

**Powers & Perils**

**Book IV**

**The Book of Human Encounters and Treasure**

May 23, 2002



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# 1 Human Encounters

## 1.1 Normal Humans

## 1.2 Character Class Humans

## 1.3 The Human Encounter System

## 1.4 City Encounters

The chance of an encounter in the City is influenced by the time of day, the area of the city and the parties level of activity. The basic chances of an encounter are listed in the table below:

Table 1.1: Basic Chance

Area Type	Day	Night
Cemetery	5%	20%
Main Road	5%	10%
Market/Shop	20%	10%
Military Area	30%	20%
Poor District	10%	25%
Poor Road	10%	20%
Private House	20%	25%
Private Room	10%	5%
Public Building	15%	5%
Rich District	10%	15%
Tavern/Inn	15%	25%
Warehouse/Wharf Distrct	15%	30%

The encounter chances above represent encounters that are not part of the normal function of the area. Encounters that evolve from normal services or activities of the area should occur automatically.

**EXAMPLE** — In an inn, the party is automatically asked what they will have, whether they wish to spend the night, etc.

**1.4.1)** In any area or building that is rated POOR, as stated in the encounter table above or the equipment section of BOOK ONE, the chance of encounter is doubled if any member of party is obviously wealthy. If any member of the party is obviously a foreigner, the encounter chance is also doubled. If both factors apply, the chance of an encounter is tripled.

**1.4.2)** If party physically imposing or threatening in some way, the chance of encounter chance is reduced by **50%**, rounded up. Always modify by ?? above before making this reduction.

### 1.4.3 Basic Encounter Tables

The tables below ...

#### 1.4.3.1 Encounter Descriptions

The section belows ...

#### Animal

**Beggar** 1D3 beggars if given money 40% chance of 2D6 more, of those 1D3–1 will be cutpurses

**Brawl** 1D6 attackers/1D3 defenders close to party in inn/tavern

Table 1.2: Cemetery

Encounter Type	Day	Night
Staff Member	1–15	1–5
Guard, Private	16–20	6–15
Animal	21–25	16–30
Funeral Service	26–35	—
Criminal	36–40	31–45
Citizen	41–65	46–50
Foreigner	66–80	51–60
Creature*	81–85	61–80
Merchant	86–90	81–82
Street Gang	91–94	83–88
Crowd	95–97	89–91
Other	98–100	92–100

\*Roll on the appropriate Creature encounter table in Book Three

Table 1.3: Main Road

	Day	Night
Guard	1+2	1–8
Beggar	3–12	9–15
Citizen	13–30	16–35
Recruiter	31–35	36–38
Criminal	36–45	39–53
Foreigner	46–60	54–60
Magician	61	61
Animal	62–65	62–70
Street Gang	66–70	71–80
Merchant	71–90	81–85
Military Column	91–98	86–88
Other	99+100	89–100

Table 1.4: Market / Shop

	Day	Night
Guard, Private	1–10	1–15
Guard	11–20	16–25
Merchant	21–30	26–30
Beggar	31–45	31–34
Criminal	46–50	35–50
Citizen	51–65	51–55
Recruiter	66–70	56–60
Foreigner	71–75	61–65
Magician	76–77	66
Animal	78–85	67–80
Crowd	86–95	81–85
Other	96–100	86–100

**Cemetery** Undead/spirits common

**Citizen** The encounter is with 1D3. Roll station, –5 if in poor area

**Criminal**

Table 1.5: Military Area

	Day	Night
Guard	1-40	1-25
Military Column	41-60	26-30
Officer	61-65	31-33
Citizen	66-70	34-36
Merchant	71-75	37-40
Recruiter	76-80	41-50
Foreigner	81-85	51-60
Magician	86	61-62
Animal	87-90	63-75
Criminal	91-95	76-90
Other	96-100	91-100

Table 1.6: Poor District

	Day	Night
Guard	1-5	1-2
Citizen	6-15	3-25
Peasant Citizen	16-35	26-50
Criminal	36-40	51-55
Recruiter	41-45	56
Foreigner	46-52	57-60
Street Gang	53-65	61-73
Magician	66-67	74
Beggar	68-75	75-85
Animal	76-85	86-95
Crowd	86-95	96-99
Other	96-100	100

Table 1.7: Poor Road

	Day	Night
Beggar	1-5	1-13
Guard	6-15	14-16
Citizen	16-30	17-30
Criminal	31-40	31-50
Recruiter	41-50	51-52
Foreigner	51-62	53-60
Magician	63	61
Animal	64-73	62-75
Street Gang	74-85	76-90
Crowd	86-90	91-92
Other	91-100	93-100

Table 1.8: Private House

	Day	Night
Staff Member	1-20	1-15
Family Member	21-30	16-35
Citizen	31-40	36-40
Merchant	41-55	41-48
Criminal	56-65	49-65
Animal	66-75	66-85
Street Gang	76-80	86-95
Crowd	81-90	96-97
Guard	91-95	98
Other	96-100	99-100

Table 1.9: Private Room

	Day	Night
Guard, Private	1-10	1-3
Staff Member	11-20	4-10
Recruiter	21-30	11-20
Magician	31	21-22
Creature*	32-34	23-30
Citizen	35-55	31-40
Criminal	56-65	41-55
Animal	66-70	55-70
Merchant	71-80	71-75
Messenger	81-85	75-85
Other	86-100	86-100

\*Roll on creature table Book Three

Table 1.10: Public Building

	Day	Night
Guard	1-20	1-25
Merchant	21-30	26-30
Staff Member	31-40	31-35
Citizen	41-55	36-40
Foreigner	56-65	41-50
Criminal	66-75	51-60
Gambler*	76-80	61-65
Magician	81	66
Beggar	82-90	67-80
Crowd	91-95	81-90
Other	96-100	91-100

\*If in public Arena, Gambler Else Tax Collector

Table 1.11: Rich District

	Day	Night
Guard	1-15	1-25
Citizen	16-25	26-30
Noble Citizen	26-30	31-40
Criminal	31-35	41-50
Recruiter	36-40	51-53
Foreigner	41-45	54-55
Magician	46	56-57
Merchant	47-65	58-65
Beggar	66-85	66-75
Animal	86-88	76-80
Other	89-100	81-100

1	Assassin	1(1D6)
2-3	Thief	1D3*(1D6)
4-6	Thugs	2D6
7-10	Cutpurse	1(1D6)

() used for high areas of profit or safe areas

**Creature** Book 3

**Crowd** 10×1D10 folks interested in something

**Drunk** 25% chance if attacked he has friends to protect him

**Foreigner** Roll station. If 3+ 1D3 Guards else 1D3-1 companions Funeral Service - (1D10×station)+1D10 folks in crowd for deceased



Table 1.12: Tavern/Inn

	Day	Night
Guard, Private	1-4	1-10
Staff Member	5-15	11-20
Beggar	16-30	21-30
Gambler	31-33	31-40
Drunkard	34-38	41-48
Criminal	39-45	49-58
Citizen	46-65	59-65
Recruiter	66-75	66-70
Foreigner	76-85	71-75
Magician	86	76-77
Brawl	87-90	78-90
Other	91-100	91-100

Table 1.13: Warehouse / Wharf District

	Day	Night
Guard, Private	1-3	1-10
Guard	4-12	11-15
Merchant	13-24	16-20
Recruiter	25-30	21-30
Citizen	31-45	31-35
Animal	46-60	36-50
Criminal	61-70	51-70
Beggar	71-80	71-75
Foreigner	81-93	76-83
Street Gang	94-96	84-90
Other	97-100	91-100

Table 1.14:

Roll	Encounter	Roll	Encounter
1	<b>1D6</b> Dog I	6	<b>2D10</b> Rats**
2	<b>2D6</b> Dog II	7	Horse
3	1 Cat	8	Mule
4	<b>1D3</b> Cats	9	Donkey
5	<b>1D6</b> Rats**	10	Other animal*

\*Either a wild animal that has wandered into the city or escaped from the local arena or a diseased animal of some kind, i.e. a rabid dog, flea-carrying rat, etc. The animal should have **EL 1D6** Disease on a **1D10** roll of 1 or 2.

