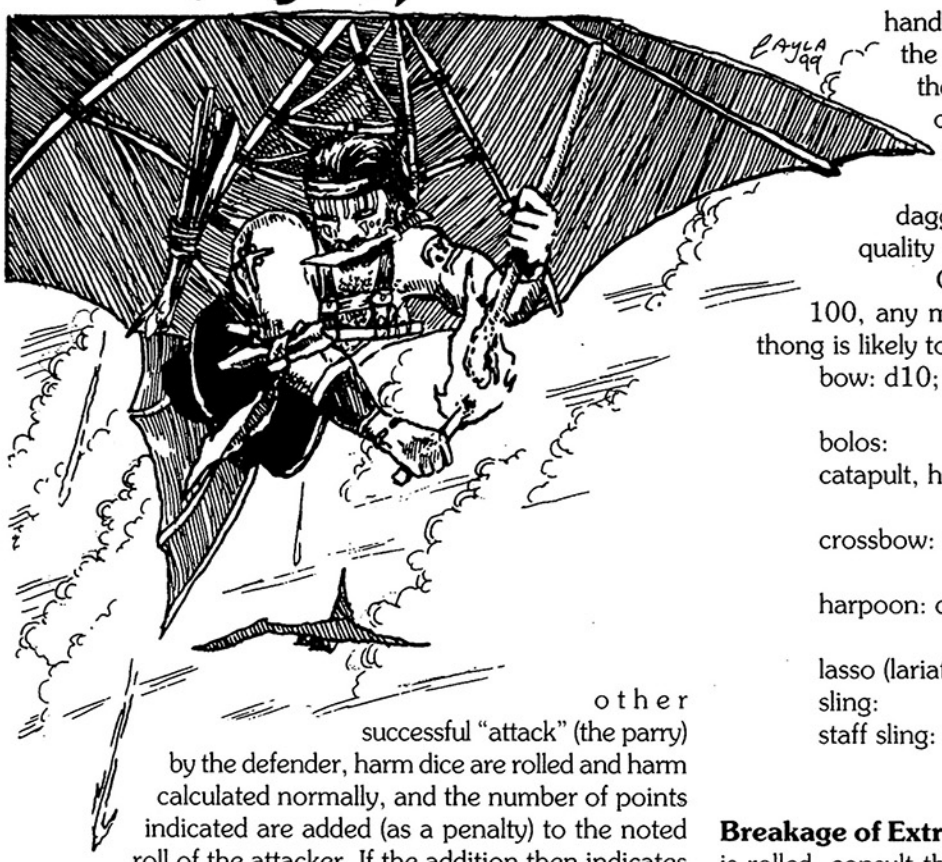
Speed Base Rating is adjusted by any bonuses--and more likely by any penalties--for armor and shield. This gives the adjusted Speed BR. Opponents with the same adjusted Speed BR then compare weapon speeds, the lower number being faster than the higher. Assuming 10 divisions in an ABC, the order of attack actions is easily found.

If he possesses Luck Ability, an Avatar can parry any single attack provided a check against Luck succeeds.

Successful Parry: The defending character can use an attack (be it his only one, or one of two or more available) to try to parry (fend off and neutralize) an opponent's attack. A character must commit to a parry before the failure or success of an opponent's attack is determined. If the attacker's strike succeeds, the attacker's roll is noted. Then, the defender rolls d% as if attacking. A success score of 01, an attack bypassing armor, or a parry that scores maximum harm for the weapon used to parry, indicates a Complete Parry and Reversal, as explained below. With any







other successful "attack" (the parry) by the defender, harm dice are rolled and harm calculated normally, and the number of points indicated are added (as a penalty) to the noted roll of the attacker. If the addition then indicates a miss, the parry is successful and the attacker's strike causes no harm. Even if the attempted parry fails, and the attacker hits, the amount of "harm" caused by the parry "attack" is deducted from the attacker's harm.

Complete Parry with Reversal: With a parry roll of 01, any parrying attack bypassing armor, or with a maximum harm score for the parrying weapon, a defender not only parries the opponent's attack but also gains an opportunity to reverse roles and go on the offensive, following his parry maneuver with an extra attack, a quick riposte. The defender checks to see if the attack succeeds by rolling against Weapons Ability, and if so, scores harm according to the weapon used.

Note that parries of unsuccessful attacks are "wasted" attacks.

Weapon Breakage:

On a Weapons Ability use (attack or parry) roll of 100 (00 on 2d10 read as 10s and 1s, that is d%), any striking weapon except a sword or dagger (but including knives) automatically breaks and becomes useless until repaired. Generally speaking, the wood of a weapon's handle, haft, or shaft will break; however, in the case of a chain, cleaver, knife, etc., it is the metal that gives. If the weapon is a sword or dagger, a d10 is rolled. A result of 7-10 indicates that the weapon breaks. If you have inferior, less costly swords and daggers in your campaign, compare their quality against the 7-10 standard quality.

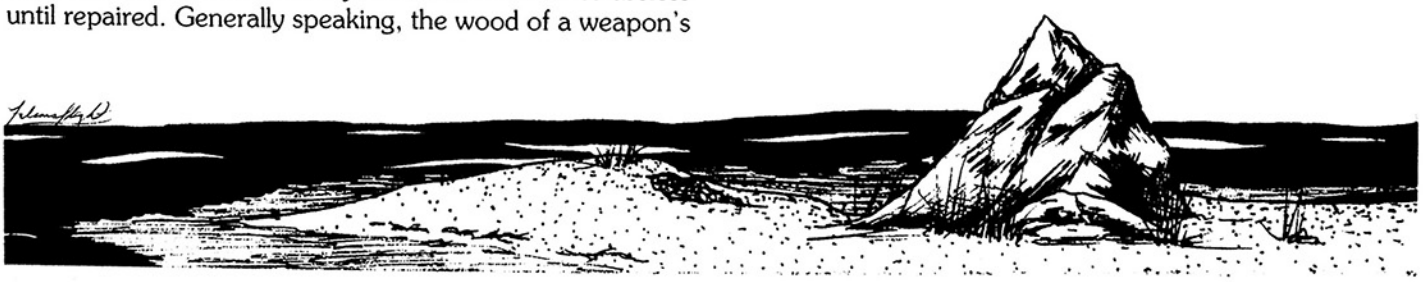
On a Weapons Ability use (attack) roll of 100, any missile weapon utilizing a string, cord or thong is likely to be damaged, as follows:

bow: d10;	1-8 = string broken, 9-10 = bow broken
bolos:	thong broken
catapult, hand d10;	1-8 = string broken, 9-10 = bow broken
crossbow: d10;	1-8 = string broken, 9-10 = bow broken
harpoon: d10;	1-8 = cord broken, 9-10 = shaft broken
lasso (lariat):	line broken
sling:	thong broken
staff sling: d10;	1-9 = thong broken, 10 = staff broken

Breakage of Extraordinary Weapons: When a 100 (00) is rolled, consult the normal breakage chance, but make a second, confirmation check using d10, as follows:
sword or dagger: confirmation of break
on a 9-0,other weapon: confirmation of break on 6-0

Even if breakage is indicated by the confirmation roll, the weapon may still make an Avoidance check, using the base Extraordinary bonus to weapons Ability precision and the maximum harm bonus. If a d% roll is the same as or less than the number found thus, the weapon does not break as indicated. For example, an Extraordinary weapon with a precision bonus of 10 and a harm bonus of 3-5 has only a 15% chance of not breaking as indicated. One with a 20 precision bonus and a harm bonus of 17-20 has a 40% chance to avoid breakage.

In the case of other Extraordinary qualities, such as speed, range, special functions against select targets, etc., add 5 to the avoidance chance for each such quality that is preternatural, and 10 for each one that is supernatural. In any event, no bonus can exceed 99, and an Extraordinary weapon avoidance check roll of 00 indicates weapon breakage regardless of any mitigating factors.



Weapon Special Harm:

Weapons Check Score of 01 or Less:

The attacking party ignores normal armor/protection and scores harm to the Health of the target subject; furthermore, harm is automatically the maximum possible for the weapon (typically 20), and if a "confirming roll" of the harm die for the weapon is maximum, then bonus harm (a die of one-half the value of the initial die) is added. Situational Adjustments--bonuses and penalties--accrue to the dice roll. A penalty alone ensures that an 01 can not be scored, while a bonus alone increases dramatically the chance for such a hit ignoring armor and having harm to the Health of the target subject.

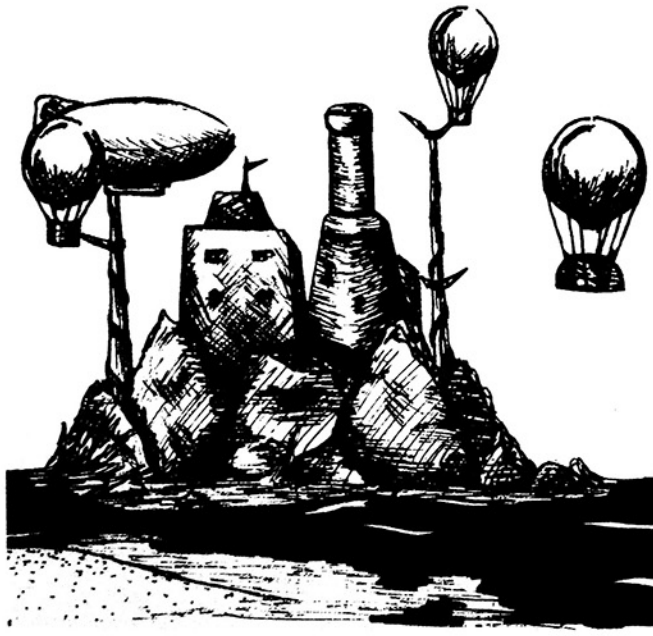
Extraordinary Item weapons precision bonuses likewise accrue to the benefit of the attacker, and in general likewise increase the likelihood of harm ignoring the usual armor/protection deduction.

The following guidelines should be used:

Normal Armor: All harm subsequently indicated accrues to Health.

Preternatural Armor: 50% (rounded down) of harm subsequently indicated accrues to Health, plus any amount in excess of that amount which exceeds armor protection.*Supernatural Armor:* 10% (rounded up) of harm subsequently indicated accrues to Health, plus any amount in excess of armor protection.

Maximum Harm Scored: A natural roll of the highest number possible on the die used to determine harm from a successful hit indicates additional harm has been scored. The attacker is entitled to roll a second die that is one-half the number of the initial one. For example, rolling a 30 on a d30 provides an additional d15; rolling a 20 on a d20 provides an additional d10; 12 on a d 12 provides a d6; 10 on a d10 provides a d5; 8 on a d8 provides a d4; etc. Note that 2 on a d2 scores an automatic addition of 1, the lower limit for this procedure. A maximum score rolled on a subsequent die entitles the attack to another half-value die, and so forth.



Harm Regardless of Armor/Protection --Optional Rule:

In addition to having all Extraordinary harm bonuses accrue to the target subject, regardless of armor/protection, save where there is a specific instruction to the contrary, the LM can have any weapon hit that scores 11 or more points of harm convey automatically one point of harm to the target subject, regardless of armor/protection, because of the strength of the attack.

In such case the armor/protection absorbs all harm points as normal, but in addition, the wearer or protected individual still suffers the loss of one point of Health, this being recoverable through healing, of course.

Special Weapon Type Harm:

Acid or Alkali:

Base median harm: 9-12 points for standard acid or alkali contact.

Harm assumes exposure to about one cup (eight ounces) of a very strong acid, such as nitric or sulfuric, or a very strong alkali; lye or bleach. In general, the amount of harm you determine for exposure to such substances can be adjusted upwards or downwards for larger/smaller quantities and/or stronger/weaker compounds. For example, falling into a large vat of relatively weak acid might cause little physical harm but eat away clothing and armor until the acid itself is neutralized, whereas the maximum harm base for one cup of the strongest acid should be in the 9-12 harm points range; and falling into a vat of it will cause a multiple of the listed harm as well as scaring and other forms of permanent damage (barring healing of an Extraordinary sort).

Cold:

Base median harm: 9-12 points for a Preternatural cold attack.

The base harm from cold is from 1-2 points for mild exposure (around 30° F) to as much as 21-25 points per ABC for the most extreme exposure (around -200° F). Wind can increase exposure effects. Clothing and like protection decrease exposure effects, as does a heat source, wind break, etc. For example, a well-clothed person might operate in -30° F conditions without suffering more than 1-2 or 3-5 points of cold-based harm each day of such exposure, whereas a completely unprotected individual might be dead in only a matter of minutes, and a lightly protected individual could last a couple of hours at most.

Disease:

Most diseases will not cause immediate harm. The fastest acting might begin affecting an individual in one AB (12 seconds). Suggested effects include the following (more than one of which can arise from a single disease):

1) One point of Health is lost as often as once every AB or as seldom as once every day due to the ravaging effects of the disease. Such loss continues until the disease is cured or the character is dead.

2) One point of Precision is lost as often as once every AB or as seldom as once every minute due to the many physical effects of the disease (blurred vision, chills, fever, headache, trembling, etc.).

3) One point of Speed is lost as often as once every minute or as seldom as once every hour.

Fire:

Minor base median harm: 1-2 points for a small fire and 3-5 points for large and hot normal fires per ABC.

Moderate base median harm: 6-8 points for a very large and very hot fire or for a preternaturally engendered flame per ABC.

Severe base median harm: 9-12 points for a raging inferno or for a supernaturally engendered flame per ABC.

Subsequent combustion of inflammable materials, and added and continuing harm always should be kept in mind. Subsequent combustion of hair and clothing is generally equal to the minor base median harm of 3-5 points per ABC. Again, the intensity of flame and heat enable the LM to set harm levels as warranted. A vat of molten metal will incinerate just about anything not protected by some Extraordinary means. A small flame might cause only 1-2 points of harm in an ABC. As a guideline, consult both the Combat section in regards to weapons and the various flame-generating creatures. Again, this is a pretty free-form area where the LM can establish parameters according to the situation as desired.

Electricity:

Minor base median harm: from 3-5 points for minimal contact with very low electrical discharges.

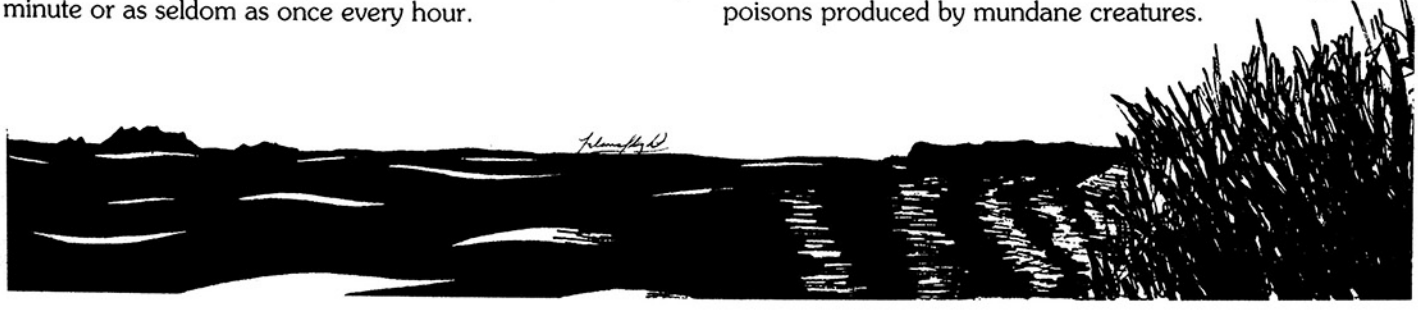
Moderate base median harm: from 6-8 to 9-12 points for low-level electrical discharges.

Severe base median harm: from 13-16 points on up for preternatural or supernatural discharges.

Here again, electrical shock can be mild (1-2 points of harm) or incredibly potent (say 36-50 points). Metal worn will intensify harm, maximizing or even doubling it. Being grounded by conductive liquid, such as standing in water, will likewise affect harm. You can maximize it, double it, or even quadruple it if the subject is wearing or touching a substantial amount of metal and standing in a conductive liquid. For example, an Avatar in steel armor holding a sword while standing in a puddle of water is struck by a small bolt of electricity that normally would inflict 3-5 points of base harm. The bolt should cause maximum damage, should be doubled once for metal and again for water, so the subject suffers five doubled to 10, redoubled to 20, points of harm. This harm ignores all types of protection not of Extraordinary sort that do not specifically shield against electrical harm.

Poison (Venom/Toxin):

Base median harm: 1-2 to 9-12 points for typical poisons produced by mundane creatures.



Base median harm: 13-16, 17-20, or even more points for particularly deadly poisons produced by fantastic or very rare creatures.

Most poison assumes insinuation through a puncture wound or a body opening in regards to gas. Contact poisons work through contact with and/or absorption by the skin. Poisons that take effect when ingested may inflict any level of harm, from very mild to instantly fatal--like cyanide, which causes extreme harm (36-50 points per one-tenth ounce dose). Here again, the LM may be inventive, though he should consider the following factors:

1. The poison's means of effect:
   - contact with skin
   - contact with mucous membrane
   - contact with or insinuation into an open wound
   - inhalation
   - ingestion (drinking, eating, swallowing)
2. The immediacy of the poison's effect
   - instantaneous (full effect during the following ABC)
   - fast (full effect after one ABC)
   - quick average (full effect after one minute)
   - average (full effect after five minutes)
   - slow average (one point of harm/minute until full effect is delivered)
   - slow (one point of harm/hour until full effect is delivered)
   - very slow (one point of harm/day until full effect is delivered)
3. Effect of poison
   - inability to eat/digest food
   - blinding
   - direct harm to Health
   - loss of coordination
   - loss of movement (harm to Speed)
   - combination of one or more of the above

Shock (traumatic blow):

Base median harm: 9-12 points plus other harm, as determined.

Shock is the force of impact from a terrific blow of some sort. (For impact shock see Falling and so forth immediately hereafter.) The effect of being struck by the flank of a charging elephant, for example, would likely be shock harm of minimal to good range, depending on the degree of contact. A kick or butt or the like from a massive creature can deliver added shock harm thus. In general, such harm is considered in the statistics for creature attacks, but the LM is free to add any additional shock harm as is deemed suitable. It can be used conveniently by substituting "crushing" when a subject is struck or stepped on by some weighty creature. A horse might deliver only 6-8 crushing harm when stepping on a subject, while an elephant would certainly deliver 36-50 harm from a crushing step.



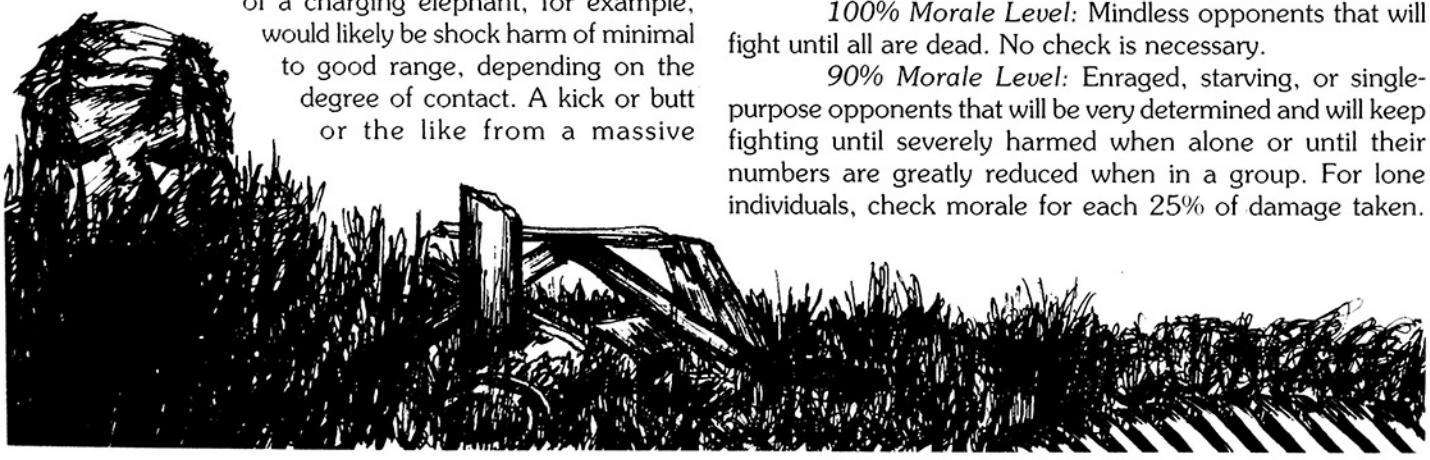
COMBAT, OPPONENT MORALE

Morale Check:

When opponents in combat with Avatars suffer losses, there is a likelihood that these opponents will lose their desire to continue fighting. To check morale, roll d%, and a score exceeding the opponents' assigned morale number (see percentages below) indicates that they cease fighting and do something else. In general, the Lejend Master can use the following basic guidelines for the morale of Avatar opponents (which are also applicable to Avatar allies):

100% Morale Level: Mindless opponents that will fight until all are dead. No check is necessary.

90% Morale Level: Enraged, starving, or single-purpose opponents that will be very determined and will keep fighting until severely harmed when alone or until their numbers are greatly reduced when in a group. For lone individuals, check morale for each 25% of damage taken.



For groups, check for each individual lost or for every 10% of the total number of combatants killed, whichever is the greater (as a percentage of the whole group).

80% Morale Level: Stupid creatures or elite and disciplined fighters of all sorts who will take a lot of punishment before breaking off combat. For lone individuals, check morale for each 25% of damage taken. For groups, check for each individual lost or for every 10% of the total number of combatants killed, whichever is the greater (as a percentage of the whole group). Check also at -20% if the leader is lost.

70% Morale Level: Implacably determined creatures or disciplined fighters of all sorts who will take a lot of punishment before breaking off combat. For lone individuals, check morale for each 20% of damage taken. For groups, check for each individual lost or for every 10% of the total number of combatants killed or wounded, whichever is the greater (as a percentage of the whole group). Check also at -20% if the leader is lost.

60% Morale Level: Fierce fighters of any sort that are not used to breaking off attack. For lone individuals, check morale for each 15% of damage taken. For groups, check for each individual lost or for every 10% of the total number of combatants killed or wounded, whichever is the greater (as a percentage of the whole group). Check also at -20% if the leader is lost.

50% Morale Level: Strong predators and cautious fighters used to attacking relatively weaker opponents. For lone individuals, check morale for each 10% of damage taken. For groups, check for each individual lost or hurt, or for every 10% of the total number of combatants killed or wounded, whichever is the greater (as a percentage of the whole group). Check also at -20% if the leader is lost.

40% Morale Level: Weaker predators and very cautious fighters used to attacking only relatively weaker opponents. For lone individuals, check morale for each 5% of damage taken. For groups, check for each individual lost or hurt, or for every 10% of the total number of combatants killed or wounded, whichever is the greater (as a percentage of the whole group). Check also at -20% if the leader is lost.

Remember, if Repute, Dark Repute, or Disrepute is being utilized in the campaign, add or subtract such numbers as are applicable to morale scores or to the results rolled. Each point of either Repute or Disrepute provides a 1% effect.

Repute/Dark Repute will add to the morale of a side for which the Avatars are fighting, and it will subtract likewise from the morale of their foes.

Disrepute (in addition to any Dark Repute) reduces the morale of those NACs opposing the Avatars, but it does not improve the morale of the Avatars' allies.

Failure Results:

Withdrawing from Combat: This is what should always happen if the morale check exceeds the number given for holding firm. Whenever possible, the opponent(s) will break off the fight and flee. This might mean that they throw away their shields and weapons and run off at full speed, or it might mean that they simply back away from combat. You as the LM should determine the form of retreat based on the nature of the affected individual(s), their perception (if any) of their opponents' nature, and the overall circumstances and setting of the combat. You should generally assume that a reasoning party will attempt to do what is in its best interest. However, a morale check that fails badly, certainly a 00 result, likely indicates a panicked rout occurs.

Mindless creatures unable to flee will become wild and attack until a means of escape is given; then they will flee at top speed, if able.

If humans and/or similarly intelligent creatures who fail a morale roll are surrounded (or are otherwise prevented from escaping) and continue to be attacked, a second morale check should be made. Success with this second roll indicates that they harden their will and fight on (to the death or until circumstances change); failure indicates that they drop their weapons and stand helplessly like sheep.

If humans and/or similarly intelligent creatures who fail a morale roll are surrounded (or are otherwise prevented from escaping) and are offered a chance to surrender in a manner they can comprehend, they will do so.

NON-COMBAT/IMPACT HARM

Falling:

A character will suffer harm based on each 10 feet distance he falls if the fall ends with impact. The nature of the surface modifies the harm potential. Characters able to land properly (and tumble-roll) will likely gain an Ability check for avoiding harm and suffer less harm even if the check fails. This is also the case for supple creatures, such as felines. Other creatures will take less or more harm from a fall as the Lejend Master deems appropriate.

Normal protection (armor included) reduces harm by one die only. Extraordinary protection extends to all dice, but only to its base Extraordinary capacity. All harm is from shock.



Falling and Impact Harm:

Distance Fallen	*Hard Surfa*	*Soft Surface*	*Spongy Surface*	*Water Surface*
10 feet	1d20	1d10	-	-
20 feet	3d20	3d10	1d6	-
30 feet	6d20	6d10	3d6	-
40 feet	10d20	10d10	6d6	1d10
50 feet	15d20	15d10	10d6	3d10
60 feet	21d20	21d10	15d6	6d10
70 feet	28d20	28d10	21d6	10d10
80 feet	32d20	32d10	28d6	15d10

A roll resulting in a 20 on a d20, a 10 (0) on a d10, or a 6 on a d6 indicates a miraculous avoidance of any harm in regards that die.

A roll resulting in a 19 on a d20, a 9 on a d10, or a 5 on a d6 adds one additional die to the total above. At the LM's option, a 19 or a 9 (as the case might be for the surface condition) could, instead of causing such added harm, provide the possibility of a sprain or bone break. In this case, a second die should be used that may confirm the occurrence of a sprain or break, according to the following table:

Second Die Roll		*Result*
d20	1-4	no harm
d20	5-12	roll additional die
d20	13-16	arm or leg sprained
d20	17-20	arm or leg broken*
d10	1-2	no harm
d10	3-6	roll additional die
d10	7-8	arm or leg sprained
d10	9-10	arm or leg broken*

*Roll d4: 1 = l. arm, 2 = l. leg, 3 = r. arm, 4 = r. leg.

Impact of Falling Objects:

A character or creature will suffer harm from falling objects based on each 10 pounds of weight falling 10 feet to impact. Use the Falling Table above. For distances under 10 feet use the corresponding percentage. Ignore the special sections regarding no harm and extra harm (rolls of 20, 19, etc.). 100 pounds of weight falling 10 feet to strike a subject will deliver only 10d20, but if it falls 20 feet the harm is 30d20 (squash!), and so on.

This system assumes relatively compact and hard objects being considered. It automatically adjusts for density and hardness by using weight. Thus, for example, a block of wood is less deadly than a stone, as the former has less weight per volume, but a big log is still as deadly as a small boulder.

AVATAR DISASTERS

First, assume that "disaster" refers to some attack that will deliver more than 50 points of harm or else effectively eliminate the Avatar through some other means.

This is covered in the rules as follows:

In the case of a disastrous event or some deadly Extraordinary attack, other than one involving VT (poison, toxin, venom) of inescapable sort such as delivered through contact or injection by successful attack--such as one enabled by some Extraordinary Ability, Power, or innate capacity of a character or creature, including exhalation or glare of eye, the harm or baneful effect resulting from an attack of this nature can be mitigated through a successful check against four times the Avatar's current Speed Base Rating (considering penalties of all applicable sorts such as armor) plus 10% of Luck Ability total, if applicable. This is called a Disaster Avoidance Check.

Disaster Avoidance Check Procedure:

Roll percentile dice and a score of one-half or less the required number indicates all harm or baneful effect is avoided by the Avatar.

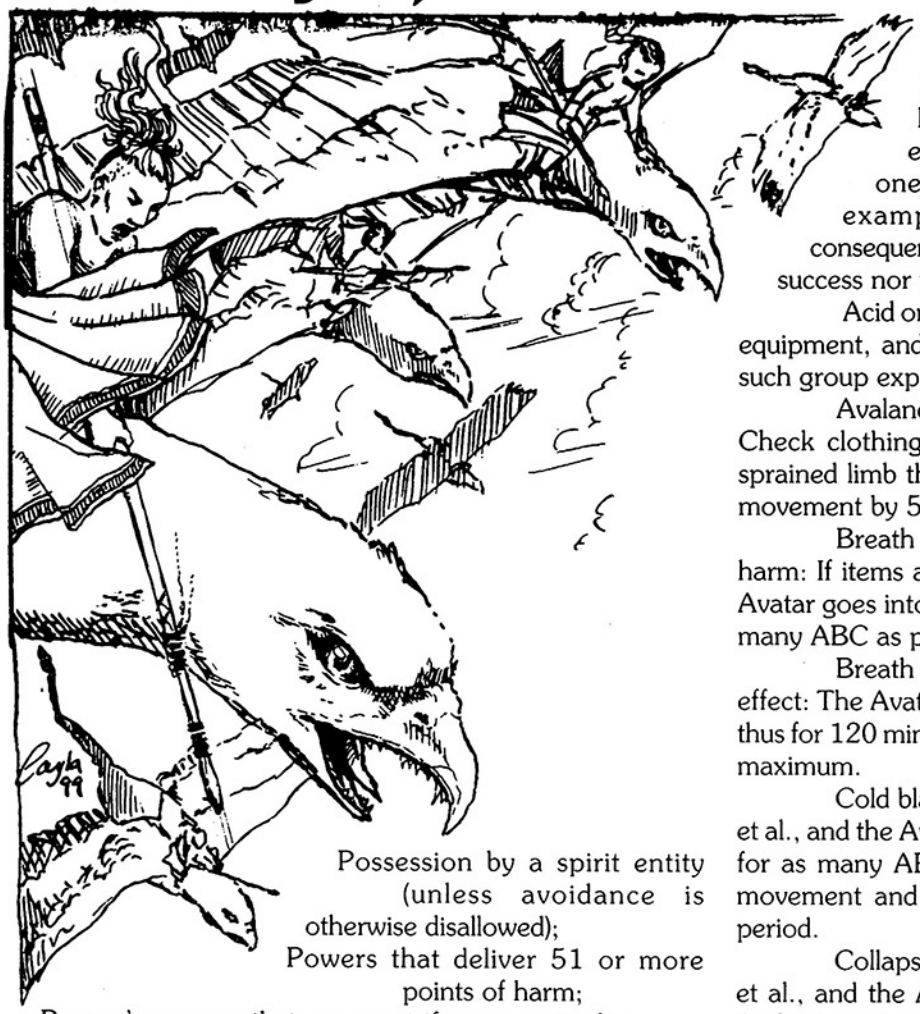
A score above one-half the required number (current Speed BR x 4), but not greater than that total, indicates one-half of the otherwise delivered harm avoided, but a baneful effect of other sort will occur after a delay of one AB of time.

Failure to score the required number, or less, indicates the full harm or baneful effect occurs. The disaster is not avoided.

The purpose is general and it is granted to keep the campaign game enjoyable and exciting by allowing players a fair chance of saving their Avatars from an untimely end. Use this to see if the Avatar, or important NACs, is able to avoid the following sorts of dangerous things:

Acid or alkali baths;
Avalanches that deliver 51 or more points of harm;
Breath weapons that deliver 51 or more points of harm;
Breath weapons that cause petrifaction or similar effect;
Cold blasts of "flash freeze" nature;
Collapses (buildings, ceilings, etc.);
Electrical discharges that deliver 51 or more points of harm;
Falls into deadly pits (containing spikes, creatures, etc.);
Fire or heat blasts that deliver 51 or more points of harm;
Floods or water-based assaults that deliver 51 or more points of harm;
Gaze weapons that deliver 51 or more points of harm;
Gaze weapons that cause petrifaction or similar effects;
Plunges (falls further than 30 feet onto hard surfaces);
Poisonous gases with deadly effects;





Possession by a spirit entity (unless avoidance is otherwise disallowed);
Powers that deliver 51 or more points of harm;
Powers' weapons that cause petrifaction or similar effects;
Quicksand submersion;
Single massive normal attacks that deliver 51 or more points of harm.

If neuro-physical movement speed is not the reasonable base, but neural speed is, say for observing a situation, looking away, pulling back of the hand, holding one's breath, etc., then use the unmodified Speed Base Rating (not deducting for armor, shield, etc.)

Speed BR, modified or not, can be used as is for the Avoidance check. It can also be increased by multiples of from two to six to reflect a greater opportunity of avoiding the peril based on actual circumstances.

In any event a result of 00 should always indicate total failure in avoiding the peril.

Partial Avoidance:

The one demanding part of this rule involves the situation in which the Avatar has avoided "half" of the harm, but a baneful effect of other sort will occur after a delay of one Activity Block of time. Consider these examples when determining the negative consequences for such cases involving neither complete success nor total failure:

Acid or alkali baths: In 4 ABC after contact clothing, equipment, and/or weapons are affected. Check for each such group exposed.

Avalanches that deliver 51 or more points of harm: Check clothing et al., and the Avatar has a strained or sprained limb that "tightens up" and prevents use or slows movement by 50%.

Breath weapons that deliver 51 or more points of harm: If items are not affected as per acid above, then the Avatar goes into shock after 4 ABC and remains thus for as many ABC as points of harm were avoided.

Breath weapons that cause petrifaction or similar effect: The Avatar goes into shock after 4 ABC and remains thus for 120 minutes, minus the Avatar's normal Health point maximum.

Cold blasts of "flash freeze" nature: Check clothing et al., and the Avatar is trembling after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.

Collapses (buildings, ceilings, etc.): Check clothing et al., and the Avatar has a strained or sprained limb that "tightens up" and prevents use or slows movement by 50%.

Electrical discharges that deliver 51 or more points of harm: Check clothing et al., and the Avatar is trembling after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.

Falls into deadly pits (containing spikes, creatures, etc.): The Avatar is slightly unnerved from the experience, so during 1-6 of his next actions, his Ability use will be at 50% normal, except after 10 minutes' time has elapsed, penalties are no longer applicable.

Fire or heat blasts that deliver 51 or more points of harm: Check clothing et al., and the Avatar is in shock after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.



Floods or water-based assaults that deliver 51 or more points of harm: Check clothing et al., and the Avatar is trembling after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.

Gaze weapons that deliver 51 or more points of harm: Check clothing et al., and the Avatar is trembling after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.

Gaze weapons that cause petrifaction or similar effect: The Avatar goes into shock after 4 ABC and remains thus for 120 minutes, minus the Avatar's normal Health point maximum.

Plunges (falls further than 30 feet onto hard surfaces): After 4 ABC, the Avatar discovers a sprain that slows movement by 50% for 5-20 days and likewise reduces attack capacities (weapons, Powers, etc.) to one-half normal.

Poisonous gases with deadly effects: The Avatar goes into shock after 4 ABC and remains thus for 120 minutes, minus the Avatar's normal Health point maximum.

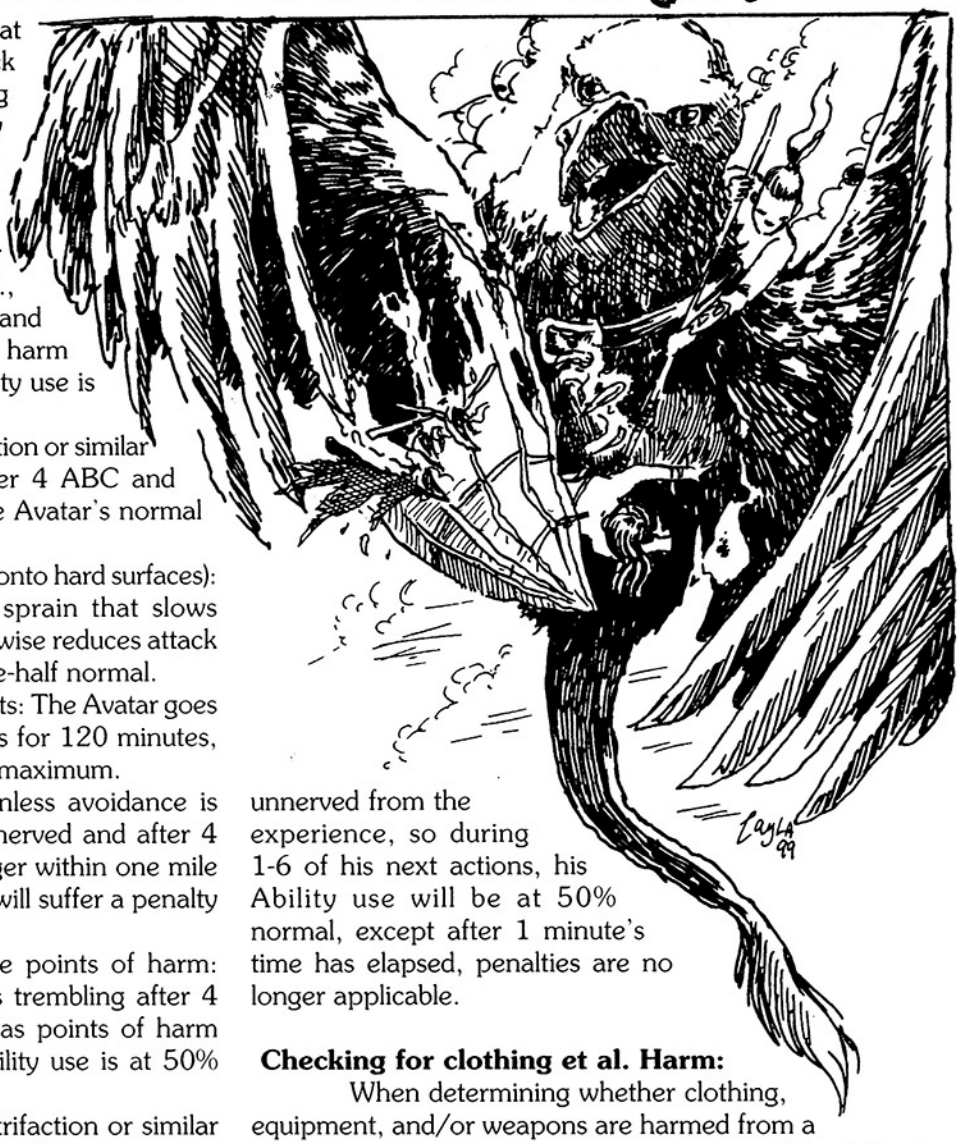
Possession by a spirit entity (unless avoidance is otherwise disallowed): The Avatar is unnerved and after 4 ABC has elapsed, and until he is no longer within one mile of the spirit or the spirit is destroyed, he will suffer a penalty of six on all percentile dice rolls.

Powers that deliver 51 or more points of harm: Check clothing et al., and the Avatar is trembling after 4 ABC and thereafter for as many ABC as points of harm were avoided, so all movement and Ability use is at 50% normal during that period.

Powers' weapons that cause petrifaction or similar effect: The Avatar goes into shock after 4 ABC and remains thus for 120 minutes, minus the Avatar's normal Health point maximum.

Quicksand submersion: The Avatar is slightly unnerved from the experience, so during 1-6 of his next actions, his Ability use will be at 50% normal, except after 5 minutes' time has elapsed, penalties are no longer applicable.

Single massive normal attacks that deliver 51 or more points of harm: Check clothing et al., and the Avatar is slightly unnerved from the experience, so during 1-6 of his next actions, his Ability use will be at 50% normal, except after 1 minute's time has elapsed, penalties are no longer applicable.



Checking for clothing et al. Harm:

When determining whether clothing, equipment, and/or weapons are harmed from a partially avoided disaster, use your logic and the following guidelines, with 99 and 00 always indicating failure:

Item normally not harmed by "attacking substance": check 5 x current Speed BR of the Avatar.

Item normally sometimes harmed by "attacking substance": check 3 x current Speed BR of the Avatar.

Item usually harmed by "attacking substance": check 1 x current Speed BR of the Avatar.

As usual, you are free to modify the given effects, substitute others, or devise new ones based on what you desire and what seems reasonable.



AVATAR ABILITY GAINS

Immediately Gained Abilities:

Only a few Abilities added after initial creation of the character are such that the Avatar either has them or does not. This reflects the natural talent of the individual, albeit undeveloped (not completely unlike Knacks). For these, full competence is gained immediately and without effort, training or extensive schooling.

In regards to Psychogenic Ability, the player decides which one the Avatar has, and that's that. However, as with Divination Ability, the score possessed actually indicates the number of Powers (Divination means, in the latter case) the Avatar can possess, one per 10 points of score.

The "immediate" Abilities are:

Creativity
Divination*
Luck
Psychogenic*

*With respect to immediate Powers of the Ability only; additional Powers must be gained through association as noted below.

All other abilities can not be immediately gained without some effort from the Avatar.

Self-Trained Abilities:

Note that Ordered Avatars must associate with or belong to such society is appropriate to the Order and have paid and will pay initiation and increased status fees, thus paying membership dues. This society then provides the basis for training in an associated Ability.

This kind of Ability is one that can be "learned on the job" without any special assistance. The Avatar must spend about one to three weeks' time learning and practicing in order to use the Ability with the initial, minimal competence level (20% Base Rating score). The following are Abilities that seem appropriate for this general category:

Archery
Hunt
Physique
Savagery
Stealing
Stealth
Urbane
Waylaying

Outside-Training-Required Abilities:

Again, note that Ordered Avatars must associate with or belong to such society is appropriate to the Order and have paid and will pay initiation and increased status fees, thus paying membership dues. This society then provides the basis for training in an associated Ability.