\*\*Rats are small rodents. Unless cornered or somehow compelled to do so, they will not attack larger creatures, i.e. larger than cat size. If conflict results, they will have the following statistics:

<b>AHP</b> 2	<b>OCV</b> 0	<b>DCV</b> 2	<b>NWI</b> +3
<b>S</b> 1(-1)	<b>St</b> 6	<b>D</b> 6	<b>A</b> 12
<b>MR</b> 8	<b>NAV</b> 0	<b>MDV</b> 0	<b>NF</b> NA
<b>EnL</b> 1	<b>CDF</b> 1	<b>CL NA</b>	<b>DTV</b> 0
<b>INT</b> 2	<b>HC</b> 4%		
<b>SS</b> Nocturnal Scavenger/Omnivore			

**NOTE** — Rats are noted disease carriers ...

Table 1.15:

1	Mistaken Identify
2-3	Bravado
4-5	Request for Aid
5	Interested in something player said
7-8	Curocity
9	A Proposition
10	Insulted by something player had said

**Proposition** money job **Station**×**1D10**+1 SC

**Gambler** 40% chance he is a professional odds in his favor

**Guard** **1D6** guards encountered

**Guard, Private** trained soldier

**Magician** IF shaman **1D6-2** barbarian guards; if sidh, elves; wizard, civilized humans

**Military Area** Restricted area in some cases Military Column - **1D10**×(**1D10**+**10**) if 200 more than one type

**Merchant** could be normal or magical, 30% chance of telling truth 50% chance he is a fence, 25% of base price neg down

**Messenger** 1-3 Business proposition 4-5 A trap 6 Need help 50% chance they know more info than message

**Noble Citizen** See citizen, Roll **1D3** for 4, 6, 10 station

**Officer**

1-25	Ensign	61-75	Major
26-45	Lt.	76-86	Colonel
46-60	Captain	87-95	General

All above major have **1D6** guards per grade increase after captain.

**EXAMPLE** — General **3D6** guards

**Other** This encounter indicates ... natural disasters, etc.

**Poor District** A poor district is an area of squalid housing, twisting narrow streets and alleyways. ...

**Poor Road** A twisting, narrow road that passes ...

**Private House** A family dwelling, ...

In **Book One** a FAMILY DWELLING houses one ...

For the other possible ...

**EXAMPLE** — A gambling parlour ...

**EXAMPLE** — A person that enters ...

If the Referee does not care to determine ...

1-20	Gambling Parlor	66-75	Gentlemen's Club
21-30	Fraternal Society	76-88	Guild House
31-40	Private School	89-90	Criminal Guild House
41-45	Black Market Shop	91	Smuggler's Den
46-50	Illegal Goods	92-95	Bath House
51-55	Secret Society	96-99	Ladies Association
56-65	Moneylending	100	Magical Guild or Owner

**NOTE** — These are only a few possibilities. ...

**Private Room** private inn/tavern room

Table 1.16:

	Guard Recruiter	Citizen Recruiter
1–15	Army Service	Guard Force
16–30	Naval Service	Messenger
31–50	Garrison Service	Caravan Guard
51–60	Guard Service	Sea Voyage
61–65	Spy	Bodyguard
66–80	Courier	Thug or Assassin
81–100	Other	Other

**Spy** pay **1D10**×**1D10** SC on leave/return of info in **1D10** months limit

**Thug station** × **station (of victim)** CC in pay

**Assassin** 3× pay of thug, untrained Assassins may be hired but if Assassin's Guild finds out then hirer and assassin may be killed if found out.

**Other Services** determined by the referee

**Public Building** open to all in city

**Peasant Citizen** **1D2** Station - 0 or 1 like citizen

**Recruiter**

**Rich District** heavily patrolled and surrounded by walls

**Staff Member** butlers, entertainers, etc.

**Street Gang** Require tribute, city youths, if using Creation Variation system subtract 10. Generally young, each gang has **2D10** members, all male. Leaders (10%, rounded up) may be armed with Swords and other well made weapons. Others armed with throwing daggers, clubs, bricks, etc.

**Tavern/Inn** All parameters left up to Referee.

**NOTE** — *It is NOT suggested that the Referee follow these City Encounter Rules to the letter. Each city that he creates should, to some extent, be given its own, individual, character. As can be seen in the real world, no two cities are exactly alike.*

#### 1.4.4 Hamlets and Village

These areas are, in essence, small cities. The number of areas ...

The basic rules below can be used in deciding what areas apply.

- The housing of the peasant residents is considered to be the Poor District. No street gangs will be encountered. If street gangs are rolled, the encounter is a Communal Meeting, Festival, or Religious Ceremony of some kind.
- The hamlet or village will have at least one inn. It will have some shops and limited market space. The items that are available for sale should be restricted by the needs of the community AND the native production of the area.
- The only public building in the area, in the sense of central governmental building, will be the local castle or manor house. Beyond this, the village may have a small church or temple.
- The main road, in general, bisects the village or hamlet. Unless the Referee determines otherwise, only this one avenue will be considered to be a road. No poor roads

will be present unless the Village is of sufficient size to necessitate their presence, i.e. a population of at least **500** people.

All shops, markets, inns and public buildings should be located on, or near, the Main Road.

- Unless village or hamlet is within ten miles of major city and population is at least **800** persons, there will be no rich district or warehouse district.

If rich district exists it consists of scattered manors surrounded by fields and pastures. If a warehouse district is present (quite possible if the area produces a valuable commodity and has the necessary population) it will be located on the main road.

- Individual traits ... Encounters should contain rural population aspects.
- The military area ... is local castle if exist, if not then some special building for constabulary and other officials. The number of Constables and soliders should not exceed **1D10%** of the total population, rounded up.

## 1.5 City Margins

As specified previously, City Margins are areas that are near a city or village. For a city, village or hamlet to create such a margin, the population must be at least 200 persons. If it is less, no sizeable margin belt is created.

**1.5.1)** City margins consist of scattered dwellings, organized fields and pastures, orchards and other like items.

**1.5.2)** The type of encounter that you will have in this area, vis-a-vis the human encounter charts is determined with the following roll:

Encounter Chart	Day	Night
Standard Encounter	1–4	1–7
City Encounter	5–10	8–10

**EXAMPLE** — A Village of 800 is set in the Hills. If a 3 is rolled during the day, use the charts appropriate for civilized humans. If a 7 is rolled, the city chart for the appropriate area type is used.

**1.5.2.1)** In all cases where a city chart is used it is modified to fit the City Margin circumstances that apply. The following rules should apply for this:

- Standard fields and growing areas will be treated as poor districts. Peasants encountered are working these areas. Criminals are Bandits, Poachers, etc. If a street gang results, a work gang is encountered. Work Gangs are composed of **2D10** peasants or slaves and **1D6** Guards. Beggars are poor persons that live outside the village on the edge of survival. All are desperate people. Crowds are either a ceremony, or a major planting or harvest activity. Specific encounters that are not modified above are the same as City encounters of the same type.
- Houses encountered are private houses, i.e. family dwellings. The Referee can modify this if the situation warrants his doing so.
- Any road is treated as a Main Road. All modifications that apply for a Poor District apply here as well.
- The only other city areas that can apply in City Margins are Tavern/Inn and Military Area. The Cemetery for the Village or Hamlet is always located in the City

Margins within one mile of the village itself. It will have neither the size nor the degree of organization that a city cemetery has. Any Church or Temple in a Village or Hamlet will contain a small Cemetery on its grounds.

## 1.6 Aerial Encounters

Roll **D10**

Roll	Encounter	Roll	Encounter
1+2	Wizard	7	Shamans
3-5	Wizard's Party	8-9	Shamans and Birds
6	Flying Artifact	10	Special Character

**Flying Artifact** Party (may have MU) uses Artifact to fly

**Shaman** In form of Hawk, Eagle, Falcon (roll **1D3**)

**Shaman & Birds** As above but with **2D6** birds of the form above

**Special Character** Human with special attribute to fly

**Wizard** Flying wizard, as previous for Wizard

**Wizard's Party** party supported by wizard or some artifact

## 1.7 Underground Encounters

Explorers of **2D6** in number. Roll **D10** if desired.

Roll	Encounter	Roll	Encounter
1	Wizard's Party	5-7	Adventurers
2	Shaman's Party	8	Character's Party
3	Exploring Solider*	9	Lost
4	Escapee	10	Outcast Camp**

\***2D6** soliders guarding **1D3** people seeking mineral wealth, treasure if civilized area. IF barbarian then **2D6** Warriors seeking adventure. If wild Band Camp of Wild Men.

\*\*As described previously

### 1.7.1 Special Undergrounds

Special purpose undergrounds should be left up to Referee.



## 2 The Treasure Section

### 2.1 Finding Treasure

#### 2.1.1 Treasure Relevant Creatures

Treasure relevant creatures are those that are commonly associated with treasure. The creatures may or may not be in its lair when it is encountered. If it is not, it will only have the portable treasure that it is assigned to it, if any.

The chance that a creature is encountered in its lair varies with its Survival Strategy and the time of day, unless it is a guardian creature. (*Guardians are always in their lair.*) The table below gives the base chances that apply:

Survival Strategy	Time of Day	
	Day	Night
Diurnal	25%	75%
Nocturnal	75%	25%
Intermediate	50%	50%
Guardian	100%	100%

##### 2.1.1.1 Lair Treasure

The following table lists all of the Treasure relevant creatures that can be encountered in the game. The number in this list is the average number of items that that creature's lair treasure will contain. If the number is followed by an asterisk, add 1 to all rolls in section 2.2.1.

**NOTE** — *If you are using the creature variation system, the number of items in the following table may be multiplied times the + modifier that is determined for the creature. It should be used in this way for any creature who has ten or more items in its treasure.*

**2.1.1.1.1 Portable Treasure** The creatures that are marked with a double asterisk in the table in section ??

**Ahuras, Ahura** The Ahura's weapon counts as portable treasure.

**Ahuras, Amaliel** As for Ahuras, Ahura.

**Ahuras, Hafaza** The armor and weapon of the Hafaza is portable treasure.

**Ahuras, Kerubin** The Kerubin's weapon is a portable treasure. His chariot made of valuable metals and can be used as a magical conveyance if Flaming Steeds are available. It is worthless as a vehicle unless these steeds are used and can be controlled.

**Alal** Personal weapon, Robe **EL5** Immunity vs any Death Powers and **MEL10/EL5** Fascination for Demon steeds

**Alfar** Scale Male, Weapon, Elven Bow w/**2D10** Elven Arrows, All have **1D3\*** pieces of Jewelry on person. If trained MU then **1D3\*** magical items. Clothing is 5× Fine Clothing listed in Gear List

**Akhkharu, Immortal** 5× Fine clothing like Alfar, 25% chance of **1D6** jewelry pieces

**Akhkharu, Lamia** Items found on her when she was buried as human.

**Akhkharu, Vampire** As for Lamia. IF creature Variation **AHP**×2 then has **1D2\*** chaos aligned magic items.

Table 2.1: Lair Treasure table

Afanc	4*	Elementals, Slyph**	10
Ahuras, Ahura**	5	Elementals, Water Beast	12
Ahuras, Amaliel**	6	Elementals, Water Serpent	16*
Ahuras, Hafaza**	8	Elementals, Undine**	8*
Ahuras, Kerubin**	10	Elf**	20*
Ahuras, Maskela	12	Faerry**	25*
Alal**	9	Gargoyle**	6
Alfar**	30*	Giants, Earth	9
Akhkharu, Immortal**	13	Giants, Fire**	12*
Akhkharu, Lamia**	4	Giants, Frost**	10
Akhkharu, Vampire**	8	Giants, Mountain**	18*
Asaghi**	8*	Giants, Storm**	15*
Asrai	15*	Goblin**	8
Baobhan Sith**	3*	Great Ape**	4
Beasts, Corruption	8*	Great Serpent	9*
Beasts, Disorder**	9	Great Spider	6*
Beasts, Kekoni	15	Griffin	8*
Beithir	8	Grundwergen	10
Bouba	3*	Human**	Station+1
Bush Warrior**	2	Hydra	16*
Centaur**	8	Jinn Races, Ifret**	9*
Chimana**	5*	Jinn Races, Jinn**	10*
Chimera	9	Jinn Races, Peri**	15*
Dae'ta Koti	12	Lammashtha**	2*
Daoine Sidhe**	36*	Lich**	<b>MEL*</b>
Dead**	4	Merkabah**	20*
Demons, Decay	3	Nushrussu	12
Demons, Disease	5	Norggen**	6*
Demons, Fiery Spirit	9	Peist	9*
Demons, Harab Serapel	4	Roc	11
Demons, Heliophobic**	8*	Satyr**	3
Demons, Hellhound	12*	Scorpion People**	15*
Demons, Nergali**	2	Searbhani**	6
Demons, Storm**	16	Serpent Women**	3*
Demons, Storm Dragon	6	Sentinel Beast	30*
Demons, Subterranean	12	Sprite**	8
Demons, Terrestrial**	5	Troll Folk**	12
Dragons, Dragon	20	Trolls, Rock Troll**	10
Dragons, Elder Dragon	7	Trolls, Troll**	16
Dragons, Wyrn	40*	Trolls, Wood Troll**	8
Dwarf**	50*	Vily**	9*
Edimmu, Corporal**	10	Were-creature	4
Edimmu, Spiritual**	32*	Wyvern	8
Elementals, Fire Lord**	8*	Zehani	15*
Elementals, Gnome**	5*		

\*\*Creatures that are marked with this symbol also have portable treasure. See 2.1.1.1.1.