The majority of new Abilities to be gained require that the Avatar find an individual, group, and/or place of a nature appropriate to the Ability and spend time, and likely pay a fee, for the training needed to gain the Ability. The persons and locales are self-evident. The costs range from a few hundred to a thousand or so per week of training. From two to four weeks of game time should suffice to enable entry-level Ability gain. Note that where the Avatar is associating with the appropriate individual(s) and in the generally required environment (such as in a village, with a tribe, at sea, etc.), time spent thus counts towards the learning, and cost might be absolutely eliminated in formal terms, although it might be levied otherwise through purchase of special items needed, and gifts, fees, etc., for assistance and favors. The Abilities that fall into this category (and the associated acts that an Avatar must perform) are listed below:

Alchemia (must undergo schooling and/or association)
Arcana (must undergo schooling and/or association)
Chivalry (must associate with aristocrats/nobles)
Commerce (must undergo schooling and/or association)
Divination (must undergo schooling and/or association)
Evaluation (must associate with learned individuals)
Learning (must undergo schooling and/or association)
Mechanics (must undergo schooling and/or association)
Metallurgy (must undergo schooling and/or association)
Minstrelsy (must associate with entertainers/jongleurs)
Nomadic (must associate with nomadic folk)
Panprobability (must undergo schooling and/or association)
Pantology (must undergo schooling and/or association)
Planning (must undergo schooling and/or association)
Pretense (must associate with learned individuals)
Ranging (must associate with learned individuals)
Rustic (must associate with country/farm/rural folk)
Scrutiny (must associate with learned individuals)
Tricks (must associate with learned individuals)
Unarmed combat (must associate with learned individuals or a dojo)
Waterfaring (must associate with mariners/sailors)



After sufficient time has elapsed, say anywhere from two to four weeks, a check should be made against the eventual Ability score to be gained by successful training. That is, 10% of the applicable Base Rating. A success means the Ability is gained then and there. A failure requires from one day to one week of further effort. If a daily check is made, make no adjustment to the dice roll. If a weekly check is made, deduct from the roll the score that will be possessed.

A special success means that the pupil has excelled, and he adds the result of d4 to the ability score gained.

Special-Training-Required Abilities:

Yet again, note that Ordered Avatars must associate with or belong to such society is appropriate to the Order and have paid and will pay initiation and increased status fees, thus paying membership dues. This society then provides the basis for training in an associated Ability.

The Abilities that convey Extraordinary Powers of the most potent sort are the ones that demand that the Avatar wishing to gain the special capacities be schooled by a skilled individual or intensively study in some formal, collegiate or guild-school setting. Here, the Avatar needs to have spent no less than two to four weeks "introductory time" in association with learned individuals, then two or more weeks being trained so as to be able to activate the Extraordinary capacities. Cost should run from $1,000 to $6,000 per week of study. The Abilities in question are:

Divination
Enchantment
Geourgy
Necrourgy
Psychogenic
Sorcery
Theurgy

Enchantment Powers that can be learned initially equal one per three points (or fraction thereof) of the Avatar's starting score. For example, someone starting with a 17 point score could learn six Powers. The six to be studied are selected by the player. At the end of two weeks' game time spent in study, the player rolls d% for each Power, adding 30 to his base score (30 +17, or 47, in the example used). A dice score equal to or less than the total means that the Power is learned, and can be inscribed on a memory tablet. Future attempts to learn Powers not gained initially involve one additional week of schooling, with attendant cost. All Powers that can be known must be gained before schooling is finished.

With regard to other Abilities, each basic thing needed for the Ability, such as command and protection circles, rituals, spells, etc., simply counts as a Power-like thing to be learned. After required knowledge of this sort is counted, all other selection for the Avatar is up to the player, assuming that the instructor "knows" the other desired material, of course!

INCREASING ABILITY SCORES

Adding to Ability Scores Through Experience and Practice:

The Lejend Master should assume that practice and use will generally account for an increase in Ability. This is especially true when the score is increased wholly or mainly through expenditure of Ability-specific Merits that "purchase" the addition. Even when more general merits are used thus, the individual Avatar "knows" the Ability and can be assumed to be studying and training and practicing so as to better his capacity to use it. In all cases, however, be sure to require that Merits be expended. One Avatar can neither train nor teach another for free. For example, an Avatar skilled in Weapons Ability, with two or more times the score of another Avatar in this Ability, can serve as an instructor. However, to "learn", the unskilled Avatar must "pay attention" by expending Merits. There is no getting Ability scores "on the cheap" by receiving "teaching" and "training" from fellows without such cost. If players argue that this is "unrealistic", counter with something to the effect that the unskilled Avatar isn't mentally or physically ready and able to receive such training yet, even though willing. The state of readiness and capacity to learn is something that is nebulous, but the accumulation of Merits is a sure indicator of its becoming formed, and when they have accumulated sufficiently, then the avatar can indeed be educated and trained.

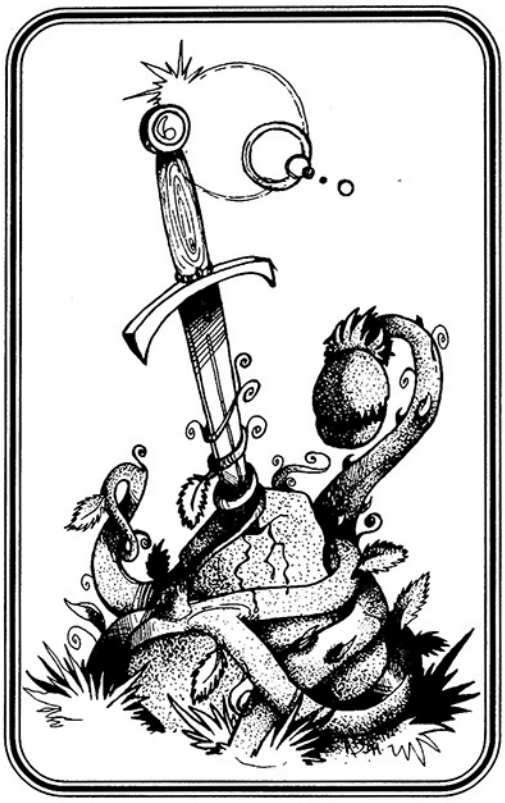
In general, the use of General Merits to increase the score of an Ability for which Specific Merits have been granted indicates that the avatar is using experience, study, and/or practice on a personal level to increase the Ability. However, no ratio of General to Specific Merits should exceed about 25 to 1. If this is the case, then "training" must occur; with each day (of eight or more working hours) spent thus, a check is allowed against the existing Ability score of the Avatar, a success indicating "learning" equal to 1 base point has been gained (assuming the Merits are there for such acquisition). A special success doubles learning acquisition, while a failure of 00 indicates that two to five days' time thereafter are required in re-learning/training before any progress can be made.



Adding to Ability Scores Through Intensive Training:

If the Avatar is able to associate with persons especially skilled in the Ability to be increased, then he can earn specific Merits from such association. For each week spent thus, a check against his existing Ability base is made. If it succeeds, the Avatar has gained d6 x10 Specific Merits. A special success indicates a gain of 1 point of score for each week spent in study, or, if the Avatar has a score of under 31, a gain of d4 points per week!

Generally, guilds, colleges, universities, and so forth are the only places where such learning is possible. However, certain exceptions may be warranted. For example, a traveling troupe of entertainers may serve the purpose in regards to minstrelsy Ability, and a gang of highway robbers in regards to waylaying Ability.



GAINING NEW EXTRAORDINARY ACTIVATIONS

An Avatar possessing an Ability such as Enchantment, Geourgy, etc., will possess only a limited number of Powers, Conjurations, etc. It is natural then that players will seek to add to their Avatars' repertoires, and as Lejend Master you should encourage this, but not make it too easy or a sure thing in regards success. The process is simply one of Ability score check using d% against the designated Extraordinary Ability after association and "study" by the Avatar. Success requires a memory tablet upon which the gained information must be recorded.

Here are guidelines in directing this sort of interaction. Costs will be addressed separately under each Ability heading and will appear after the locational information.

Location of Activation Gains:

Town: Association with a new (heretofore uncontacted) guild/society/temple of compatible sort provides an Avatar with one chance for one addition. The base chance for the gain of a new Power is 10% of the Avatar's Ability score per day he spends in association, to a maximum of 100% score. If the Avatar does nothing else during this time, he may be allowed a bonus of -1 on the dice roll per day spent in study. The Psychogenic Power addition has additional requirements, and the LM is referred to the heading below for this Ability.

City: Association with a new (heretofore uncontacted) guild/society/temple of compatible sort provides an Avatar with two chances for two additions. The base chance for the gain of a new Power is 15% of the Avatar's Ability score per day he spends in association, to a maximum of 100% score. If the Avatar does nothing else during this time, he may be allowed a bonus of -2 on the dice roll per day spent in study. The Psychogenic Power addition has additional requirements, and the LM is referred to the heading below for this Ability.

College/University/Grand Temple: Association with a new (heretofore uncontacted) institution of compatible sort provides an Avatar with two chances for two additions. The base chance for the gain of a new Power is 15% of the Avatar's Ability score per day he spends in association, to a maximum of 100% score. If the Avatar does nothing else during this time, he may be allowed a bonus of -3 on the dice roll per day spent in study. The Psychogenic Power addition has additional requirements, and the LM is referred to the heading below for this Ability.

Mentor: Association with a new (heretofore uncontacted) individual with a higher score in the Ability in question (double the score if the would-be learner has the Ability at 30 or lower; or 71+ and at least 10 above the learner in all other cases) provides an Avatar with two chances for two additions. The base chance for the gain of a new Power is 20% of the Avatar's Ability score per day he spends in association, to a maximum of 100% score. If the Avatar does nothing else during this time, he may be allowed a bonus of -3 on the dice roll per day spent in study. The Psychogenic Power addition has additional requirements, and the LM is referred to the heading below for this Ability.





Cost of Activation Gains:

Divination:

The Avatar will generally be required to pay $100 per day in general costs for a 2d4 time period, plus $1,000 to $10,000 for the gain of the new divinatory means.

Enchantment:

The Avatar will generally be required to pay $200 per day in general costs, plus $1,100 to $2,000 per grade of Power gained thus.

Geourgy:

Learning a new Conjuration is more difficult, so the time required for study is doubled (5% per day in a town, for example, rather than 10%). Treat a Power-Bid as a Power. The Avatar will generally be required to pay $175 per day in general costs, plus $30,000 for a new Conjuration, or $1,100 to $1,800 per grade of Power gained thus.

Necrourgy:

Learning a new Ritual or Spell is more difficult, so the time required for study is doubled (5% per day in a town, for example, rather than 10%). The Avatar will generally be required to pay $300 per day in general costs, plus $100,000 to $150,000 for a new Ritual, $50,000 to $80,000 for a new Spell, or $2,100 to $3,000 per grade of Power gained.

Psychogenic:

The Avatar must have increased his Ability score by 10 or more points since the last gain of a Psychogenic Power (unless possessing fewer than one power per 10 points of score). The cost will typically be $200 per day in general costs, plus $21,000 to $50,000 for the Power gained thus.

Sorcery:

Learning a new Summoning or Calling Up is more difficult, so the time required for study is doubled (5% per day in a town, for example, rather than 10%). The Avatar will generally be required to pay $500 per day in general costs, plus $110,000 to $200,000 for a new Summoning, $60,000 to $90,000 for a new Calling Up, or $2,500 to $3,000 per grade of Power gained thus.

Theurgy:

Learning a new Order or Rite is more difficult, so the time required for study is doubled (5% per day in a town, for example, rather than 10%). The Avatar will generally be required to donate $50 per day in general costs, plus $10,000 and a 10% tithe for life for a new Order, $20,000 and a 10% tithe for a year for a new rite, or $200 to $700 per grade of Power gained thus.



LEJEND MASTER'S LORE

APPENDIX A OVERLORDS, VASSALS, ADHERENTS, AND SERVITORS

The Value in Developing Avatar/NAC Relationships:

What follows requires role-playing to some degree, and even moreso where the player instigates the action in any of the various cases detailed hereafter.

Be aware that because of the individual nature of world settings and campaigns therein, it is not possible to dictate hard and fast rules for managing any of them. In truth, most relationship ties will be vaguely described and left amorphous so as to facilitate the creative process of the LM, not tie his hands. Only in the lowest tier of such relationships will benchmarks and guidelines be made strong and stated clearly. In regards to roles involving an Avatar master and an LM-played subordinate there are details given that may assist the Lejend Master in creatively structuring valid ties, and that may enable the player to determine outcomes without concern for the machinations of the LM, ensuring that Avatar circumstances, actions, and chance alone are seen to be the driving forces behind the characters' interactions--not some pre-determined plot line that can not be altered.

This game assumes imprimus that each Avatar that is being played is "his own man", has no master, and commands no servants. In fact, it is rather a fairy tale-like assumption that there should be such an entirely unentangled, unfettered individual setting forth into the world to "seek his fortune". The assumption will work well enough left as it is; but for a more complex and possibly "realistic" human condition that can drive a campaign story and plot, the LM may wish to develop unique background histories and character traits for each Avatar; in doing so, he should remember that creating relationships and ties that extend well beyond the group of players' Avatars is a must.

This, then, is a means for you, the Lejend Master, to incorporate into the campaign more complex ties than the expected sort based on Avatar camaraderie and interdependence. Whether you opt to do so from the start of play, from the time that players begin to seek such ties, or from the point at which Avatar activity and interactions within a given community or environment seem to dictate their introduction--or possibly a mixture of the three--depends entirely on your particular approach to the campaign development.

A Caveat:

One caveat before progressing: A forced vassalage or clearly contrived situation regarding a tie, be it as servant or master, will likely cause disaffection in the ranks of players, if not absolute deterioration of the campaign. Approach this with a clear and reasoned plan from the beginning if you intend to require one or more Avatars be "in service" to some overlord. Introduce later requirements or opportunities with the same care. Finally, when players seek a patron, supporter, or attendant, the LM needs to employ careful handling, using the guidelines hereafter and common sense to see that the result is logical within the framework of the campaign milieu and does not either restrict the Avatar's freedom or give him too much power or influence.

Important Questions:

In each degree of relationship we must ask ourselves the following questions and keep them in mind as the situations dictate, progressing towards a potential problem:

Who: Who is the character instituting or seeking to institute the relationship? Is it logical and possible in the milieu? Who is the NAC/entity tied to the Avatar? Is this relationship logical, possible, and reasonable in the campaign?

How: How is the tie related to the characters in question? How was or is it to be made? How will it be maintained? How will it affect the actions of other characters in the campaign?

What: What are the considerations and requirements, if any, of the relationship? What must be done to establish a tie? What will occur as a result of the relationship's development? What will occur as a result of its disruption? What impact will the relationship tie likely have on the campaign? How will it affect the Avatars?

Where: Where is the NAC/entity located? Where must the Avatar have been, or where must he go to establish the relationship?

When: When was the tie created, or when can an Avatar seeking such a tie create it? When will it benefit the campaign? When will it detract from it?



Which: Which sorts of Avatars should have relationship ties? Which sort could logically have them? Which Avatars, if any, should not?

How Many: How many relationships are right for the campaign? How many are right for a single Avatar? How many will make the game too cluttered and begin to direct play rather than allow for free-willed activity?

What Kind: What kind of characters should develop relationships with Avatars?

Interactivity Classes of NACs:

In general we are interested in LM-managed characters who function in one of five different capacities:

1. As a director of Avatar activities;
2. As an active participant in Avatar activities;
3. As a source of aid to be called on by the Avatar;
4. As an assistant acting at the behest of the Avatar;
5. As an ally who sides with and/or follows the Avatar.

Characters of the first kind, directors, are most certainly the absolute purview of the LM, as such characters are powerful and shape the adventures and actions in the campaign. Even if a player has the Avatar seek such a character, the LM must determine if such a character can be brought into play and if so must stringently manage the relationship thereafter.

Characters of the second kind, participants, are also likely to have a strong impact on the activity in the campaign, so their relationships with Avatars must be carefully managed by the LM, though the player can certainly affect things through his Avatar's dealings with such individuals. In some cases the LM might find it useful to put in a ringer--a character who secretly manipulates the Avatar and/or works against the interests of the Avatar, helping the Avatar only to the extent necessary to promote his selfish ends.

Characters of the third kind, sources of aid, are established by either the LM or the Avatar through successful interaction, and thereafter maintain relationships with Avatars based on such Avatar interaction, even while managed by the LM. As the sources of aid are controlled by the LM, such characters have only such impact as the LM desires, based on his planning and the bounds of his campaign. Although a clever player might gain a greater advantage thus than initially plotted, that is the nature of the game.

Characters of the fourth kind, assistants, are, once gained and thereafter maintained, likely to present considerable resources for the Avatar. The LM must fairly adjudicate their acquisition, see that they are accounted for in regards to upkeep and so forth, and note treatment so as to establish a loyalty factor for them. Aside from that, these characters are under the control of the player, a potentially overwhelming force in all, with one notable exception. One rotten apple, a malign, self-seeking sort of close associate, an Iago, if you will, will cause more grief to the Avatar than can be imagined--when managed properly by the LM, of course. Such complex plotting usually comes well into the campaign, naturally, as the Avatars become powerful, wield great influence, and command considerable force.

Characters of the fifth and last kind, allies, can affect a little or a lot, depending on how you determine to run the campaign. In large part these sorts of characters will be ordinary warrior-types. For example, should an Avatar best a nomad warrior leader, and spare that character's followers, there is some likelihood that the survivors will align themselves with the Avatar, given the opportunity. These partisans will then follow, and if allowed loot, will become a force that the Avatar can wield. However, citizens of a community might likewise back an Avatar, members of a guild might likewise, and so forth. Thus, political considerations--the result of faction development--may come into play as well, if the LM deems such desirable in the milieu.

Types of Relationships With NACs:

Now consider the four types of relationships that Avatars may have with LM-controlled Non-Avatar Characters. The five Interactivity Classes noted above apply here as well, as you will discover as you study the descriptions of possible relationships.

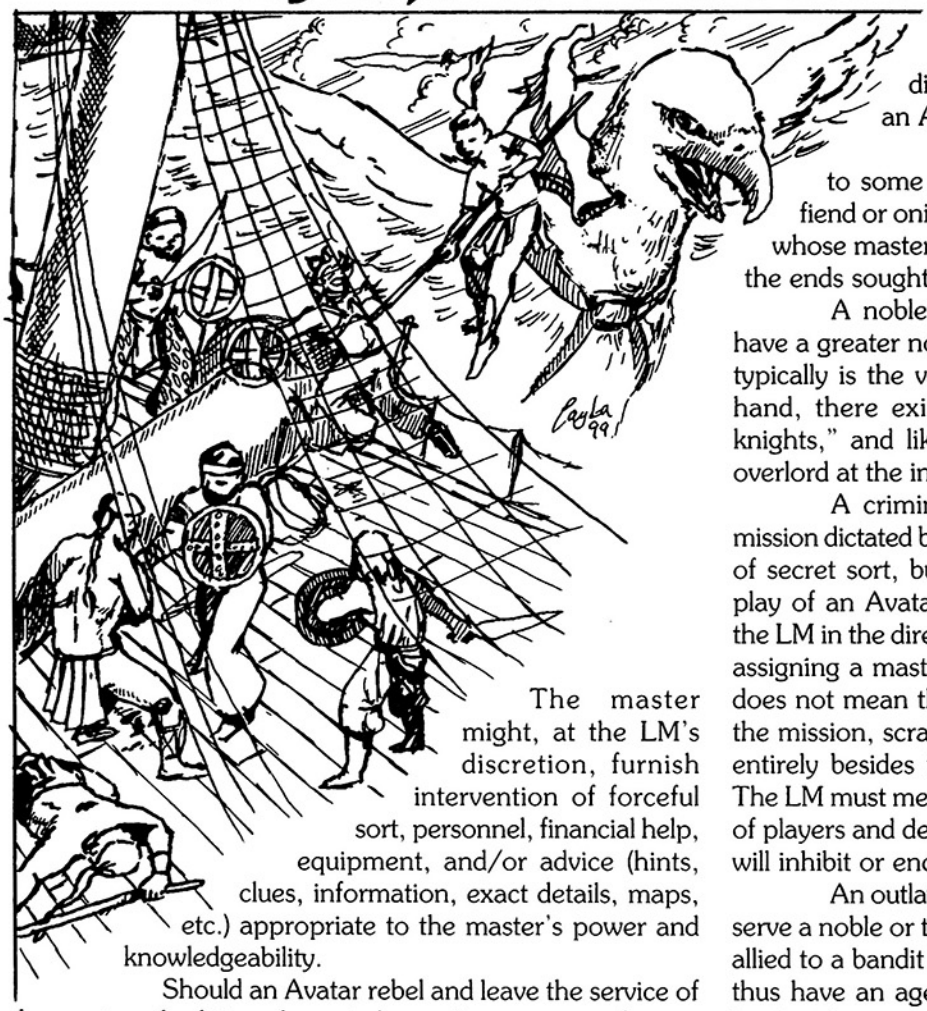
The Overlord:

This character is a director, of course, with some participant features as the master-vassal relationship becomes less vertically oriented.

Nomads, rogues, rustics, and savages are most unlikely to have any overlord at all, save for initial settings where the prevailing culture mandates one. For example, if play begins in a wild land populated by nomads and the Avatar is to be a native (as indicated by the Ability he selected with his initial four choices), he might well have a relationship tie to an overlord. The three character-types of overlord considered are as follows: master, patron, and mentor. Each type is reviewed in some detail to guide you in determining if any should be used initially or as the campaign progresses.

Master: The Avatar with a master is very much at the beck and call of some greater and more powerful overlord. This might be an entity of deital sort, a king, a noble, or the head of some organization to which the character belongs.





The master might, at the LM's discretion, furnish intervention of forceful sort, personnel, financial help, equipment, and/or advice (hints, clues, information, exact details, maps, etc.) appropriate to the master's power and knowledgeability.

Should an Avatar rebel and leave the service of the master, the latter character's reaction can vary from a mere shrug to a wrathful demand for revenge. The determination of response will depend on issues such as the master's investment in the Avatar, the Avatar's importance to the master, and the manner in which the Avatar breaks the bond.

Here are some examples of logical master-servant relationships:

A priest serves a deity and might be sent forth at the direct behest of that one or some minion of lesser sort. So, when an Avatar with Theurgy Ability paramount (of Ecclesiastic Order or with Theurgy as the initial Ability) is in play, such things must be kept in mind. In the case of a player seeking direct contact with such a deital overlord, however, you need to exercise considerable caution. Stringent requirements for acceptance and continuation of such a role must be set in place. Furthermore, the "relationship" might be detrimental to other players' Avatars and to your own campaign. Better, in most cases surely, to have a mortal overlord, a greater cleric, direct the activities and be the master of such an Avatar.

A Necrourge or Sorcerer might be subject to some dark deital figure such as a demon, devil, fiend or oni. Of less impact is a tie to some organization whose master uses the Avatar as an agent to accomplish the ends sought by the sinister group.

A noble Avatar will logically, but not necessarily, have a greater noble as a liege lord. A knight or petty noble typically is the vassal of some higher noble. On the other hand, there existed "robber barons," masterless "black knights," and like figures in history, so to be without an overlord at the inception of play is not entirely incongruous.

A criminal Avatar might serve a boss or have a mission dictated by some organization. This creates an agenda of secret sort, but it tends to interfere with the free-willed play of an Avatar, and may involve undue interference by the LM in the direction of campaign play. On the other hand, assigning a master and mission and giving a secret agenda does not mean that the player cannot break the tie, ignore the mission, scrap the agenda, and become something else entirely besides the cat's paw of some dictatorial master. The LM must measure the caliber and judge the personalities of players and decide whether or not having a tie of this sort will inhibit or encourage imaginative activity.

An outlaw Avatar with an outlaw band might secretly serve a noble or the rebel enemies of a noble, or he might be allied to a bandit chief, again with some secret mission, and thus have an agenda that is unknown to other Avatars, at least at the start.

Patron: A patron differs from a master in that the former is not as demanding or intrusive. The patron's finances and to some degree supports the Avatar. Such relationships can vary in the kinds of demands that are placed on an Avatar. The patron may demand that specific acts be done in short order, or he may require simply that acts exhibiting general excellence be committed occasionally involving his specific area of interest. In the latter regard, this might mean doing good or ill.

A good historical example of the patron is the noble who supports an artist, such as a sculptor, painter, musician or poet. Of course, this is a restrictive patronage in that the benefactor requires the subject of patronage to remain at court and produce works or perform. However, the idea is made clear thus, and the "leash" of the benefactor can be extended by the LM to account for the kind of relationships suited to the game. Be that as it may, this tether is still there.



To illustrate this, consider the "godfather"-type patron. Favors from this benefactor do not require constant attendance upon the figure, but when the patron demands a service or services in return for his past or continuing support, they must be performed.

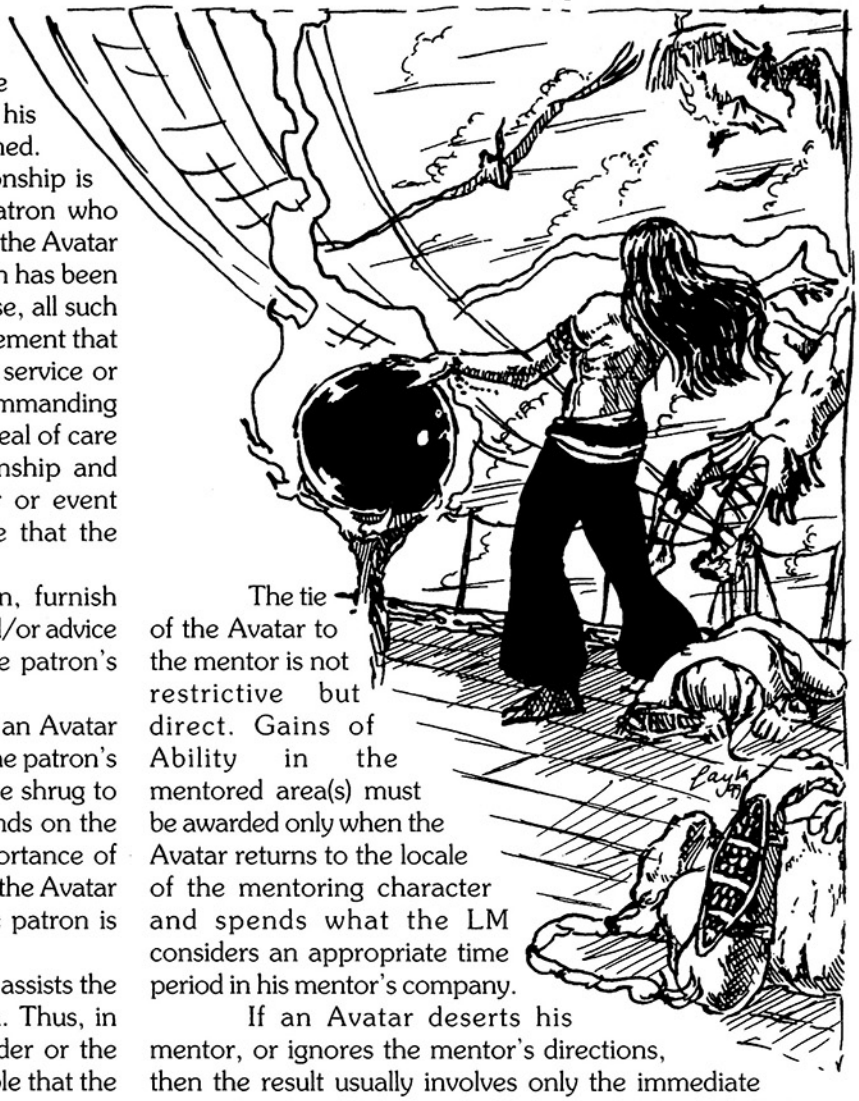
The qualification for a benefactor relationship is nebulous, so virtually any Avatar can have a patron who supports his activities in broad terms, and to whom the Avatar can turn in time of need if the character in question has been faithful to the patron's ideals and wishes. Of course, all such relationship ties need to be balanced by the requirement that an Avatar provide an appropriate return for any service or benefit he receives. Thus, as with the more commanding master-type overlord, the LM should use a great deal of care when crafting the circumstances of the relationship and managing its development. A definite calendar or event schedule should be established so as to ensure that the benefactor's investment in the Avatar is repaid.

The patron can, at the LM's discretion, furnish influence, personnel, financial help, equipment, and/or advice (hints, clues, information, etc.) appropriate to the patron's knowledgeability.

As in the case of a direct master, should an Avatar rebel and leave the service of the patron or ignore the patron's call for something, the result can vary from a mere shrug to a wrathful demand for revenge. Again, this depends on the investment by the patron in the Avatar, the importance of the Avatar to the patron, and the manner in which the Avatar breaks the bond. At the very least, however, the patron is likely to "blacklist" the Avatar.

Mentor: The mentor is a benefactor who assists the pupil, as it were, in succeeding in a specific area. Thus, in most cases the mentor will be related to the Order or the first-chosen Ability of the Avatar. While it is possible that the mentoring character is malign and serves as a benefactor only for selfish motives, more likely such support is based on beneficent considerations. This is not to say that the mentor's motives are always simple and straightforward. For example, an old, retired criminal might mentor a young pupil not because he is committed either to harming or helping the young lad. It may be that the old man had a falling out with members of the Thieves Guild and now wishes to teach the tricks of the trade to one who is not a member of the Criminal Order so as to cause trouble for his old foes. This theme is well known and needs no further detailing.

The mentor will, at the LM's discretion, furnish financial help, equipment, and advice (hints, clues, information, etc.) appropriate to the mentor's knowledgeability.



The tie of the Avatar to the mentor is not restrictive but direct. Gains of Ability in the mentored area(s) must be awarded only when the Avatar returns to the locale of the mentoring character and spends what the LM considers an appropriate time period in his mentor's company.

If an Avatar deserts his mentor, or ignores the mentor's directions, then the result usually involves only the immediate severing of the relationship. However, any and all things and assistance furnished by the mentor will be repossessed, if possible. The mentor certainly will not supply any further assistance, and will, if vindictive, use his influence to hinder the Avatar thereafter. Any great debt owed will be collected, if possible, in kind or not. There will thus likely be enmity between the mentor character and the Avatar.

The Associate:

This category mainly contains participant characters. As a relationship diminishes, assistance from such characters is provided increasingly on a by-request basis only and is less and less useful.

Logically, any Avatar can acquire a relationship tie with another character who is not controlled by a player. Four character-types of associate considered are as follows:



friend, conferee, sympathizer, and contact. The closeness and obligations decrease as one works down the list.

Friend: This is generally a peer-type relationship. The Avatar and the LM-directed character are relatively equal in terms of status and/or overall capacities. Friendship is established through multiple contacts, shared interests, mutual allies and/or enemies, assistance given by the Avatar, and so forth. Actual experience and common sense should guide the LM in determining if, how, and when a friend relationship comes into being.

In general, the sure way to make a friend is to save the character's life, rescue the character from peril, or side with the character when in need of such support in a dangerous situation. In such instances, though, the peer relationship status must be considered. If the character is well above the Avatar, then the relationship might logically move to the patron or mentor level; if he is well below the Avatar, the character will most likely become an attendant or a follower. Both such relationships are described hereafter.

A friend will assist in virtually any way he can to aid the Avatar. He will provide information, equipment, money, a hiding place, rescue, etc. Even the risk of his own life is not too much to ask of a friend--provided the Avatar is ready, willing, and able to do as much for the character, even before receiving such benefit from the friend.

A friend relationship is broken if the Avatar abuses the friendship, just as occurs in real life. Again, this needs no explanation, as the LM is well-equipped to manage this. A friend lost is at best neutral, and at worst--in cases where there was great abuse--a bitter and unrelenting foe of the Avatar.

Conferee: This is generally a peer-type relationship in which the Avatar and the character are relatively equal in terms of status and/or overall capacities, but have rather widely differing directions in Abilities and outlooks. Similar to friendship, a conferee relationship is established through multiple contacts, a shared concern, mutual allies and/or enemies, assistance given by the Avatar, and so forth. In order to guide the LM in determining if, how, and when a relationship tie of this sort comes into being, consider the following:

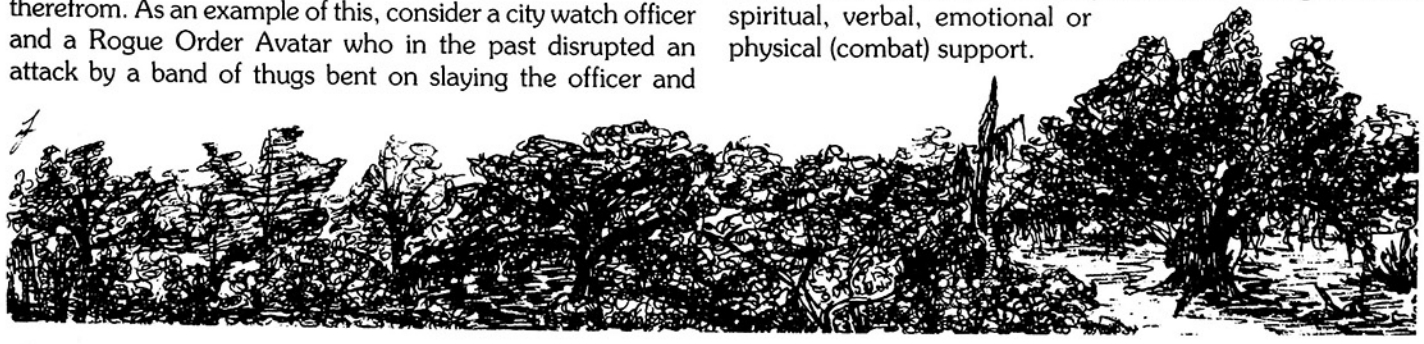
A conferee should be a known, closely associated character who does not typically share the same activities with the Avatar, but who is interested in them and concerned with the activities' outcome, whether because of the Avatar, the subject of the activities, or the long-range mission inferred therefrom. As an example of this, consider a city watch officer and a Rogue Order Avatar who in the past disrupted an attack by a band of thugs bent on slaying the officer and freeing their cohort whom he had just arrested. The officer of the watch is aware that the Avatar is as much an underworld denizen as any Criminal or Outlaw Order characters, but not only did the Avatar save his life, he has certain admirable qualities and is fascinating to the law-and-order character (perhaps because the Avatar is a rogue of chaotic and wild nature--the officer's complete opposite, a situation that simultaneously can evoke attraction and repulsion. If the rogue is a good-looking female Avatar, then this is a very dangerous relationship indeed for the officer!) So, while not assisting the Avatar in disrupting the peace of the city, the officer will be willing to help him in almost any other way, as long as the Avatar does not cross the character, returns favors occasionally, and is generally in touch with and not directly opposed to the mission of the conferee.

The conferee will give advice, warn, assist with some degree of tangible things such as money and equipment, use influence, and so forth in behalf of the Avatar as long as the character is not certain to ruin himself in the process.

Like a friend relationship, that with the conferee is broken if the Avatar abuses the tie, just as occurs in real life. If the Avatar continually ignores advice, does what the conferee asks not be done, or gets the character into real trouble, the relationship is lost, and likely an enemy has been made. The LM might consider this as if it were a distant friendship tie, by and large.

Sympathizer: This is generally a not-quite-peer-type relationship in which the Avatar and the character are possibly on relatively unequal terms with regard to social status and/or overall capacities, but have some degree of similarity in terms of directions in Abilities, outlooks and/or backgrounds. It is a relationship based on the character's respect and/or admiration for the Avatar personally (or for the Avatar's espoused causes, beliefs, actions, etc.). Similar to a friendship tie, a sympathizer relationship is established through known quantities and qualities of the Avatar, multiple contacts, a shared concern or concerns, mutual allies and/or enemies, some small assistance given by the Avatar, and so forth. A relationship tie of this sort comes into being, in most cases through mutual strong beliefs, some shared experience, personal liking, and respect.

The sympathizer will always work on behalf of the Avatar, usually behind the scenes, sometimes openly if the "cause" is very dear, advancing or assisting the Avatar in time of need. Such assistance might include furnishing money, equipment, and/or a place to stay/hide out, or it might include spiritual, verbal, emotional or physical (combat) support.



Like a relationship with a friend, that with a sympathizer is shattered if the Avatar breaks the main bond that unites him with the simpatico character, and he will leave the sympathizer with feelings of betrayal.

The LM might consider this by and large a hero-worship sort of friendship tie.

Contact: This is generally a relationship in which the Avatar and the character are of virtually any sort, from very much alike to totally dissimilar, possibly even generally opposed. It is a relationship of some unknown attraction, with respect and/or admiration involved, and definitely established because of some service or favor done by the Avatar on behalf of the character concerned. Similar to a friendship tie, but not to a sympathizer tie, the contact relationship tie must be established through one or more contacts and the then-considerable assistance given by the Avatar. A relationship tie of this sort comes into being, in most cases, through mutual understanding or perceived need, through some shared, grudging respect or admiration on the part of the contact, through some shared dislike of something, and/or through a mutual ambition that the two individuals are approaching from opposite directions.

A contact usually will supply only information and advice, but sometimes may offer a favor of more directly useful sort--perhaps even a means of escape.

Like a relationship with a friend or conferee, that with the contact is broken if the Avatar endangers, compromises, threatens, or betrays the contact. Going to a contact too frequently is likely to weaken the respect and cause a gap in the relationship that will be removed only by the Avatar assisting the contact somehow. The LM should treat this tie as a two-way street kind of association, where the scale can't tip too far in the Avatar's favor without the contact being lost.

The Attendant:

Beginning with the attendant, we address relationship ties in which the Avatar has definitely the greater status, and the characters concerned are generally inferior and see the Avatar as one to which they look up.

In these relationships, there are strong demands placed upon the Avatar in regards to performance and even, in some instances, pay. However, in return the Avatar can command obedience from the characters to the degree and with the certainty noted hereafter.

There are some stronger guidelines given here, as both acquisition of such characters must be controlled, and abuse by the Avatar of such characters needs to be avoided by the Lejend Master.

The attendant is an individual who is an assistant acting at the behest of the Avatar. Where the bond is strong, the command is nearly unquestioned. Where mercenary motive is the prime consideration, the character is less pliable.

Attendant characters will serve the Avatar for one of more of the following reasons: loyalty, admiration, respect, love, fear, necessity, opportunity for advancement, prestige, pay, and opportunity for gain (theft, coercion, bribe, looting, etc.).

The four character-types of attendant considered are as follows: liegeman, henchman, retainer, and servitor. The types are listed in descending order of social status.

Liegeman: The liegeman is one who is a vassal. That is, because of possession(s), rank, office and/or favor given or bestowed by the Avatar, the character owes a duty of service in return. Service might be of the sort rendered only on demand (e.g., military service) or might be continuous (personal service). If the liegeman owes his life, the life of a family member, or some similar major debt to his lord, such a character will be very loyal indeed. If the relationship tie is forced, the loyalty of the vassal certainly will be tenuous at best (at least initially), and the Avatar will need to cultivate the relationship to build loyalty. In some characters, there will never be true loyalty despite the greatest of treatment by the lord, for the character in question is of ungrateful and malign sort.

A particular liegeman's nature must be determined by the LM. If it is self-seeking, then such a vassal is most likely to rebel, turn coat, and be treacherous. If only barely slighted, a character with such a nature will look for an opportunity elsewhere and likely attempt to sew seeds of doubt and encourage rebellion in others--henchmen and lesser attendants and followers. Contrarily, the loyal liegeman, even slighted and abused, will remain faithful to the death.

The relationship is generally that of the Noble Order but might apply to any other Order or superior/inferior relationship, such as that between a high Theurgist and any lesser character outside the Theurgy Order, or that between a secular official and an Avatar who is a priest or master of some religious society. A grand master of the Criminal Order might have liegemen, as might an Outlaw Order leader. A Minstrelsy Order "vagabond king" Avatar might well have liegemen, as could a Mage or an Avatar of some other Extraordinary Ability-based Order who is in a position of accomplishment and/or authority.





In short, when something remarkable occurs, and such thing is evident to one or more LM-directed characters, given an Avatar of sufficient standing (Order, Ability score, past accomplishments, and current performance), you can decide whether to offer the opportunity for a character to accept vassalage from the Avatar—or perhaps whether to accept a request for such a vassalage relationship from the player on behalf of his Avatar. Note that in order to warrant receiving such an offer, the LM-directed character must have some notable characteristic or some considerable repute and capacity, for the vassal reflects on the lord. A nothing character, so to speak, would be taken in as a mere retainer or, more likely, a servitor.

The Probability of Acceptance of Vassalage:	**%**
Major deed or act benefiting the character:	100
Considerable deed or act benefiting the character:	75
Minor deed or act benefiting the character:	50
For like Order:	10
For like faith:	5
Each renowned deed of the Avatar:	5
Each 10 initial Ability score points of the Avatar:	1
Character is of greater Rank than the Avatar:	-50
Avatar is generally in opposition to the character:	-25
Each severe wrong done the character by the Avatar:	-20
For differing faith:	-10
Each petty wrong done the character by the Avatar:	-5
For each degree of Rank of the character:	-1

Add or subtract from the number found above according to any special circumstances, explaining them to the player, truthfully or otherwise. Have the player roll percentile dice, and if the score is equal to or lower than it, then the character in question becomes the Avatar's vassal.

Remember that fealty can be sworn falsely!

Henchman: Such a relationship has two basic sorts of potential candidates:

The first sort is one who is the social or capacity-level equal of the Avatar and is generally of like purpose and mindset and has fallen on hard times or is in dire straits and needs the backing of the Avatar to survive and prosper; he is thus willing to accept patronage and become a vassal of the sort generally in attendance and essentially in service at all times. Such henchmen will serve for that which is done to rescue them from the difficulty they were in, and for provision of maintenance and upkeep at a level consistent with that to which they were accustomed and with that befitting one of

Service agreed to and required requires no other reward than a thanks. Outstanding service, or demands and fulfillment beyond what is required, should elicit added reward from the Avatar. Failure to reward thus, or making demands that are excessive, will bring disaffection or rebellion, depending on the degree of slight and the frequency of performance or demand for it.