**Asaghi Robe** — Total immunity to any power Asaghi can use or that the Asaghi is immune to. -5 to all combat rolls if 0 or less result supernatural Balance force tries to reclaim the robe (attacks wearer). Wears **1D3** Fine Metal items.

**Baobhan Sith** Fine Clothing like Alfar. **1D3** Fine Metal or Jewelry items. Never will have a magic item.

**Beasts, Disorder** Upon death **1D6** people disgorged wearing human portables. See Book 3 on Disorder Beasts to see if they are insane.

**Bush Warrior** **2D10** CC on a string around neck 2× the normal weight per coin that has holes through it.

**Centaurs** Centaurs that are intelligent will have **1D3** items of Jewelry and **1D2\*** Fine Metal items on their person. Other Centaurs are armed, and have a **60%** chance of having wineskins, food bags and other common equipment. All Centaurs wear plain linen tunics or furs. The Referee will determine any other treasures that he deems appropriate.

**Chimana** If armed then weapon treasure

**Daoine Sidhe** Elven Bow, **2D6** Elf Shot Elven Arrows. 50% per following chance have magical weapon, fine clothing, other magical items, **1D3** jewelry, **1D3+1** fine metal. All trained MUs will have ALL of the other items.

**Dead** Whatever worn to their grave.

**Demons, Heliophobic** This demon's robe allows the wearer to see in any darkness, ignore effects of Darkling Light and Death Powers. Drains **1D6** energy points per hour or less its worn.

At night, the wearer of this robe will subtract TEN from all encounter rolls. If the result is zero or less a chaos aligned creature is encountered. It will attack the wearer of the robe to the exclusion of all others. It may be a supernatural force. The attraction increase only applies when the robe is worn at night.

**Demons, Nergali** Their weapon

**Demons, Storm** Spear, Fine Clothing (see Alfar) **1D3** Jewelry

**Demons, Terrestrial** May have weapon, light armor. If Creature variation system used and a +2 is found has 1 Fine metal and **1D3** jewelry

**Dwarf** Weapons, Armor. **10%×Station** chance of **1D3** Fine metal or Jewelry items.

**Edimmu, Corporal** Any weapon Referee Gives. Typically high station Humans and will have what they were buried in.

**Edimmu, Spiritual** May be Armed with weapon—up to Referee

**Elementals, Fire Lord** If clothed armed with weapon. Cloth **EL8** Fire Resistance Immunity. Will have **2D6** Large gems if clothed.

**Elementals, Gnome** Leather or earthen robes. **1D6** Jewelry and **1D3** Fine Metal. Clothing allows **2D10** days to pass through the earth as if it were a Gnome if taken.

**Elementals, Slyph** 40% chance armored, weapon and finely dressed. 50% of weapon if exist is magical weapon that can do Aerial and Storm Powers as for Slyph.

**Elementals, Undine** 40% of **1D3** Fine metal and **1D2\*** Jewelry items. IF she is above normal size then magic item if jeweled. Will NEVER have a magic item that uses any fire.

**Elf** As specified in Book 3. Items of Jewelry, clothing can be as much as **Station+1 squared** GC up to the Referee.

**Faerry** Same as Elf but for Faerry

**Gargoyle** Male may be armed and have crude jewelry. Females have harnesses of fine metal clasps. The more valuable the higher the gargoyle status is.

**Giants, Fire** Are vain, jealous of possessions and militant in attitude. Fine clothing gives Fire Resistance at **MEL/EL** of Fire Giant. Always armed, **1D3** Fine Metal, **1D2\*** jewelry items. 30% chance of a pouch with **D100** mixed coins and **2D6** Jewels.

**Giants, Frost** IF in humanoid form same as for Giant, Fire otherwise weapon.

**Giants, Mountain** Armed with weapon, leather or skins. **1D3×AHP** fine metal items Number of Items and value determine rank to kind. Value of weapon show his status as a Smith of Kotothi.

**Giants, Storm** Weapon, Armor. If more than normal size **1D6×AHP** multiple jewels set into the armor.

**NOTE** — *Armor value denotes status among Storm Giants. Arms and Armor denote status among Kotothi*

**Goblin** Armed. Per 5 encountered will have **2D6** coins. Elite will have fine weapons and scale mail. Will have **2D10×AHP** Multiple coins or possessions of Value.

**Great Ape** Males armed with crude weapons and fake jewels. 40% chance that male over normal size has **AHP** multiplier, RU real jewels.

**Human** Max (**Station+CEL+MEL**) items

**Jinn Races, Ifreet** Ifreet can be armed and armored. **1D6×AHP Multiple**, rounded down, items of jewelry and fine metal.

**Jinn Races, Jinn** As for Ifreet. There is only a **20%** chance that a Jinn will be armed. They will never be armored.

**Jinn Races, Peri** As for Ifreet. They will never be armed or armored. All jewelry that they wear will be set in gold and made with large stones. Any Peri that is larger than normal size may have ONE magic item that is not aligned with Law, Chaos or Kotothi.

**Lammashtha** Armed. **1D2×AHP** multiplier, RD jewelry set in black stone and jewels are chaos aligned

**Lich** As for humans but double the value. All items are Chaos aligned items.

**Merkabah** Armed. **2D6×AHP** multiplier jewelry items. Golden Chariot with silver reigns Finely dressed. Chariot is usable if harnessed A'Equin otherwise useless as transportation, if so magical transportation.

**Norggen** Simple garments. Rarely armed 10% chance equivalent of dagger.

**Satyr** Pipes made of bone, cone or worthless value unless he is above average size then made of fine metal.

**Scorpion People** Males Armed. 1 male in every group has 1 jewelry item not other treasure common. Females never armed. They have **1D3×AHP** multiplier jewelry items. 30% chance each of having a magic item, coins and jewels. If size multiplier (female) 2 then clothing may be worth **2D6** SC.

**Searbhani** Nomads bag carries all possessions (food, water skins, etc.). Will have in it equivalent of Searbhani lair list items.

**Serpent Women** As for humans, **MDV×AHP** multiplier number of items. If 20 or more then has one magic item of chaos aligned. Never armed or armored. Typically coins, jewelry, fine metal, etc.

**Sprite** May have small jewels and fine metals. If **AHP** multiplier is 2 or more 1 magic item of Elder alignment.

**Trold Folk** Most personal wealth on person. Armed. Greedy, jealous and controlling race. Type of treasure depends on

01–25	Coins	76–100	Jewelry
26–50	Gems	101+	Magic Item *
51–75	Jewels		

\*If size multiplier 2 add 10 to roll Each folk will have  $1 \times \text{AHP}$  multiplier items, RU.

**Trolls, Rock Troll Weapons**, Crude jewelry. Any other might be victim items.

**Trolls, Troll** Common crude weapons.

**Elite** — Armor with AD (**1D3+1**). Elite might have **1D3xAHP** multiplier jewelry/fine metal items.

**King Troll** — 1 Magic item of elder aligned.

**Trolls, Wood Troll Males** — 30% chance of having self-made weapons

**Females** — 20% chance of 1 jewelry or jewel, 5% magic item

**Vily Female** — 20% chance of jewelry if so 50% of it having elder aligned magic on it.

**2.1.1.1.2 Other Creatures** Others not listed in lair table are not associated with treasure. But there is a 30% chance of **1D6** treasure items in the area.

**2.1.1.2 Lair Layout**

**2.1.1.3 Area Specific treasure**

**2.1.1.3.1 Common Areas**

## 2.2 Treasure Generation

**2.2.1 Coins**

**1D10**

Roll	Type	Station*
1-3	BB	0+1
4-7	CC	2
8-9	SC	3-4
10+	GC	6+10

\*=Humans depends on station. Do not roll randomly.

**2.2.1.1)** Per CDF, RD +1 to above roll.

**2.2.1.2 Number Found**

Add CDF of largest creature killed to roll (**D100**) per coin type above:

Roll	Number of Coins
1-5	<b>2D6</b>
6-15	<b>2D10</b>
16-30	<b>3D10</b>
31-50	<b>2D10</b> $\times$ <b>2</b>
51-80	<b>D100</b>
81-100	<b>D100</b> $\times$ <b>2</b>
101-115	<b>D100</b> $\times$ <b>3</b>
116-125	<b>D100</b> $\times$ <b>10</b>
126-130	<b>1D10</b> $\times$ <b>200</b>
131+	<b>2D10</b> $\times$ <b>200</b>

**2.2.1.2.1 Containers** Can have mechanical traps if wanted. Unless religious or magical significance then should not have wards. Common containers: Chests, small kegs, bottles, bags, nothing, vases, hidden\* (in alcove blocked by furniture).

**2.2.2 Gems, Jewels, Jewelry**

**2.2.2.1 Piece Type**

**1D3\*** 1=Gem 2=Jewel 3=Jewelry

**2.2.2.2 Stone Size**

Factor **1D10**

Roll	Stone Size	Gem	Jewel	Jewelry
1-7	Small	2	4	8
8-9	Medium	3	6	12
10	Large	5	10	20

**NOTE** — Gem—Stone not cut/polished. Jewel - Cut AND polished. If jeweler's **EL** improving the stone is known, add **EL/10**, RD to the factor above.

**2.2.2.3 Stone Quality**

Table 2.3: Appearance Table

Roll	Appearance	Factor
1	Severely flawed	-5
2-3	Slight Flaws	-2
4-7	Minimal Flaws	0
8-9	Nearly Flawless	+2
10	Flawless	+5

Table 2.4: Clarity Table

Roll	Clarity	Factor
1	Cloudy	-5
2-3	Dull, Misted	-2
4-7	Average	0
8-9	Fine	+2
10	Brilliant	+5

Table 2.5: Rarity Table

Roll	???	Factor
1-5	Jet	$\times$ 1
6-12	Garnet	$\times$ 1
13-18	Amethyst	$\times$ 1
19-24	Agate	$\times$ 1
25-30	Jacinth	$\times$ 1
31-36	Turquoise	$\times$ 1
37-41	Jade	$\times$ 1.5
42-46	Carnelian	$\times$ 1.5
47-51	Onyx	$\times$ 1.5
52-56	Opal	$\times$ 2
57-61	Toadstone	$\times$ 2
62-66	Topaz	$\times$ 2
67-71	Serpentine	$\times$ 2
72-76	Snake Stone	$\times$ 2
77-81	Lapiz Lazuli	$\times$ 2
82-86	Carbuncle	$\times$ 2
87-90	Sapphire	$\times$ 3
91-93	Tourmaline	$\times$ 3
94-95	Emerald	$\times$ 4
96-97	Ruby	$\times$ 4
98	Dark Ruby	$\times$ 5
99	Diamond	$\times$ 5
100	Black Diamond	$\times$ 5

Table 2.2:

Area	Other Treasure	Coins	Gems, Jewels, Jewelry	Military Treasure	Magic Treasure
Barbarian House	1-3	4	5-6	7-10	11
Barracks	1-3	4-6	—	7-11	—
Castle	1-2	3-5	6	7-10	11
CAVE:					
Creature	1-3	4-5	6-7	8-10	11
Special*	1-4	5-6	7	8	9-11
Unoccupied	1-4	5	6	7-10	11
DUNGEON:					
Barracks	1-3	4-5	—	6-10	11
Catacombs	1-2	3-4	5-6	7-9	10-11
Other**	**	**	**	**	**
Prison	1-5	6	7	8-10	11
Storage	1-7	—	—	8-10	11
Treasury	1	2-6	7-8	9-10	11
Fortress	1-2	3-4	5	6-10	11
Guild Hall †	1-6	7-8	9	10	11
Hostel	1-5	6-7	8	9-10	11
Inn	1-6	7	8	9-10	11
Palace/Manor	1-3	4-5	6-7	8-9	10-11
Private House	1-6	7	8	9-10	11
Private Office	1-3	4-6	7	8-10	11
Public Building	1-3	4-7	8	9-10	11
Road Tower	1-4	5-6	—	7-10	11
Ruin	1-2	3	4-5	6-8	9-10
Sacred Grove	1-3	4	5-6	7-9	10-11
Secret Room	1-2	3-5	6-7	8-9	10-11
School †	1-4	5-6	—	7-10	11
Shrine, Roadside	1-5	6-7	8	9-10	11
Shrine, Temple	1-3	4-6	7-8	9-10	11
Special Building	***	***	***	***	***
Special Site	‡	‡	‡	‡	‡
Stable	1-4	5	—	6-10	11
Tavern	1-5	6-7	—	8-10	11
Temple	1-3	4-5	6-7	8-10	11
Tower	1-4	5	6	7-10	11
Tunnel	1-3	4	5-6	7-9	10-11
Warehouse	1-7	—	—	8-10	—

\*If cave has religious significance or purposes this roll applies

\*\*Areas established by Referee and treasure ranges

\*\*\*Referee chooses the treasure that suits best

†Majority of items should be made or sold by hall/shop

‡Referee chooses the treasure that suits best.

**NOTE** — *Diamonds, Sapphires, Topaz, Rubies, Emeralds, Opals have star form. If type roll 1D10 if 1 then star form +2 to factor above. Dark Ruby and Dark Diamond have no star form.*

Factor	Roll			
	1-50	51-75	76-90	91-100
1-10	×.5SC	×.6SC	×.8SC	×1 SC
11-25	×.6SC	×.8SC	×1SC	×2 SC
26-45	×.8SC	×1SC	×2SC	×4 SC
46-70	×1SC	×2SC	×4SC	×1 GC
71-100	×2SC	×4SC	×1GC	×2 GC
101-135	×4SC	×1GC	×2GC	×4 GC
136-175	×2GC	×2GC	×4GC	×10 GC
176-180	×2GC	×4GC	×10GC	×20 GC

### 2.2.2.4 Value Determination

If factor -x to 0 Worthless otherwise roll **D100** for table

### 2.2.2.5 Magic Pieces

For stones to be magical or have natural magical properties must be **LARGE AND FLAWLESS**.