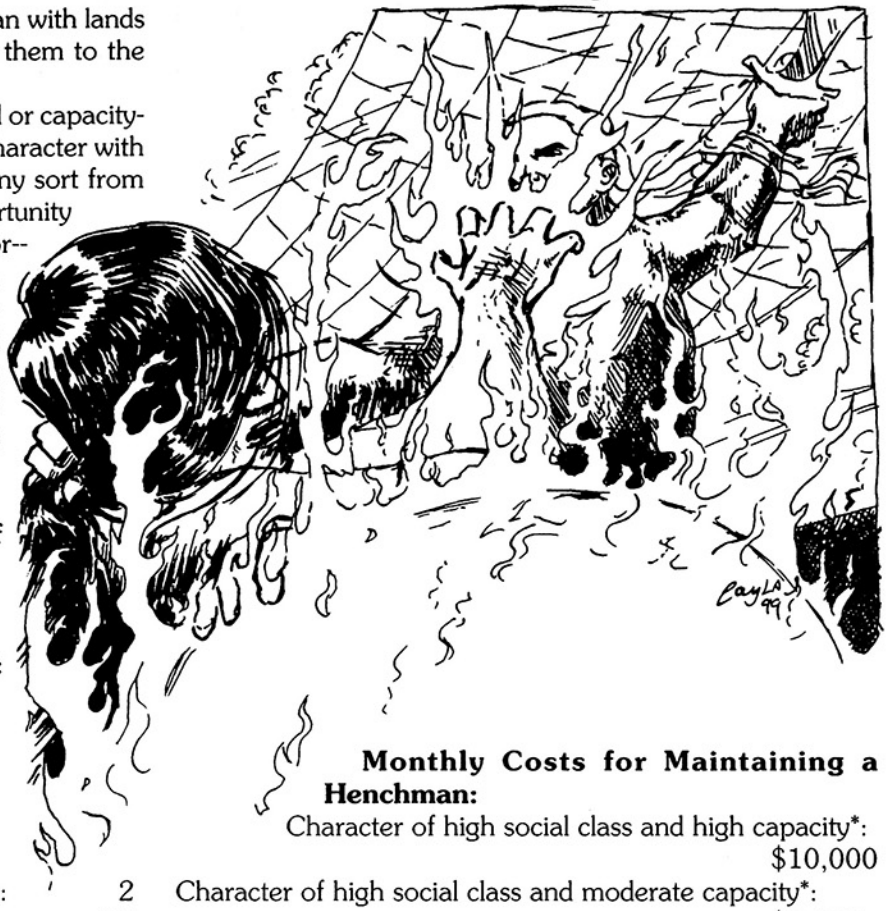
Gaining a Liegeman: The Avatar must earn the attention of a potential vassal through the performance of outstanding deeds. This requirement is very nebulous, however, in that all of the possible circumstances in which such a character might come into play can not reasonable be enumerated. Here are some examples:

The Avatar saves someone's life.
The Avatar successfully defends some community.
The Avatar defeats a foe and spares that one's life.
The Avatar defeats a strong foe.
The Avatar accomplishes some heroic task.
The Avatar champions a great cause of any sort.
The Avatar attains some noted position.



their station and current condition. (A henchman with lands of his own would not require such if he owed them to the Avatar.)

The second sort is one who is the social or capacity-level inferior of the Avatar, but nonetheless a character with strong capacity, who has received a favor of any sort from the Avatar, and who has been offered the opportunity to associate as a vassal--not a retainer or servitor--even one of but petty standing. Such a henchman will require maintenance and upkeep, the latter including some stipend in return for constant attendance and service, the amount being commensurate with the position of the henchmen in the retinue of the Avatar and the character's capacities.



The Probability of Acceptance of Vassalage: **%**

Major deed or act benefiting the character:	100
Considerable deed or act benefiting the character:	75
Minor deed or act benefiting the character:	50
For like Order:	15
For like faith:	15
Each renowned deed of the Avatar:	10
Each 10 initial Ability score points of the Avatar:	2
Character is of greater Rank than the Avatar:	-50
Avatar is generally in opposition to the character:	-25
Each severe wrong done the character by the Avatar:	-20
For differing faith:	-20
Each petty wrong done the character by the Avatar:	-5
For each degree of Rank of the character:	-1

Add or subtract from the number found above according to any special circumstances, explaining them to the player, truthfully or otherwise (if a false henchman, then otherwise, of course). Have the player roll percentile dice, and if the score is equal to or less than it, then the character in question becomes a henchman of the Avatar.



Remember that this sort of fealty too can be given falsely!

Monthly Costs for Maintaining a Henchman:

Character of high social class and high capacity*:	$10,000
Character of high social class and moderate capacity*:	$7,500
Character of high social class and low capacity*:	$5,000
Character of middle social class and high capacity:	$6,000
Character of middle social class and moderate capacity:	$4,000
Character of middle social class and low capacity:	$2,000
Character of low social class and high capacity**:	$3,000
Character of low social class and moderate capacity**:	$1,500
Character of low social class and low capacity**:	$750

*Assumes the henchman has no means of his own sufficient to provide him with such a state of accommodation and is physically dwelling with or near to the Avatar.

**Assumes that the henchman has and knows of opportunities while in the service of the Avatar, even though receiving relatively scant payment for being a henchman.



Retainer: The retainer relationship is, simply put, a mercenary one. The Avatar pays money, and the retainer delivers service of special sort for such payment. A retainer has status above a common servant, and one could be of relatively high social class indeed, or great Ability capacity, or both, and still be a retainer. However, a Noble Order character, or one of noble birth and status, will be most unlikely to serve one not of such noble class or exceptional standing (such as possibly a general). For example, a former military officer of the petty gentry, one with high Weapons Ability, might well serve an important and wealthy Avatar of only middle class origination.

Monthly Costs for Paying a Retainer:

Character of high social class and high capacity:	$9,000
Character of high social class and moderate capacity:	$7,000
Character of high social class and low capacity:	$5,000
Character of middle social class and high capacity:	$6,000
Character of middle social class and moderate capacity:	$4,000
Character of middle social class and low capacity:	$2,000
Character of low social class and high capacity*:	$3,500
Character of low social class and moderate capacity*:	$2,000
Character of low social class and low capacity*:	$1,000

*Assumes that the character has and knows of opportunities to enrich himself while in the service of the Avatar, even though receiving relatively scant payment for being a henchman.

Servitor: A menial servant with a strict employer/employee (or master/servant) relationship, servitors can be hired in such places as the Avatar is likely to discover those who fit the nature of the job offered.

Payment depends on the general nature of the work to be performed, as noted on the table below. Note that these costs are exclusive of room (which must be provided by the Avatar, although menials often sleep on a floor anywhere) but include board (as it is generally too much trouble to require a player to keep track of this). The Avatar must furnish all tools (including weapons and armor) required for the work demanded.

Monthly Costs for Paying a Servitor:

Character of high capacity in life-threatening job:	$5,000
Character of moderate capacity in life-threatening job:	$3,000
Character of low capacity in life-threatening job:	$1,500
Character of high capacity in critical job:	$7,000
Character of moderate capacity in critical job:	$5,000
Character of low capacity in critical job:	$2,500
Character of high capacity in skilled job:	$4,000
Character of moderate capacity in skilled job:	$2,500
Character of low capacity in skilled job:	$1,500
Character of high capacity in menial job:	$4,000
Character of moderate capacity in menial job:	$2,000
Character of low capacity in menial job:	$1,000

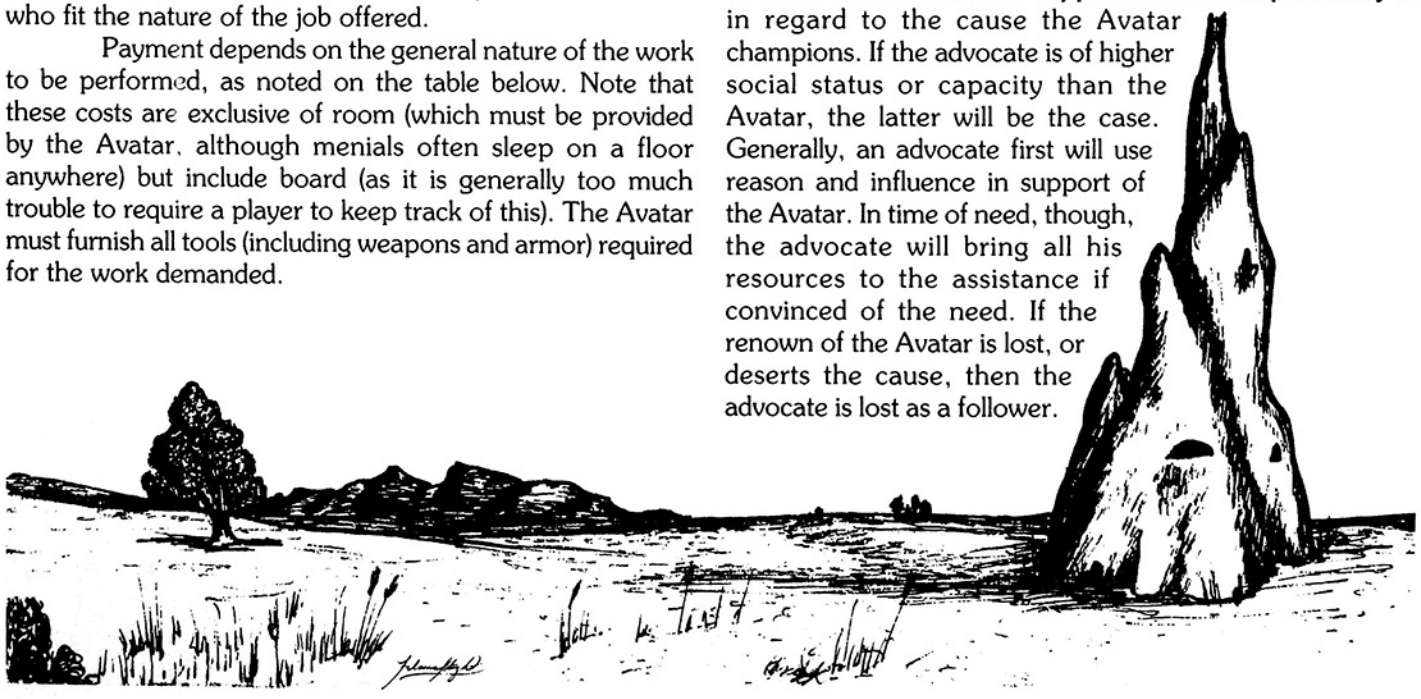
The Follower:

Here we consider the fifth sort of character interaction, the ally, who sides with or follows the Avatar. Where barbaric or primitive warriors are concerned, this is a simple matter. It is more complex when soldiers are considered, and more so when select audiences, or the mob, are concerned.

The four character-types of follower considered are as follows: the advocate, the partisan, the supporter, and the backer. Each is only marginally in contact with the Avatar, but knows him personally, from casual acquaintance, sight, or through repute (good or ill).

Followers accrue to the successful Avatar, whether widespread or of local or secret lore sort. Thus a Noble or Theurgist Order Avatar of fame has followers as does one of Criminal or Outlaw Order. A non-ordered Avatar renowned for some Ability or accomplishments, championing a cause, can have followers. Even cruel Avatars can have followers.

Advocate: An advocate is a relatively powerful, follower of the Avatar. He supports the Avatar personally or in regard to the cause the Avatar champions. If the advocate is of higher social status or capacity than the Avatar, the latter will be the case. Generally, an advocate first will use reason and influence in support of the Avatar. In time of need, though, the advocate will bring all his resources to the assistance if convinced of the need. If the renown of the Avatar is lost, or deserts the cause, then the advocate is lost as a follower.



Partisan: A partisan is a relatively equal-status or otherwise quite able, active follower of the Avatar. He supports the Avatar either personally or in regard to the cause of the Avatar. A partisan will take the strongest measures demanded and reasonable on behalf of the Avatar or the cause represented by the Avatar. Here is where most warriors will be found in acceptance of the Avatar as their leader. Again, if the special renown of the Avatar is lost, or if he deserts the cause, then the partisan is lost.

Supporter: A supporter is of any status or capacity. He is a very vocal follower of the Avatar, supporting the Avatar either personally or in regard to the cause the Avatar champions. Generally, he is willing to contribute only a voice and some minor aid or small monetary sum. A supporter will take active measures on behalf of the Avatar or the cause only if there is massive pressure (e.g., a crowd or impending disaster), or if he is particularly moved by stirring leadership. In the latter case, a supporter may become as close a follower of the Avatar as a partisan. Again, if the special renown of the Avatar is lost, deserts the cause, or there is some severe threat to the supporter, then he is lost as a follower.

Backer: The backer is a less-committed supporter. He is only vocal in a crowd in his support. In a mob, or when the tide is running heavily in favor of the Avatar or cause, he will become akin to supporters. In time of trouble he tends to fall away and disappear. Backers are found in the rear of crowds, and they are able to slip away quickly. . . .

The probability of an Avatar recruiting a follower from any assemblage of characters depends on the overall status of the Avatar and the general situation. The following table can be used as a guideline in such determinations.

Probability of Acceptance of Follower Status:	**%**
Character saved from dire peril:	50
Character given hope when in dire peril:	25
Character seeing some clear benefit:	10
Character seeing like cause with the Avatar:	10
For like Order:	5
For like background*:	5
For like faith:	5
Each renowned deed of the Avatar:	5
Each 10 points of command Ability:	1
Each previously gained advocate:	1
Each previously gained partisan:	1
Each previously gained supporter:	1
Avatar is generally in opposition to the character:	-20
Severe wrong done the character by the Avatar:	-20
If a potential advocate:	-20
If a potential partisan:	-10
For differing race:	-10
For differing faith:	-5
Each petty wrong done the character by the Avatar:	-5
Each degree of Rank of the character:	-1

*Arcana, Chivalry, Learning, Nomadic, Rustic, Savagery, Unarmed Combat, Urbane, Waterfaring, Weapons.

Add or subtract from the number found above according to any special circumstances, explaining them to the player, truthfully or otherwise. Note that the score required will possibly fluctuate from character to character and will grow easier for candidates to make as other followers are gained. Have the player roll percentile dice for each member of the assembled crowd, according to the following order:

All potential advocate characters are rolled for initially, one by one.
All potential partisan characters are rolled for next, one by one, following advocate determination.
All potential supporter characters are rolled for thirdly, one by one, following partisan determination.
All potential backer characters are rolled for last, one by one, following supporter determination.

Note: Where large numbers of non-player characters are concerned, the LM may treat only potential advocates singly, then group partisans into units of several individuals and check for each unit, counting individuals only when a successful check occurs. For example, assuming a band of 105 hillmen bandits whose chief has been slain: five leading men (advocates) are checked, and two are found to ally themselves with the Avatar. The remaining 100 warrior-types are then grouped into tens. The first two groups reject the Avatar, but the rolls for the next two succeed. Having now an addition of 20 to the number, things steam-roll, and all the remainder, 60, a total of 80 altogether, plus two leader-types, proclaim the Avatar as their chief.

Of course, three leader-types and 20 hillmen bandit warriors stand sulkily aside, refusing to swear their allegiance. If the Avatar commands them slain, then there is a considerable minus to the loyalty of the others. If he frees them, they are foes and will seek to suborn their fellows. Still, it is best to take the second course, strip them of all that is valuable and useful, distribute such items to the ones now loyal, and set the lot not willing to accept the Avatar running off for their lives. Humiliation will make bitter foes, but sparing their lives, and adding to the possessions of the new recruits, should enhance the morale and loyalty of the latter.

And so it goes...





Non-Avatar Character Merits:

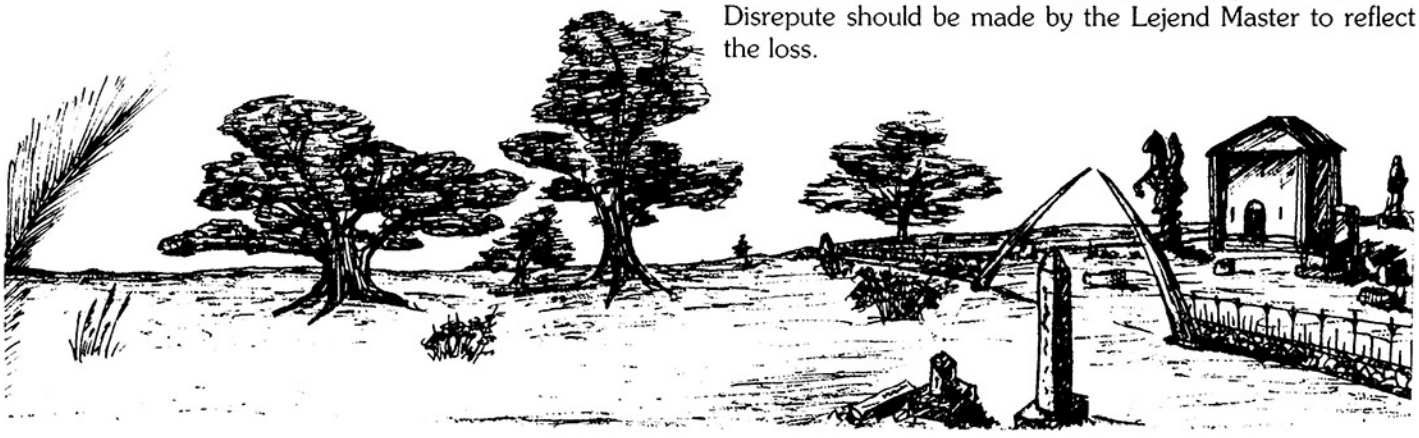
If a player's Avatar gains the service of a Non-Avatar Character that is a liegeman, henchman, or retainer, such a NAC is eligible for receipt of merits from the LM. When such NAC is involved in play on a relative par with that of the players' Avatars, then the Lejend Master should award merits for successful use of an Ability just as if the NAC were an Avatar. For adventure session awards, however, it is appropriate to award approximately one-half (50%) the Avatar General Merit number.

The player controlling the Avatar to whom the Non-Avatar Character is in service will have the right to expend Merits as that individual sees fit.

Non-Avatar Character Repute, Dark Repute, or Disrepute:

If a player's Avatar gains the service of a Non-Avatar Character that is a liegeman, henchman, or retainer, such a NAC is also eligible for receipt of Repute/Disrepute. When such a NAC is involved in play on relative par with the players' Avatars, then the Lejend Master should consider that the Non-Avatar Character has one-half of the group repute as an individual with the group, and one half each individual Avatar's group proportion of group Repute/Disrepute when alone. If the NAC performs some singularly outstanding accomplishment when under the direction of an Avatar, the NAC should be awarded a point of Repute, Dark Repute, or Disrepute just as if that individual were an Avatar.

The Avatar group then benefits from the association of the NAC with the group, and if that individual is no longer a part of the group, some adjustment in group Repute/Disrepute should be made by the Lejend Master to reflect the loss.



APPENDIX B
DISPOSITION OF AVATARS AND LEJEND MASTER-CONTROLLED CHARACTERS

In adjudication of the correctness of actions of Avatars, and for determining the nature, agenda, and course of play for LM-Controlled characters, it is useful to detail certain aspects of disposition to serve as reference points.

The nature of an individual --his or her Character, Ethics and Morals--is determined by rating the predilections that are detailed in the table below. Comparing those most pertinent to a given situation, you will have a reliable gauge with which correctness can be measured.

Think of each predilection entry below, regardless of its category, as an agent active in the mind of the individual. At any given time assume most, if not all, will be active in the mind of the individual. The range for each is a line of diametric opposition. Some predilections are supportive of others; some are neutral, and some are oppositional.

Example one: An average person has a calm-irascible index of 0. The individual is courageous 4, discerning 5, irrational 2, honorable 3, and pious 3. If another accuses the individual of being a cowardly treasonous blasphemer in hopes of instigating the subject to draw a weapon, the likelihood is then: 0 +4 -5 +2 +3 +3 = +12 -5 = + 7. A 50% likelihood of non-reaction is assumed, with 50 plus the Intellect Rating of the character concerned used as the base number against which the check is made. In this case, the individual would roll with a +7 penalty on the dice.

Example two: An average person has an honest-dishonest index of 0. The individual is 7 retentive, 4 irrational, 5 lenient, 7 selfish, 4 unethical, 7 compromising, 6 unbelieving, 5 irreverent, and 3 immoral. All factors provide plusses to rolls checking honesty and minuses to rolls checking dishonesty. Thus, if given the chance to steal something clearly valuable, the individual would have a 50 base chance that would be adjusted by -7, -4, -5, -7, -4, -7, -6, -5, -3, or a total deduction from the score of 48!

The LM has the option to add a character's Intellect Rating, in whole or in part, as a bonus or penalty, to such checks as it would logically apply and as a means by which to bring intellect into play in a meaningful way. The spectrum of rational to irrational seems particularly apt for such enhancement. But also worthy of consideration are those spontaneous to calculating, and principled to unethical.

Character Traits:

Score Range:	*Positive* 9 - - - - - - - -1	0	*Negative* 1 - - - - - - - 9
	calm		irascible
	cheerful		lugubrious
	courageous		cowardly
	discerning		unobservant
	eloquent		taciturn
	extroverted		introverted
	giving		retentive
	inquisitive		uninterested
	kind		cruel
	jocular		humorless
	loving		hateful
	merciful		pitiless
	rational		irrational
	regimented		disorganized
	spontaneous		calculating
	strict		lenient

EthicalTraits:

Score Range:	*Positive* 9 - - - - - - - -1	0	*Negative* 1 - - - - - - - 9
	altruistic		selfish
	forgiving		vengeful
	forthright		deceitful
	honest		dishonest
	honorable		perfidious
	principled		unethical
	compromising		inflexible



Moral Traits:

Score Range:	*Positive*		*Negative*
	9 - - - - - - - -1	*0*	*1 - - - - - - - 9*
	faithful		unbelieving
	pious		irreverent
	righteous		immoral

The Lejend Master should feel free to add to these lists any other disposition spectrums that seem valid, but always ensure that the positive trait is balanced by the negative and they relate to each other effectively.

APPENDIX FORTIFICATION AND SIEGECRAFT GLOSSARY

Here is a compilation of the military architecture and siegecraft terminology of the Middle Ages--along with a few personal additions for those not absolutely wed to historical reality in their fantasy gaming. Note that supernatural and magical considerations are omitted because of the variation in their use and applicability from campaign to campaign.

Abacus: The flat portion at the top of a capital.

Abatis: Impediments, typically in a long and continuous line, generally made of brush and tree branches so placed as to hinder the enemy advance upon the main fortification works and thus allow attackers to be picked off by missile fire.

Aisle: A space between arcade and outer wall.

Allure: A walkway atop a wall or similar construction. Compare Catwalk (q.v.).

Ambulatory: An aisle around an Apse (q.v.).

Apse: A rounded space usually in a chancel or chapel.

Arcade: A row of free-standing arches supported on piers or columns.

Arrow Slit: See Loophole.

Ashlar: The name that authorities on the subject of fortification often apply to dressed stone blocks that generally have a rough outer face, perhaps because of Rustication (q.v.).

Aumbry: A recess to hold sacred vessels found in the chancel or chapel.

Bailey (also Ward): An open space enclosed by an Enceinte (q.v.)--more or less a large courtyard. It is used for exercise, weapons practice, formation of troops, etc. For instance, the space enclosed by a Shell Keep (q.v.) is a Bailey. If a lower Enceinte is added to the Shell Keep, then the earlier space is called the Upper Bailey, while the later space is called the Lower Bailey. If one Bailey surrounds or leads onto another that contains a Motte (q.v.), the former is called the Outer Bailey, while the latter is called the Inner Bailey. The terms Bailey and Ward are used whenever there are distinct open areas enclosed by defensive works.

Ballista: A Siege Engine (q.v.) that is similar to a giant crossbow, discharging giant arrows or stones or like missiles by release of tension. Compare Catapult.

Baluster: A small column.

Balustrade: A railing on a stairway or walkway to guard against missteps and falls.

Barbican: An outer fortification, typically on the side of a protective moat or ditch opposite the stronghold, so placed that it first must be assaulted and taken before the main attack on the stronghold proper can begin.

Bar hole: A horizontal hole into which a wood or timber bar is inserted to secure a door or gate.

Bartizan: A small Turret (q.v.) used by one or at most two defenders, with several loopholes, and sometimes with Machicolations (q.v.). It projects from the upper part of a wall or building, typically where an angle occurs.

Basket Lift: A passive Siege Engine (q.v.) used to elevate a small group of attackers to the top of a fortification. This device has a wheeled base framework, the central portion of which operates as a fulcrum that levers a very long pole (average length 60 to 90 feet). The pole is counter-weighted at its shorter end to offset the weight of the round or square (typically wicker-work) basket suspended by ropes at the extremity of its longer end. When the engine is in place near the defensive structure, the longer arm of the



pole is lowered so that its basket touches the ground. From six to twelve attacking troops enter it, and then the weighted, short end is pulled down so as to elevate the basket as the longer portion of the pole rises. The whole frame, or the fulcrum alone, can be moved so that the pole rotates and places the basket bearing the attackers in position to clamber out atop the fortification. Where the defenses are well-manned, this device is more effective as a threat than as an actual siege-breaking tool. Launching an attack from the basket against fortified defenders is hazardous duty.

Bastion: A projecting portion of a fortification that is usually very strong, thrusting forward so as to enable defenders to use missile fire against the flanks of attackers threatening a Curtain Wall (q.v.). Compare Tower.

Batter: A gradual upward slope at the base of a wall intended to strengthen the fortification against and deflect the force of a Battering (q.v.) attack, to increase the effectiveness of certain counter-attack measures (e.g., the dropping of pitch or stones onto attacking troops), and to limit the width of and danger regarding Dead-ground (q.v.). (Compare Splay, Plinth and Talus.)

Battering: The smashing of masonry or other defense measures by force of blows such as those delivered by a Ram (q.v.).

Battering-ball: A Proximate Siege Engine (q.v.) of later development that is based on the Lever (q.v.). In this case the long counter-weighted pole serves as a crane affixed to a derrick. An iron ball supported by a chain is raised by a winch in the derrick to a position high in the air at some distance from its target. When the crane arm is swung towards the target fortification, the suspended Battering-ball is triggered free. The Battering-ball swings down and out as would a pendulum, impacting the target near the parabola of its movement. In order to protect the operators and mechanisms, the engine is typically housed in a construction resembling a Siege Tower (q.v.), although the derrick-works are not covered, only the lower, operational portion from which the long pole extends.

Battlement: Typically used to mean those upper works of a construction such as the Parapets, Merlons, and Crenels (qq.v.) upon and behind which the defenders conduct the primary defense of the fortification. Battlements often are either Machicolated (q.v.) or are provided with Hoarding (q.v.).

Bay: An internal division of a building demarked by internal supports such as those of the wall or the piers for a vaulted roof.

Beaked Tower: A bullet-shaped Tower (q.v.) whose outermost curve, that facing the enemy is constructed so that it looks (from above) like a bullet or beak. This form of construction increases the Tower's resistance to Sapping, Mining, or Battering (qq.v.) at its tip, the one place most exposed to such attack, and also provides a particularly effective position from which to utilize Machicolation or Hoarding (qq.v.). Rectangular constructions that terminate in a point are Beaked Towers when their flat walls are little exposed to other fortifications. Compare Horned Tower.

Belvedere: A turret built atop a building roof.

Berm: The generally flat ground between the walls of a fortified construction and its Ditch or Moat (qq.v.).

Bivalate: A rude hill fort defended by a pair of concentric ditches.



Bow: Generally a hand-operated, single-staff device for propelling to a target a missile (arrow) that is nocked in its string. Most Bows are meant to have their arrow placed at the center of the staff so as to gain maximum energy from release of the tension caused by the pulling back of the string and thus the flexing of the staff to a bowed shape. Nipponese longbows are drawn from a point where two-fifths of the staff length is below it and three-fifths above it.

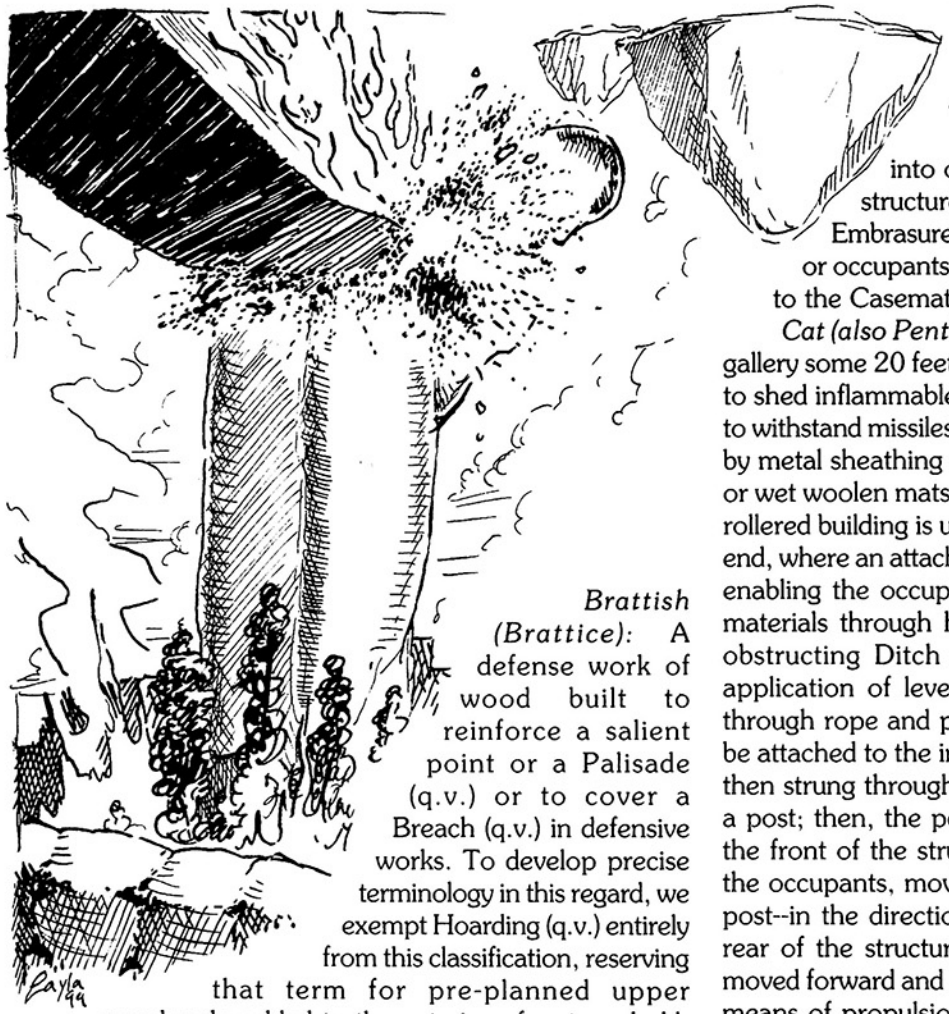
The normal limit in pounds of force for an operator of such a weapon is 100 pounds of draw for a strong operator. Very strong persons can pull greater poundage. Bows drawn by a person lying on the ground and pushing the staff with his legs have an average maximum of around 150 pounds of draw, but stronger operators are able to manage greater force.

The energy storage capacity of various substances used in making Bows differs on about this scale:

Average wood/bamboo Bow: 1
Very springy wood (ash, elm, yew, etc.) : 1.5
Horn: 0.5
Sinew: 0.5
Major tendon sinew: 1

Note: Springy wood bows tend to lose efficiency when temperatures rise above about 80ºF. This is why many Eastern bows are composite weapons, typically consisting of wood fronted by horn and backed by sinew.





Brattish (Brattice): A defense work of wood built to reinforce a salient point or a Palisade (q.v.) or to cover a Breach (q.v.) in defensive works. To develop precise terminology in this regard, we exempt Hoarding (q.v.) entirely from this classification, reserving that term for pre-planned upper woodworks added to the exterior of a stronghold. Brattishes then are shed-like constructions of one or more stories with Loopholes (q.v.), possibly Shutters (q.v.) as well, which are set upon the ground.

Breach: A break in a defensive work enabling entrance of attackers.

Breastwork: The heavy parapet built between two towers defending a gate, or otherwise the defensive work over the portcullis.

Bressumer: A heavy beam used to support a projection.

Buttery: The room in which the wine stores of the stronghold are kept (generally in butts), a place carefully secured and under the charge of the butler.

Buttress: A masonry or wooden support strengthening a construction. These braces take the form of pillars built against the stonework or standing alone, often with arches or arch-like constructions included at the upper portion of the Buttress. Flying Buttresses are built separate from the construction and lend their support by means of arched or slanted bridges of stone.

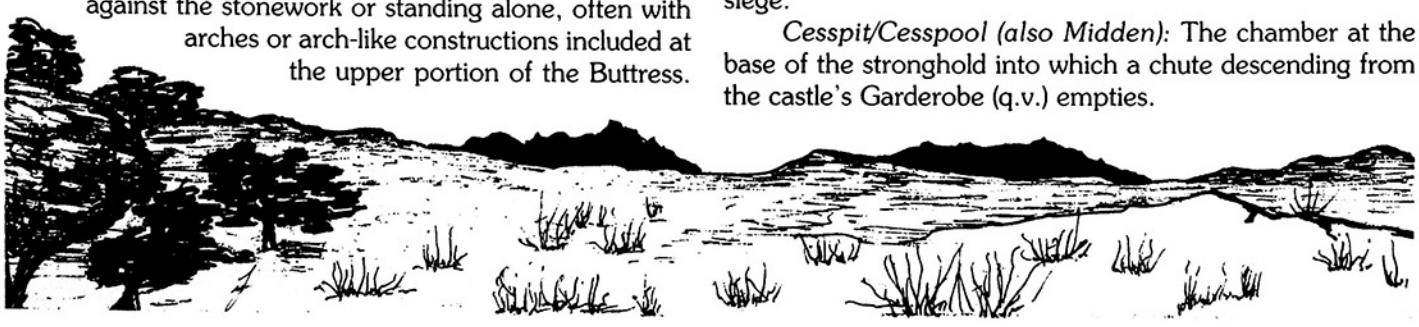
Casemate: A small chamber built into or behind the masonry wall of a fortified structure such as a Curtain Wall (q.v.) with an Embrasure or Loophole (qq.v.) enabling its occupant or occupants to discharge missiles at attackers. Access to the Casemate is always restricted by a strong door.

Cat (also Penthouse): A Siege Engine (q.v.). A movable gallery some 20 feet long with a steeply angled roof designed to shed inflammable liquids. It is strongly braced inside so as to withstand missiles hurled from above. It is further protected by metal sheathing at critical places, along with green hides or wet woolen mats to prevent incineration. The wheeled or rollered building is usually higher at the rear than at the front end, where an attached shed extends from the main structure, enabling the occupants to discharge Fascines (q.v.) or like materials through holes in the floor in an effort to fill an obstructing Ditch or Moat (q.q.v.). It is moved by the application of levers upon the rollers or wheels, or else through rope and pulley. In the latter case, the rope would be attached to the inside wall at the rear of the structure and then strung through the pulley, which would be attached to a post; then, the post would be sunk into the ground near the front of the structure and the rope would be pulled by the occupants, moving the rear of the structure toward the post--in the direction of the enemy fortification. Once the rear of the structure reaches the post, the post would be moved forward and the process would begin again. Whatever means of propulsion is used, the rotation of the wheels or rollers is made easier by the occupants' placing of flooring planks onto the (possibly rough or muddy) ground in their path. Such planks are set down from the shed end of the device (and generally picked up behind the wheels/rollers at the rear to be reused. Once the structure has reached the enemy fortification, the Pioneers (q.v.) inside attempt to undermine the defenses, possibly working with hand tools alone, though the structure may be designed to contain a Pick, Ram, or Screw (qq.v.).

Catapult: A Siege Engine (q.v.) propelling missiles through the energy of torsion, using twisted skeins of rope, for instance. Compare Ballista.

Catwalk: A narrow walkway, usually made of timber, built against either face of a fortification for use in time of siege.

Cesspit/Cesspool (also Midden): The chamber at the base of the stronghold into which a chute descending from the castle's Garderobe (q.v.) empties.



Chamfer: A flat surface created by smoothing off the angle (beveling the edge) where two stone faces join.

Chancel: The space surrounding the altar of a chapel or church.

Chemise: A low outwork of Palisades (q.v.) or of masonry which entirely surrounds a fortified construction or Enceinte (q.v.). The chemise wall is often formed of interlinked or overlapping semicircular Bastions (q.v.).

Chevaux-de-frise: A timber or log about eight feet long with sets of sharpened stakes inserted in radiating patterns (like spokes projecting from a hub) at one-foot intervals along its entire length. Each set consists of six sturdy stakes, each about three feet in length. Thus, on an eight-foot-long log there will be nine such sets. Placed in position, the object lies horizontally. Supported by two rows of downward pointing stakes, it will have one row projecting straight forward, one straight rearward, one obliquely up- and forward, and one obliquely up- and rearward. This device is principally employed to prevent the advance of cavalry.

Choir: That part of a cruciform church that is east (left) of the crossing.

Circumvallation: A major Parallel (q.v.) work which entirely masks or even surrounds a defensive construction or constructions. It will always have a Palisade (q.v.), and usually a Ditch and a Rampart (qq.v.), and protecting wooden Towers (q.v.).

Claw: A Proximate Siege Engine (q.v.) based on the Lever (q.v.) and employed by attackers to force down a Drawbridge (q.v.). The end of the long counter-weighted pole has a hook arrangement to catch the raised end of the Drawbridge. The pole is then hauled back by means of pulleys and ropes, the force of this motion aimed at breaking the ratchets or whatever secures the windlass mechanisms of the Drawbridge, so as to cause the latter to release, drop outwards and provide means of egress. Where a large Drawbridge is concerned, the Claw might be sheltered in some sort of engine resembling a Cat (q.v.).

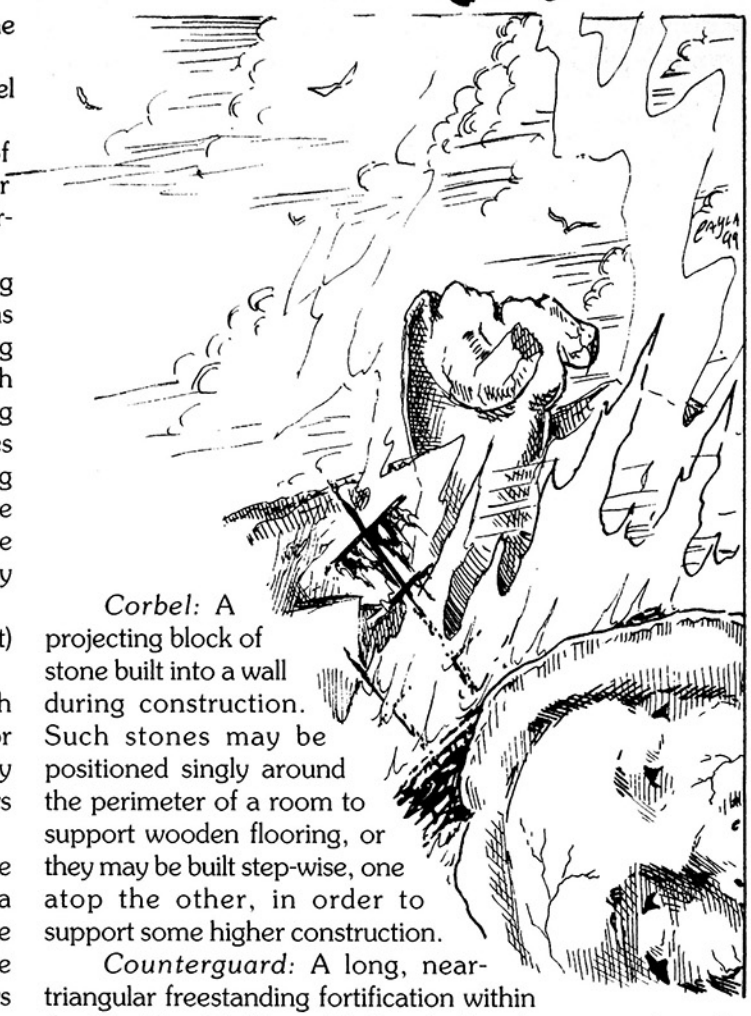
Clunch: Material of hard, chalky sort used to fill spaces between walls.

Cob: Unburned clay mixed with straw to form rude bricks.

Column: A (normally) cylindrical pillar.

Concentric Castle: A Castle so built as to have two or more Enceintes (q.v.) for defense, the inner commanding the outer, and usually a strong Keep (q.v.) at its heart, the latter commanding all other defensive works.

Coping: A covering of stones.



Corbel: A projecting block of stone built into a wall during construction. Such stones may be positioned singly around the perimeter of a room to support wooden flooring, or they may be built step-wise, one atop the other, in order to support some higher construction.

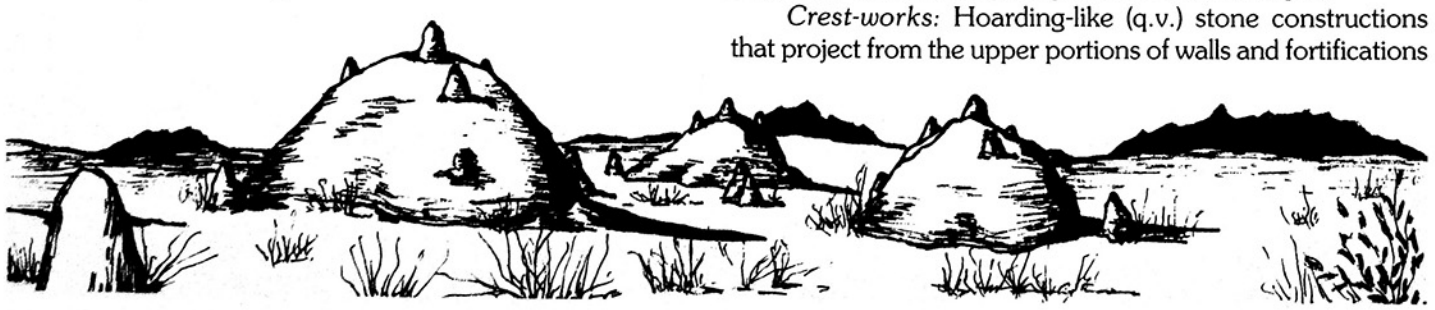
Counterguard: A long, near-triangular freestanding fortification within the Moat (q.v.) built as added protection for some vulnerable part of the outer defenses.

Counter-mining: The act of digging a vertical or horizontal shaft in order to strike an attacking force's Mine (q.v.) before it undermines the defenders' fortified construction. If successful, the Counter-mine collapses the Mine or enables the defenders either simply to drop combustibles into the Mine--making it unusable--or to attack the enemy Pioneer (q.v.) troops laboring therein before destroying the Mine itself.

Counterscarp (Escarpment): The side of an earthen Rampart (q.v.) that faces away from the inner fortification it protects. Compare Scarp.

Crenels: The open places between Merlons (q.v.) along the top of a Parapet (q.v.). They offer cover to at least waist height for defenders fighting on a Battlement (q.v.).