### 2.2.2.6 Increasing Value (optional)

If jeweler sets gem into jewel or jewelry can re-calculate the value by the factors of the new type.

### 2.2.3 Fine Metal Items

Gems in the metal are chips usually worthless

#### 2.2.3.1 Item Type

Craftsman's **EL**/10, RD added to factor, roll of **1D10**

Table 2.6:

Roll	Type	Factor	Roll	Type	Factor
1	Ring	<b>1D6</b>	6+7	Necklace	<b>2D10</b>
2	Amulet	<b>1D10</b>	8	Armband	<b>1D10</b>
3	Crown	<b>3D10</b>	9	Scepter	<b>2D10</b> ×3
4-5	Bracelet	<b>2D6</b>	10	Gorget	<b>3D6</b>

#### 2.2.3.2 Metal Type

**D100** Roll

Table 2.7:

Roll	Type	Factor
1	White gold	1GC
2-15	Brass	2CC
16-25	Iron	3BB
26-40	Gold	4SC
41-45	Orichalum**	6SC
46-55	Nickel	8BB
56-70	Copper	1CC
71-75	Platinum	15SC
76-80	Tin	2BB
81-95	Silver	2SC
96-99	Lead	1BB
100	Other	*

\*Up to Referee and the factor

\*\*Finely textured, reddish metal. Merged properties of Gold and copper. Only found in one place in the MW up to GM.

#### 2.2.3.3 Final Value

Item Factor times the Metal Factor

### 2.2.4 Other Treasure

Roll **D100**

#### 2.2.4.1 Treasure Description

**Art Work** Art but not statue value **2D10**×5SC If Exceptional Quality **D10** 1-8 **2D10**×2GC value 9-10 Value AND it is a magical item.

**Book** If Exceptional Quality Value ×**1D6**+1.

**D10** 1-4 Book 5-10 Scroll

Exceptional Quality +**15** to table roll, bound in jewels/fine metal.

**Major Spell Book** **1D6** spells of specific alignment **EL** **1D6**+2 each. **1D10** 1-3 Chaos 4-6 Law, 7-8 Balance 9-10 Elder

**Minor Spell** **1D3** spells as for Major

**Ribald** Humorous or perverse tales with a twist short or epic.

Table 2.8:

Roll	Item	Roll	Item
1-5	Statue	71-75	Drinking Vessel
6-13	Eating Utensil	76-79	Art Work
14-18	Plate	80-83	Book
19-30	Container	84-88	Clothing
31-35	Keg Goods	89-92	Fine Cloth
36-40	Furniture	93-96	Musical Instrument
41-45	Fur	97	Other
46-50	Fine Covering	98	Exceptional Size*
51-60	Glass Items	99-100	Exceptional Quality**
61-70	Tolls		

\*Reroll -3 from roll min 1

\*\*Reroll -2 from roll min 1

Table 2.9: Book Table

Roll	Subject	Value
1-20	Common Text	3CC
21-28	Legal Text	2SC
29-33	Ribald Literature	7CC
34-40	Other Literature	1SC
41-50	Cultural Text	5SC
51-65	General History	1SC
66-75	Specific History	3SC
76-77	Biography	2SC
78	Autobiography	4SC
79-85	Philosophical Journal	2GC
86-95	Travel Journal	6SC
96-99	Magical Journal	15SC
100-108	Minor Spell Book	5GC
109-114	Major Spell Book	15GC
115	Tome	50GC

**Tome** Cover all aspects of a specific type of magic or force to worship. All **ELs** are **1D6**+6 If info on Natural items has where to fine, rites to use and other info. All rites to summon the force that is covered in it. Wards to protect tome Highest **EL**, **MEL** 2× that **EL**.

**Other World** **D10** 1-3 Major Area 4-10 One area

**MEtaphysical** -10 from planar travel rolls

**Coded** Chance to decode **I+W**, problem solving chance IF coded new roll if 100 both treasure & spell scroll (1) to negate the guardian/wards

**formula** medical, chemical formula for an item Formula, Magical **MEL/EL** as for major spell book IF nonMU then +**30**-**MDV** to success roll, if failure **D100** stun phases, abys- -30 on abys failure table 01t=13

**Letters, old** 25% historical valuable

**Medicinal text**

**Healing** **EL** **2D10**, 30-**EL** (**EL**×2 if healer) chance it is wrong.

**Spell Scroll** **MEL/EL** as for Minor Spell Book, No non-MUers can cast the spells

**Treasure Scroll** ALL coded, **1D6**+**14** on Map Table for type

**Clothing** **1D6** pieces of clothing, value in book 1 gear list

Table 2.10: Scroll Table

D10 1-7 Scroll, 8-10 Map		
Scroll—D100		
Roll	Subject	Value
1-10	Message, Old	0
11-15	Message, Valuable	1CC
16-25	Inventory	3BB
26-35	Letter, Old	0
36-40	Letter, Valuable	1SC
41-50	Formula	3SC
51-57	Medicinal Text	7SC
58-65	Proclamation, Old	3CC
66-70	Proclamation, Valuable	10SC
71-80	Formula, Magical	3GC
81-88	Spell Scroll (1)	2GC
89-92	Spell Scroll (2)	3GC
93-95	Spell Scroll (4)	10GC
96-99	Treasure Scroll	2D10×5GC
100+	Coded	×2
Map—2D20		
Roll	Subject	Value
2	10 GC	7CC
3	20 GC	2SC
4	40 GC	3SC
5	80 GC	5SC
6	160 GC	2GC
7	City Map	3BB
8	Province Map	7BB
9	National Map	3CC
10	Area Map	7CC
11	Continel Map	3SC
12	World Map	2GC
13	Other World Map	10GC
14	Metaphysical Map	60GC
15	320 GC	3GC
16	500 GC	7GC
17	750 GC	10GC
18	1000 GC	15GC
19	1500 GC	50GC
20+	Unlimited	

Table 2.11:

Larger Roll	% Larger	Value	Smaller Roll	% Smaller	Value
1-30	10	×1	1-30	10	×1
31-55	20	×1	31-60	20	×1
56-70	25	×1.1	61-80	30	×.9
71-79	30	×1.1	81-90	40	×.8
80-87	40	×1.2	91-95	50	×.8
88-93	50	×1.2	96	60	×.7
94-96	60	×1.2	97	70	×.6
97-98	70	×1.3	98	75	×.5
99	80	×1.4	99	80	×.4
100	100%	×1.5	100	90	×.3

Roll	Value	Roll	Value
1-25	1CC	81-88	6CC
26-45	2CC	89-94	8CC
46-60	3CC	95-98	1SC
61-70	4CC	99	2SC
71-80	5CC	100	3SC

Up to referre on material, appearance.

Weight—Yards/10, RU.