Crest-works: Hoarding-like (q.v.) stone constructions that project from the upper portions of walls and fortifications



and that are generally provided with Machicolation and Loophole (qq.v.) features. Such works obviate the need for Hoarding. They are permanent and non-inflammable.

Crow: A Proximate Siege Engine (q.v.) based on the Lever (q.v.) and usually employed against soldiers attacking from a raised position (e.g., in a Siege Tower or Basket Lift (qq.v.)) by the defenders of a fortification. Long-armed Crows are used to attack besiegers on the ground! To the long end of the counter-weighted pole is attached a crossbar of some six feet length. This crosspiece is set with a row of hooks meant to impale flesh or to catch on clothing and armor. The pole is lowered until the crosspiece is level with the attackers; it is then swung horizontally in a half-arc, and if any attackers are caught by the hooks, the device is quickly raised. The victims may then be pulled into the fortification, where they can be questioned, ransomed, slain, etc.

Crownwork: A freestanding bastioned fortification situated beyond the castle's main defenses.

Cupola: A small, dome-shaped, armored roof.

Curtain Wall: A straight, relatively sheer vertical section of defensive construction that is nearly always crowned by a Battlement (q.v.) with a Parapet (q.v.). Even though often reinforced at its base by a Batter, Plinth, or Splay (qq.v.), such portions of a fortification are typically the most vulnerable to attack by means of Escalade, Mining, or Sapping (qq.v.).

Curtain walls are built in various ways: 1) solid masonry walls, the finest and most ornate of which contain great interior arches with pairs of smaller arches therein, masked by an outer facia, the arches included so as to minimize damage and prevent a large Breach when a Sap attempt, a Mine or Battering (qq.v.) succeeds in collapsing a section of the wall; 2) parallel double masonry walls filled with earth, stone rubble (sometimes in concretion or with chains buried within to make it cohesive), or clay made coherent by inclusion of wooden sleepers and like material tying it together, or smoked branches doing the same, again to prevent spill when a Breach is made in the outer wall; 3) parallel double masonry walls which are supported by interior arches, vaulting, and hollow spaces with wooden shoring meant to absorb impact.

Any form of Curtain Wall can have either Casemates (q.v.) or a Gallery (q.v.) below its Battlement. In the latter case the lower portions of the wall will be appropriately pierced by Embrasures or Loopholes (qq.v.) to enable missile discharge.

Note that advanced building techniques advocate masonry Buttresses (q.v.) behind the Curtain Wall. These supports set perpendicular to the wall may take the form of arches or thick, columnar projections.

Dead-ground: The space so close to the walls of a stronghold that when attackers reach it, defenders stationed behind Parapets (q.v.) cannot normally fire on them with missiles (a defensive concern often alleviated by such means as Bartizans, Bastions, and Machicolations (qq.v.).

Diaphragm: A wall running up to the roof-ridge.

Ditch: A trench of considerable breadth and depth dug so as to keep attackers and their Siege Engines (q.v.) from easily approaching a fortification. If filled with water, the Ditch is considered a Moat (q.v.). Material removed from the ground in creating a Ditch is often used to create a Rampart (q.v.).

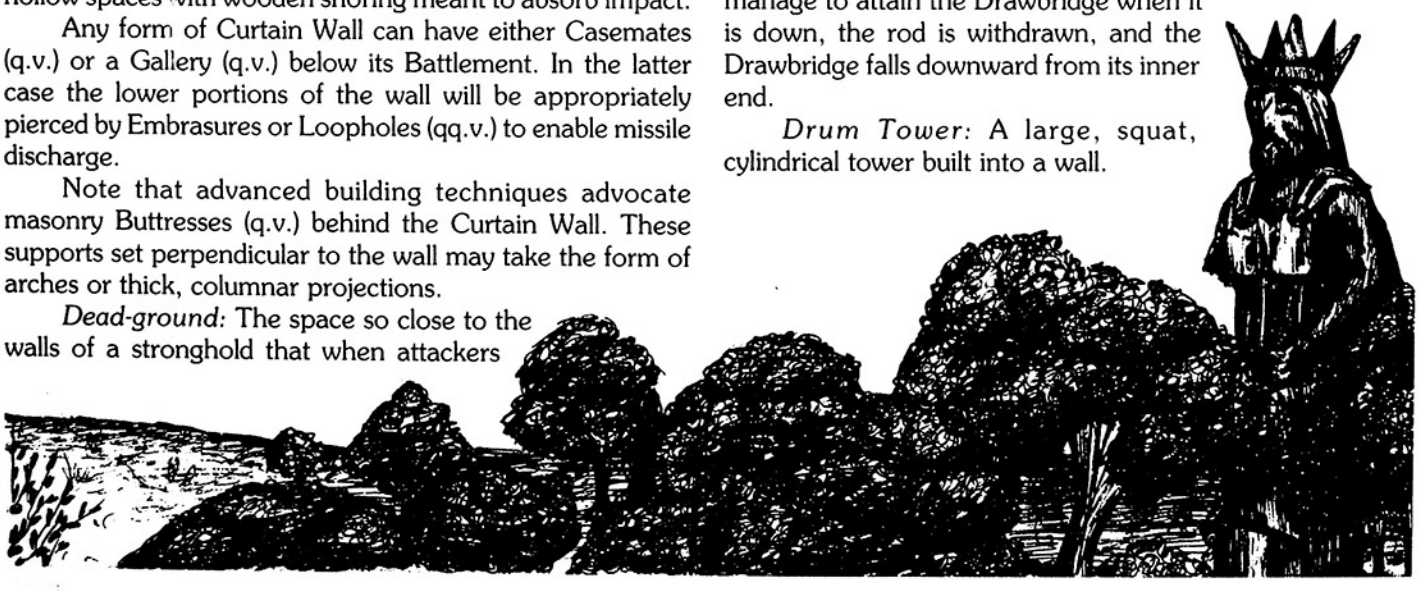
Donjon: A synonym for Keep (q.v.).

Drake: A Proximate Siege Engine (q.v.) of small size used by either side to clear or take passageways and corridors. The Drake consists of a little two-wheeled or four-wheeled cart protected at its front end by a Mantlet (q.v.). Spear-points and awl-like spikes project from its face, as does a nozzle. The latter is fed by a bellows-like, or syringe-like, device. From the nozzle is squirted a stream of inflammable liquid that is then set afire by flaming missiles discharged from behind the Mantlet, possibly through a Loophole (q.v.) or two provided for the purpose. The Drake is moved by several men pushing it from behind.

Drawbridge: A construction of heavy timber, usually reinforced with iron, that is designed to span a gap (such as a crevasse, Ditch, or Moat (qq.v.), being raised or lowered as necessary to control entry into or out of a fortification. The construction is usually counter-weighted at its inner end, and heavy chains affixed to its outer end extend into the fortification, where a winch or similar device(s) can be used to wind up (or unravel) the chain, raising (or lowering) the Drawbridge. Note that when raised, the underside of the construction seals the opening, protecting the Gate and Portcullis (qq.v.) behind it.

Drawbridge, Collapsing: Small Drawbridges such as those before Posterns, Sally Ports, and Tower (qq.v.) entrances are sometimes crafted so that the rods holding their hinges in place can be removed easily. If attackers manage to attain the Drawbridge when it is down, the rod is withdrawn, and the Drawbridge falls downward from its inner end.

Drum Tower: A large, squat, cylindrical tower built into a wall.



Drystone: Unmortared masonry blocks or actual stones piled atop each other.

Embrasure: A piercing of solid masonry or the like. A relatively small, usually square opening in a wall whose primary purposes are to enable sight and to allow for missile discharge. When built into the wall of an enclosed structure, it also may be intended to provide fresh air and a source of light. Much like a small window, its principal use is defensive, and it differs from a Crenel (q.v.) in that it will have at least a course or two of solid stonework above it. An Embrasure is usually protected by a Shutter (q.v.).

Enceintes: Solid lines of fortifications such as the outer and inner walls and attendant structures of a Concentric Castle (q.v.); one such line would be termed the Outer Enceinte and the other the Inner Enceinte.

Escalade: Attacking a fortified place by scaling and mounting its walls (usually by means of ladders).

Escarpment: See Rampart.

Eyelet: See Loophole.

Facines: Bundles of long sticks lashed together and used to fill ditches, moats, etc.

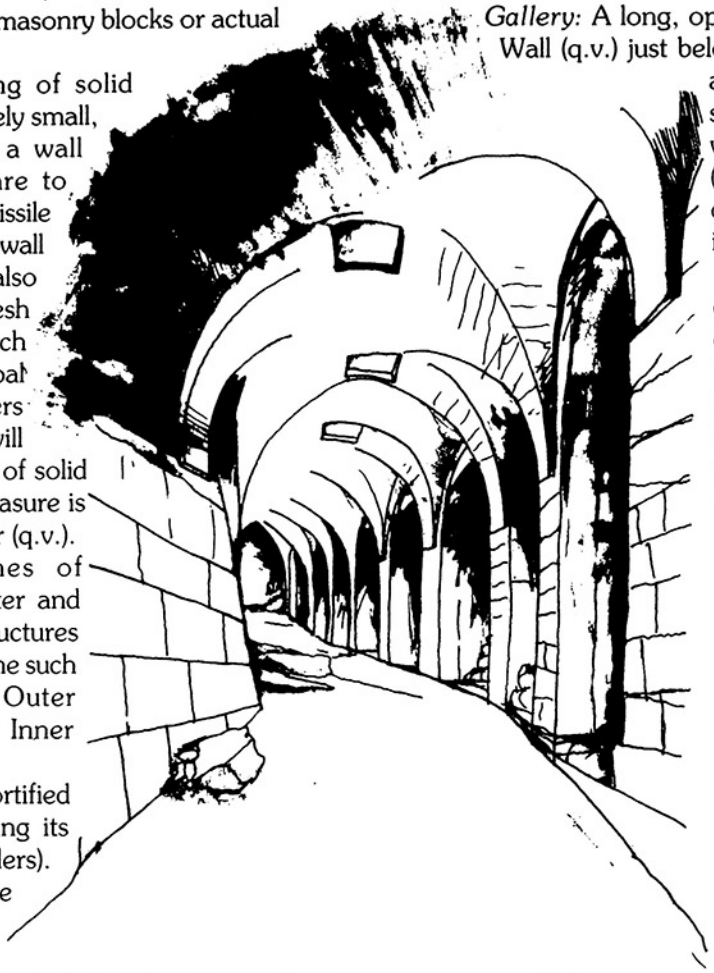
Footings: The bottom part of the wall of a stronghold.

Forebuilding: An extension to the keep that is built to help guard its entrance.

Freestone: Hard, high-quality sandstone or limestone.

Gabions: Large baskets formed of wicker (or like substance), so woven as to hold earth, rocks, and/or rubble. Once filled with such material, the Gabions may be placed strategically around a stronghold where they may be used as stopgap defensive measures or where defenders can effectively empty their contents onto the heads of attacking troops. See Machicolation, Hoarding and Murdering-hole. They may also be used by attackers who place them in positions to provide cover during a siege.

Gable: The wall covering the end of a roof ridge.



A. Bennett

Gallery: A long, open area at the top of a Curtain Wall (q.v.) just below the Battlement (q.v.). (Also, any long passage or room in the stronghold.) It is generally pierced with Embrasures and Loopholes (qq.v.) so that defenders may discharge missiles and inflammables in relative safety.

Garderobe: A small latrine or toilet that generally is constructed in one of three ways: 1) it may be built into the thickness of the wall with a chute beneath it that descends vertically and empties into a Cesspit (q.v.); 2) it may be built in the same way but with a chute that angles outward and empties through a hole onto the side of the wall; or 3) it may be constructed so that it projects from the wall like a small, rectangular Bartizan-like (q.v.) structure, its short chute emptying into the open air.

Gate: Primarily, a term applied to the entranceway of a fortified construction. Always a great concern for defenders, such an opening normally is well-guarded and closed off. It may be secured by any number of protective devices. For example, the Narbonne Gate to the small, doubly walled city of Carcassone (France) is described by Viollet-le-Duc as being protected thus: "In front of the barbican . . . [on] the bridge . . . which spanned the moat, were one or more moveable causeways. . . . The entrance . . . of the barbican was flanked by a redent (return) of the curtain [wall. . . , and] care had been taken to mask it from those on the outside. If the assailants forced the first gate [which was a thick wooden door inside the barbican], they presented themselves in flank before the gate of the city. . . . The passage between the two [horned-] towers [flanking the gate] . . . was closed, firstly, by a chain thrown from one tower to the other; secondly, by a machicolation [which projected from the wall that stretched between the two towers] and two loop-holes [one in each



tower so as to be on either flank]; thirdly, by an outer portcullis; fourthly, by strong [double doors] solidly lined with iron, and furnished with heavy iron bars [to hold them shut]; fifthly, by a great square [murdering-hole. Another such opening was constructed in the next higher floor as well, so that not only was there ventilation, but orders could be sent down from above. There were also] . . . two [flanking] loop-holes [so placed that if attackers stood directly beneath the murdering-hole so as to present the most difficult target to those stationed above, they would be in direct line of sight]...; sixthly, by a [second murdering-hole] placed in front of the second or inner portcullis [at the end of the gate passage]. . . ." The author adds that in time of war a Hoarding (q.v.) of two-stories height--each story enhanced with Machicolation (q.v.) and Loophole (q.v.) constructions--was set into the wall between the Narbonne Gate's two flanking Horned Towers (q.v.).

Secondarily, a term referring to the movable framework that closes off the entranceway of a fortification. Typically such a framework consists of wooden planks or beams, reinforced by rear cross-members held fast by bolts or rivets, and sheathed on its exterior with metal. It is held shut by bolts and bars. The gate closure can be small or large, single or double. Usually a large Gate has vertical hinging, but some were affixed with a mid-point rod so as to pivot outwards from the bottom. Others were hinged at the top to do likewise; sometimes referred to as tapecu. Compare Shutter.

Gatehouse: A strongly fortified construction that provides protection to the Gate (q.v.). The main Gatehouse typically houses a Drawbridge (q.v.), a Portcullis (q.v.), and the mechanisms for their operation. It will usually have one or two flanking Towers (q.v.), inner Loopholes (q.v.), and so forth.

Glacis: A bank, often reveted (see Revetment), that angles upward toward a fortification. It is an impediment to attackers and a defensive work.

Great chamber: The Solar (q.v.) room of a stronghold's Lord.

Great Hall: That building in the inner ward that houses the throne room or main meeting and dining area of the stronghold.

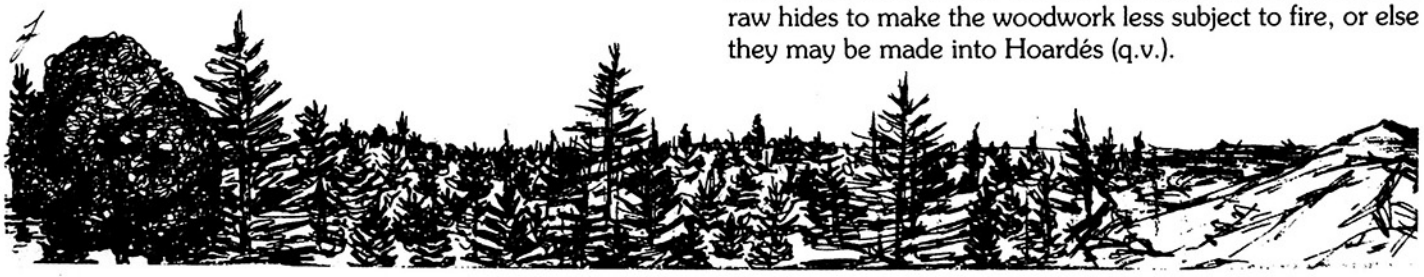
Greek Fire: A highly volatile inflammable liquid, the formula for which is lost, but possibly composed of sulfur, an oxidant such as potassium nitrate, liquid naphtha, turpentine, alcohol, and oil. Claims that it could not be extinguished by water are puzzling but could be explained if the formula included something like sodium in kerosene.

Greek fire is delivered to its target by any number of means, including small missiles, casting engines, or projectors employing nozzles to squirt the substance. It can not be extinguished by water, but it can be smothered by dry sand, dirt, etc.

Grille: A metal (iron or steel) grating used to bar Windows and the like or set or dropped across a stair or passage through which missiles can be discharged, spears and pole-arms thrust at attackers, but which bars the passage of attackers. Compare Portcullis.

Hoardés: Hoarding (q.v.) covered with mortar or dirt so as to make the wood of the Hoarding uninflammable or less inflammable.

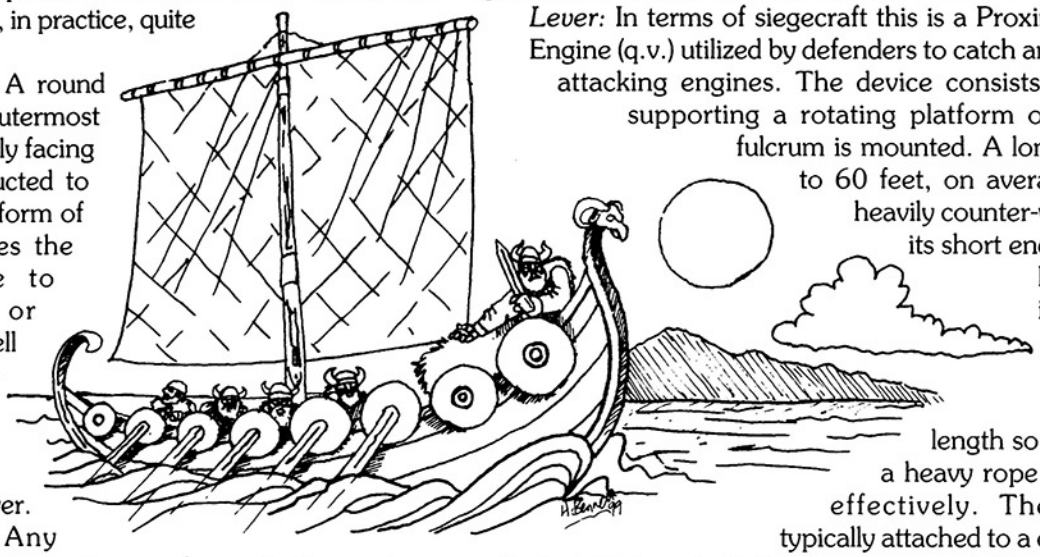
Hoarding: A construction of wood used where defensive works lack upper Machicolation (q.v.). It enables defenders to attack enemies sheltering at the base of the construction on which the Hoarding is built (see Dead-ground). This wooden construction projects from the outer face of the defensive work so as to allow an unobstructed view through a gap in its flooring of attackers attempting to hide below. At the same time the Hoarding protects defenders from being exposed to missile discharge from attackers that are either below or at a distance. A standard Battlement (q.v.) does not provide such protection, because if a defender leans out of a Crenel (q.v.) to view the Dead-ground, he is basically unprotected. If stone Corbels (q.v.) are not built into the fortification for the purpose of supporting the Hoarding, wooden beams are run perpendicularly from the fortification through holes in the work left for this purpose. These beams project five or more feet outwards from the main construction towards the outside (defended side) of the construction. Thereafter, about half of the length of the projecting beam is covered by planks, forming a Catwalk (q.v.) that runs along the outer face of the fortification. Each of the beams supports a pair or smaller upright beams (one at each end) about seven or so feet in height-whatever happens to be the height of a Merlon (q.v.) on the Battlement. The latter, upright beams, in turn, support another, a roof beam (and a roof), running at an angle from the outer projection upwards and over, roofing not only the Catwalk along the outer face but often the entire Battlement as well. In such case, a passage above and behind the Parapet is included. Along this raised way of planks men can move without interfering with men fighting on the Parapet below. It can be used to transport reinforcements, supplies, etc. The exterior face of the Hoarding is walled with planks or shutters that swing upwards and may be pierced with archery Loopholes (q.v.), as the demand indicates. The exterior is sometimes covered with raw hides to make the woodwork less subject to fire, or else they may be made into Hoardés (q.v.).



When a fixed front covering is constructed, the covering extends only about half way from supporting beam to roof (opposite the Crenels) so that defenders can discharge missiles from such positions unimpaired by the defensive Hoarding.

Note that Hoarding is subject to destruction by impact, and though resistant if protected by Hoardés, it may even be consumed by fire, the latter being especially useful in regards to burning away large sections of such defenses. Thus, while in concept they are superior to built-in Machicolation work in some ways, they are, in practice, quite inferior.

Horned Tower: A round Tower (q.v.) whose outermost curve, that most directly facing the enemy, is constructed to form a V-shape. This form of construction increases the Tower's resistance to Sapping, Mining, or Battering (qq.v.) as well as provides a better defensive area for Machicolation or Hoarding (qq.v.). Compare Beaked Tower.



Incendiaries: Any number of devices for, or means of, employing various inflammables to set fire to defensive or offensive works and engines. These include:

Molten metal (typically lead) projected from missile-casting Siege Engines (q.v.);

Inflammable liquid projectors that include a pump, bellows, or compression (syringe-like device), which squirt the liquid to a distance;

Projected missiles which consist entirely of, which contain, or which are wrapped in highly combustible materials, and which are set aflame just prior to discharge (e.g., flaming arrows and bolts, and various Siege Engine missiles);

Hurled/dropped flaming materials, such as containers of liquids that burst upon impact or bundles of wood shavings, straw, etc.

See also Greek Fire.

Keep (also Donjon): The central or otherwise largest, highest or strongest structure in a system of defensive constructions. It is the point of last refuge and final defense.

Ladder Carriage: A Proximate Siege Engine (q.v.) that consists of a rectangular frame set on wheels bearing a winch and ladder. The carriage is moved near a wall, the winch is cranked and its rope raises the ladder from a near-horizontal to a near-vertical position, and then as many as four or more attackers climb upward simultaneously so as to assail defenders on the wall.

Lancet: A long, narrow window with pointed head.

Lantern: A small roofed structure, whose sides are open or windowed, that is built on top of a roof or dome to let light and/or air into the enclosed space below.

Lever: In terms of siegecraft this is a Proximate Siege Engine (q.v.) utilized by defenders to catch and overturn attacking engines. The device consists of a base supporting a rotating platform on which a fulcrum is mounted. A long pole (40 to 60 feet, on average) that is heavily counter-weighted at its short end forms the levering instrument. Pulleys are set along its length so as to allow a heavy rope to operate effectively. The rope is typically attached to a chain at the end of which is a single hook or a grapnel. The chain and hook depend from the long end of the Lever pole. The device is put in place on the upper portion of a stronghold where there are attacking Siege Engines at or near the base of the construction. The Lever is then rotated in the proper direction, its long end lowered, and the chain and hook are used to snare the enemy device. If this succeeds, the Lever is so operated as to drag out of position or overturn the attacking engine.

Lists: A wooden Palisade (q.v.), usually built atop a Rampart with a Moat or Ditch (qq.v.) before it, or a masonry or brick wall with Bastions, Towers, Enceintes (qq.v.), and/or a Moat or Ditch. This outer defense before the main wall of the fortified place might completely skirt the whole or else be placed as an apron before the most vulnerable portions of it. Sometimes there exists a second Moat or Ditch inside the area of the Lists serving to protect the main fortifications. Note that by inference the term Lists includes the land encompassed by them, the area between these walls and the main defenses.

Note also that the term Lists sometimes refers to the Palisades surrounding a camp.



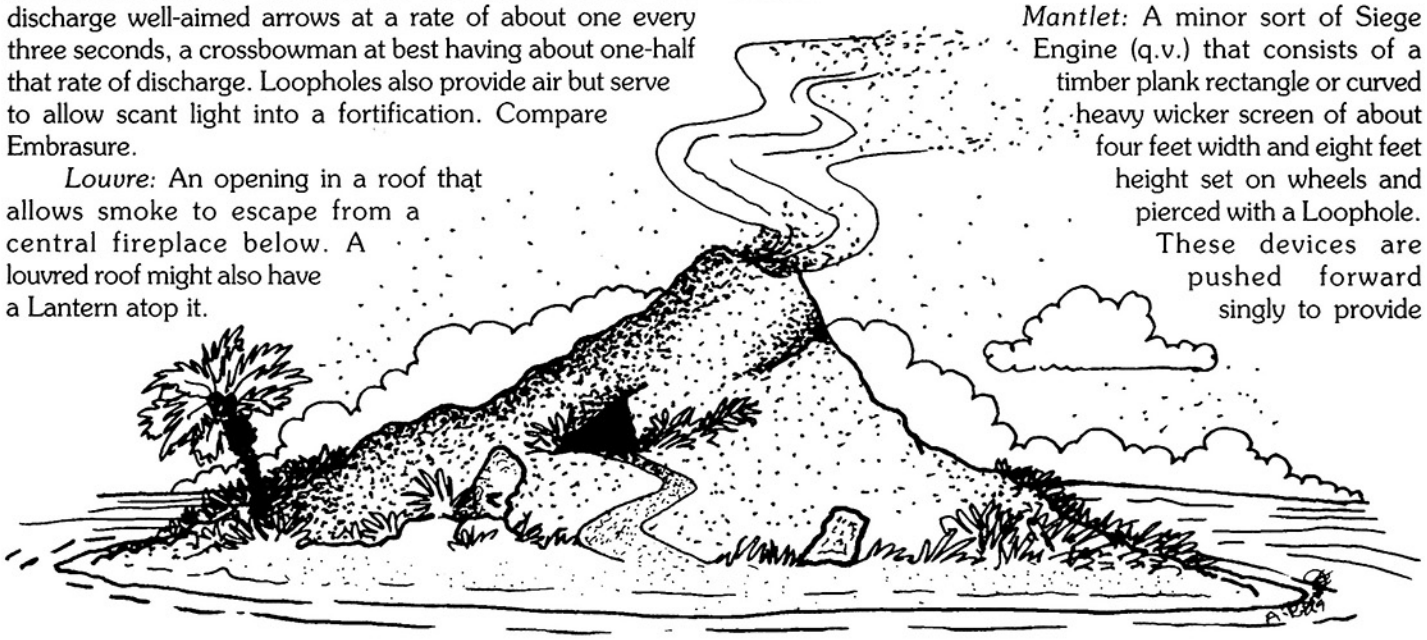
Loophole (also Eyelet): A narrow piercing of a defensive construction of any sort. A typical such opening may be six or more feet long and only six or less inches wide on its outer side. Loopholes for crossbow discharge typically have a horizontal slit as well as a vertical one. On the inner side, a Loophole is much wider so as to allow observation and archery from varied angles. Despite some assertions to the contrary regarding the usefulness of Loopholes for missile discharge, strategically placed openings of this sort are deadly threats to advancing attackers, for an average archer can discharge well-aimed arrows at a rate of about one every three seconds, a crossbowman at best having about one-half that rate of discharge. Loopholes also provide air but serve to allow scant light into a fortification. Compare Embrasure.

Louvre: An opening in a roof that allows smoke to escape from a central fireplace below. A louvred roof might also have a Lantern atop it.

Especially strong Towers will have above the projection of the Machicolated portion another story, or even two, or a Turret, so that if the outer gallery of the Machicolated portion is taken by means of Escalade or a Siege Tower (qq.v.), the access doors to the gallery may be shut fast, and defenders can assail those trapped on the gallery from the Embrasures, Loopholes, and/or Battlement (qq.v.) above it.

Mangonel: A missile Siege Engine (q.v.); a form of Catapult that is capable of hurling missiles by release of torsion.

Mantlet: A minor sort of Siege Engine (q.v.) that consists of a timber plank rectangle or curved heavy wicker screen of about four feet width and eight feet height set on wheels and pierced with a Loophole. These devices are pushed forward singly to provide protection for attacking missile troops, or in groups to likewise allow missile fire as infantry move behind the line of Mantlets. They are also used as auxiliary protection for larger engines of attack.



Machicolation: Specifically, a hole in the floor, but expanded now generally to indicate a stone or similarly strong construction that projects from the outer wall of the fortification. The projection was often built upon stone corbels, and superior to this method, inverse pyramids or arches of stone, the latter form with Pilasters (q.v.) descending to the construction's Splayed foot (see Splay). Sometimes, when this construction protruded greatly, it would be roofed over and a stone-floored gallery built behind it. Such a gallery would run along the face of the outer wall so as to allow missiles to be hurled or discharged downwards through the openings in the floor. The wall face of the construction is also crenellated or pierced in some fashion for defense.

This construction is quite similar to Hoarding (q.v.). Typically, all Bartizans, Battlements, Crest-works, Towers, and Turrets, (qq.v.) for instance, in a permanent place of fortification, will be machicolated. Only old or primitive constructions lack this defensive measure and rely on Hoarding (q.v.).

Mattress: In terms of siegecraft, a large pad lowered from the top of fortifications to protect masonry from repeated damage from large missiles or to prevent a device such as a Ram, Pick or Screw (qq.v.) from quickly sapping the base of the construction it is attacking. The Mattress might consist of simple padded material or rope, or it may even include chain mesh. Straw bags, rugs, and like material can be pressed into service for this purpose. Chains are effective in catching, fouling, and possibly making inoperative for a time a Pick or Screw.

Merlons: The rising, tooth-like portion of a Battlement (q.v.), sometimes pierced with a Loophole, Eyelet, or Embrasure (qq.v) for archery and crossbow discharge. The open places between Merlons are called Crenels (q.v.).



Mill Scythe: A Proximate Siege Engine (q.v.). The Mill Scythe is a fictitious engine created for gaming. It consists of something like a small Sow (q.v.) that is moved forward by a dozen men, who push it along from inside. At its front is a triple-bladed device set at an angle between horizontal and vertical. The heavy, very sharp blades are some three to four feet long and radiate from a central shaft so as to project that far ahead of the engine. The blade-driving shaft runs horizontally into the interior of the apparatus. Its interior end is geared, and several other gears connect to it. The latter are moved by two men working a foot-turned (pedaled) crank that spins a large and heavy fly wheel. When the enemy is near, the operators begin working the crank, the flywheel turns, reaching top speed in about one minute. The gears are then engaged, and the blades begin spinning. When revolving at maximum speed, anyone, armored or not, who is caught in their field of rotation is chopped to pieces. Heavy timbers or iron bars brought into contact with the blades tend to destroy the effectiveness of this engine.

Mine: A tunnel dug through earth or rock toward, and then beneath, a defensive construction. When this is accomplished, the terminus under the defensive construction is extended, meanwhile being shorn up with timbers. The timbers then are soaked in inflammable liquids, other combustibles likewise made more inflammable by additives (pitch, wax, fat, oil, etc.) placed at the mine's terminus, and the whole are set aflame. When burning progresses sufficiently, the supports collapse, and the construction above crumbles as the ground beneath gives way. A Breach (q.v.) is thus created.

See also Counter-mine.

Miner: A Pioneer (q.v.) whose duty it is to dig Mines (q.v.) under fortified constructions. Compare Sapper.

Mining: The act of creating one or more Mines (q.v.).

Mining the Moat: A defensive effort in which the besieged endeavor to Mine (q.v.) under their own Moat or Ditch (qq.v.) at a point where the attackers have filled it for the purpose of advancing siege engines. Once dug, the Mine is then fired and collapses, so that the filler sinks into the Mine, and the Moat or Ditch is reformed. This tactic can be particularly effective when the firing takes place as a Siege Tower (q.v.) or like engine is in a position to collapse along with the mine beneath it.

Moat: A natural or man-made depression filled with water to hinder attackers in assaulting a fortified construction. A typical Moat is 10 feet deep in the center and 20 or more feet wide.

Moat House: A Keep-like fortification surrounded by a Moat but lacking other outworks and complex castellation.



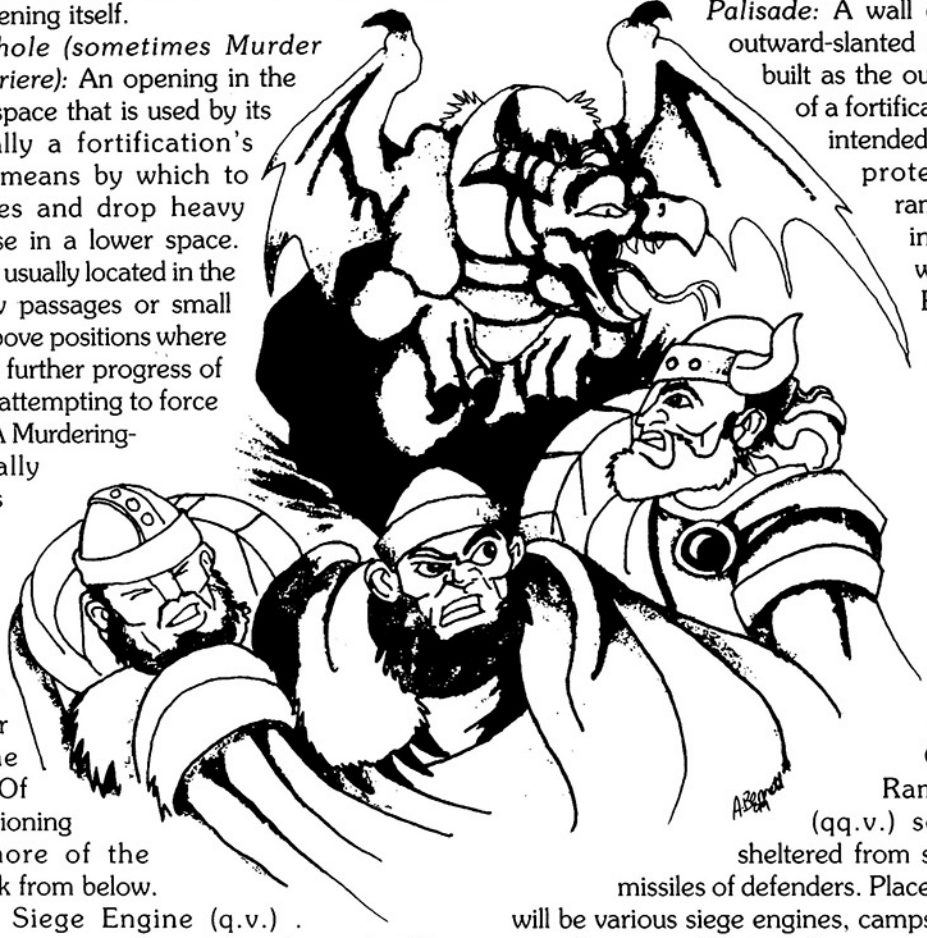
Motte: Usually an artificial mound upon which is built a fortified construction. In general, the material for the Motte is obtained by digging so that as it is built a Ditch or Moat (qq.v.) is created simultaneously, providing additional protection. Some few Mottes are natural hillocks. Timbers or stones are sometimes used to revet the Motte. (See Revetment.) Where the whole of the Motte is taken up by a Keep (q.v.) of some sort, there is typically a lower Enceinte (q.v.) where the bulk of the inhabitants, livestock, goods, etc. are sheltered. In such case, this arrangement is referred to as a Motte and Bailey (q.v.).

Movable Bridge: A wheeled platform with heavy planking. It serves as a means of spanning a Ditch or Moat (qq.v.) without having to fill them first. Typically, there are two hinged portions to the Movable Bridge. If, for example, one of 50 feet length were constructed, 20 feet of the length would be wheeled. A hinged central portion of 10-foot length would bend vertically from the front end of the wheeled section. The remaining 20 feet would fold back (from the top of the 10-foot section), angling down like a slanted roof over the wheeled portion. Once in position, a place where there has been some filling in of the space to be spanned, the "roof" section is raised up and forward (by screws, ropes and pulleys, or levers from inside), and once beyond perpendicular, its weight will carry itself forward, and the front section as well, until it crashes down as a horizontal extension.



Mullion: A relatively narrow vertical brace or bar dividing a window. They are intended to make entrance access through such a wall opening more difficult, and generally to strengthen the opening itself.

Murdering-hole (sometimes Murder Hole, also Meurtriere): An opening in the floor of a higher space that is used by its occupants (usually a fortification's defenders) as a means by which to discharge missiles and drop heavy objects upon those in a lower space. Such openings are usually located in the ceilings of narrow passages or small rooms, sited just above positions where an obstacle blocks further progress of attackers who are attempting to force their way inward. A Murdering-hole is typically constructed so as to allow those employing it to be on all sides so as to command a space whose radius is six or more feet greater than that of the actual opening. Of course, such positioning also exposes more of the defenders to attack from below.



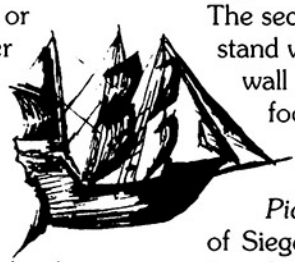
Onager: A Siege Engine (q.v.) . Originally the Roman name (meaning a form of wild ass with a terrific kick!) for the single arm, upright beam torsion Catapult (q.v.).

Narthex: The enclosed passage between the main entrance and the nave of a church--a sort of vestibule.

Nave: The principal hall of a church, extending from the narthex to the chancel.

Oratory: A private in-building chapel, or otherwise a small cell attached to a larger chapel.

Oriel: A window in a construction that is built to project beyond the plane of the wall. It may act as a kind of porch or contain a window seat. Also the name for a squarish side-turret.



Orillon: An arrowhead-shaped Bastion (q.v.).

Oubliette: A well-like space below a dungeon that is reached by a trap door. Those lowered (or dropped) into this place are generally left to starve to death.

Palisade: A wall or fence of upright or outward-slanted stakes. They are often built as the outermost line of defense of a fortification. A Palisade may be intended, among other things, to protect defenders atop a rampart (with a Ditch (q.v.) in front), to reinforce a weak area, or to close a Breach (q.v.).

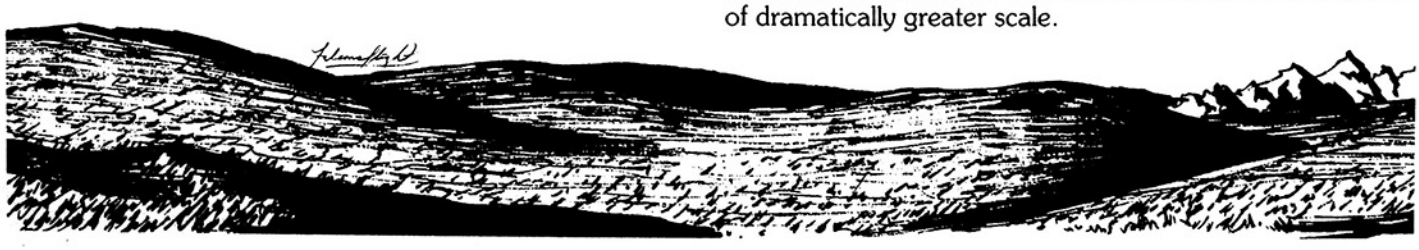
Parados: A low wall on the inner side of a main defensive wall.

Parallel: A work of Circumvallation (q.v.) that is constructed by attackers and runs parallel to the face of the target fortification. The approach of the fortification generally is protected by some combination of Ditch, Gabions, Mantlets, Ramparts, and Palisades (qq.v.) so that attackers are sheltered from sight and thus from the missiles of defenders. Placed behind a Parallel work will be various siege engines, camps, etc.

Parapet: That walkway portion and protections attendant thereto at the top of a defensive work from which defenders conduct their activities. At the top of any fortification, the Parapet is typically Battlemented. Most parapets are from one to two yards wide. Compare Catwalk.

Pavois: There are two types of Pavois. One is merely a large shield carried on the back, typically by crossbowmen. The second sort is a Mantlet-like (q.v.) portable shield set to stand with a slope in the direction away from the attacked wall and used to screen Pioneers (q.v.) attacking at the foot of a fortified construction. Not as strong or reliable as a Cat (q.v.), Pavois have the advantage of quick assembly and ease of movement. Compare Mantlet.

Pick: In terms of siegecraft, a metal-shod, pointed style of Siege Engine (q.v.) operated in the same manner as a Ram (q.v.) to destroy wall bases. A Pioneer (q.v.) might employ a hand-held tool of the same name, but this is an implement of dramatically greater scale.



Pier: Most commonly a vertical mass of stonework added to the inner side of a wall of any sort so as to strengthen it. It is a term also applied to the works upon which a Drawbridge (q.v.) rests, or else the usually square support for an arch.

Pilaster: A masonry work that appears to be a square pillar half-imbedded into a wall. Often it is used to support the weight of an arch, and it sometimes is used to support Machicolation (q.v.) construction.

Pioneer: First-line attacking troops whose specialization is the removal or destruction of defensive fortifications. Pioneers in general work in advance of troops, eliminating obstacles, clearing Abatis (q.v.), etc. See Miner and Sapper.

Piscina: A basin with drain, usually set against or into a wall, that is used for washing hands and faces.

Pitching: Rough cobbling found usually in courtyards.

Plinth: A large square base block of stone upon which an upper construction (such as a column) rests. In fortifications, a Plinth course may be placed at the base of a wall to deter attack by engines attempting to assail the lower portions of defensive works. (Compare Batter, Splay and Talus.)

Pneumatic Catapult: An unusual Siege Engine (q.v.) operating on the compressed air and piston principle. It is operated by either hammering in the piston or working a pair of lever arms that ratchet back the piston. Triggering releases the cylinder so that the compressed air propels it to strike the missile and send it towards the target. Only relatively small and/or light missiles can be propelled by these devices.

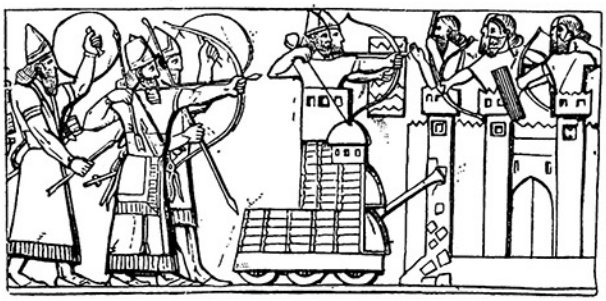
Portcullis: A vertical iron grating, or a grating of wood reinforced by iron, that slides up and down between grooves in the stone of a fortification. It is raised to allow entrance or lowered to help seal the Gate (q.v.). The open work enables defenders to discharge missiles at attackers that are still at a distance, while providing these defenders with considerable protection against counter-missiles. When the foe is near and in force, the defenders can then retreat and close the Gate.