**Fine Covering** Tapestry, rug, hanging. Value ??x??. 5CC per square foot. **1D6** for width, **2D10+4** for length

**Fur** **3D10CC**. If Exceptional and/or rare SC. If Both value ×2.

IF finished item:

Type	Value Multiplier
Belt, Hat	.5
Stole	1
Coat, Cloak	2
Cape, Robe	2.5

**Furniture** Vary by sttion of user

Station	Value
0	2 BB
1-2	5 BB
3-4	2 CC
6	2 SC
10	1 GC

**Container** Bottles, Skins, pitchers, **2D6** coins of either BB or SC depending on type of conainer.

**Drinking Vessel** Goblets, Cups, Mugs, drinking horns.

**Value** — **1D10** BB. Made of normal metal ×2 value, if fine detail or ceramic ×3 and CC. Precious metal ×2 SC. Jewels then size of smallest (only small) jewels for this purpose.

**Eating Utensils** **1D10** mixed type, **2D6** BB base value and modified as for Drinking Vessel. Can change factor by 10 in either direction up to Referee's discretion.

**Exceptional Quality** **2D6**×the base value unless stated otherwise. If exceptional poor then **2D6** is divisor of value. **1D10** if choose 1-7 Good 8-10 Poort quality.

**Exceptional Size** **D10** 1-5 Larger, 6-10 Smaller

Can use within 10% (item's) of the person's size otherwise its uselss.

**Fine Cloth** Bolts of **D100** yards of cloth

**Glass Items** **D10** 1-9 common glass 10 Crstal (3× value listed, only magic)

Roll	Size	Value	Example
1-5	Small	1 CC	Glass, Glass Plate, Hand Mirror, Bottl
6-8	Medium	1 SC	Vase, pitcher, Fine Glassware
9-10	Large	5 SC	Floor length mirror, glass art

**Keg Goods** **D10**

1	Rancid bat contents
2-8 (+2, ×10% % of contents full)	
9-10	Empty

**Keg Size**

Roll	Size	Roll	Size
1-10	1quart	71-90	20 qt
11-25	2 qt	91-95	30 qt
26-45	5 qt	96-99	50 qt
46-70	10 qt	100	100 qt

**Material**

Roll	Type	Roll	Type
1-5	Beer	46-49	Spices
6-8	Good Wine	50-58	Water
9-11	Peska	59-62	Ashes
12-13	Nails	63-67	Perfume
14-16	Grease	68-72	Cheap Wine
17-22	Flour	73-74	Goideli Wine
23-24	Sand	75-80	Iron Spikes
25-30	Dried Fruit	81-85	Soothing Herbs
31-35	Ale	86-88	Healing Herb
36-37	Fine Wine	89-90	Natrual Magic Material
38-40	Salt	91-94	Salted Meat
41-44	Oil	95-99	Other Item
45	Naphta	100	Magic Fluid

Grease 1BB Animal fat in cooking value per qt. Flour ×1.5 Value for grain, 1 lb = 1 qt Sand 1BB If buyer can be found Spices 1CC Pepper, Cinnamon, Nutmeg, Gloves, etc. Ashes None Residue from old fires Perfume 1D10CC Value per oz. Magic Fluid - Potion or Elixir reduce size by 75%, RD 1D3\* 1=1 keg 2=D6 3=2D6 keys found depending on encounter

**Musical Instrument** Wood - 1SC Metal - 5CC, other -Ref decide Value × .25 to 5 factor - how well made

**Other** stuff like magical items

**Plate** value as for drinking vessel if stone multiplier = wood

**Statue** Small, Med, Large - weight 2D10 ×2 (s), ×8 (Med), ×30 (large)

Wood - ×.5 Metal - ×1, Stone - ×2 value.

Value: Roll 2D10

Roll	Multiplier	Roll	Multiplier
2	.1	12	1
3	.2	13	1.2
4	.4	14	1.4
5	.5	15	1.6
6	.6	16	1.8
7	.7	17	2
8	.8	18	2.5
9	.9	19	3
10	1	20	4
11	1		

Factor×Weight mul CC value if historial/religious ×3.

**Tools** various tools

### 2.2.5 Military Treasure

Roll	Type	Roll	Type	Roll	Type	Roll	Type
1-30	Weapon	66-70	Miscellaneous	1-15	Battle Horn	61-66	Musical Instrument
31-50	Armor	71-75	Uniform	16-30	Camp Furniture	67-80	Bedding
51-55	Flag	76-88	Animal Equipment	31-35	Maps/Books	81-90	Utensils
56-65	Shelter and Transport	89-100	Non-Human Manufacture*	36-50	Tools	91-96	Rope
				51-60	Keg Goods	97-100	Misc. Supplies

\*see 2.2.5.2

#### 2.2.5.1 Number Found

IF armor/weapon +2 to roll, if flag -1

Roll D10

Roll	NF	Roll	NF
4-	1	10	4
5-7	2	11+	5
8+9	3		

#### 2.2.5.2 Non-Human

Roll D10

1-3 Dwarf, 4 Goblin 5 Giant, 6-8 Elf, 9 Troll, 10 Other

**2.2.5.2.1 General Rules** Each item is ONE item for NF

**2.2.5.2.2 Other** Creatures of Intellect 5+ or god/demigod items!

**2.2.5.2.3 Item preference**

Dwarf	Weapon, Armor, Misc.
Goblin	Weapon, Flag, Misc
Giant	Weapon, Armor, Misc
Elf	Weapon, Armor, Misc, Animal Equipment
Troll	Weapon, Armor

#### 2.2.5.3 Item Description

##### Animal Equipment

1-8	Leather Barding (horse)	63-67	Donkey Harness
9-14	Chain Barding (Horse)	68-70	Ox yoke
15-18	Full barding (horse)	71-77	Bridle
19-25	War leather (dog)	78-85	Saddle
26-30	War Mail (dog)	86-87	Goad
31-35	Falconhood	88-90	Spurs
36-43	Falconer's Gauntlets	91-93	Whip
44-48	Hawk Hood	34	Bolas
49-52	Eagle Hood	95-96	Blinders
53-56	Dog Harness	97	Whistle
57-62	Horse Harness	98-100	Jesses

**Armor** If made by Elves -20, if Dwarf +20

5-	Scale Mail		
6-10	Quilted Armor	61-68	Leather Helmet
11-20	Leather Armor	69-75	Metal Shield
21-30	Banded Ring Mail	76-85	Metal Helmet
31-40	Ring eMail	86-87	Full Helmet
41-45	Brigandine	88-93	Plate Mail
46-50	Buckler	94-95	Plate Armor
51-60	Banded Shield	96	Ornate Plate Armor
		97+	Chainmail

**Flag** 7CC normal, 1GC min if rare, historical or religious

**Miscellaneous** 2.2.4 for value

##### Shelter and Transport

1-8	1 man tent	51-65	2 man tent
9-22	4 man tent	66-70	Pavilion
23-30	tent poles	71-75	sledge
31-34	Cart	76-78	Small Wagon
35-40	Wagon	79-85	Large Wagon
41-43	Great Wagon	86-91	Small Travois
44-50	Travois	92-100	Litter
51	Palanquin		