Postern (Gate): A small and hard-to-access entrance and exit from the fortification. It is on a side or at the rear of the place, well away from the main Gate or Gates. Some Postern Gates are set high up, so that a lift of some sort must be used to allow entry or exit. Most, though, are built so as to allow more rapid sallying by defenders. Not a few such portals are used in time of peace for foot traffic. Generally the passageway leading through a postern is quite narrow, and it may have two or more turns along its length, so it would not be ideal for assault by a large body of troops.

Putlog: A stout wooden beam that is inserted horizontally into specially crafted notches or holes (see Putlog Hole) in the walls or exterior surfaces of fortifications so as to support a Hoarding (q.v.).

Putlog Hole: The specifically created opening for placement of a timber beam called a Putlog.

Quadrangle: A name for the Inner Courtyard of a stronghold.



Ram: A Siege Engine (q.v.) similar to a Pick (q.v.) meant to shatter stone or break timber. Although the term technically applies to any log or beam that can be used for Battering (q.v.), the Siege Engine sort is typically housed in a Sow (q.v.) of strongest sort, and sometimes in a Cat (q.v.). From the overhead cross members of the Cat are hung chains from which a great beam or log is suspended and can swing freely forward and backward. The forepart of the beam or log is shod with iron. Men within the Ram housing then swing the device back and forth so that it impacts and damages the target section of the fortification.

Ram Catcher: A forked pole or a pole and lasso used to snare the head of a Pick, Ram, or Screw (qq.v.). The forked pole simply thrusts down to make the Ram inoperative, possibly dismounting it in the process. The pole and lasso is so levered as to draw the Ram upwards and off its moorings, possibly overturning the Cat or Sow (qq.v.) in the process.

Rampart: An embankment of rubble, stone, earth, etc. raised up outside a fortification as a protective barrier, usually before a Ditch (q.v.), and sometimes provided with Abatis (q.v.) or a Palisade (q.v.).

Rath: A low, circular fence-work, much like a Ringwork (q.v.).

Ravelin: An outwork with two faces forming a salient angle, as seen in an Orillon (q.v.).

Rear-arch: An arch on the inner side of a wall generally meant to strengthen it.



Redent (Return): A back-curving construction of a continuous Curtain Wall (q.v.) that places the defenders in a position to flank approaching attackers. It generally must be masked by other works so that those outside the wall cannot sweep it with missiles and diminish its effectiveness.



Redoubt: A small and self-contained fieldwork that serves as a fighting place and refuge for soldiers outside the main works of a fortified place.

Re-entrant: An inward-going or recessed portion of fortifications. Compare its opposite, Salient.

Refectory: The dining or mess hall of a stronghold (particularly those of a religious nature).

Relieving arch: An arch in a wall built to relieve the thrust on another opening near to it.

Respond: A half-Pier (q.v.) built into a wall to carry an arch.

Retirata: Interior work of improvised sort hastily constructed in order to counter an imminent breach in the main defenses beyond .

Revetment: Masonry facing that supports an embankment such as that of a Ditch or Moat (qq.v.).

Ringwork: A circular defensive work consisting of a Ditch and Rampart, as well as possibly a Palisade or Rath.

Rubble: Rough stones and broken masonry used as filler between mortared walls of castles.

Rustication: Ashlar (q.v.) blocks whose outer faces have been left unfinished or have been purposely roughed up.

Salient: A portion of the outer wall of a stronghold that projects outwards from the main line. (Compare Re-entrant.)

Sally Port: A small Gate or Postern (qq.v.) that is heavily fortified and that is used by defenders of a stronghold for rapid attacks and retreats.

Sap: To undermine a fortified construction in order to cause its collapse by taking away material that is part of or lies beneath its foundation.

Sapper: One who digs into or beneath a lower wall, undermining its base. A kind of Pioneer (q.v.). Compare Miner.

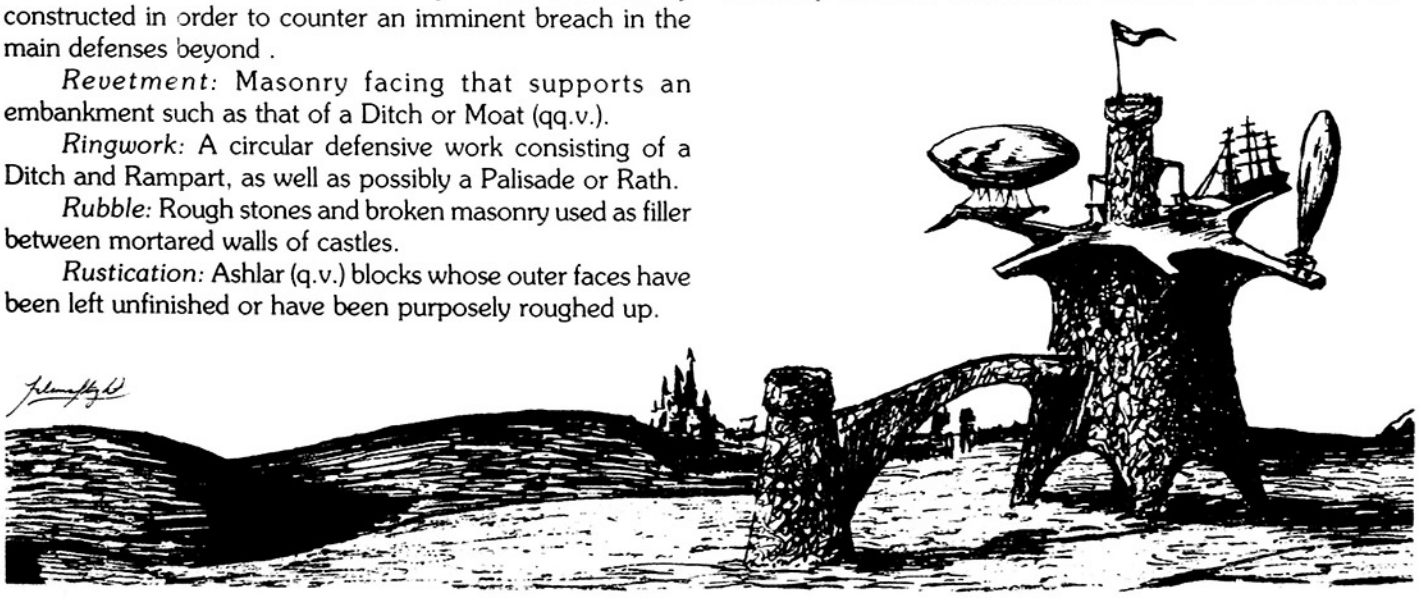
Scarp (Escarpment): The inner side of an earthen Rampart (q.v.) that is before a Ditch (q.v.). The side that faces the inner fortification it protects. Compare Counterscarp.

Scorpion: Various sorts of Siege Engines (q.v.) that operate with bow-like apparatuses (whether with actual bow stave and tension, or with separate arms powered by torsion). It is used to discharge vaned or unvaned missiles of large size (from four feet to eight or more feet in length). It most commonly consists of a very large crossbow built upon a wheeled frame, and is manned by two or more artillerists.

The field of fire of the Scorpion is directly ahead, but the operational portion of the weapon (the bow, bed, and magazine can be rotated a total of 10° right or left by the turning of another crank set forward of the midpoint of the bed.

Typically, due to their limited range, a Scorpion will be protected by a built-in Mantlet-like (q.v.) front piece.

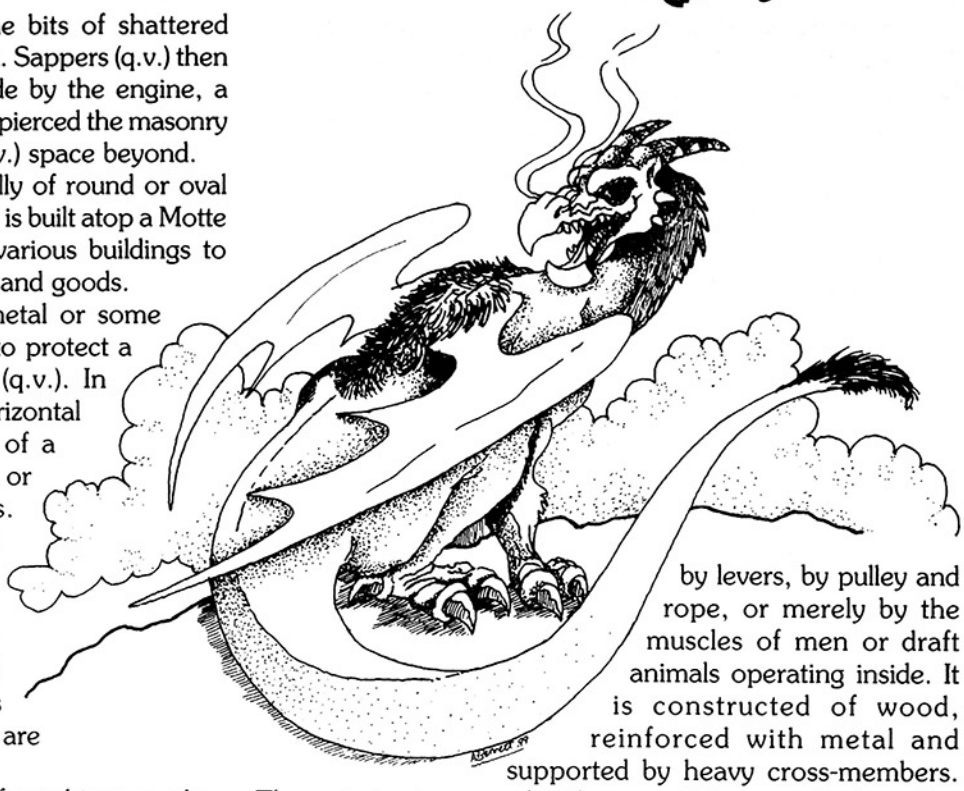
Screw: This Siege Engine (q.v.) is generally housed within a Cat (q.v.). It is a device whose purpose is to Sap (q.v.) with rapidity the base of a fortified construction. It consists of a beam with a metal tip resembling a huge screw or auger bit. The point of the Screw is driven into the mortar or cracks of masonry constructions, and then the beam is turned so as to cause the metal threads to grip and pull the metal tip inwards, much like a drill bit. The beam is then



pulled back in order to draw forth the bits of shattered masonry and to reveal a deep impression. Sappers (q.v.) then work to enlarge the base opening made by the engine, a task that may prove easy if the device has pierced the masonry facing and exposed the Rubble-filled (q.v.) space beyond.

Shell Keep: A masonry wall--usually of round or oval shape and fortified with Battlements--that is built atop a Motte (q.v.). Inside the shell are constructed various buildings to house the occupants and their livestock and goods.

Shutter: A closure of wood or metal or some combination that, when closed, serves to protect a window, Embrasure (q.v.), or Crenel (q.v.). In fortification, those not anchored on a horizontal axis and raised or lowered by means of a curved and notched quadrant bar of iron or steel are typically used for windows. Vertically anchored Shutters are often pierced with Loopholes (q.v.) in lieu of being raised and lowered. Horizontally anchored Shutters allow defenders to raise them to discharge missiles at distant enemy forces and to lower them, as needed, to protect against attackers who are in closer proximity to the fortification.



Siege Engine: Any of a number of machines used in attacking a fortified construction. There are two general classes: Proximate Engines and Missile Engines. The Siege Engines are categorized by class as follows:

Proximate Engines:

Basket Lift	Ladder Carriage	Ram
Battering-ball	Lever	Ram Catcher
Cat (Penthouse)	Mill Scythe	Screw
Claw	Movable Bridge	Siege Tower
Crow	Pavois	Sow
Drake	Pick	Tortoise

Missile Engines:

Ballista	Scorpion
Catapult	Springald
Mangonel	Trebuchet
Onager	Trebuchette
Pneumatic Catapult	

Refer to each specific name listed above for details of that particular Siege Engine.

Siege Tower (also Belfry): A movable tower that is built over a plank floor with a shed attached to its front (see Cat, above.) and that moves on wheels or rollers and is propelled by levers, by pulley and rope, or merely by the muscles of men or draft animals operating inside. It is constructed of wood, reinforced with metal and supported by heavy cross-members. The exterior is covered with green hides or wetted woolen matting. Its base portion might contain a Pick, Ram, or Screw. The Siege Tower will have sufficient height to overtop some portion of the defending fortification. Its second and successive stories might contain archers and crossbowmen. At its summit will be a drawbridge that is lowered so as to form a ramp from its roof to the fortification it is attacking. Men climb ladders set up on its rearward face to reach the top and cross the ramp to assail the defenders.

Solar: The large, upper-floor chamber, which is often situated directly above the main hall of the castle, in which the lord has his private sitting room and bed chamber.

Sow: A Siege Engine (q.v.) that is a form of Cat (q.v.), containing either a Pick, Ram, or Screw (qq.v.) as well as many assault troops (piglets) who are disgorged when the opportunity to attack/enter the fortification presents itself..

Splay: A sloping masonry construction extending from the base of a fortification. It is built to strengthen the base, to make sapping more difficult, and because of its angle to deflect the force of any attacking Siege Engine (q.v.) of Proximate sort, causing the attacking structure to angle upwards so as to be less effective or entirely ineffective. The splay also serves to direct materials dropped from above into the attackers' ranks. (Compare Batter, Plinth and Talus.)



Springald (or Springnal): A Missile Siege Engine (q.v.) that uses tension of an upright arm or vertical metal spring to hurl or propel missiles.

Talus: A Pilaster or Plinth (qq.v.) that angles outwards at its base to make Sapping and Battering (qq.v.) more difficult and to direct missiles dropped from above into an outward trajectory. (Compare Batter, Plinth and Splay.)

Tortoise: A Siege Engine (q.v.) of Proximate sort. It is a device used to shelter men at the head of an advancing attack force who are following a trench towards a fortified construction. A Tortoise is triangular, the crest of the triangle points upwards like a ship's keel reversed. It comes to a point on its forward end and is open and widest at its rear. It is moved by several men inside of it. The bottom edges of the Tortoise are spiked to allowed it to be fixed firmly in place when set down.

Tower: A Square, Rectangular, Polygonal, Semi-round, D-shaped or Round construction that is usually topped by a Battlement (q.v.) and possibly enhanced with Bartizans (q.v.). A Curtain Wall (q.v.) will usually have Towers (of greater height) set at regular intervals to assist in defending the Enceintes (q.v.). Towers are otherwise constructed as part of a stronghold in order to assist with defense. They range in size from but little more than 10 feet outer diameter to more than 100 feet. Well constructed Towers have ground floors and lower stories with Loopholes (q.v.) for missile discharge. See also Beaked Tower and Horned Tower.

Large, especially strong Towers are built and sited where they can best deploy defending Siege Engines (q.v.).

Trebuchet (Also Martinet): A Siege Engine (q.v.) operating by force of gravity upon the weight of its counterpoise. The engine consists of a derrick-like frame with a crossbar upon which pivots a long beam (see Lever). The short end of the beam is heavily weighted. To the long end of the beam is attached a sling . The sling portion is laid parallel to the beam, the end containing the missile running towards the weighted portion of the arm, and in a rearward inclining trough. The trajectory of the missile slung thus is high and arching. If instead of a sling, a cup-like container is affixed to the Trebuchet, then the trajectory is flatter, but a lighter missile must be used and its range is reduced by about one-half.

These are huge machines and require a good deal of time, massive quantities of stout timber, and a great many carpenters to construct.

Trebuchette: A small Siege Engine (q.v.) quite unlike the Trebuchet (q.v.). It is operated by a single artillerist. The Trebuchette utilizes tension, the spring of its arm, possibly reinforced by the tension of additional strings, to propel its missile. The small missile is placed in a sling affixed to the engine's arm. The operator then draws back the sling by dint of his muscles and weight. He then aims and releases. The engine's arm then leaps back to its original position, sending the missile arcing towards its target. The engine and artillerist can be protected easily by a Mantlet (q.v.). Note that the range of this device is about double that of a Staff Sling, but its missile can be three times heavier (c. six pounds).

Truss: Timbers framed overhead so as to support the weight of the roof.

Turning bridge: A Drawbridge that pivots in the middle rather than raising from the inner end.

Turret: Properly, a Round (or polygonal) Tower set atop a Tower (q.v.) or rising from the top of some other base construction. The turret then commands the upper works of the structure from which it rises.

Wall-walk: A walkway, often roofed, along a castle wall.

Watchtower: The highest tower or turret in a fortified construction. It is a place from which the whole of the construction and the surrounding land can be viewed.

Wattle: Interwoven sticks and branches of supple material (such as willow and the stems of woody weeds) formed into sections and used to make rude walls.

Weathering: A sloping surface intended to direct the runoff of rainwater.

Wicket: A small, man-sized door set into a main gate.

Window: In a fortification a Window's principal purposes are to allow the passage of light and air into the structure. Secondarily they allow sight and present a place from which to discharge missiles. Because they are relatively large openings, most Windows will be barred on the outside by a Grille (q.v.), and inside they will be protected by heavy Shutters (q.v.). Some are additionally protected and reinforced by Mullions (q.v.).

Wing-wall: The down-sloping wall of a Motte (q.v.) that is built to protect the entrance stairway.

Yett: A gate of iron latticework similar in construction, but not in size, to a Portcullis (q.v.).



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APPENDIX RANDOM DETERMINATION TABLES

LUNAR PHASES ON LEJENDARY EARTH

In Lejendary Earth there are 12 lunar cycles of 30-day length (not 28, as on earth), making up the generally accepted year length of 360 days. During each cycle, the moon's appearance undergoes 10 visible changes-which are made up of the following (repeating) phases: dark, crescent, quarter, half, three quarter, full. The ordering of each cycle's phases is as follows:

Dark: three days; day 1-3.
Crescent: three days; day 4-5.
Quarter: three days; day 6-8.
Half: three days; day 7-11.
Three Quarter: three days; day 12-14.
Full: three days; day 15-17.
Three Quarter: three days; day 18-20.
Half: three days; day 21-23.
Quarter: three days; day 24-26.
Crescent: three day; day 27-30.

WEATHER GENERATION TABLES

Random Determination: (Roll d% and consult the tables)

Important: Ignore weather that is inappropriate due to climate, location, etc. and re-check.

Daily General Weather Conditions:

Result	*Cloud Description*
01 - 03	full clouds, very cloudy, layers, low to high*
04 - 06	full clouds, low (25% fog above freezing)**
07 - 10	full clouds, high***
11 - 14	mostly cloudy, several layers, low to high****
15 - 20	partly cloudy****
21 - 25	large clouds with frequent breaks****
26 - 30	scattered, large, high clouds****
31 - 40	some light, scattered clouds
41 - 45	some high, thin clouds
46 - 50	scattered low, small clouds
51 - 00	clear (10% chance for afternoon haze if warm to hot temperature)

*See Precipitation Table below, heavy precipitation possible; -40 on dice roll.
**See Precipitation Table below, heavy precipitation possible; -30 on dice roll.
***See Precipitation Table below, heavy precipitation possible; -20 on dice roll.
****See Precipitation Table below, precipitation possible.



Precipitation Table:

Result	*Degree of Precipitation*
01 - 05	heavy, continuous (full cloud conditions)
06 - 10	moderate, continuous (full cloud conditions)
11 - 15	light, continuous (full cloud conditions)
16 - 20	heavy showers (50% likely each hour for 11-30 minutes)
21 - 30	moderate showers (50% likely each hour for 11-30 minutes)
31 - 40	light showers (50% likely each hour for 11-30 minutes)
41 - 50	light, infrequent showers (25% likely each hour for 3-18 minutes)
51 - 00	no precipitation

Temperature Variation Table:

Result	*Temperature Change*
01 - 05	sudden temperature drop (11-30° F); ignore in tropics and sub-tropics; -10 on Wind Speed Table check roll
06 - 15	temperature drop (5-8° F); ignore in tropics, -10 on Wind Speed Table check roll, but no roll of 23 or lower possible
16 - 35	slight temperature drop (1-4°F); -5 on Wind Speed Table check roll, but no roll of 28 or lower possible
36 - 65	no change
66 - 85	temperature rise (1-4° F); -5 on Wind Speed Table check roll, but no roll of 28 or lower possible
86 - 95	temperature rise (5-8° F); ignore in tropics; -10 on Wind Speed Table check roll, but no roll of 23 or lower possible
96 - 00	sudden temperature rise (11-20° F); ignore in tropics and sub-tropics; -10 on Wind Speed Table check roll

Wind Speed Indicators/Effects:

Hurricane: There is general devastation; trees are uprooted or broken; structures are blown down; exposed ships are subject to being sunk or blown aground, even in sheltered harbors; movement on land is impossible, and those not sheltered are subject to considerable harm.

Storm: There is severe, generalized damage of the sort incident to a hurricane; the sturdiest trees and structures are not harmed, all vessels at sea, and medium and smaller vessels even in harbors are subject to sinking or being blown aground; movement on land is virtually impossible, and those attempting it are subject to harm.

Whole gale: There is considerable, generalized damage; sturdier trees and structures are not harmed; medium and smaller vessels not in safe harbors are subject to sinking; movement on land is very strongly impeded by wind, and those attempting it may be harmed.

Strong gale: There is slight damage to trees and structures, especially roofs and roofing; light vessels at sea are subject to sinking; movement on land is strongly impeded.

Gale: There is very slight damage to trees and possibly slight structural harm; all ships can run before the wind with a partial sail only, and small boats are subject to sinking; movement on land is impeded.

Near gale: Whole trees bend in the wind; only the largest ships can set full normal sails; movement against the wind is impeded; clothing is blown about, and things such as hats fly off, etc.

Strong breeze: Even large tree branches move in the wind; only larger ships can set full normal sails; high-crested whitecaps are seen on inland waters; clothing is blown about.

Fresh breeze: Smaller tree branches are blown about in the wind; all vessels can use full sails, but the largest are best able to move at full speed; whitecaps are seen on inland waters; clothing flaps.

Moderate breeze: Small branches move in the wind; all vessels can use full sails; leaves are blown about, and dust is raised.

Gentle breeze: Leaves on trees move continually; the largest vessels are slowed by lack of sufficient wind strength; small banners will extend fully.

Light breeze: Leaves on trees rustle in the wind; all but small vessels are slowed by the lack of sufficient wind strength; the wind moves hair and is felt on skin.

Light air: Leaves on trees sway ever so slightly; all but the smallest of vessels can barely make way; air movement is only just discernible against exposed skin; smoke alone indicates wind direction.

Calm: There is no discernable air movement; smoke rises vertically.





ENCOUNTER GENERATION TABLES

Random Determination: (Roll d% and consult the tables)

Important: Ignore encounters that are inappropriate due to climate, light conditions, etc. and re-check until an appropriate result is discovered.

Wind Speed Table:

Dice Result	*Wind Speed**
01	hurricane with wind of 76-126 mph (d50); possible if full clouds only, and only in tropics and sub-tropics; next day automatic gale wind
02 - 03	storm with wind of 64-75 mph (d12); possible if full clouds only; next day automatic strong breeze
04 - 06	whole gale of 56-63 mph (d8); possible if full clouds only; next day automatic fresh breeze
07 - 10	strong gale of 46-55 mph(d10); possible if clouds only; next day automatic moderate breeze
11 - 15	gale of 38-45 mph(d8); possible if clouds only; +10 on next Wind Speed check
16 - 21	near gale of 32-37 mph(d6); +20 on next Wind Speed check dice roll
22 - 28	strong breeze of 26-31 mph(d6); +10 on next Wind Speed check dice roll
29 - 34	fresh breeze of 20-25 mph(d6); +5 on next Wind Speed check dice roll
35 - 45	moderate breeze of 14-19 mph(d6)
46 - 55	gentle breeze of 8-13 mph(d6)
56 - 65	light breeze of 4-7 mph(d4)
66 - 75	very light breeze of 1-2 mph(d3); -10 on next Wind Speed check dice roll, but no result of 15 or lower possible
76 - 00	calm; -10 on next Wind Speed check dice roll, but no result of 21 or lower possible

*assume prevailing direction or modify at will

Locale Tables:

Different encounter tables should be consulted based on locale. The Locale Tables presented below should be used with the percentile rolls to determine which Encounter Table is appropriate.

Land, City/Urban-Suburban:

Result	*Encounter Table to Consult*
01 - 80	#1: Humans and Alfar, Urban Setting
81 - 90	#2: Animals, Large and/or Dangerous, Urban Setting
91 - 95	#3: Demoniacal et al., Urban Setting
96 - 00	#4: General List, Urban Setting

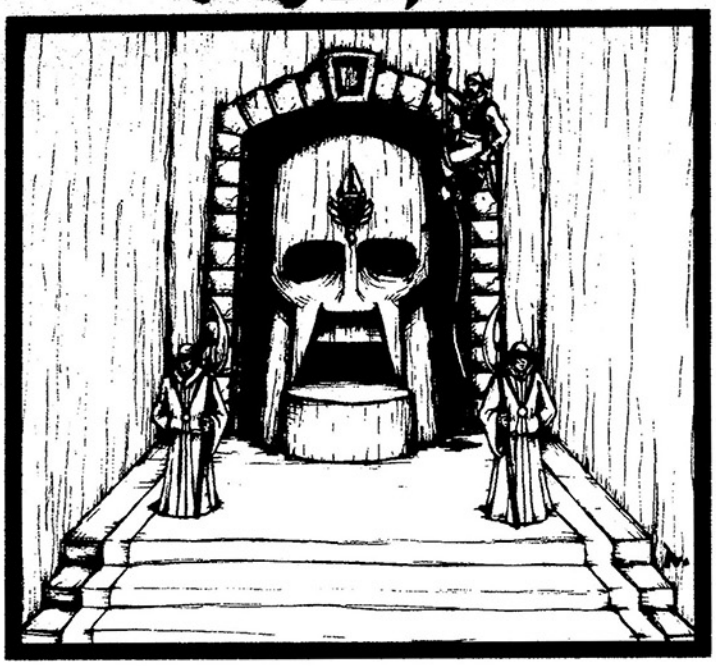
Land, Rural:

Result	*Encounter Table to Consult*
01 - 75	#5: Humans and Alfar, Rural Setting
76 - 90	#6: Animals, Large and/or Dangerous, Rural Setting
91 - 95	#7: Demoniacal et al., Rural Setting
96 - 00	#8: General List, Rural Setting

Land, Wilderness, General:

Result	*Encounter Table to Consult*
01 - 30	#9: Humans, Wilderness Setting
31 - 45	#10: Populous Alfar/Humanoid Races, Wilderness Setting
46 - 50	#11: Rare Alfar/Humanoid Races, Wilderness Setting
51 - 90	#12: Wild Animals, Lg. and/or Dangerous, Wilderness Setting
91 - 95	#13: Demoniacal/Humanoid/Living Dead, Wilderness Setting
96 - 00	#14: General List Creatures, Wilderness Setting





Land, Wilderness, Special: Sylvan Woodland/Plain (Mediterranean-type, warm, and generally open woodland and meadow-like plains)

Result	*Encounter Table to Consult*
01 - 10	#15: Humans, Sylvan Wilderness Setting
11 - 20	#16: Populous Alfar/Humanoid Races, Sylvan Wilderness Setting
21 - 40	#17: Rare Alfar/Humanoid Races, Sylvan Wilderness Setting
41 - 60	#18: Wild Animals, Sylvan Wilderness Setting
61 - 65	#19: Demoniacal/Humanoid/Living Dead, Sylvan Setting
66 - 00	#20: Sylvan Wood/Plain Creatures

Water, Fresh:

Apply a dice roll to the appropriate table.

Encounter Table to Consult	
#21:	Marine Encounters on water, Major Body of Water
#22:	Marine Creatures in water, Major Body of Water
#23:	Marine Creatures in/on water, Marsh, Pond, River, Swamp, etc.

Water, Salt:

Apply a dice roll to the appropriate table.

Encounter Table to Consult	
#24:	Marine Encounters on water
#25:	Marine Creatures in water

Encounter Tables:

After rolling the dice and consulting the Encounter Tables presented below, the LM will discover the nature of the encounter, and should then consult the BEASTS OF LEJEND CYCLOPEDIA OF CREATURES™, which provides detailed information for the listed types of creatures. Use judgment and random selection to determine, where appropriate, the number and types of individuals that make up an encounter.

#1: Humans and Alfar, Urban Setting:

Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 18	dwarf
19 - 30	gnome
31 - 75	human (see Table #1A, below)
76 - 80	ilf
81 - 89	oaf (25% chance with major oaf)
90 - 91	orc (25% chance with greater orc addition)
92 - 93	orc (25% chance with lesser orc)
94 - 95	orc (25% chance with lesser and greater orc)
96 - 00	orc, lesser (25% chance with orc)

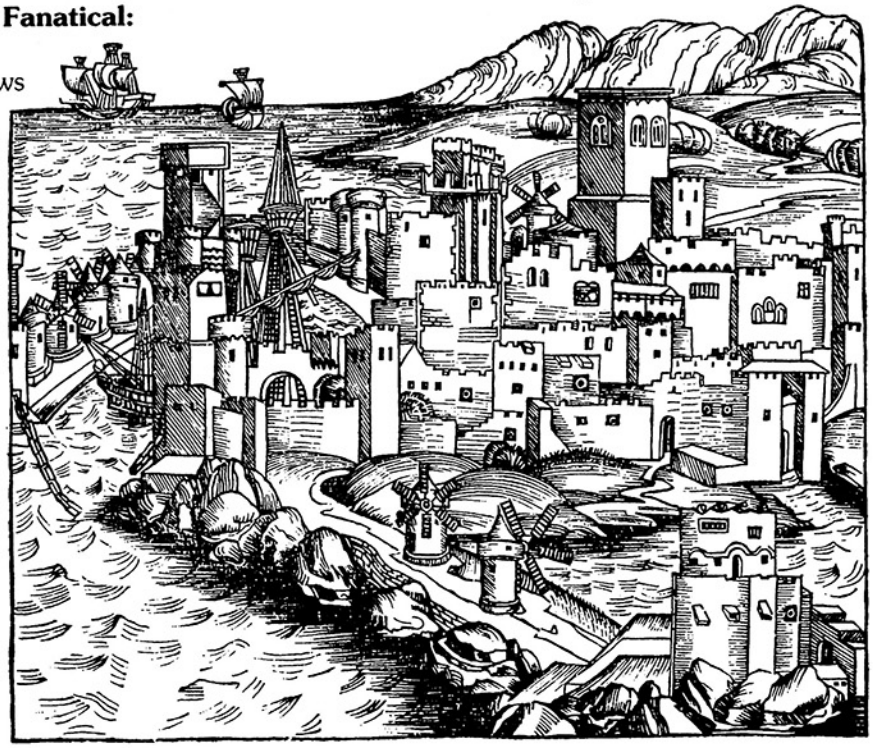
#1A: Human Encounter, Urban Setting:

Result	*Encounter*
01 - 10	beggar (or 1 of a larger group of 2-5)
11 - 20	bypassers, ordinary (or 1 of a larger group of 2-8)
21 - 22	human, demented (maniac appearing crazed, filthy, etc.)
23 - 24	human, demented (maniac appearing normal)
25 - 30	human, fanatical (see Table #1A-1, below)
31 - 70	human, general sort (see Table #1A-2, below)
71 - 80	pedlar (with or without a pushcart)
81 - 90	pickpocket, ordinary (a cutpurse with 0-2 associates)
91 - 00	solicitor (for a nearby shop, a pimp, a whore, etc.)



#1A-1: Human Encounter, Urban Setting, Fanatical:

Result	*Encounter*
01 - 30	2-20 typical followers seeking fellows
31 - 50	2-12 warrior followers looking for trouble
51 - 70	fanatic group (1-4 fanatic scouts traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking opposition /trouble, or 2) seeking recruits, or 3) looking for persons to kidnap for ransom/enslavement/sacrifice
71 - 80	fanatic group (1-4 female devotees traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking opposition/trouble, or 2) seeking recruits, or 3) looking for persons to kidnap for ransom/ enslavement/sacrifice
81 - 90	fanatic group (fanatic leader with 2-8 female devotees), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
91 - 00	fanatic band (7-12 typical followers, 1-6 warrior followers, 1-4 fanatic scouts, 1-4 fanatic warriors, 1-4 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) attempting to escape from the place, or 2) inciting a riot, or 3) searching about looking to recruit others to join their "cause" and to lead such "worthies" back to their base of operations for initiation into their group



#1A-2: Human Encounter, Urban Setting, General:

Result	*Encounter*
01 - 02	beggar monk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous persons)
03 - 10	clerks (2-12 men, possibly with women [servant stats]), who are going about their business
11 - 15	community watchmen (2-5 soldiers [common outlaw stats] with a corporal [guardsman stats] and a watch sergeant [arminger stats])
16 - 20	community watchmen (7-12 soldiers [common outlaw stats] with a corporal [guardsman stats], a watch sergeant [arminger stats], and a captain [esquire stats])
21 - 22	drunk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous persons)





23 - 25 gang (3-12 thugs [common outlaw stats]), whose members are searching for likely victims

26 - 27 gang (2-8 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats], whose members are led by their leader(s) in their search for likely victims

28 - 29 gang (3-12 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and the leader with outlaw chief stats], whose members are led by their chieftain or chieftainess in their search for likely victims

30 - 31 holy man ([adjust stats]; 25% chance that he is a priest [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track, or if not that, 25% chance that he is a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)

32- 35 knight with esquire (75% chance that they are cloaked/covered to seem like common folk)

36 - 38 knight with esquire and 2 armingers (75% chance that they are cloaked/covered to seem like common folk)

39 - 40 leper ([servant stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)

41 - 44 mercenaries (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for a captain [esquire stats] and a commander [knight stats]

45 - 47 ordinary man, traveling through the area (Enspeller--equal chance for Enchanter or Geourge) with 1-3 attendants: a servant, possibly a clerk, and possibly a page; 25% chance for an apprentice of the same Ability as the Enspeller but half the score)

48 - 49 ordinary man, traveling through the area (Maelurge--equal chance for Necrourge or Sorcerer) with 1-3 attendants [1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, warrior, stats, and 0-1 with page stats]; 25% chance for an apprentice of the same Ability as the Maelurge but half the score)

50 - 51 ordinary man, traveling through the area (a priest with 1-3 male attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats];



25% chance for a novice of the same Ability as the priest but half the score)

52 - 54 ordinary woman, traveling through the area (priestess with 1-3 female attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priestess but half the score)

55 - 60 ordinary women (2-5 [servant stats]), who are going about their business

61 - 64 3-6 pages (25% chance that they are accompanied by 1-4 esquires), who are hurrying to conduct business for their masters

65 - 69 revelers (3-12 men, possibly with women [adjust stats]), who are returning to their own quarter, but who are loud and a bit tipsy, likely a bit brash, and possibly insulting

70 - 73 sailors (a noble's private force if in a landlocked place; 3-12 crew [common outlaw stats] with a mate [guardsman stats] and a first mate [arminger stats]; 50% chance that there are also 1 ship lieutenant [esquire stats], and 1 ship captain [knight stats]

74 - 80 2-12 servants, who are going about their business

81 - 83 wags (2-8 men [arminger/bravo stats]), who are insulting passersby and looking for trouble

84 - 87 well-dressed man and servants, traveling through the area (merchant-type with 2 guardsmen, an arminger, and 1-4 servants; 25% chance that a capable outlaw [outlaw lieutenant, warrior or Enspeller, stats] is also in the group)

88 - 89 well-dressed man and servants, traveling through the area (noble with 2 knights, 2 esquires, and 1-4 armingers; 25% chance that an Enchanter or Theurgist is also in the group)

90 - 91 well-dressed man and servants, traveling through the area (4 leaders [1 with rogue stats, 1 with outlaw lieutenant stats, 1 with outlaw lieutenant, swindler, stats, 1 with outlaw lieutenant, warrior, stats], and 1-4 common outlaws; 25% chance that there is an additional leader [with lieutenant, magical, stats])

92 - 96 worker group (4-16 men, possibly with women [adjust stats]; 25% chance that they will be bellicose and seek trouble if confronted by only 1-3 Avatars who are not clearly well-armed or who do not appear to be noble-type persons)

97 - 00 youth street gang (4-16 teenage thugs [adjust stats]; 50% chance to be accompanied by 1-4 common outlaws)



#2: Animals, Wild and/or Dangerous, Urban:

Result	*Encounter*
01 - 20	blackrat pack (21-50), starving and maddened
21 - 30	boar, robust (domestic but maddened and savage)
31 - 40	bull, maddened, escaped and running wild
41 - 45	cattle, stampeding herd; or elephant maddened and stampeding
46 - 50	dog, guard, ferocious and running wild
51 - 55	dog pack (wild, 2-12), hungry and aggressive
56 - 60	dog, rabid (or other rabid animal of your choice)
61 - 65	dog, war, masterless, stand-offish, but tamable
66 - 80	horse, runaway team (traveling along a street pulling a wagon)
81 - 90	horse, wildly running (riderless, and ready to trample)
91 - 00	scorpion, black; arachnid; or centipede (any but cold frozen terrain)



#3: Demoniacal et al., Urban:

Result	*Encounter*
01 - 02	agrue
03 - 07	apparition
08 - 09	balewretch
10 - 12	banecreeper
13	bonestalker
14	bruholak
15	bruholak (arisen)
16 - 17	darkgaunt
18	dread
19	fright
20 - 30	ghost
31 - 41	ghoul
42	gloom
43	haunt
44	lichwight
45	moriant
46 - 53	nightgrim
54 - 55	nightslinker
56	nosferatu
57	pang
58	peccant
59 - 64	phantom
65	prowler
66 - 71	shadowling
72 - 76	skulk
77 - 80	specter
81 - 85	vampire
86 - 95	werebeast
96 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilled living dead (animorts, bonewalkers, and/or zomboids--in such numbers as are reasonable--that are sent out by a Necrourge to drag in new victims)



#4: General List, Urban:

Result	*Encounter*
01 - 15	adhere ant
16 - 17	cockatrice
18	flunkh
19 - 45	gargoyle (any/all)
46 - 50	maelhound
51 - 55	moonshadow
56 - 70	slate slug
71 - 80	slime (any type)
81 - 92	spider, jumping (any type)
93 - 99	spider, web (any type)
00	wyrm (flame, fume, or stone)

#5: Humans and Alfar, Rural Setting:

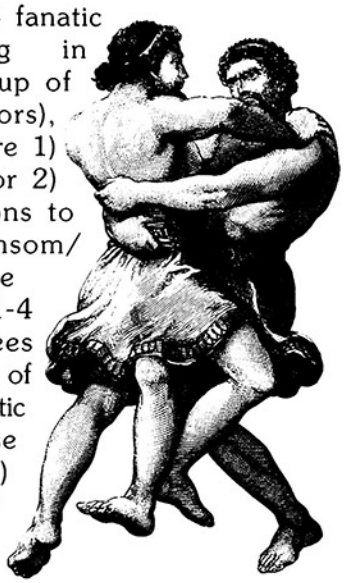
Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 16	dwarf
17 - 18	elf
19 - 28	gnome
29 - 30	hobgoblin
31 - 65	human (see Table #5A, below)
66 - 75	ilf
76 - 77	kobold
78 - 82	oaf (25% chance with major oaf)
83	orc (25% chance with greater orc)
84	orc (25% chance with lesser orc)
85	orc (25% chance with lesser and greater orc)
86 - 87	orc, lesser (25% chance with orc)
88 - 89	trollkin
90	trow
91 - 95	veshoge
96 - 00	wylf (90% thicket elf variety)

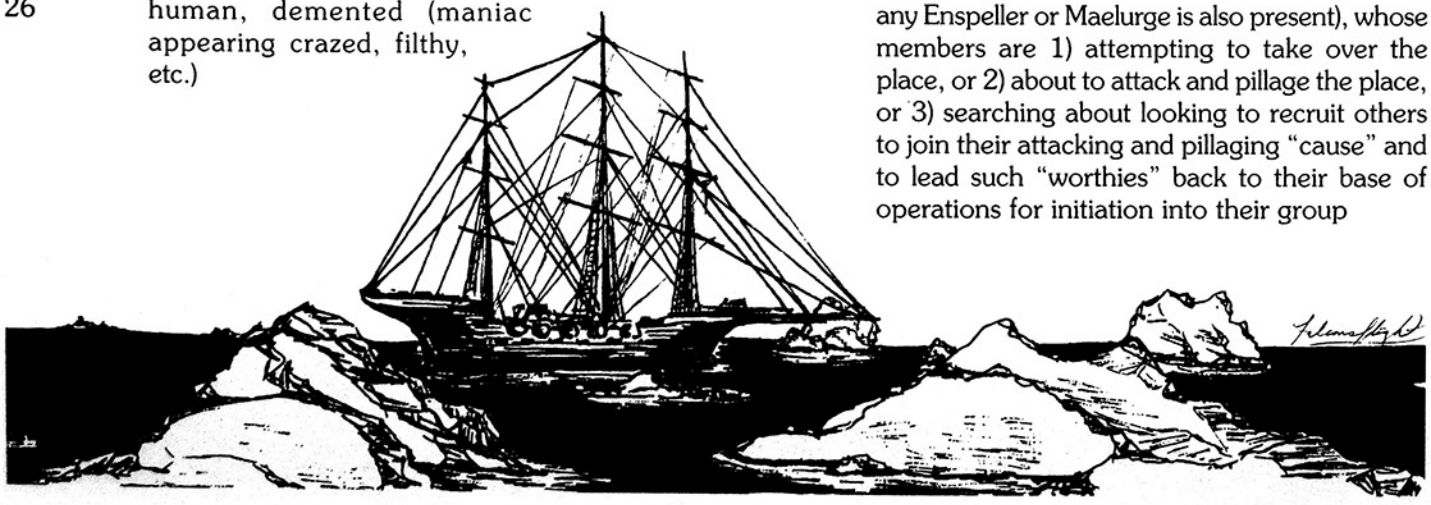
#5A: Human Encounter, Rural Setting:

Result	*Encounter*
01 - 10	beggar (or 1 of a larger group of 2-5)
11 - 25	bypassers, ordinary (or 1 of a larger group of 2-8)
26	human, demented (maniac appearing crazed, filthy, etc.)
27	human, demented (maniac appearing normal)
28 - 35	human, fanatical (see Table #5A-1, below)
36 - 80	human, general sort (see Table #5A-2, below)
81 - 90	pedlar (with or without a pushcart)
91 - 95	pickpocket, ordinary (a cutpurse with 0-2 associates)
96 - 00	solicitor (for a nearby shop, a pimp, a whore, etc.)

#5A-1: Human Encounter, Rural Setting, Fanatical:

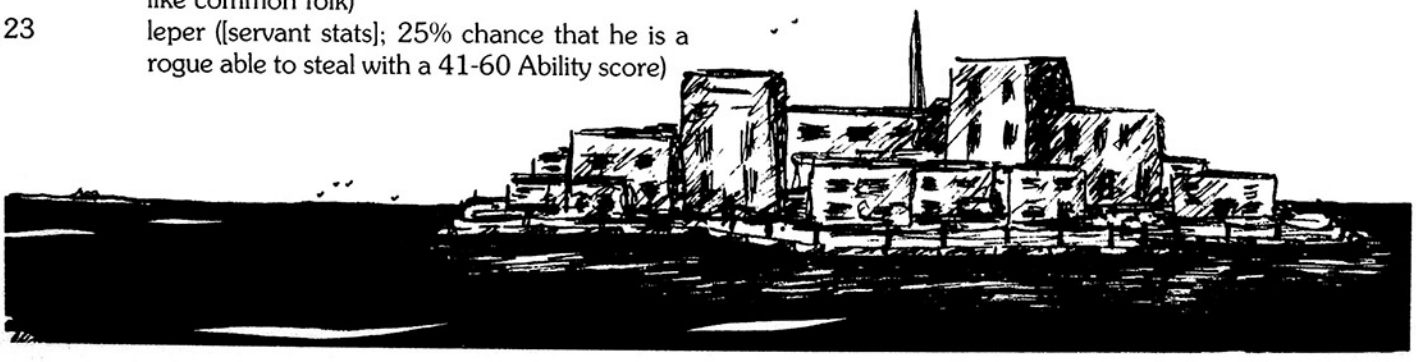
Result	*Encounter*
01 - 20	2-20 typical followers seeking fellows
21 - 30	2-12 warrior followers looking for trouble
31 - 60	fanatic group (1-4 fanatic scouts traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
61 - 70	fanatic group (1-4 female devotees traveling in advance of a group of 2-8 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
71 - 80	fanatic group (fanatic leader with 2-8 female devotees), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/enslavement/sacrifice
81 - 00	fanatic band (12-30 [2d10 +10] typical followers, 3-12 warrior followers, 2-5 fanatic scouts, 2-5 fanatic warriors, 2-8 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) attempting to take over the place, or 2) about to attack and pillage the place, or 3) searching about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group

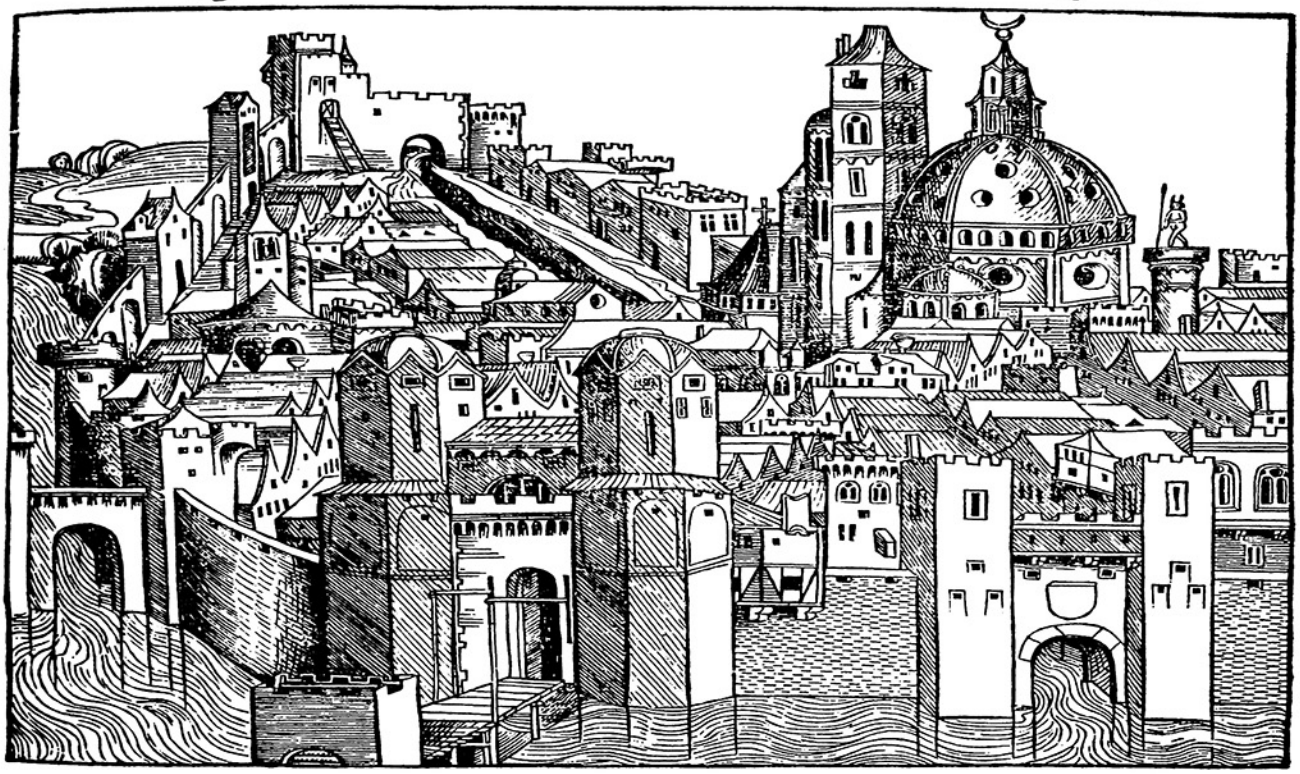




#5A-2: Human Encounter, Rural Setting, General:

Result	*Encounter*
01	beggar monk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)
02 - 07	clerks and/or shopkeepers (2-8 men, possibly with women [servant stats]), who are going about their business
08 - 13	community watchmen (2-5 soldiers [common outlaw stats] with a corporal [guardsman stats] and a watch sergeant [arminger stats])
14 - 15	drunk ([adjust stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score, or if not, 25% chance that he is a secret police officer [knight stats, with 1-3 Psychogenic Powers] who is looking for dangerous persons)
16 - 17	gang of local bullies (3-12 thugs [common outlaw stats]), whose members are searching for likely victims
18	gang of outlaws (2-8 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats], whose members are led by their leader(s) in their search for likely victims
19	gang of outlaws (3-12 common outlaws, with 1-4 superior outlaws [0-1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, magical, stats, 0-1 with outlaw lieutenant, swindler, stats, and the leader with outlaw chief stats], whose members are led by their chieftain or chieftainess in their search for likely victims
20	holy man ([adjust stats]; 25% chance that he is a priest [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track, or if not that, 25% chance that he is a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)
21	knight with esquire (75% chance that they are cloaked/covered to seem like common folk)
22	knight with esquire and 2 armingers (75% chance that they are cloaked/covered to seem like common folk)
23	leper ([servant stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)
24 - 25	local boys (2-8 young teenagers [servant stats]), who are looking for a bit of fun and devilment
26 - 35	local folk (2-8 men and women [servant stats]), who are going about their business
36 - 40	local huntsmen (2-5 warriors [outlaw lieutenant stats, with Archery Ability scores of 21-50])
41 - 43	mercenaries (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for a captain [esquire stats] and a commander [knight stats]
44 - 51	noble's soldiers (3-12 soldiers [common outlaw stats] with a corporal [guardsman stats] and a sergeant [arminger stats]; 50% chance for lieutenant [esquire stats] and a captain [knight stats]
52	ordinary man, traveling through the area (Enspeller--equal chance for Enchanter or Geourge) with 1-3 attendants: a servant, possibly a clerk, and possibly a page; 25% chance for an apprentice of the same Ability as the Enspeller but half the score)
53	ordinary man, merchant type, traveling through the area (regional official [noble stats, with 1-3 Psychogenic Ability Powers and another random Ability with a 31-50 score] with 2 guardsmen, an arminger, and an esquire; 25% chance he is a rogue pretending to be an official)
54	ordinary man, traveling through the area (Maelurge--equal chance for Necrourge or Sorcerer) with 1-3 attendants [1 with outlaw lieutenant stats, 0-1 with outlaw lieutenant, warrior, stats, and 0-1 with page stats]; 25% chance for an apprentice of the same Ability as the Maelurge but half the score)
55	ordinary man, traveling through the area (a priest with 1-3 male attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priest but half the score)
56	ordinary woman, traveling through the area (priestess with 1-3 female attendants: a servant, possibly a clerk, and possibly a youth initiate [page stats]; 25% chance for a novice of the same Ability as the priestess but half the score)





57 - 61 ordinary women (2-5 [servant stats]), who are going about their business

62 ordinary women, traveling through the area (2-5 [servant stats])

63 - 69 revelers (3-12 men, possibly with women [adjust stats]), who are returning to their own quarter, but who are loud, a bit tipsy, likely a bit brash, and possibly insulting

70 - 76 strolling players (7-18 entertainers [adjust stats], 1-3 Jongleur Order leaders, plus 1 Extraordinary Order leader; 50% chance each for 1-2 Criminal Order members, 1-2 Rogue Order members, and an animal act--with a bear, dogs, etc., as the LM desires), who might well seek profit from activities other than mere entertainment

77 - 79 traveling tinker in wagon ([servant stats]; 25% chance that he is a rogue able to steal with a 41-60 Ability score)

80 - 84 wags (2-8 men [arminger/bravo stats]), who are insulting passersby and looking for trouble

85 well-dressed man and servants, traveling through the area (merchant-type with 2 guardsmen, an arminger, and 1-4 servants; 25% chance that a capable outlaw [outlaw lieutenant, warrior or Enspeller, stats] is also in the group)

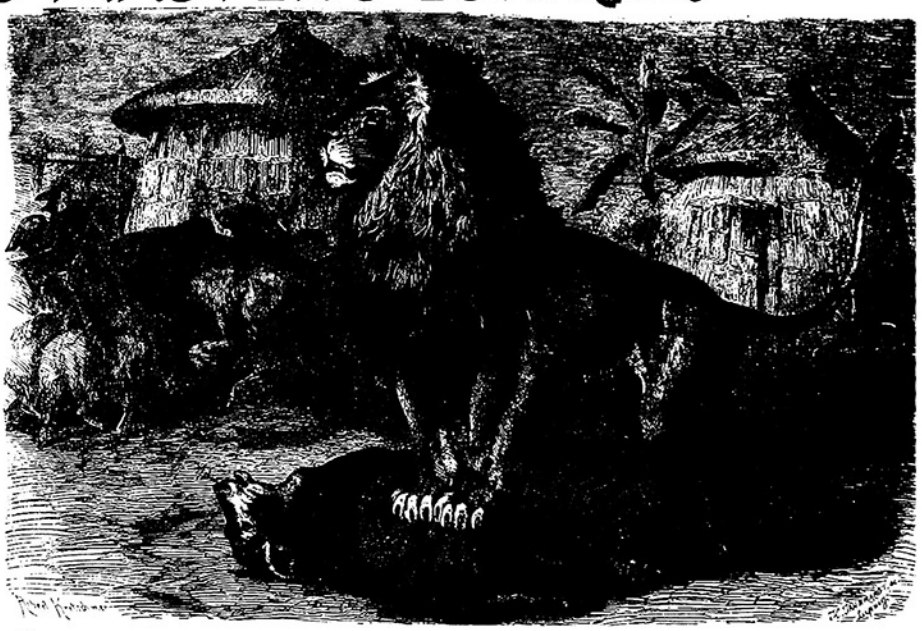
86 well-dressed man and servants, traveling through the area (noble with 2 knights, 2 esquires, and 1-4 armingers; 25% chance that an Enchanter or Theurgist is also in the group)

87 well-dressed man and servants, traveling through the area (4 leaders [1 with rogue stats, 1 with outlaw lieutenant stats, 1 with outlaw lieutenant, swindler, stats, 1 with outlaw lieutenant, warrior, stats], and 1-4 common outlaws; 25% chance that there is an additional leader [with lieutenant, magical, stats])

88 - 97 worker/farmer group (4-16 men, possibly with women [adjust stats]; 25% chance that they will be bellicose and seek trouble if confronted by only 1-3 Avatars who are not clearly well-armed or who do not appear to be noble-type persons)

98 - 00 youth gang (2-8 teenage thugs [adjust stats]; 50% chance to be accompanied by 1-4 common outlaws)





#6: Animals, Wild and/or Dangerous, Rural:

Result	*Encounter*
01 - 10	blackrat pack (21-50), starving and maddened
11 - 20	boar, robust (domestic but maddened and savage)
21 - 30	bull, maddened, escaped and running wild
31 - 40	cattle, like herd, or elephant maddened and stampeding
41 - 50	dog pack (wild, 2-12), hungry and aggressive
51 - 55	dog, rabid (or other rabid animal of your choice)
56 - 70	horse, runaway team (traveling along a street pulling a wagon)
71 - 80	man-eating animal (as applicable to the area, bear or big cat, hiding in ambush to attack)
81 - 90	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)
91 - 95	snake, poisonous*
96 - 00	wolf pack (5-12 ravenous members)

* (Desert, Hot: asp, cobra, rattlesnake, tiger snake, viper;
Forest, Cold: adder, coral snake, rattlesnake;
Forest, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper, water moccasin;
Plain, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper;
Plain, Cold: adder, rattlesnake, viper)

#7: Demoniacal et al., Rural:

Result	*Encounter*
01 - 02	agrue
03 - 07	apparition
08 - 09	balewretch
10 - 12	banecreeper
13 - 20	bestial (any type)
21	bonestalker
22	bruholak
23	bruholak (arisen)
24 - 26	darkgaunt
27	dread
28	fright
29 - 35	ghost
36 - 42	ghoul
43	gloom
44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66	pang
67	peccant
68 - 72	phantom
73	prowler
74 - 78	shadowling
79 - 81	skulk
82 - 85	specter
86 - 89	vampire
90 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilled living dead (animorts, bonewalkers, and/or zomboids--in such numbers as are reasonable--that are sent out by a Necrourge to drag in new victims)



#8: General List, Rural:

Result	*Encounter*
01 - 08	adhere ant
09 - 14	cockatrice
15 - 22	creeping jenny
23 - 27	current bush
28	flunkh
29 - 37	gargoyle (any/all)
38 - 42	hookthorne shrub
43 - 46	maelhound
47 - 50	moonshadow
51 - 60	ogre
61 - 70	slate slug
71 - 75	slime (any type)
76 - 85	spider, jumping (any type)
86 - 93	spider, web (any type)
94 - 99	sundog
00	wyrm (flame, fume, or stone)

#9: Humans, Wilderness Setting:

Result	*Encounter*
01- 05	bandits, mounted unless in woods (31-50 common outlaws with 4 outlaw lieutenants [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats]; 1 outlaw chief or chieftainess leading them), who are looking for likely victims
06 - 10	fanatic group (5-8 fanatic scouts traveling in advance of a group of 9-16 fanatic warriors), whose members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom/ enslavement/sacrifice
11 - 14	fanatic band (14-36 [2d12 +12] typical followers, 9-16 warrior followers, 5-8 fanatic scouts, 7-12 fanatic warriors, 7-12 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) roving about looking to attack and pillage, or 2) on the march toward where they plan to attack and pillage, or 3) roving about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group
15 - 16	beggar monks (2-12 monks [normally adjust stats; 25% chance for arminger stats, plus Physique of 51-80, and Minstrelsy Ability in regards combat; or if not that, 25% chance the group is actually a rogue and common outlaws in disguise, the former able to steal with a 41-60 Ability score])
17 - 25	cavalry patrol (21-40 mounted soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance for a combined cavalry-infantry force with half as many cavalry soldiers and an infantry contingent of 21-30 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof) Go to Infantry Patrol if the terrain is unsuited to cavalry
26 - 27	holy man (a priest or Geourge [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track; 25% chance for a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)
28 - 30	infantry patrol (41-60 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance in favorable terrain for a combined cavalry-infantry force with a mounted contingent of 5-8 scouts [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats])
31 - 32	leper band (11-20 lepers [servant stats]; 25% chance that they are actually disguised fanatic rebels; 4-6 typical followers, 1-3 warrior followers, 1-2 fanatic scouts, 3-4 fanatic warriors, 2-3 female devotees, and a fanatic



leader; 25% chance for any Enspeller to be in the party)

33 - 40 local herdsmen, mounted if in flat, open terrain (7-12 superior warriors [arminger stats--but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

41 - 45 local huntsmen/warriors, mounted if in open terrain (10-24 superior warriors [outlaw lieutenant stats--but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])

46 - 50 mercenary company, mounted, journeying (21-30 soldiers [common outlaw stats], 2-8 corporals [arminger stats], 2-5 sergeants [guardsman stats], 1-3 lieutenants [esquire stats], and 1 captain [knight stats]; 25% chance for a priest [Enspeller stats] to be in the party)

51 - 53 noble's mounted traveling party (5-8 servants, 7-12 guardsmen, 5-8 armingers, 2-5 esquires, 2-5 knights, and the noble; 25% chance that an Enspeller [any sort] is also in the party)

54 - 55 noble's mounted traveling party (with an Enspeller [other than a priest], not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

56 - 57 noble's mounted traveling party (with a Maelurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

58 - 60 noble's mounted traveling party (with a Theurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

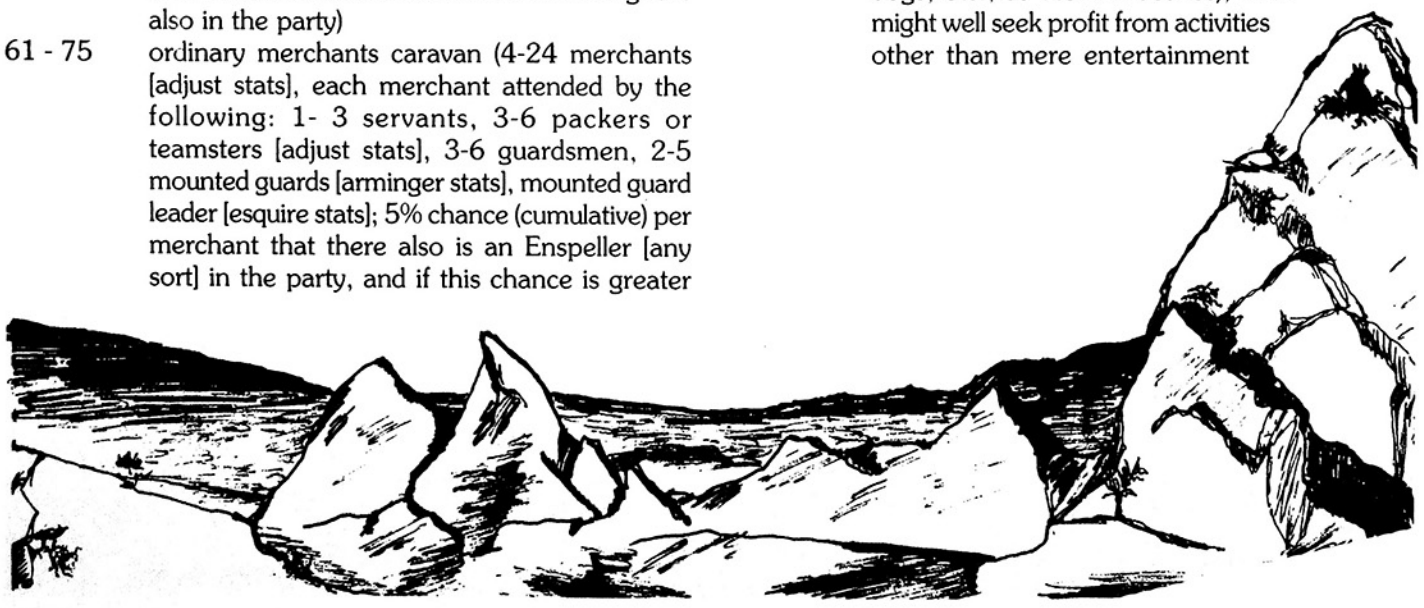
61 - 75 ordinary merchants caravan (4-24 merchants [adjust stats], each merchant attended by the following: 1- 3 servants, 3-6 packers or teamsters [adjust stats], 3-6 guardsmen, 2-5 mounted guards [arminger stats], mounted guard leader [esquire stats]; 5% chance (cumulative) per merchant that there also is an Enspeller [any sort] in the party, and if this chance is greater than 50%, check for a second Enspeller at one-half the base chance)

76 - 78 ordinary merchants caravan--disguised "other" encounter group; check to see which kind it actually is:
1. bandits, with chief and chieftainess;
2. fanatic band at full possible strength;
3. noble party, double size, with Enspeller;
4. noble party, double size, with Enspeller;
5. noble party, double size, with Maelurge;
6. noble party, double size, with priest/priestess;
7. outlaws;
8. outlaws, mercenary type

79 - 83 outlaws, mounted if not in densely forested terrain (independent/dissenting band ; 21-30 common outlaws, with 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with outlaw chief stats]; 50% chance for additional chieftainess)

84 - 85 outlaws, mounted if not in densely forested terrain (mercenary-type band; 21-30 common outlaws, 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with Rogue stats])

86 - 90 strolling players, with wagons/caravans if terrain permits (17-24 entertainers [adjust stats], 5-8 roustabouts [common criminal stats], 3-5 Jongleur Order leaders, 1-3 each Criminal and Rogue Order members, 1 Extraordinary Order leader, 1 fortune teller [character with 2-3 Psychogenic Ability Powers but common criminal stats], and 1-3 animal acts-with bears, dogs, etc., as the LM desires), who might well seek profit from activities other than mere entertainment



91 - 00	tribesmen (31-60) warriors [common outlaw stats], 3-6 leading warriors [outlaw lieutenant stats], 1-3 chief warriors [outlaw lieutenant, warrior, stats], 1 shaman [outlaw lieutenant, magical, stats, and any Extraordinary Ability and 1-2 outlaw chief/chieftainess leaders), who require a toll (gifts, service, test, etc.) from those who pass through their territory)



#10: Populous Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 02	brownie
03 - 04	boggart
05 - 06	dunnie
07 - 10	dwarf
11 - 13	elf
14 - 15	giant
16	giant, cephalocorn
17	giant, cyclopean
18	giant, ettin
19 - 23	gnome
24 - 25	hobgoblin
26 - 28	ilf
29 - 30	kobold
31 - 35	oaf
36 - 38	oaf, major
39 - 40	oaf and major oaf in combination
41 - 43	orc
44 - 45	orc, great
46 - 47	orc, lesser
48 - 55	orc, all types combined
56 - 65	sub-human
66 - 70	trog
71 - 72	trollkin, barrens
73 - 77	trollkin, barrens and trow combined
78 - 80	trow, hill
81 - 00	veshoge

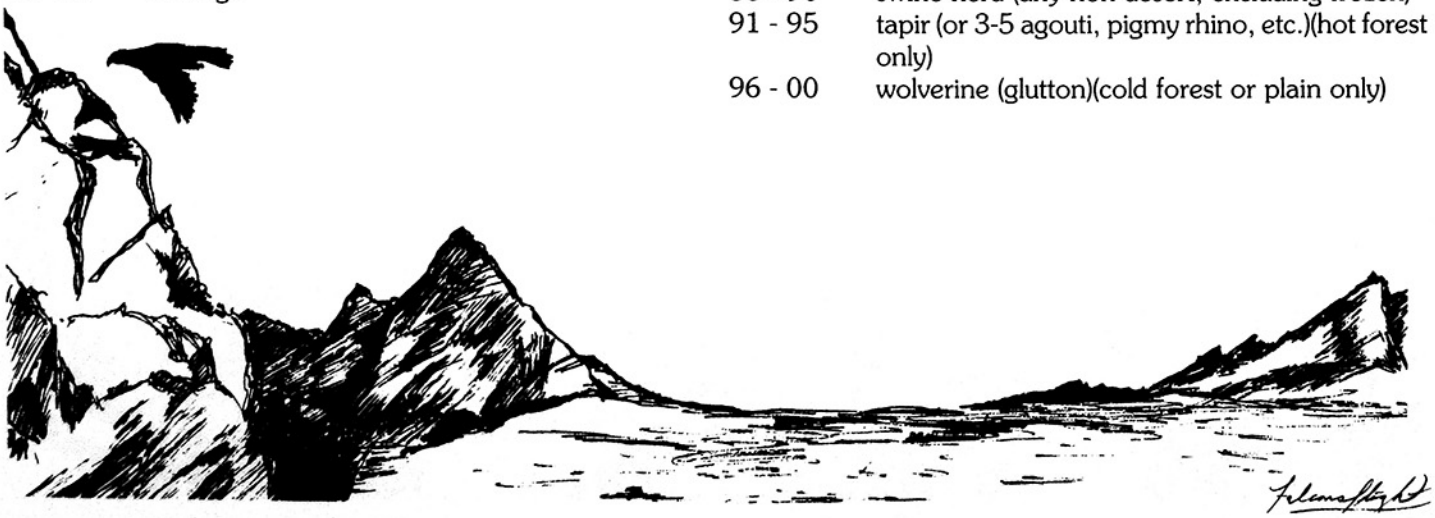
#11: Rare Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 04	alf
05 - 10	dockalf
11 - 13	ellyllon
14 - 20	fir darrig
21 - 24	goblin
25 - 30	huldra
31 - 36	leprechaun
37 - 40	lutin
41 - 44	lyf
45 - 50	nys
51 - 60	ogre
61 - 71	orcull
72 - 82	troll
83 - 90	ulf
91 - 94	url
95 - 00	whiskling



#12: Wild Animals, Large and/or Dangerous, Wilderness Setting:

Result	*Encounter*
01 - 10	animal herd, one species*
11 - 25	animal herd, mixed species (d3 +1 for species in herd, types as above)
26 - 30	ape (generally hot desert, forest, or plain)
31 - 35	bear**
36 - 40	bird, giant***
41 - 45	canine pack (any terrain-dog, wild dog, wolf)
46 - 50	elephant §
51 - 55	feline, big•
56 - 60	hyena (hot forest or plain)
61 - 65	monitor lizard, komodo-type (hot forest)
66 - 70	rhinoceros (generally hot desert, forest, or plain)
71 - 75	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)
76 - 80	snake, non-poisonous (generally hot forest: boa constrictor, python)
81 - 85	snake, poisonous º
86 - 90	swine herd (any non-desert, excluding frozen)
91 - 95	tapir (or 3-5 agouti, pigmy rhino, etc.)(hot forest only)
96 - 00	wolverine (glutton)(cold forest or plain only)



* Desert, Cold: camel, eastern, caribou, goat, horse, llama, musk ox, reindeer, sheep, yak;
Desert, Hot: antelope, ass, western camel, gazelle, goat, horse;
Forest, Cold: antelope, buffalo, deer, giraffe, goat, guar, kangaroo, moose [elk], wapiti;
Forest, Hot: antelope, buffalo, cattle, deer, gaur, giraffe, goat, hippopotamus;
Plain, Cold: antelope, ass, bison, eastern, camel, cattle, goat, horse, llama, musk ox, reindeer, sheep, wapiti, yak;
Plain, Hot: antelope, ass, bison, buffalo, camel, cattle, gazelle, giraffe, gnu, goat, horse, zebra

** Desert, Cold: polar;
Forest, Cold: black, brown;
Forest, Hot: black;
Plain, Cold: brown, polar

***Desert, Hot: ostrich;
Plain, Hot: moa, ostrich, rhea [giant]

§ Desert, Cold: loxodont;
Desert, Hot: elephant, loxodont;
Forest, Cold: mammoth, mastodon;
Forest, Hot: elephant, loxodont;
Plain, Hot: elephant, loxodont, mastodon;
Plain, Cold: mammoth, mastodon

• Desert, Cold: leopard, tiger;
Desert, Hot: cougar, jaguar, red [tigré], leopard, lion;
Forest, Cold: cougar, leopard, tiger;
Forest, Hot: cougar, jaguar, red [tigré], leopard, lion, tiger;
Plain, Hot: jaguar, red [tigré]. leopard, lion, tiger;
Plain, Cold: cougar, leopard, tiger

º Desert, Hot: asp, cobra, rattlesnake, tiger snake, viper;
Forest, Cold: adder, coral snake, rattlesnake;
Forest, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper, water moccasin;
Plain, Hot: adder, asp, bushmaster, cobra, coral snake, fer-de-lance, mamba, rattlesnake, tiger snake, viper;
Plain, Cold: adder, rattlesnake, viper



#13: Demoniacal/Humanoid/Living Dead, Wilderness Setting:

Result	*Encounter*
01 - 05	agrue
06	apparition
07 - 11	balewretch
12 - 17	banecreeper
18 - 28	bestial (any type)
29	bonestalker
30 - 31	bruholak
32	bruholak (arisen)
33 - 36	darkgaunt
37 - 38	dread
39	fright
40 - 41	ghost
42	ghoul
43	gloom





44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66 - 70	pang
71	peccant
72 - 73	phantom
74 - 78	prowler
79 - 81	shadowling
82 - 87	skulk
88	specter
89 - 90	vampire
91 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilled living dead (animorts, bonewalkers, and/or zomboids-in such numbers as are reasonable-that are sent out by a Necrourge to drag in new victims)

#14: General List Creatures, Wilderness Setting:

Result	*Encounter*
01 - 02	adhere ant
03 - 06	bull thistle
07 - 10	burning bush
11 - 12	cockatrice
13 - 16	creeping jenny
17 - 20	current bush
21	dragon, air
22	dragon, earth
23	dragon, water
24	drake, fire
25	drake, noose
26	drake, slime
27	flunkh
28 -30	gargoyle (any/all)
31 - 32	harpy-vulture
33 - 36	hookthorne shrub
37 - 40	leglop tree
41 - 42	maelhound
43 - 44	moonshadow
45 - 50	ogre
51 - 54	quickdeath tree
55 - 56	rukh
57 - 59	sefer
60 - 62	sepi
63 - 65	setcha
66 - 68	setrap
69 - 71	sha
72 - 75	shooting star
76 - 77	slate slug
78 - 80	slime (any sort)
81 - 84	spider, jumping
85 - 88	spider, web
89 - 90	sundog
91 - 94	trumpet vine
95	wyrm, flame
96	wyrm, fume
97	wyrm, stone
98 - 00	wyvern





#15: Humans, Wilderness Setting:

Result	*Encounter*
01- 05	bandits, mounted unless in woods (31-50 common outlaws with 4 outlaw lieutenants [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, and 1 with outlaw lieutenant, warrior, stats]; 1 outlaw chief or chieftainess leading them), who are looking for likely victims
06 - 10	fanatic group (5-8 fanatic scouts traveling in advance of a group of 9-16 fanatic warriors), whos members are 1) seeking recruits, or 2) looking for persons to kidnap for ransom, enslavement or sacrifice
11 - 13	fanatic band (14-36) [2d12 +12] typical followers, 9-16 warrior followers, 5-8 fanatic scouts, 7-12 fanatic warriors, 7-12 female devotees, and a fanatic leader; 25% chance that any Enspeller or Maelurge is also present), whose members are 1) roving about looking to attack and pillage, or 2) on the march toward where they plan to attack and pillage, or 3) roving about looking to recruit others to join their attacking and pillaging "cause" and to lead such "worthies" back to their base of operations for initiation into their group
14 - 22	brash heroes (2-4 warriors [outlaw lieutenant, warrior stats]; 25% chance that one has spell ability [outlaw lieutenant, Enspeller stats]; or if not that, a 25% chance that one is a surly rapscallion [outlaw lieutenant, swindler stats]
23 - 25	cavalry patrol (21-40 mounted soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance for a combined cavalry-infantry force with half as many cavalry soldiers and an infantry contingent of 21-30 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof) Use Infantry Patrol if the terrain is unsuited
26 - 30	holy man (a priest or Geourge [Enspeller stats with 1-3 Psychogenic Powers] looking for persons who need to be helped and/or saved and put on the right track; 25% chance for a rogue impersonating this role who is able to employ Theurgy but also able to steal with a 41-60 Ability score)
31 - 33	infantry patrol (41-60 foot soldiers [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats] for every 10 foot soldiers or fraction thereof; and 4 mounted officers [2 with esquire stats, 1 lieutenant with Enspeller stats, and 1 captain with knight stats]; 25% chance for a double-sized patrol, and, if not that, 25% chance in favorable terrain for a combined cavalry-infantry force with a mounted contingent of 5-8 scouts [common outlaw stats] with 2 corporals [guardsman stats] and 1 sergeant [arminger stats])
34 - 40	local herdsmen, mounted if in flat, open terrain (7-12 superior warriors [arminger stats-but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])
41 - 47	local huntsmen/warriors, mounted if in open terrain (10-24 superior warriors [outlaw lieutenant stats-but with +11-20 Ability in using their missile weapons: bolos, slings, etc.])
48 - 49	noble's mounted traveling party (5-8 servants, 7-12 guardsmen, 5-8 armingers, 2-5 esquires, 2-5 knights, and the noble; 25% chance that an Enspeller [any sort] is also in the party)
50 - 51	noble's mounted traveling party (with an Enspeller [other than a priest], not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)
52 - 53	noble's mounted traveling party (with a Maelurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)



54 - 55 noble's mounted traveling party (with a Theurge, not a regular noble, as the leader; 5-8 servants, 7-12 guardsmen, 5-8 armingers, 1-4 esquires, 1-4 knights, and the Enspeller; 50% chance each that an outlaw lieutenant warrior and a rogue is also in the party)

56 - 60 ordinary merchants caravan (4-24 merchants [adjust stats], each merchant attended by the following: 1- 3 servants, 3-6 packers or teamsters [adjust stats], 3-6 guardsmen, 2-5 mounted guards [arminger stats], mounted guard leader [esquire stats]; 5% chance (cumulative) per merchant that there also is an Enspeller [any sort] in the party, and if this chance is greater than 50%, check for a second Enspeller at one-half the base chance)

61 - 62 ordinary merchants caravan--disguised "other" encounter group; check to see which kind it actually is:
1. bandits, with chief and chieftainess;
2. fanatic band at full possible strength;
3. noble party, double size, with Enspeller;
4. noble party, double size, with Enspeller;
5. noble party, double size, with Maelurge;
6. noble party, double size, with priest/priestess;
7. Outlaws;
8. outlaws, mercenary type

63 - 70 outlaws, mounted if not in densely forested terrain (independent/dissenting band ; 21-30 common outlaws, with 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with outlaw chief stats]; 50% chance for additional outlaw chieftainess)

71 - 72 outlaws, mounted if not in densely forested terrain (mercenary-type band; 21-30 common outlaws, 5-8 superior outlaws [1 with outlaw lieutenant stats, 1 with outlaw lieutenant, magical, stats, 1 with outlaw lieutenant, swindler, stats, 1-3 with outlaw lieutenant, warrior, stats, and the leader with Rogue stats])

73 - 85 reveling band (11-20 females [human fanatic female devotee stats], 1-8 males [human fanatic warrior stats]; a 10% chance that one party member also has an Enspeller Extraordinary Ability found at random: 1-2 = Enchantment, 3 = Geourgy, 4-8 = Psychogenic, 9-0 = Theurgy), whose members demand that those they meet join their revel for at least one day

86 - 90 strolling players, with wagons/caravans if terrain permits (17-24 entertainers [adjust stats], 5-8 roustabouts [common criminal stats], 3-5 Jongleur Order leaders, 1-3 each Criminal and Rogue Order members, 1 Extraordinary Order leader, 1 fortune teller [character with 2-3 Psychogenic Ability Powers but common criminal stats], and 1-3 animal acts--with bears, dogs, etc., as LM desires)

91 - 00 tribesmen, forest (31-60 warriors [common outlaw stats], 3-6 leading warriors [outlaw lieutenant stats], 1-3 chief warriors [outlaw l ieutenant, warrior, stats], 1 priest [outlaw lieutenant, magical, stats, and Theurgy Extraordinary Ability], and both 1 outlaw chief and 1 chieftainess as leaders), who require a toll (gifts, service, test, etc.) from those who pass through their territory)





#16: Populous Alfar/Humanoid Races, Wilderness

Setting:

Result	*Encounter*
01 - 03	brownie
04 - 05	boggart
06 - 07	dunnie
08 - 12	dwarf
13 - 20	elf
21 - 22	giant
23	giant, cephalocorn
24	giant, cyclopean
25	giant, ettin
26 - 30	gnome
31 - 32	hobgoblin
33 - 44	ilf
45 - 46	kobold
47 - 48	oaf
49 - 50	oaf, major
51 - 59	oaf and major oaf in combination
60 - 61	orc
62 - 63	orc, great
64 - 65	orc, lesser
66 - 70	orc, all types combined
71 - 80	sub-human
81 - 82	trog
83 - 85	trow, hill
86 - 90	wylf, grotto elf
91- 00	wylf, thicket elf







#17: Rare Alfar/Humanoid Races, Wilderness Setting:

Result	*Encounter*
01 - 08	alf
09 - 12	dockalf
13 - 20	ellyllon
21 - 25	fir darrig
26 - 30	goblin
31 - 35	huldra
36 - 48	leprechaun
49 - 62	lutin
63 - 70	lyf
71 - 75	nys
76 - 82	ogre
83 - 86	orcull
87 - 91	troll
92 - 95	ulf
96 - 98	url
99 - 00	whiskling

#18: Wild Animals, Sylvan Wood/Plain Setting:

Result	*Encounter*
01 - 10	animal herd, one species forest: aurochs, cattle, deer, goat, sheep; plain: antelope, ass, aurochs, goat, horse, sheep
11 - 30	animal herd, mixed species (d2 +1 for number of species in herd, types as above) (plain only)
31 - 40	ape
41 - 45	bear plain: 100% brown; woods: 25% black, 75% brown
46 - 50	bird, giant (moa, ostrich, rhea [giant]) (plain only)
51 - 60	canine pack (any terrain: dog, wild dog, wolf)
61 - 65	elephant (normal elephant or pygmy-size elephant that is one-quarter height, weight, and Health)
66 - 75	feline, big (cougar, leopard, lion, tiger)
76 - 80	scorpion, black; or arachnid; or centipede (any but cold frozen terrain)
81 - 90	snake, poisonous (adder, viper, water moccasin)
91 - 00	swine herd (boar-type only)

#19: Demoniacal/Humanoid/Living Dead, Wilderness Setting:

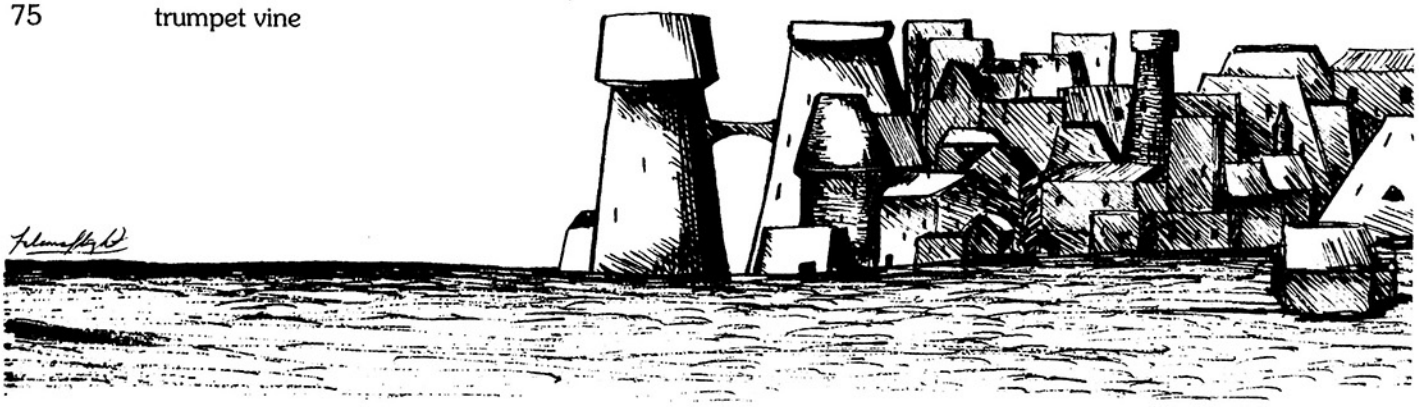
Result	*Encounter*
01 - 05	agrue
06	apparition
07 - 11	balewretch
12 - 17	banecreeper
18 - 28	bestial (any type)
29	bonestalker
30 - 31	bruholak
32	bruholak (arisen)
33 - 36	darkgaunt
37 - 38	dread
39	fright
40 - 41	ghost
42	ghoul
43	gloom
44	haunt
45	lichwight
46 - 52	manimal (any type)
53	moriant
54 - 59	nightgrim
60 - 64	nightslinker
65	nosferatu
66 - 70	pang
71	peccant
72 - 73	phantom
74 - 78	prowler
79 - 81	shadowling
82 - 87	skulk
88	specter
89 - 90	vampire
91 - 96	werebeast
97 - 00	ZAP! (LM Special: Insert one of your own, choose from above, make it a mere shadow/sound that is really nothing at all, or arrange for a collection of the unwilled l iving dead (animorts, bonewalkers, and/or zomboids--in such numbers as are reasonable--that are sent out by a Necrourge to drag in new victims)



#20: Sylvan Wood/Plains Creatures:

Result	*Encounter*
01 - 05	basilisk
06 - 10	bucentaur (25% with centaur if in open terrain, 25% with stacentaur if in woodedterrain)
11	bull thistle
12	burning bush
13 - 17	centaur (25% with bucentaur if in open terrain, stacentaur if in wooded terrain)
18 - 20	chimera
21 - 22	cockatrice
23	creeping jenny
24	current bush
25	dragon, air
26	dragon, earth
27	dragon, water
28	drake, fire
29	drake, noose
30	drake, slime
31 - 35	faun
36	flunkh
37 - 38	gargoyle (any/all)
39	geadra
40-41	hippogryf
42	gorgobos
43	gryf
44	gryffon
45	harpy-vulture
46	hookthorne shrub
47	hydra
48	leglop tree
49	mandrakor
50	manticore
51	moonshadow
52 - 54	pegasus
55	quickdeath tree
56 - 60	satyr
61	shooting star
62 - 67	silini
68 - 69	sineen
70 - 74	stacentaur (25% with bucentaur if in open terrain, centaur if in wooded terrain)
75	trumpet vine
76 - 83	unicorn
84 - 93	urisk
94	wyrm, flame
95	wyrm, fume
96	wyrm, stone
97 - 00	wyvern





#21: Marine Encounters ON WATER, Major Body of Water:

Result	*Encounter*
01	dragon, water
02 - 10	groswurm
11 - 20	fishing vessel (1 or 1-10, equal chances for number and size--small or large; small boat has 1-4 fishermen [adjust stats]; large boat has double the number)
21 - 35	merchant vessel (1 or 1-4, equal chances for number and size--medium or small; small vessel has 9-16 crew [adjust stats], 2 mates [arminger stats], 1 captain [esquire stats]; medium vessel has double the number of each)
36 - 40	merfolk
41 - 60	pirate vessel (1-2 large or 2-8 small, equal chances for each grouping; 25% chance that a single large vessel will be a cruising privateer attacking only certain ships; small vessel has 21-30 crew [common outlaw stats], 1-2 mates [outlaw lieutenant stats], and 1 captain [outlaw chief stats]; large vessel has double the crew and mates)
61 - 65	seagoing canoe (2 or 2-8, equal chances for number; each has 2-4 warriors [fanatic warrior follower stats], 1-2 chief warriors [fanatic warrior stats], and a like number of women [adjust stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
66 - 67	sea serpent (any 1)
68 - 70	setrap



71 - 75	sturgeon, giant (60 Health, 20% armor)
76 - 80	war canoe (2 or 3-10, equal chances for number; each has 5-8 warriors [fanatic warrior follower stats], 2 leading warriors [fanatic scout stats], and 1 chief [fanatic warrior stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
81 - 90	warship (1 or 1-4, equal chances for number and size--small, medium or large; small vessel has 10-15 regular crew [common outlaw stats], 2-8 picked crew [guardsman stats] 2-4 mates [arminger stats], 1-2 lieutenants [esquire stats] and 1 captain [knight stats] per small vessel; medium vessel has double the crew and mates; large vessel has quadruple the crew and mates, and double the lieutenants also)
91 - 00	water leaper

#22: Marine Creatures IN FRESH WATER, Major Body of Water:

Result	*Encounter*
01 - 05	bear, polar (very cold climate only)
06 - 15	bulkopf
16 - 20	crayfish, giant
21 - 25	crocodile
26 - 30	cuttlecatfish
31 - 32	dragon, water
33 - 40	gar
41 - 50	groswurm
51 - 55	merfolk
56 - 65	pike
66 - 67	sea serpent (any 1)
68 - 70	setrap
71 - 80	shark gar
81 -00	sharpik

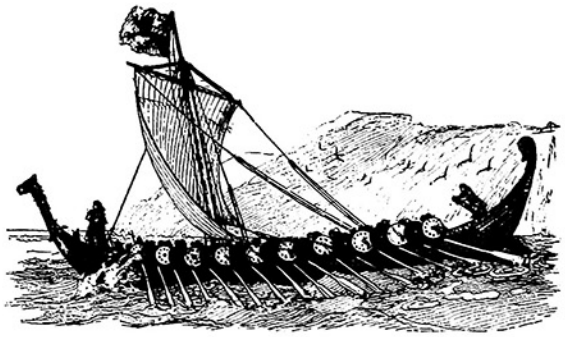


#23: Marine Creatures IN WATER, Marsh, Pond, River, Swamp, etc.:

Result	*Encounter*
01 - 10	alligator (or cayman, crocodile, or mix of)
11 - 15	anaconda
16 - 20	bear, black, brown or polar
21 - 25	bulkopf
26 - 30	crayfish, giant
31	dragon, water
32 - 35	eel, electric
36 - 45	fish, small, man-eating
46 - 50	gar
51 - 55	groswurm
56 - 60	hippopotamus (or tapir, etc.)
61 - 65	pike
66	sea serpent (any 1)
67 - 74	setrap
75 - 80	shark gar
81 - 85	tiger (or cougar or jaguar)
86 - 00	water moccasin (or viper)

#24: Marine Encounters ON SALT WATER:

Result	*Encounter*
01 - 05	bear, polar (very cold climate only)
06	dragon, water
07 - 20	fishing vessel (1 or 1-10, equal chances for number and size--small or large; small boat has 1-4 fishermen [adjust stats]; large boat has double the number)
21 - 35	merchant vessel (1 or 1-4, equal chances for number and size--medium or small; small vessel has 9-16 crew [adjust stats], 2 mates [arminger stats], 1 captain [esquire stats]; medium vessel has double the number of each)
36 - 40	merfolk
41 - 43	octopus, giant
44 - 60	pirate vessel (1-2 large or 2-8 small, equal chances for each grouping; 25% chance that a single large vessel will be a cruising privateer attacking only certain ships; small vessel has 21-30 crew [common outlaw stats], 1-2 mates [outlaw lieutenant stats], and 1 captain [outlaw chief stats]; large vessel has double the crew and mates)
61 - 65	seagoing canoe (2 or 2-8, equal chances for number; each has 2-4 warriors [fanatic warrior follower stats], 1-2 chief warriors [fanatic warrior stats], and a like number of women [adjust stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
66	sea serpent (any 1)
67 - 74	sea troll
75	squid, giant
76 - 80	war canoe (2 or 3-10, equal chances for number; each has 5-8 warriors [fanatic warrior follower stats], 2 leading warriors [fanatic scout stats], and 1 chief [fanatic warrior stats]; there is a 10% chance per canoe that there will be 1 shaman [Enspeller stats] on one of the vessels)
81 - 90	warship (1 or 1-4, equal chances for number and size--small, medium or large; small vessel has 10-15 regular crew [common outlaw stats], 2-8 picked crew [guardsman stats] 2-4 mates [arminger stats], 1-2 lieutenants [esquire stats] and 1 captain [knight stats] per small vessel; medium vessel has double the crew and mates; large vessel has quadruple the crew and mates, and double the lieutenants also)
91 - 95	whale (70 to 140 Health, 10% armor)
96 - 00	whale, sperm



#25: Marine Creatures IN SALT WATER:

Result	*Encounter*
01 - 07	barracuda
08 - 10	bear, polar (very cold climate only)
11 - 15	crocodile
16 - 17	dragon, water
18 - 30	eel, moray
31 - 40	fish, small, poisonous
41 - 50	jellyfish
51 - 60	merfolk
61 - 64	octopus, giant
65 - 68	seadog
69 - 75	seahorse
76 - 80	sealion
81 - 82	sea serpent (any 1)
83 - 88	sea troll
89 - 93	shark
94 - 95	squid, giant
96 - 00	whale, sperm

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Forlorn Corners

Part II

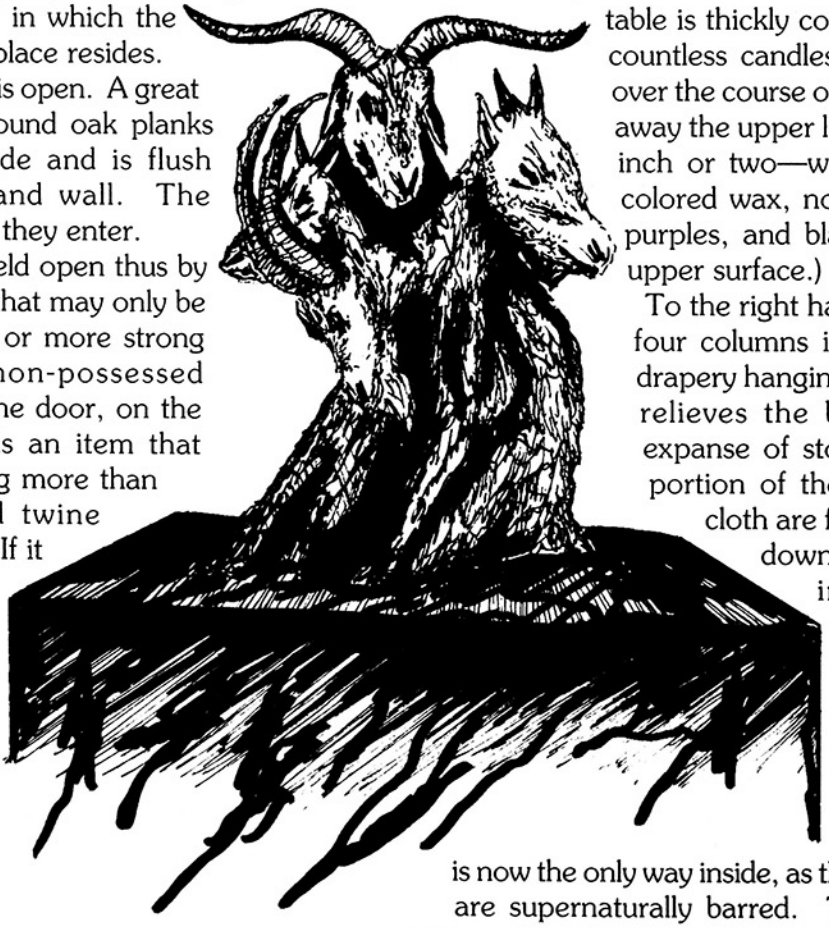
An Adventure Scenario for Four or More Players, Best with six By Gary Gygax
Game Masters Only!

7A. Shrine: A 24-foot tall stone building that is 40 feet long and 28 feet wide. It has a flat roof bounded by a three-foot-high parapet. Abutting its northeast corner is the 'Manse' in which the one attending to the place resides.

The entryway is open. A great door of thick, iron-bound oak planks has been swung aside and is flush against the right-hand wall. The Avatars face north as they enter.

The door is held open thus by a preternatural force that may only be counteracted by four or more strong men, or the demon-possessed Custodian. Behind the door, on the interior side, there is an item that appears to be nothing more than a long loop of old twine hanging from a nail. If it is taken off the nail the twine transforms into the Custodian's Silver Python Girdle.

Anyone wearing this item is able to use the Custodian's chain weapon (see 7B).



Each Avatar who is involved in looking behind the door and discovering that the twine is actually a girdle of Extraordinary sort should receive 20 General Merits, while the one who dons it should receive another 50 General Merits.

The shrine's interior is windowless and dim, there being only a few candles illuminating the place at any time. The shadowy ceiling (the underside of the roof) is supported by eight interior pillars, four to either hand, each of which is 20 feet tall. These pillars form a 10-foot-wide central aisle. At the north end of this aisle there is a stone-topped table upon which stand four thick, dark-colored candles. The surface of the table is thickly covered with wax from the countless candles that have burned here over the course of many decades. (Cutting away the upper layers of wax—at least an inch or two—will reveal layers of light-colored wax, not the kind of dark reds, purples, and blacks that now form the upper surface.)

To the right hand the space behind the four columns is bare, save for a thick drapery hanging along the east wall that relieves the blandness of the bare expanse of stone. Along the bottom portion of the dark, maroon-colored cloth are four trigrams (circles with downward-pointing triangles inside), which are embroidered in orange thread and spaced equidistantly.

Behind the northernmost portion of the drapery is a door that opens into the Manse. It is now the only way inside, as the other means of ingress are supernaturally barred. The door is locked and

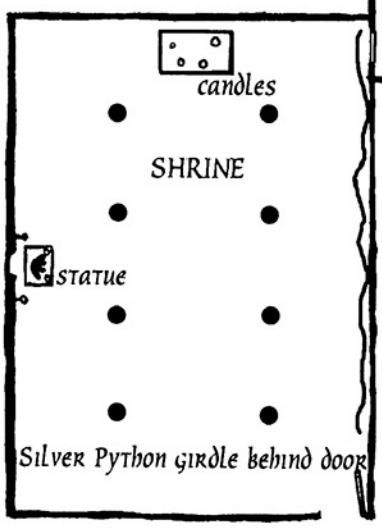
sheathed in iron and bronze. The lock may be picked, or if a character has an Ability such as Luck, Mechanics, Pantology, or Stealing, he can attempt to jimmy the mechanism and thereby open the lock. Each Ability possessed provides only one chance. If all attempts fail, then there is no way into the Manse, and the Custodian's chain weapon cannot be gained.

In the west side of the room stands the actual shrine of the place. Its main feature is in the center, almost touching the west wall, a cube of chalcedony, some three feet per side. Atop it, seemingly carved from some excrescence of the mineral below, is a basalt-like protrusion chiseled into the shape of a four-headed goat. This figure rises two feet above the pale stone.

This statue portion does not belong on the altar; it is melded to the stone through sorcerous energy. It cannot be moved, nor can it be harmed. Any blow meant to damage it fails to do so and instead delivers to the attacker the amount of harm that otherwise would have accrued to the target. The only means by which to remove the statue from the altar is to place into the niche behind the altar the idol of the rosy deity, which is hidden in the Well (see 6 above).

Unless the statue is freed and then smashed, the demon spirits will return to claim their 'own' separate body 24 hours after an Avatar or NAC enters the Shrine.

If the demonic idol is broken to bits, then the demons instantly become aware of what has happened, and then they will not sacrifice the Avatar bodies they now inhabit. Instead they will be off to set up 'shop' elsewhere.



To either side of this carved figure sit a rust-red stone bowl of one-foot diameter and a like cup of nearly one-quart capacity. Both are empty.

Anyone who places food, coin, or some useful item into the bowl as an offering will feel a warm tingling and mentally 'hear' a voice that says, "You will be rewarded." Depositing a drink or coin into the cup will evoke a like sensation and personal message. Both items are imbued with very minor dweomers laid here by the demonic Custodian's extraordinary spirit capacity, and neither of them is worth anything. If removed from the vicinity of the altar, they will cease to cause the noted effects.

Behind the altar is an aumbry, a wall niche that is one-foot deep, about a foot and a half wide, and twice as high. It is empty, but it seems to have been designed to contain some holy statue.

Indeed it was. It was designed to house the rosy statue hidden in the secret space accessed from the shaft of the Well (see Area 6). When the benign idol of rose quartz is placed within the niche, there is a shriek of horrid sort, and the candles are extinguished. They cannot be re-lighted, but others (not made of human fat) can be. The origination of the sound is impossible to determine, but any close examination of the goat statuette will reveal that it is free standing and more hideous than before, and that it seems palpably malign. It will be shattered by any strong blow, but all characters who are present and observe the destruction immediately suffer 12 points of harm.



At the same time, however, those who suffer such harm receive Goodluck, as per the Enchantment Ability Power of that name, and they hear a soft and soothing voice whisper to them, *"Gain the demons' weapons and seek under the place where none can go."*

Each character involved in placing the rosy statue into the niche should receive 25 General Merits.

If the winged idol from the bottom of the Well is placed in the niche, refer to Area 6, for the results of this ill-advised act.

On either side of the niche at about two feet distance a cresset is set into the wall. These wrought-silver lamps are dark and corroded, apparently not having been used for a long, long time. If the pair of cressets are cleaned, polished, filled with fuel and re-lit, everyone standing within the circle of their combined illumination instantly will be restored to full Health. The cressets will provide this restorative effect only once for a given character.

7B. Manse: A 25-foot by 25-foot fieldstone structure of one-story height with a flat roof some 15 feet above the ground. It is, of course, empty. The

windows are shuttered and the two outer doors are shut. No force or Extraordinary Power will enable the opening of any of them. If an Avatar scales the wall and climbs onto the roof, he will discover a hatch there, but it will not open either. A set of steps enables one on the roof of the Manse to ascend to the roof of the Shrine building, and the view from there is quite extensive—but of no particular benefit.

The only way to get into the Manse is through the door behind the curtain hanging over the interior side of the Shrine's east wall (see Area 7A, above).

Interior Manse: Three doors, and three windows. The interior is 20 feet square, with a thick carpet covering most of the floor. There is a fireplace on the east wall containing cooking pots and utensils; a cupboard and a small table sit nearby, the latter for food preparation. Also, there is a water jar and a wood box that is half-filled with split logs. In the center of the room are a longer table and four chairs. On the table are four place settings and a banquet-like display. A bowl in the middle holds some moldy dried fruit that has been left out too long and looks disgusting, like a batch of prunes enveloped by yellow and gray-blue mold. In the south side of the room, near the front door, sits a desk, on which can be found writing paper, several quills, a jar of ink, a penknife, etc.. Also, there is a box atop the desk, which holds 10 gold coins and 20 silver ($4,000). On the west wall is a large shelf holding many books and scrolls.

The 'moldy dried fruit' consists of 16 special confections that Buck and the Custodian created. Each one that is eaten restores 6 points of lost Health, adds 6 AEPs (which are expended first), and enables sight in total darkness as if the view were illuminated by a full moon. The first Avatar who decides to take one of these items and experiment with it should receive a General Merit award of 50 points.

Inside the cupboard, on the top shelf, behind some pottery, there are three small, 12-ounce bottles marked 'Poison'. These flasks are made of glass and appear to contain a pale rose-gold liquid of viscous sort. They are stoppered and sealed with wax. If they are opened, any individual who successfully uses his Evaluation, Scrutiny, or Theurgy Ability will note that the contents aren't poison, but seem to be some quite harmless oil. An Avatar who successfully uses Theurgy Ability will also recognize the stuff instantly as Blessed Oil. The Avatar who discovers the worth of these containers should receive a General Merit award of 25 points.

A thorough search will reveal an old, thick tome bound in snakeskin. If an Avatar takes this book and spends one week perusing and digesting its material, his Arcana Ability score will increase thereafter by d4 points. Another newer but larger book, which has red leather binding, will increase the possessor's Learning Ability score by d4 points after a week of such study. Obtaining these items is reward in itself, of course, and there should be no additional award of Merit points.

A bed is built into the north wall, its head enclosed by the east wall and its foot by an armoire-like construction, which stores the Custodian's extra clothing. Six feet above floor level, a large cupboard extends from the wall. It hangs over the bed like a thick canopy. Individual doors to the cupboard open onto four distinct spaces which contain, from left to right, bedding, clothing, gardening tools, and food and kitchen gear. Alongside the southwest corner of the bed, a 10-foot ladder leans against the cupboard's single support post. It can be used to gain easy access to the storage spaces. It also enables one to climb atop the two-foot high cupboard so as to reach the ceiling, which is four feet above, and open a trap door that leads to the roof.

The bed's mattress is thick and filled only with a large mass of fluffy down. A thick velvet curtain hangs from the underside of the cupboard/canopy. One lying in bed can easily draw it open or closed by grasping and pulling a three-foot long, finely linked chain that dangles from the east end of the curtain track.

If the chain is examined closely it will be noted that it unhooks rather easily. If freed thus, its links grow thicker, causing a tingling in the hand of any character wearing the Custodian's Silver Python Girdle. The affected Avatar will realize this item is the Custodian's Demonic Chain, a weapon of considerable potency:

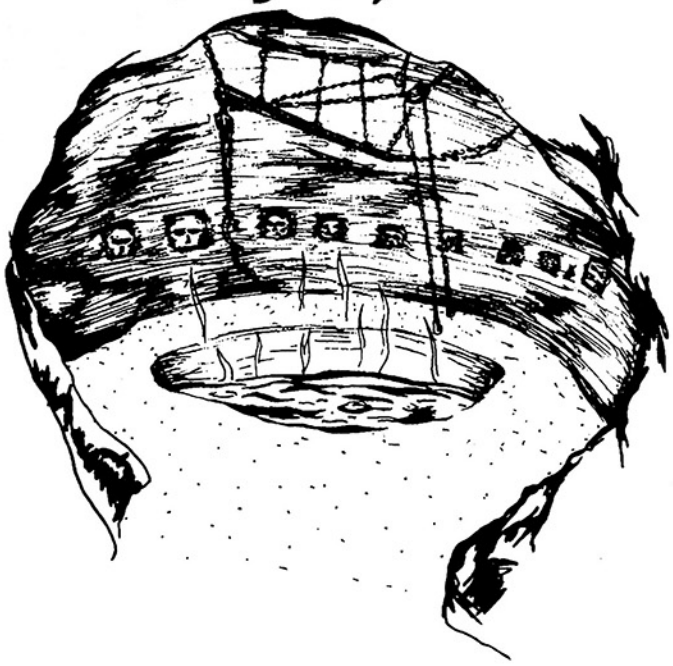
Demonic Chain

2-8*	shock	13*	4	20

*Harm is supernatural in nature, so it bypasses ordinary and preternatural armor. The chain extends magically, so the range is 12 feet before the wielder. Any target subject struck is paralyzed and immobilized for as many seconds' time as points of harm were inflicted by the attack!

The individual who obtains the Demonic Chain should receive a General Merits award of 50 points.

Removing the big mattress from the bed will reveal a great slab of what seems to be natural stone. One who successfully uses Scrutiny Ability or



Psychogenic Material Sensitivity Power will discover that the slab is a secret panel that can sink downward if significant pressure or weight is applied. The one who makes this discovery should be awarded 50 Special Merits for the Ability used. It is a simple matter for one to stand on the stone and simply ride it downward as it smoothly sinks to a lower level. Whoever figures out this vertical transport method should assign to his character 25 General Merits.

The great slab of stone descends into a cavernous space beneath the Manse. The rock floor here is fully thirty feet beneath the ground. The space is about 10 feet wide and broadens to either side as it slopes down in an easterly direction toward a faintly glowing red light. As the party progresses eastward, the glow seems more and more hellish.

Some 200 feet long, the passage widens to 30 feet and reaches a height of 12 feet. At the terminus of the passage there is a domed, globular space of about 40-foot diameter that appears to have been hollowed out by nature. There is a sort of ledge that circles the depressed bottom of the cavern, and all around it are chiseled hundreds of small, square niches, each of which contains a grinning skull of human, veshoge, or Alfar sort. This grisly gallery overlooks the bowl-like base of the chamber, which is filled with a bubbling, fuming liquid of viscous sort. Each bubble that bursts releases a terrible stench that makes the stomach knot and nearly rebel.

A system of metal pulleys and chains is rigged above the center of the pit, and a main chain hangs near the depression's lip, where one stands upon approaching from the west. At the end of this chain is a hinged metal collar that can be locked with a pin. If placed around the neck of a victim, it would not strangle him, but would cause great suffering indeed if it was used to hoist him off the ground. If the victim was then lowered into the pit of vile stuff he would experience worse agony still. This is a devilish torture device!

Each character that is involved in an effort to destroy the chains and pulley arrangement should receive 10 General Merits.

There is nothing here save the skulls. The liquid is a corrosive acid that will cause 1 point of harm for each second that flesh is immersed within it. The four fiends lower captives into the acid for sport, and after the victims' skin melts away, they cannibalize them or enjoy other amusements before tossing all the remains save skulls into the depression. None of the possessions of past victims remain here. They either have been carried away or destroyed.

Optional! The LM can include the following encounter:

As the party members turn back to leave this vile place, a different reek fills their nostrils. It is the charnel smell of death, and three dark forms come rushing forth from a just-revealed secret adit of the cavern!

The attackers are ghouls, the living dead:

Ghoul #1 H: 30 P: 31 S: 12 1 - 1 2 +10/1-12 +VT sp. 50% sp.

Ghoul #2 H: 26 P: 33 S: 13 1 - 1 2 +10/1-12 +VT sp. 50% sp.

Ghoul #3 H: 22 P: 35 S: 14 1 - 1 2 +10/1-12 +VT sp. 50% sp.

Ghouls, a twisted once-human monster that now has skin of yellow ochre hue, have a hyena-like muzzle and jawswith thick and spaded nails for digging and clawing and subsists on the flesh of human and humanoid corpses.

A&A: nails cause 1-12 +10 points of harm and a savage bite causes 1-12 points and possibly VT (10% chance if the opponent employs a buckler or shield against such an attack and has half or full armor; and 50% if he employs only half armor and no buckler or shield) that slows the victim by 3-5 points of Speed Base Rating for one minute (20 ABCs); unnatural energy provides 50% (-10) armor protection against all attacks except those of blessed oil/water or Extraordinary Power, including those of Theurgy Ability Powers specifically attuned to affect the living dead.

Holy water in three-ounce volume, or holy oil in one-ounce volume causes 1-2 points of harm to a ghoul, disregarding the creature's Extraordinary protection. Such loss is recovered at the rate of 1 point per day.

Unless the head of the ghoul is severed, it will by virtue of its malign energy restore itself to its unharmed state. After seemingly being 'killed', the unholy energy of the thing begins to mend harm, restoring 1 point of Health each one second realtime after the Base Rating reaches zero or less. Even if the head is removed--but remains within a 10-foot radius of the body--it will roll to the body and rejoin it if unimpeded, thus enabling the restoration to commence. The newly severed head must be kept more than 10 feet away from the body for one minute. The creature will then be destroyed.

Each character who assists in the destruction of a ghoul should receive 20 Merits applicable to the Ability used in the encounter, typically Weapons or some Extraordinary Ability.

A search of the area will reveal a small passage just large enough to be used by a single person at a time. It starts north and then curves west. After some 60 feet it opens into a small, vile-smelling cave, and a last ghoul lurking there will make a surprise attack on the first person entering.

Ghoul #4 H: 32 P: 32 S: 12 1 - 1 2 +10/1-12 +VT sp. 50% sp.

An award of Merits, as noted above, is applicable for the ghoul's destruction. In this reeking and malodorous den will be discovered 5d20 +50 gold coins, and a preternatural sword:

sword, cut. & thrust. 4-20 + 6-8*
penetration 3 4 10 +10*

*Preternatural harm and Precision bonuses 8.

8. Cottage: A wood and stone building of 20-foot width and 35-foot length with a second floor and 'attic' story. Inhabitant farmers: 2 adult male farmers, 3 adult females, and 5 children.

Man 1 H: 27 P: 30 S: 8
club 1-20 +2 Armor: 15%/-3
Man 2 H: 38 P: 35 S: 10
hatchet 2-20 +5 Armor: 20%/-4
(then) flail 4-20 +5
Woman 1 H: 19 P: 27 S: 10
cleaver 3-20 +1 Armor: 10%/-2
Woman 2 H: 30 P: 35 S: 12
great cleaver 5-20 +3 Armor: 0%0
Woman 3 H: 25 P: 25 S: 14
heavy knife 3-20 +2 Armor: 5%/-1
Youth 1 H: 26 P: 35 S: 13
knife 1-20 +3 Armor: 10%/-2
(then) dagger, short 1-20 +3
Youth 2 H: 21 P: 40 S: 15
cleaving sw. 7-20 +1 Armor: 15%/-3
Youth 3 H: 10 non-combatant
Youth 4 H: 8 non-combatant
Youth 5 H: 4 non-combatant

When initially visited, all residents, except for Man 2 and Youth 2, are in the house. As soon as anyone comes to the door and rings the bell, these two will hear the noise and come to see who is calling. They are in a nearby shed and beside a small barn (off map). These buildings are not observable because of the terrain: they stand in a swail beyond a high hedge.

To the left of the door there is a big box with a hinged lid, in which the occupants evidently store tools and the like when coming in from work. To the right, at shoulder level, there is a rope pull for the bell, which sits atop the end of the roof, but even if it is not tugged, the bell will clang when the door is opened. Otherwise, there is a double clang, the first tone when the rope is pulled, and the second when the door is opened. The people dwelling here are rather amiable. Although careful when anyone calls, and thus armed, they are not impolite.

When an Avatar comes to the door, Man 1 will greet him, his club out of sight: *"Well, stranger, is there something you need? If it is work you seek, we are not hiring hands."* Any polite response will bring the others near to the door, and Man 1 will say something like the following: *"There's a lot wrong with this place. Better come inside if you want to hear about it, but leave those weapons in the box there beside you. We'll feel better, and nobody will take them; that we assure you."* If the party declines, the man shakes his head: *"Sorry, but I can't invite you in unless you enter unarmed. If you mean well, I wish good luck to you."* So saying, he closes and bars the door. (Man 2 and Youth 2 will observe the strangers from outside, and unnoticed they will enter the cottage by a concealed back door.)

Note that even if the callers are only the four NAC-Avatars, the man will speak as follows, although if there is one or more regular Avatar in the group he will direct his speech to that one or them.

If all visible weapons are stored, then the party is welcomed inside and offered refreshments of drink and food. As all the family members gather around, Man 1, with occasional help from the others, relates the following tale: *"I've been living here,"* the old fellow begins, *"for longer than this place has been called Forlorn Corners. When I was a tyke it was known as Fair Crossing."* He nods as he recalls the past. *"There was a manor house over where the Tangles now stand, and the lord who lived there owned great fields to the east and south. They say he refused his daughter's hand to a suitor, a Sorcerer or some such, I recall being told. She was a beauty. Knew that even though I was only five then."* As he says this, his face first shows a trace of a smile, then shifts to an expression of concern: *"There was an awful windstorm, and everything was pitch black. We took to the cellar, of course. Everybody did. Even there we heard roaring and a terrible commotion, a rumbling and crashes. I thought I heard screams and cried, but my parents, bless 'em, told me it was the wind. Likely wasn't, but no matter. Nobody could have done anything, and surely not a lad as I was then."* His face is pale, and his eyes seem misted over as he recalls that long-gone event. A callused hand passes across his face, wiping away the recollection, and he speaks on after taking a drink his wife hands to him.

"When the storm was over, everyone came out to see the damage—plenty, let me tell you, but nothing really bad anywhere except one place. The big stone manor house was all tumbled down, the barns and other outbuildings blown away entirely. The trees that shaded them, the gardens, the orchard, even the fields were all a ruin. Torn up, broken, scattered debris was everywhere, as if a tornado had struck and destroyed the lot. Everybody came and searched the wreckage, found the mangled remains of the lord, his wife, all the servants, but not a trace of his daughter. Her corpse must have been caught up in the whirlwind. Who knows where the poor thing's body ended up.

"From that day on things went downhill. The Tangles grew over the ruins of the manor house that summer. The folks that lived around a ways off from the crossroads began to disappear. Some said they were just moving on, but nobody was sure of it. We stuck it out, done all right, I guess. But it is getting worse here, not better. It seemed for a while that when those four newcomers arrived a few years back things might get better. Wasn't so, and if anything, it is worse here now. Strangers come, folks like yourselves, then disappear! Really frightening part is that whenever that happens, the four—Potts, that creepy one calling himself the Custodian, the hostler Buck, who thinks he is a squire, and that surly smith, Hammer—are struck by dementia, the lot of them!"

If there is one or more of these former NACs, now Avatars, present, the old farmer will direct this at them: *"That's right. I've said this to you before. Wait. I know that you claim to be someone else trapped inside another body. Fact is, I have come to believe just that. Lemme explain things. Those four are... well... not really humans. You are now that you are them, but this won't last long. Hasn't in the past; won't this time. In a few days the 'real' Potts and Buck, and Custodian and Hammer will be back, and you will be gone. Those devils will give me a knowing look, a leer, then go on about their business as if daring me to say something. I am not a fool, so I don't.*

"Now listen here! You are doomed unless you can find out how it is that those four can manage this awful thing they do—steal your bodies, then likely take your soul when they come back to reclaim the bodies you are now inhabiting! We have certain protections here to ward off evil, but that won't help you. All I can suggest is that you search for something that might help you. Look in there—for a little while your—places for anything that might give you a clue.

"I know that the idol in the shrine is not the one that used to be there when I was a boy. Nobody else has noticed that the old one's gone, replaced with another one, but I can tell. Whatever was done, it is magic, and evil too. I can't recall what the old idol looked like, only that the one there now isn't right.

"One more thing: I have seen those four together. On the dark of the moon they carry



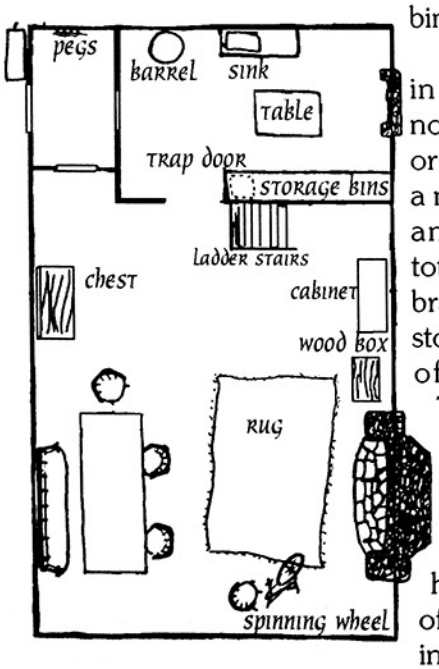
something to the well. One goes down into it carrying what he leaves behind when he comes up. I have hidden nearby and watched this happen several times. Buck is always there at the top with a small rod made of copper, something he always has handy.

"That's all we can offer. Good luck!"

The Avatar who is now Buck has no copper wand on his person, of course.

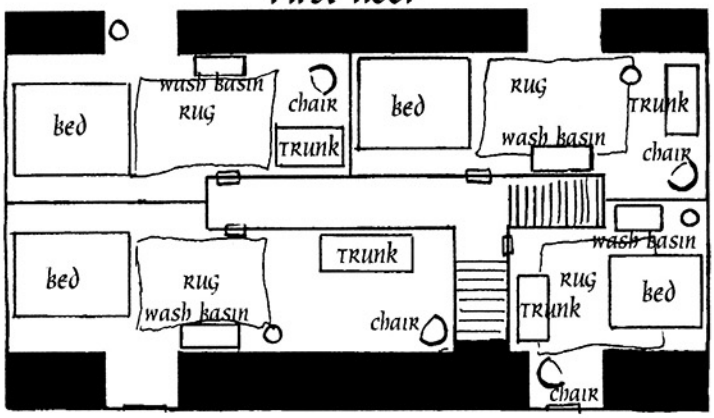
Learning the above information is worth 25 General Merits to each individual in the party who is present when the words are spoken. If any reward is given to this family, each character directly involved (encouraging or giving the gratuity) earns 50 additional General Merits. If any harm is done to them, the farmers will refuse to reveal the above information, sufficiently penalizing the party, as without such details it is likely that the players will fail to resolve this problem, will lose their game personas, and will have to create new Avatars.

Ground Floor: The entry room (5'x 5') contains boots/shoes and outer garments on pegs; there is a door ahead to kitchen, another door to one side leading to the main room. The main room (20' x 25') has two small rugs, a cabinet, a chest, a trestle table, a bench, three chairs, a stool, a spinning wheel, a small stand, a cot, and beside the fireplace a wood box filled logs. A ladder-like stair ascends from near the wall to above, separating the living area from the kitchen space. The kitchen (10' x 20') in the rear has a fireplace with various kettles and pots, a water barrel, a work table, a dry sink, a thick floor mat, a cupboard, and storage bins.

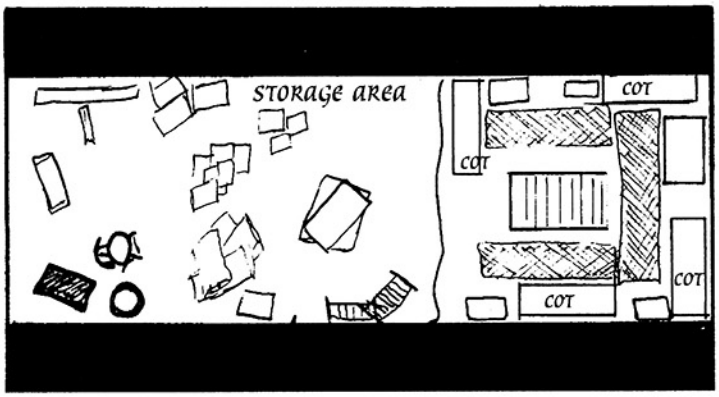


All of the items in the cottage are normal, worth little or nothing. There is a mix of 100 copper and silver coins totaling $2,000 in a brass box behind a stone at the right side of the fireplace. There are 60 copper and silver coins ($800) hidden in the hem of the curtains that hang on either side of the small window in the kitchen.

First floor



Attic



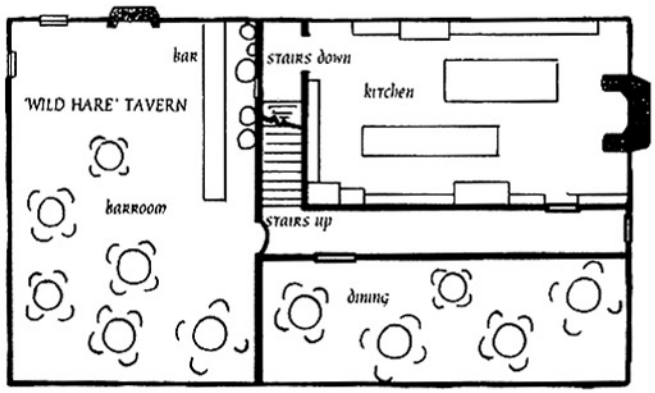
Cellar: Beneath the kitchen's storage bins is a trapdoor leading to the root cellar (15' x 20'). A ladder descends eight feet to the earthen floor of this place. There are sacks of vegetables, some pots of preserves, and a pile of sand containing some flower bulbs. There is a keg of 10-gallon capacity holding rather good homemade hard cider, and a barrel of 40-gallon capacity that is filled with home-brewed ale.

First Floor: There are four bedrooms and a steep stairway at the end of the narrow hallway that leads to the attic. Each bedroom has a small rug, a bed, a candle stand, a chair, a stool, wall pegs with clothing, a trunk (stuffed with clothing and bedding), and a commode (a washstand with a place below for the chamber pot).

Attic: At the east end of the attic, at the head of the stairs, there is a partition for a sleeping room. This area has a braided carpet that is long and narrow, four cots, four small hampers for clothing and the personal things of children, wall pegs with children's clothing on them, and a commode. To either side of the stairway there is a storage space with old boxes, hampers, broken furniture, etc.

9. Wild Hare Tavern: A timber and plaster building of 30-foot breadth by 50-foot length, with a second story and an attic. When the Avatars enter, even if the NAC-Avatar who is now Buck is among them, the scene will be basically the same. The bartender will nod. There will be 2-5 patrons near the small bar area or at a table near it. In addition, there will always be three armed men seated at the back table in the southwest corner of the barroom near the archway to the dining room. The patrons in the bar area and dining room are guests or travelers stopping by for refreshment. They are non-combatants. (Likewise, if it is not mealtime, there will be a rather pretty serving wench in the barroom, waiting on customers. At mealtimes she is in the singing room. She will smile and exchange words readily enough, but she will say nothing that will be of help to the party.)

The barkeep and the three men at the rear table are outlaws and henchmen of the real Buck. They know full well that Avatar-Buck is 'not himself', and they will attack him if he goes too far, but otherwise they will humor him, as they know their master wants his host body whole and sound upon his return to it. If 'Buck' asks them to do something, they will laugh, smile, and decline, saying something such as, *"Awwr, come on now, boss! You know you ain't right in the head now. You just take it easy, drink, eat, get some sleep. In a couple days everything will be okay again."* And with that the others laugh and leer at 'Buck'. If 'Buck' goes upstairs by himself, only Outlaw 2 will accompany him, standing guard at all times. If 'Buck' and one or more companions ascend, then all three of these brigands will go along. Again, they will fight normally, but all blows aimed at the NAC-Avatars ('Buck', 'the Custodian', 'Hammer', and 'Potts') will be intended to wound them and knock them unconscious. Thus, if the apparent Health of a NAC-Avatar falls below zero, he will not die but merely be knocked out, retaining 50% of his actual Health.



Barkeep H: 36 P: 50 S: 9
hand catapult 1-20 +35 Armor: 20%/-4
(then) mace (P: 35) 5-20 + 6
Outlaw 1 H: 31 P: 40 S: 11
cutting sword 6-20 +4 Armor: 25%/-5
Outlaw 2 H: 47 P: 35 S: 8
spiked club 3-20 +10 Armor: 35%/-7
Outlaw 3 H: 28 P: 45 S: 12
long dagger 1-20 +3 Armor: 20%/-4
w/ buckler 30%/-6 vs. 1 opponent
Serving wench non-combatant

Each character involved in defeating and eliminating one of these outlaws should receive 20 Ability-Specific Merits for the applicable Ability used principally in the action.

If a character suggests a plan or actually acts to separate the four henchmen, enabling the party to eliminate one of them alone before the other three are confronted, or manages to arrange for two of them to be 'picked off' separately, his award should be 50 or 75 General Merits, respectively.

Barroom: A 30-foot by 20-foot room with two entry doors in the northeast corner, one facing north and one east. The bar runs along the eastern half of the south wall of the room. Behind it, in the south wall, there is a door that leads to an alcove that opens onto the kitchen through an archway and onto a set of stairs that descend to the west. The area behind the bar is nearly filled by a 16-gallon ale barrel, a like-sized beer barrel, a 10-gallon wine cask, and smaller kegs for liquors, leaving only a narrow space for the bartender to move about. There are no stools by the bar. Chairs surround six tables that are evenly distributed throughout the room. There is a fireplace near the east door. The archway that leads south toward the dining room is 11 feet from the west wall.

Archway/Stairs Up: The archway space is four feet wide and enters a 30-foot-long hallway that leads south. Immediately to the left (east) is a set of enclosed stairs of four-foot width that ascend to the first floor. Just beyond them to the right (west) is the door to the dining room. At the end of the hallway are two doors, one that opens to the outside (to the jakes) and one to the left (east) that leads to the kitchen.

Dining Room: Just past the ascending stairs, on the west side of the hall passage is the door to the dining room, a space of 10-foot breadth and 30-foot length with five tables, each surrounded by four chairs. There is a fireplace set into the west wall. During morning hours, at around noon, and throughout the

evening there will be from 1-10 people eating here. The serving wench will be in and out, bringing food and drink, and removing empty dishes.

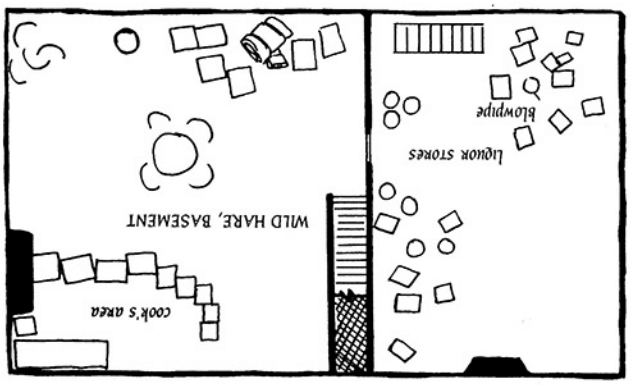
Kitchen: The kitchen is 15 feet wide, east to west, and 25 feet long. Set into the south wall is a large fireplace with an array of cooking utensils. There are long work tables in the center of the room, and against the walls are cupboards, shelves, and bins for the storage of necessary serving and food items. There is also a stack of wooden tubs for washing dishes. At the east end of the kitchen's north wall there is an archway that leads to an alcove, which is directly below the landing at the top of the steps that lead upward from the hall. Another set of stairs descends west from the alcove into the cellar. In the north wall of the alcove there is a door leading to the barroom (behind the bar).

There is always a scullion here, either working or sleeping. He is a thin, stupid adolescent. The cook is a large and strong woman. Neither of the two workers knows anything of use to the party, but they are friendly enough. If they are attacked, the boy will cower helplessly, but the cook will make a fight of it!

Cook H: 38 P: 50 S: 12
6 heavy knives* 2-20 + 4 Armor: 20%/-4
(then) great cleaver (P: 55) 5-20 + 4

*Hurls two per ABC at any one target subject who is five or more feet distant. The target can change from ABC to ABC, of course. If she is engaged in melee, use the great cleaver statistics.

Avatars involved in attacking this NAC should receive 10 Demerits. If she is actually slain, tack on another 20 Demerits each. All such subtractions should be made from General Merits.



Cellar: This is a full basement space, the tavern above being built on a fieldstone foundation. The steps leading down from the kitchen alcove end 10 feet from the east wall. There is a wall to the north and an open space to the south. Excluding the base of the staircase, this space is 30 feet wide, east to west, and 25 feet deep. In the center of the room stands a battered old table with four rickety chairs. A lamp sits on the tabletop. Surrounding the furniture are sacks, hampers, boxes, and barrels containing kitchen supplies and food. A few extra chairs are stacked in the southwest corner. In the southeast corner, screened by stacked boxes and crates, is the pallet on which the cook sleeps. A box contains all her personal belongings, including a cache of 100 copper and silver coins (2d% +500). If the coins are taken, add another 10 Demerits to each character involved in the theft.

Just north of the stairway's base is a locked door. 'Buck' can find the key to this place in a pocket in his belt. This door opens into a liquor storeroom. At the western end of the room there are racks and crates, in which are stored numerous bottles filled with very fine wines and brandies. This stock is not served to patrons. It is Buck's private reserve.

Amidst all the bottles is an oddity that might be noticed: a small cask that has a long spigot and a dirty old cup beside it. A turn of the spigot handle does nothing, the cask being dry; if the cask is picked up and shaken, only small rattling sounds will be heard. The spigot's handle can be pulled off, but the metal tube won't come free from the barrel. The cask's spigotless end may be pushed inward if a catch is released (found by Scrutiny or other appropriate Ability use). Inside the little barrel are 50 small darts the size of a lady's little finger. If the barrel is smashed, 5d6 of the small darts inside will be destroyed. The interior end of the dark metal spigot tube is formed in the shape of a mouthpiece, whose width prevents the tube from being withdrawn from the outside. If the wooden handle portion of the spigot is pulled free, the tube can be removed from the inside. The tube is, of course, Buck's Demonic blowpipe; the 50 little darts are its ammunition.

Demonic Blowpipe/dart
Harm: 1* 60' range +30 Precision
*Unless stopped by a preternatural buckler/shield or supernatural armor/protection, the dart striking its target inflicts an immediate loss of 1 point of Health and paralysis; then, as the victim is held fast, an ebon flame begins to consume him at the rate of 6-8 points of Health per ABC for 13 ABCs' total burning time. At 10 or less Health the subject turns to ash and is forever destroyed.

A character that obtains the Demonic Blowpipe should receive a General Merits award of 25 points.

Unless the wielder of this weapon also has Buck's Copper Wand, however, the darts do not function as noted. Instead, they merely strike exposed flesh for 1 point and trigger a small fiery flash that causes 3-5 additional harm to Health. The dart will activate thus even on a miss. Once expended in such fashion, the dart falls into dust.

There are also many barrels and kegs of normal beer, ale, wine, and various liquors near the entrance.

First Floor: The steps lead up to an archway on the left (north) that opens onto the side of a corridor of five-foot width that runs west. Where it reaches the middle of the space, it intersects a central hallway of five-foot width that bisects the first floor east to west. It continues west and just beyond the central hallway, it is filled by another flight of steps that ascend westward to the attic.

The central hallway has a window at its north end and a windowed door at its south. The southern door leads to a flight of steps on the outside of the building, which descend to the west.

On the west side of the central hallway are four doors (two north of the corridor intersection, and two south), each leading to a guest room. There are four doors opposite them on the east side of the central hallway that likewise lead to such rooms. Just south of the staircase leading to the attic is a door that opens onto a five-foot-wide closet, the near area of which contains cleaning implements and supplies, and the far area of which is filled with shelves holding bedding.

Each of the eight guest rooms is essentially alike (12 feet deep and 10 feet wide). Each room has a window, a small rug, a double bed, two chairs, a small writing table/night stand, a commode, and a wall rack with an upper shelf and four pegs for clothing. The door has a bolt so that it can be locked from the inside.

Attic: The flight of stairs leading from the hallway ascend west to a landing, which stretches south to a second flight of stairs that run eastward above the closet, paralleling the first flight. At the top of the stairs is a landing with an archway to the north that opens onto a five-foot-wide passage that runs west to a gable window. To the east, the passage leads to two doors in the south wall. The far door opens onto the barmaid's chamber (which is about 10 feet wide by 20 feet deep). The near door leads to a roughly 20-foot by 20-foot dormitory, which contains four cots, four trunks, various clothing on pegs, etc.. It is the place where the barkeep and the three outlaw henchmen sleep.

If searched, each locked trunk will be found to contain from $100 to $3,000 in silver coins of $50 value each (2-60 coins, d30 x 2).

There is a single door on the north side of the passage. It is locked. (The 'Buck' NAC-Avatar has the key that opens the lock, of course.) Beyond it is a space of 25-foot depth and 30-foot width. There are two gabled windows to the north. The chamber has a large bed in the southwest corner, and scattered about are several upholstered chairs, three footstools, and a divan. In the northeast quarter there are a table and six chairs, while in the northwest is a large armoire. A desk and chair stand in the southeast corner.

A thorough search here uncovers only ordinary things, save for a rather fine set of **black-hued full leather armor** (preternatural, 30%/-6 protection, no Speed penalty, and Health of 130, no harm accruing to it unless a single attack exceeds 26 points, then each point in excess of that harms the armor's Health) and, under a large footstool, an iron box, whose dimensions are about one and a half feet in each direction. The box is surprisingly heavy, weighing 500 pounds, and there is no apparent means of opening it. It has 500 points of Health and is impervious to any Harm less than supernatural. It normally can be opened only if all four of the special possessions—the horn, the belt, the wand, and the headband—are touched to it. Its weight then diminishes to a mere five pounds as it shrinks to a cube, whose dimensions are only six inches in each direction, regardless of its contents. The strongbox presently holds 400 gold coins and bejeweled items whose value is $200,000—or half that if sold at a discount to 'unload them'—the main hoard of the four demonic NACs. It is capable of containing material with volume of up to two and one-quarter feet and weight of up to 225 pounds. Objects with no dimension exceeding one and one-half feet may be placed inside the box, where they will shrink to one-third their normal size and one-one hundredth their normal weight. Capacity is as noted, so only a limited number of objects (size and/or weight) can be contained. When in its small, light state, the box has a panel at its top that will spring open when its latch is touched, revealing the miniature things inside. Withdrawal of objects causes them to resume their normal size and weight.

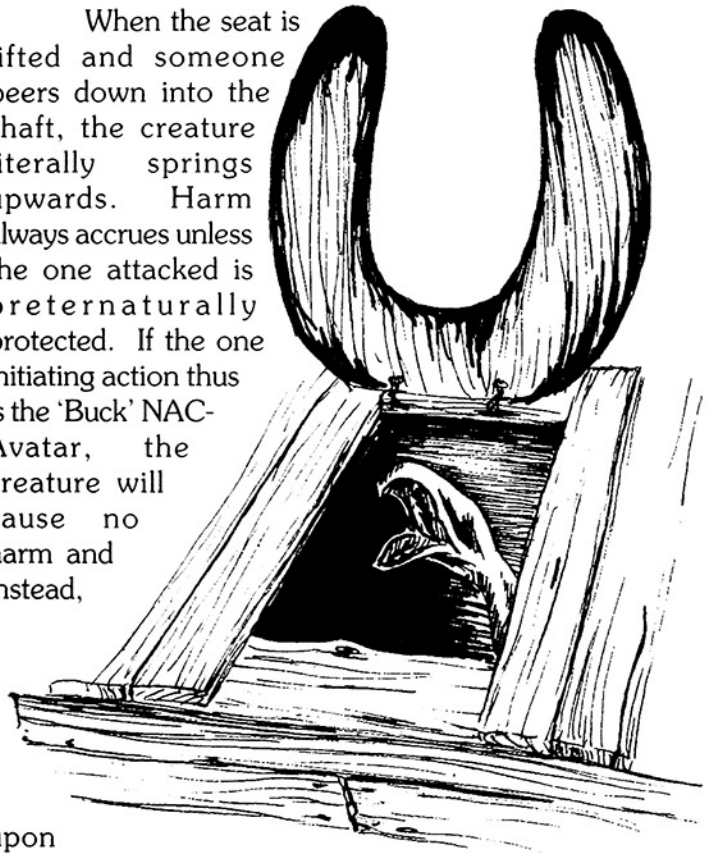
Whichever Avatar discovers the means of opening the strongbox receives 150 General Merits, regardless of whether or not the character ends up with the device. Merits are not awarded for possession of the gold and jewels, those being their own reward. The

wonderful strongbox is not going to remain viable, as will be seen later.

Outhouse: The outhouse is divided into two portions, a men's area and a women's area.

On the woman's side, the seat lifts up. If light is shed into the shaft below, an eel-like thing whose skin is a disgusting orange color will be seen wriggling around below. About a foot and a half long, it is apparently blind. It is a preternatural monster with the following statistics:

Demonic blindsnake H: 20 P: 50 S: 19 Harm: 1 +13-16 VT Armor: 100%/-20



When the seat is lifted and someone peers down into the shaft, the creature literally springs upwards. Harm always accrues unless the one attacked is preternaturally protected. If the one initiating action thus is the 'Buck' NAC-Avatar, the creature will cause no harm and instead, upon contacting the character, will turn into a copper wand of 18-inch length. Likewise, if the 'Buck' character initiates contact with the creature, it will transform into the copper wand. If the NAC-Avatar 'Buck' attacks it successfully, the demonic blindsnake will be harmed, but it still will change form, as noted.

Buck's Copper Wand has an innate reserve of 200 AEPs, from which any harm done by 'Buck' is deducted at twice actual harm delivered to it in snake form. Only the 'Buck' NAC-Avatar can hold the copper wand; any other character so doing causes a reversal to demonic blindsnake form and an ensuing attack.

With the copper wand the 'Buck' character can draw off AEPs for any purpose. Each discharge of a dart from his blowpipe drains off 5 AEPs automatically. The wand recovers 13 AEPs a day, this recharging being automatic and unalterable.

'Slaying' the demonic blindsnake earns the character so doing 25 General Merits (not weapons or some other Ability-specific Merits).

10. Smithy: A 30-foot by 30-foot wooden building with a second story and a flat roof. It has only one occupant, a hulking, stupid, and mute troglodyte-human hybrid of murderous nature. He is clad in heavy, leather work garments.

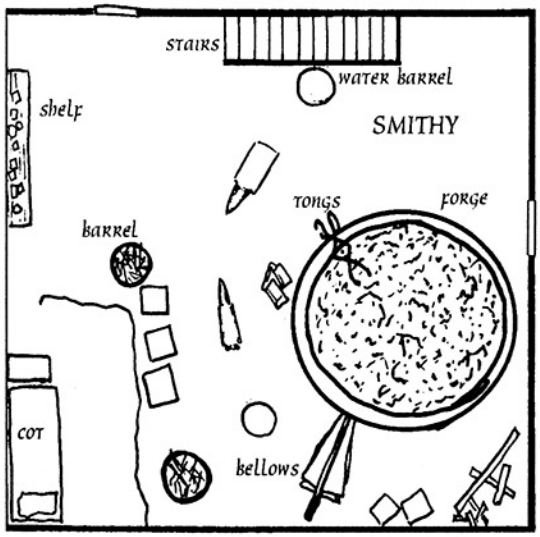
If 'Hammer' is present, the apprentice grunts, ignores everyone, and continues his work.

If a party without 'Hammer' enters, the apprentice grimaces, makes a deep and guttural sort of growling sound, points to the way out, and raises the iron-shod maul he is using to pound the rim onto a wheel (or performs some similarly threatening action during repeated visits). Unless the party retreats, the fellow advances, readying himself for attack. If in 3 ABCs the party is not gone, he will strike the nearest character with intent to kill.

Apprentice H: 68 P: 50 S: 7
heavy maul 7-20 +12 Armor: 30%/-6

Each character involved in eliminating this NAC should receive a 20 Merit award, the Merits specific to the principal Ability employed in the process.

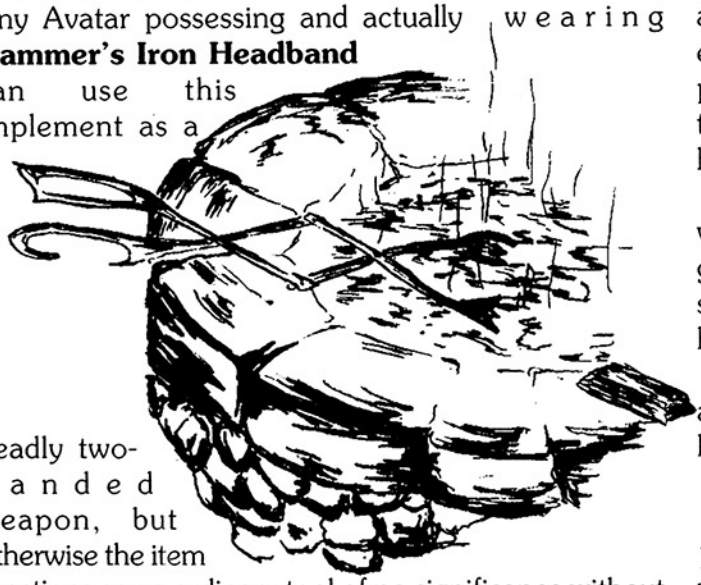
Smithy: The furnace and bellows are to the east. The rest of the space is littered with equipment and tools; leaning against the walls are items in various states of repair. There are two anvils, two great tubs of water, barrels of metal, and so forth. Several metal ingots lie near the open furnace, and stuck in the glowing coals is a pair of tongs. There is an open



stairway attached to the north wall, beginning just a few feet inside the double doors to the workshop and ascending eastwards. A leather curtain depends from the slanting step supports, enclosing the space beneath the staircase. Set into the shop's east wall, near the south corner, there is a door, which apparently leads outside.

The curtain screens off the place where the apprentice sleeps. There is a pallet there with filthy rags and blankets, and at its foot is a box with some old clothing, various odds and ends (junk 'treasures') that the creature keeps, and a pouch with 10d10 +$100 in copper coins. Attached to the west wall is an open shelf with food items, a plate and cup, a small iron kettle, a cooking pan, and a jug of raw liquor.

The tongs are special items belonging to 'Hammer'. The apprentice knows never to touch them. Any Avatar possessing and actually wearing **Hammer's Iron Headband** can use this implement as a deadly two-handed weapon, but otherwise the item functions as an ordinary tool of no significance without any Extraordinary aura to mark it:

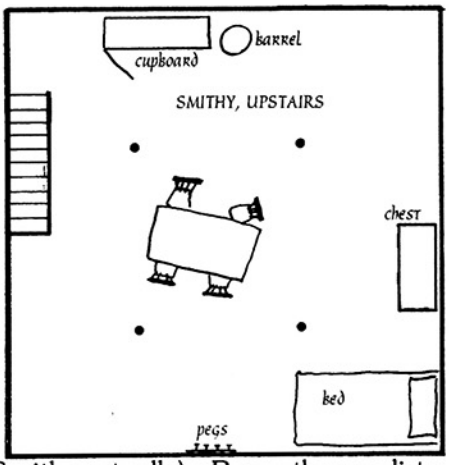


Demonic Tongs	2d12 + 6-8*		
penetration	6*	4	20

*The harm bonus of 6-8 is preternatural in nature, so it bypasses ordinary armor. The range is three to six feet before the wielder. (The tongs enlarge magically according to the target distance.) If a target subject is harmed initially by a score of 19 or higher, the victim is caught and automatically hit during the next ABC, suffering bonus harm of 13-16 instead of 6-8 points.

A character that obtains the Demonic Tongs and can wield them should receive a General Merits award of 25 points.

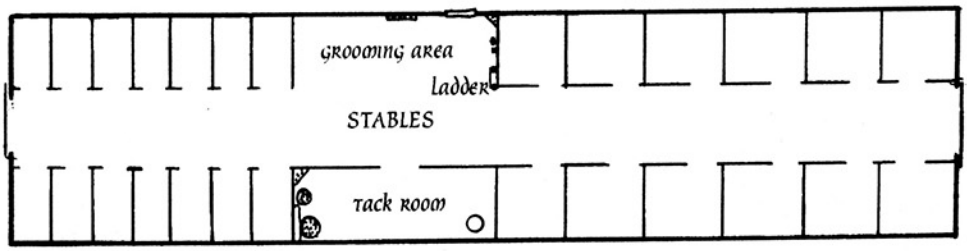
Upper floor: This space is open save for a few posts supporting the roof. The 30-foot by 30-foot area is generally bare of furnishings. Evidently this is where Hammer dwells, and he is Spartan in his living habits. There is a bed in the southwest corner and a large chest nearby. Various ordinary garments hang on pegs set in the wall beside the bed. In the middle of the room is a battered table and four worn chairs. Various utensils set atop the table indicate that meals are sometimes eaten here (by the Smith, actually). Beneath one dirty plate are two gold pieces and six silver coins [$1,300] that Hammer concealed there and forgot about—as he has need for little cash, as it were.



An open cupboard near the stairway holds various provisions, as well as one empty and three full gallon-size jugs (containing whiskey). A large barrel stands beside the cupboard, and there are four drinking horns atop it.

Everything here is old and ordinary. The horns are just drinking horns. Hammer has no money cached here other than what is noted above.

11. Stable Barn: A wooden building of 30-foot breadth and 105-foot length, with a hayloft above. There are large barn doors in both the east and west walls so that the 10-foot-wide central alleyway can be accessed from either end. Immediately after the party enters this place, the stable boy will appear, sliding down the ladder from above. If 'Hammer' is with the party, the boy will say nothing and will either hastily go about his work (during the day) or else retreat to the loft where he dwells (at night). Otherwise, he will come up to the party, saying something like the following:



"Stabling fee is $20 per animal per night, sir(s). It's in a nice stall with fresh straw, hay, and grain too, with a bucket o' water I fetch me-self. If the beast wants runnin' down, then you pays me a bit extra, and I'll hop to it. All in advance, as Master Hammer won't have it no other way."

If a large stall is requested, this lad says the cost is $30 per night, or $175 per week, and only $500 for a whole month.

He seems to know nothing, being a youngster and rather simple, too. He is a non-combatant, and if he is attacked, a Demerit penalty of 10 points per character involved should be levied, while if he is actually slain, an additional 20 Demerits each should be distributed. See 'Loft' hereafter for other details.

Note: If any of the now-NAC-Avatars has stabled a mount here, it is gone! Of course, the demon-possessed individual that was 'him' or 'her' has ridden off on it.

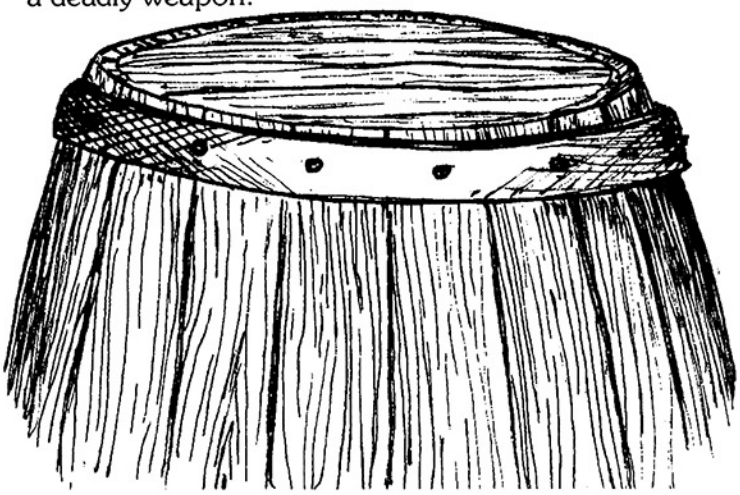
At the western end of the building are 12 five-foot by 10-foot deep stalls, six to either side of the alleyway. These spaces are intended for short-term boarding.

The mounts of any regular Avatars will be here, if they were previously stabled. Plus, there will be several other horses here that belong to travelers staying at the tavern (assume eight of the stalls are occupied).

North of the stall area there is a grooming space, where there are brushes, curry combs, old cloths, buckets, brooms, hay forks, and shovels. Nailed to the wall, there is a ladder that leads upward and beside it a small door that opens to the outside.

Across from this area is a large tack room of 10-foot depth and 20-foot width. It has a dozen sets of bridles and saddles, some saddlebags, and harnesses for teams of two and four horses. There are leather brushes, a tub containing some sort of soap (leather cleaner), several crocks with a light oil (softening oil), wax, sewing thread with awls, and various brass and iron buckles, rings, and so forth that hang from nails sunk into the wall. A small keg in the far corner holds nails. Near the door are several big barrels of grain, and on a shelf above them are large pieces of rock salt, the small crystals solidified into lumps the size of grapefruits.

A character successfully employing Evaluation, Pantology, or Scrutiny Ability will note that the top iron hoop of this keg is different, quite unlike normal ones. It is thick, and at one-inch intervals around its surface are set spiky studs. It can be removed easily, and the hand of the one so doing tingles. It is about a foot in diameter, but if placed over the head, it contracts so as to fit comfortably on the brow above the eyes, as would a torc. This is the Extraordinary **Iron Headband** belonging to 'Hammer', and the one wearing it is able to use the Smith's Demonic Tongs (detailed above) as a deadly weapon.



The one discovering the nature of the keg's hoop should receive 100 General Merits.

Each person taking a lump of rock salt should receive 10 General Merits.

Beyond the tack room and grooming area are six large box stalls of 10-foot by 15-foot size, three on each side of the alleyway. Horses are housed in two of the stalls (more if the Avatars' horses are also stabled here).

One of the horses is a fine riding stallion owned by a traveler. The other mount is a superb courser belonging to 'Hammer'. The stable boy will identify the animals thus to anyone who asks.

Horse, courser/small war
H: 66 P: 29 S: 30
Harm: 1-20 + 3 P&S Armor: 15%/-3

If this steed is taken, the one so doing (not necessarily the one who eventually possesses it), should receive 25 General Merits in addition to a splendid mount.

Loft: The generally open area above has mounds of straw and sacks of grain piled in both its east and west ends. The middle area is fairly open, except that behind a curtain of old blankets that hang from a wooden beam is a separate pile of hay and blankets that make up the stable boy's bedding. The boy uses a barrel as a table and a small keg as a chair. He has stored his belongings in one old box and various food items in another.

All of these items are basically worthless.

If the stable boy is around and has not been mistreated, he will approach the party members as they are examining his area, saying, *"I gots me a great place, don't I!"* He grins at them in friendly fashion, and it is clear that he is very proud of his quarters. If the party responds in a friendly manner, he will continue: *"Hey, do you like sweet berries?"* If there is a positive answer, he says, *"Want some? Picked me a whole bunch of 'em, I did."* Saying this, he produces a box that contains some unusual berries that are the size of big marbles. They have segments like a peeled orange that alternate in color between purple and green. He eats one, rolls his eyes in delight as he savors the taste. *"Hee-hee-hee! Ain't nobody else in all this here place can get 'em either. Only me!"*

At this juncture, the party should put on its best front, really play up to this fellow, and find out what he means. If an Avatar samples a berry, appearing to enjoy it, and then inquires further, the stable boy will explain, *"Why I just follered Master Hammer one night when he had on that fancy headband he sports now and then. Him and Potts with his huntin' horn, and the funny feller what's at the Shrine with that silver snake he wears around his middle, and old Buck a-waving that copper stick he favors. I was a-skeered, but I durst do it anyways!"* He looks around proudly, as if daring anyone to claim that he was not heroic for so doing. If there is sufficient awe and admiration evidenced, the stable boy will then conclude:

"Well, shucks, it weren't all that much, I guess, even though it was near midnight, and my knees a'knockin' so's I figgered I'd be likely heard, caught, and mebbe killed! When them four went inter the Tangles as easy as a rabbit into a briar patch I just walked where they had, and it were easy. Got right in by the big heap of stones and all. But then they went down, and I wasn't so dumb as to do that. No sir! I was a creepin' back and found me these here berries, I did. Well, not these, but some like 'em. These I got the last time I follered them four. They go there whenever the moon's full—go inter a hole, and I picks berries, then heads back here all the richer. Pretty grand, ain't it?"

Each character that assists in gaining this information should receive 265 General Merits.

If any Avatar/NAC-Avatar shows kindness and gives the stable boy a reward for the information imparted, that individual should receive an additional 25 General Merits.

Of note in the loft are the unusual number of barrel hoops that hang from pegs and nails stuck into the 40 or so ceiling support beams. There must be 200 or more such bands, varying in size from large enough to fit around a great tun, through those suited to butts, hogsheads, barrels, casks, puncheons, kegs, and stoups, to the little ones used for one-gallon firkins.

And, of course, all are quite ordinary and valueless.

12. Cottage: A 30-foot by 30-foot square building constructed of boards and timber logs and consisting of a ground floor and a partial second floor—an 'attic' story. The inhabiting farmers include 1 adult male, 2 adult females, and 4 children.

Man	H: 36	P: 35	S: 15
2 long daggers 1-20 + 8*			
Armor: 20%/-4			
Wife	H: 25	P: 20	S: 14
great cleaver 5-20 +1			Armor: 10%/-2
Grandma	H: 20	P: 30	S: 10
hook 1-10 (P: 60 if hook hits)			Armor: 10%/-2
(then) belt axe 2-20 + 2			
Youth 1	H: 20	P: 28	S: 12
club 1-20 +1			Armor: 10%/-2
Youth 2	H: 16	P: 21	S: 15
torch 1-10**			Armor: 15%/-3
Youth 3	H: 7		non-combatant
Youth 4	H: 5		non-combatant*

The fellow can attack twice per ABC; he has had a checkered past.

**Clothing set afire adds 1 point of harm each second (3/ABC for 1 AB).

All of the family members will be at home, except Grandma and Youth 1, who are outside, out of sight, and armed as noted. They are hostile people, and when strangers call they are always frightened, suspicious, armed, and ready for conflict. The cunning farmers will invite a visiting party inside only if it consists of fewer than three persons. Otherwise, they will communicate with party members by talking through the closed and barred door.

If one or two characters come to the door and either knock or ring the bell, the man will call from inside: *"Come on 'n"*, and as soon as the visitor(s) is inside, the three armed family members will confront them with weapons ready to strike. Then, Grandma and Youth 1 will come at a run for the door so that in any melee they will be in position to strike from behind with a +30 on their Precision. As the party is confronted

thus, the man will say: *"Don't you make a move, or you're dead! What you want coming here like this?! You figuring we was easy prey like, maybe? Well, now you know better. Drop them weapons, and you can then speak your piece."*

If the party does disarm, they are in trouble. Their weapons will be seized and won't be returned unless at least $20,000 in ransom is paid. (*"If we are stuck in this damned place, then we need those weapons more than you do. Pay is enough so we can get out of here. Then you can have 'em and this dump too!"*) Information too will be supplied only for a price. Family members will ask for $5,000, but will settle for $1,000. These folk will relate the following, when paid:

"Seems as if there's a real bad curse on this place, and we want to get away from here. Something is real bad there in the Shrine, and that idol there proves it. Something real bad about the smith too, that 'Hammer' feller." If one of the party is the NAC-Avatar 'Hammer', there will be apologies inserted such as *"I know you ain't really him and all, so's don't take offense."* The speaker will then continue: *"He's a mean one all the time, but like a devil when he wears that damned iron headband. Him and his three pals are murderers, and we all think that, right?"* At this point the others agree by words and grunts. *"Fact is, I once saw him dragging a corpse with tongs from his smithy. Never spoke about it, because I value my hide. Likely cost me my life now—'less you set things right here. That's more than I should have said. You got your money's worth too. Go away now, and leave us alone!"*

The Avatar-NAC who is now 'Hammer' likely has no iron torc, of course, and no idea where such a fillet might be found.

If speaking through the door, the farmers will demand that any money supplied for information be placed down in front of the door and that afterward the party withdraw. The man will then open the door to retrieve the money and count it as Grandma and Youth 1 continue to hide and observe the scene from a distance. If the party attacks at this point, the latter two family members will attack from the rear with surprise as a general melee ensues. In such a case, the family will fight to the bitter end, and no information will be gained by the party. Otherwise, if properly paid and not threatened, the family will relate information as above.

Avatars who are not of malign sort should receive 100 Demerits for killing these people. However, bribery is worth 25 General Merits to each involved.

Entry Room: The 10-foot by 10-foot entry area has a cluster of boots and shoes and outer garments on pegs; there is a door ahead, which opens onto the kitchen, and another door to one side, which leads to the main room.

Main Room: The main living space (20í x 30í), which runs the length of the cottage and occupies the western two-thirds of the building, has a tattered old rug, a big cabinet, a hamper, a trestle table, two benches, two chairs, a stool, a spinning wheel, a small stand, two narrow pallets, a cot, and a wood box by the fireplace that is half-filled with split logs. The ceiling of the room has a narrow (4'-wide) split in the middle that forms two lofts, one to the north and one to the south. These areas are accessed via a steep, ladder-like stair attached to the wall that separates this room from the kitchen.

Lofts: Above the main room are two elevated spaces, one large one to the north (20' x 16')—which contains a bed, a nightstand, one hamper for clothes and another for blankets, and various garments on pegs, and one smaller one to the south, which contains two cots, two large wooden boxes for clothing, and youth's garments on pegs.

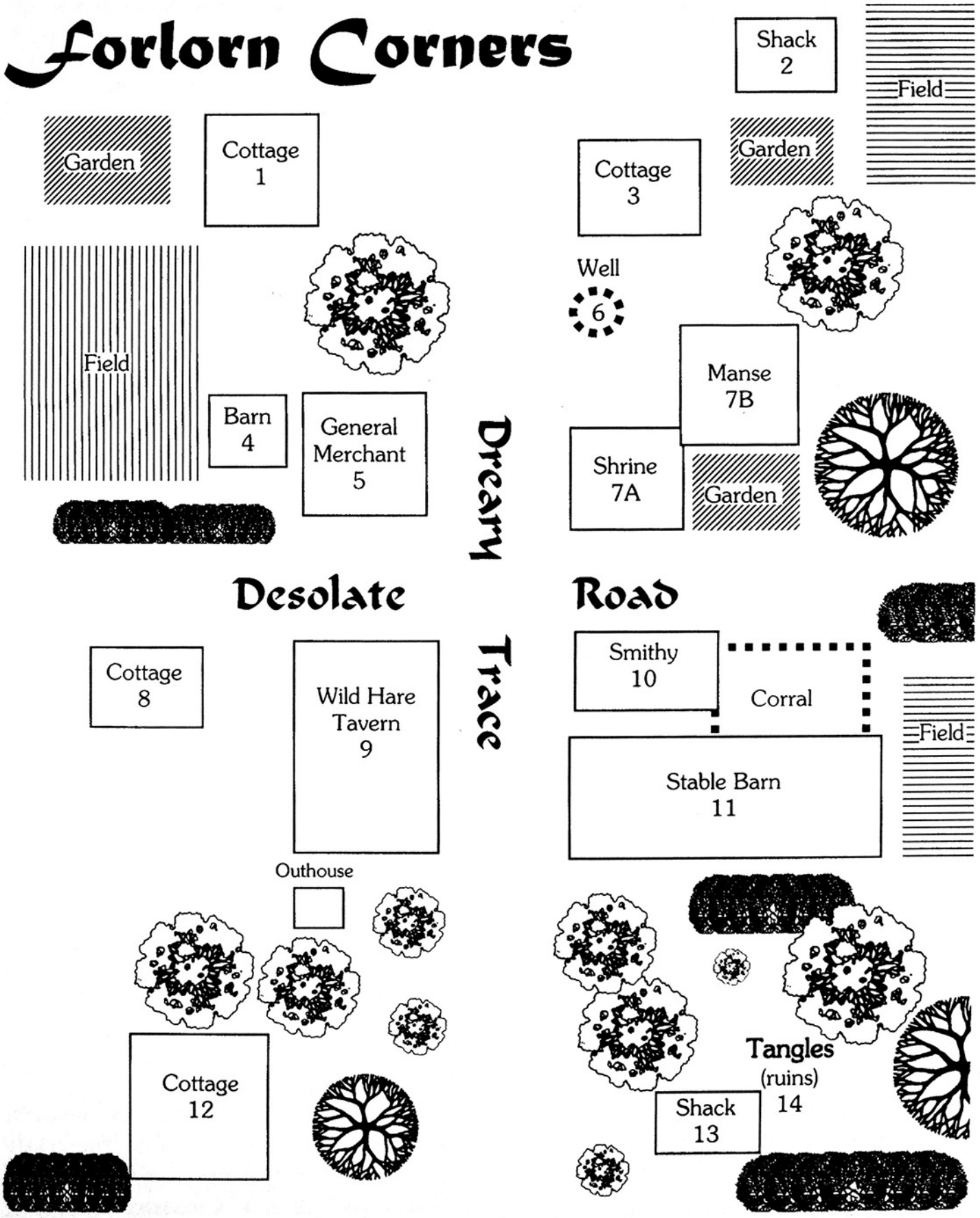
Kitchen: The kitchen (10' x 20') has a fireplace with various kettles and pots, a water barrel, a work table, a dry sink, a thick floor mat, a cupboard, and storage bins. Beneath the floor mat there is a wooden trap door that leads to the cellar.

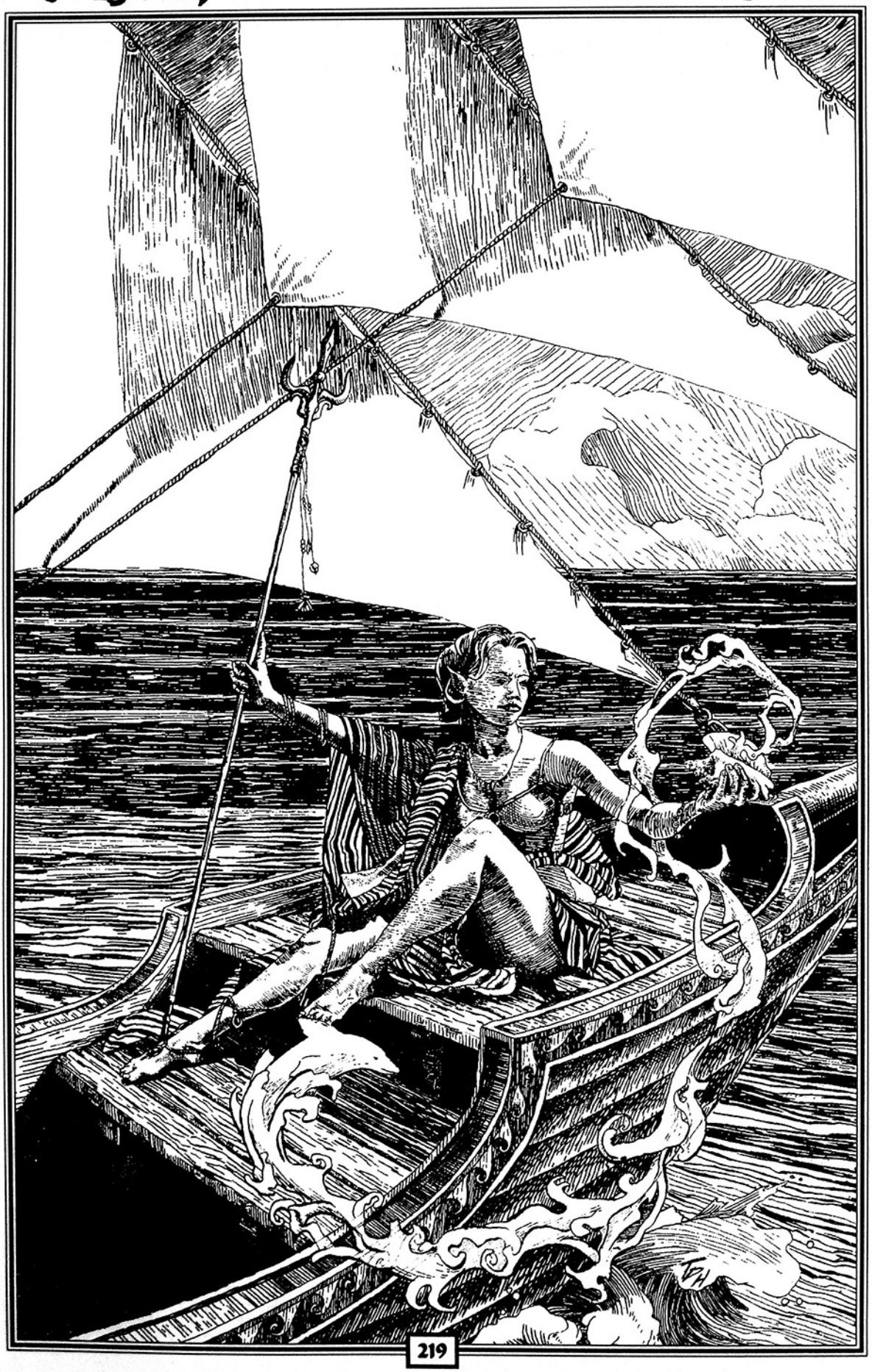
All of these items are normal, worth little or nothing. There is a mix of 30 copper and silver coins totaling $200 in a poke in the man's belt. Also, there are 10 copper and silver coins ($100) hidden behind a wall board that is behind the flour bin.

Cellar: Accessed via a ladder that descends eight feet from the trap door in the kitchen, this root cellar (c. 10' x 18') is rather crude, having an earthen floor and rough plank walls. The damp room contains sacks of vegetables, some pots of preserves, and a pile of sand filled with flower bulbs. There is also a 20-gallon keg that holds vinegar.

Here ends Part two of this Adventure. Part Three, the conclusion of the trials is contained within the work Beasts of Lejend Cyclopedia of Creatures!

Forlorn Corners





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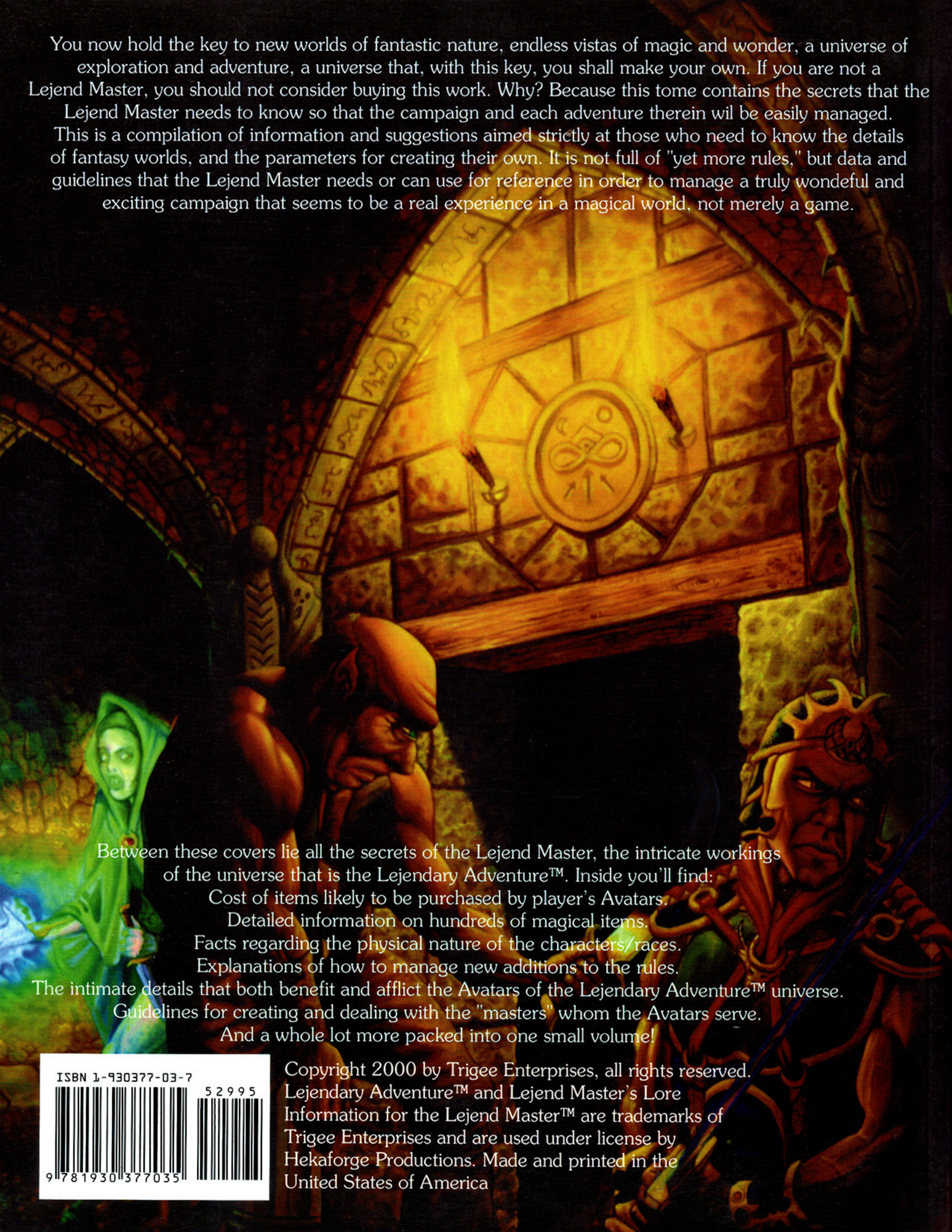

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