**Uniform** Only worn by Humands/made by. +20% value more than 2.2.4 value

##### Weapon

1-2	Throwing Dagger	61-62	Darts (2D6)**				
3-7	Fighting Dagger	63-65	Sling	1-10	Immunity	73	Knowledge
8-10	Light Lance	66	Heavy Lance	11-16	Communicate	74	Curse
11-18	Sword	67-69	Hammer	17-30	protection	75-80	Creature Tie
19-22	Broadsword	70-71	Flail	31-35	Mana Sensing	81-90	Magic Power
23-24	Bastard Sword	72	Club	36-42	Mana REsistence	91-94	Dedicated Item
25	Great Sword	73-74	Halberd	43-48	Alignment Tie	95-96	Other
26-28	Throwing Axe	75-78	Pike	49-65	Attribute Effect	97	Intellect
29-31	Axe	79-80	Boar Spear	66-70	Special Attribute	98-100	Roll 1D3* times***
32	Battle Axe	81	War Staff	71-72	Special Ban		
33-35	Mace	82-85	Scimitar				
36-40	Light Crossbow	86-87	Tulwar				
41-43	Heavy Crossbow	88-90	Bow				
44	Arbalest	91-92	Longbow				
45	Repeating Crossbow	93	Composite Bow				
46-50	Quarrels (2D6)**	94	Pellets (1D10)**	66-80	Enhance Item		
51-52	Handle Sling	95-97	Sling Projects (2D6)**	1-5	Specitic Detection	81-88	Repel or Banish
53-60	Arrows (2D6)**	98-100	Other*	6-15	Cure	89-92	Influence
				16-30	Communicate	93	Curse
				31-55	Protection	94-100	Other
				56-65	Attribute Effect		

\*Up to GM

\*\*Roll dice for amount 2.2.6

\*See pernamanet magics after determinng MEL/EL

\*\*If no A or B apply then auto other magic

\*\*\*roll 3 times -5 to each subsequent roll

**Other Treasures**

**2.2.6 Magic Treasures**

Roll	Item Type	Roll	Item Type
1-25	Potion or Elixir*	56-66	Amulet
26-35	Powder	67-75	Talisman
36-44	Natural Magic Item**	76-90	Military Treasure
45-49	Jeweled Item	91-96	Wand
50	Named Item ***	97-99	Staff
51-55	Other Treasure	100	Special Item***

\*Depends on magic type

\*\*see 2.2.7

\*\*\*2.2.6.1

**Magic Types**

**Amulets, Elixirs, Potions, Powders**

1-20	Cure	61-75	Attribute Effect
21-30	Immunity	76-80	Repel or Banish
31-34	Communicate	81-83	Attraction
35	Luck	84-90	Influence
36-45	Protection	91-95	Waalth
46-50	Mana Sensing	96	Curse
51-55	Mana Reading	97-100	Specific Detection
56-60	Mana Resistance		

**Jeweled Item, Staff, Wand, Talisman**

1-5	Cure	58-65	Creature Tie
6-11	Commnicate	66	Curse
12-18	Protection	67-75	Summoning
19-22	Mana Reading	76-82	Negation
23-29	Alignment Tie	83-85	Familiar
30-40	Attribute Effect	86	Ward Pact
41-45	Repel or Banish	87-98	Magic Powers
46-50	Special Attribute	99-100	Family Spells
51-57	Specific Detection		

**Military Treasure** A) 75% Hit Chance modifier

B) 50% Damage Modifier\*

C) 40% of other magic\*\*

**2.2.6.1 Special Cases**

Details in 2.2.6.3 Rare and deadly

**2.2.6.2 General Rules**

**2.2.6.2.1 MEL 2D6**, if named/special x2 roll min. of 8 for such items

**2.2.6.2.2 EL 1D10**, if named/special +3, min MEL/2 RU.

**2.2.6.2.2.1)** If more than 1 power roll EL for each power

**2.2.6.2.3 MDV**

MEL+EL

**2.2.6.2.4 Other Factors**

**2.2.6.3 Magic Item Description**

**Alignment Tie** Compel to serve for a specific god or alignment. Roll 2D6

2	Other Forces*	8+9	Law
3+4	Balance	10	Kotothi**
5+6	Elder	11	Shamanic Elder
7	Chaos	12	Sidh Elder

\*Forces not aligned with other alignments

\*\*Serve kototh, powers from Elder spell list 1D3\* magic spells gained as well for the item.

**Amulet** Defensive, no mana to cast, can be non-my to use. Some passive form of power. Referee decides parameters of use.

**Attraction** Attracts some creature or supernatural force. Roll Empathy if higher MUST carry/use otherwise feel uneasy and can discard it. -MDV from all encounter rolls. If 0 or less then force is attracted and attacks wearer and friends nearby. 1D2\* 1 - Creature roll on encounter chart of terrain amulet found in till creature determined, 2 - supernatural force it can be advserly affected by light/darkness if vice versa conditions normally (nocturnal hates daylight)

**Attribute Effect** +/- a Current Ability 1D3\* attributes. No 2 items of same can be used - negated if so. 1D2\* 1=Increase, 2=Decrease.

Roll	Attribute	Roll	Attribute
1-12	S	57-65	W
13-23	St	66-76	E
24-35	D	77-88	Em
36-47	A	89-94	C
48-56	Int	95-100	Ap

Amount = **MDV** of item if added can go beyond Max if subtracted then min is 1.

**NOTE** — apply change in temp. modifiers column

**OPTIONAL** — Stat can go to 0 or less from modification if so then pass out reduction-Current Ability minutes and statt is 1 while wearing the item.

**Communicate** Can communicate with creature, force, animal or talk in a supernatural language - success auto if in range of target. **1D3\*** 1=Creature/Animal 2=Force 3=Sup Language fluently (1) Range as for Communicate spell

**Creature Tie** Attributes as for Special Attribute. Tie exist when item used or own. Any weapon will reverse hit chance and damage bonus if creature tie exists in attack against creature.

**Cure** Roll D10

- 1-5 Must be on person, consumed or rubbed in or expended
- 6-8 Placed in fluid of some container and drunk
- 9 Wearer must be touch to cure person
- 10 Item works for only the owner while he is alive.

Roll **2D6**

- 2 Insanity
- 3-7 Physical Injury
- 8+9 Poison
- 10 Disease and Plaque
- 11 Energy Point Loss
- 12 Two of the above\*

\*Re-roll -1 to each new roll till 2 are selected

Insanity, Disease, Plaque, Poison—Complete Cure  
Phy/Energy—As for healing spell. May only be used **EL/3** RU times per day. If used beyond limit worthless for **2D10** days.

**Curse 1D3** 1=Emotional 2=Physical 3=Mental. Effect when worn/used Roll as for Attraction to see if he can avoid it. Cursed item rolls for effect using **MEL**, **EL** success curse has affect otherwise user can remove the item in time. Abys Failure the person will be immune to the curse forever till another person tries to use it then effect might affect him.

**Dedicated Item** See perm magic dedicated purpose attributes go up otherwise the effect is lessened. Roll **D100** for purpose.

- 1-15 Slay a Creature 71-75
- 16-20 Protect Law 76-80
- 21-25 Protect the Elder 81-94
- 26-30 Protect the Sidh 95-96
- 31-36 Protect Shamanic Elder 97-98
- 37-45 Slay a Race 99
- 46-55 Slay Guardians 100
- 56-65 Protect a Creature \*Up to Referee
- 66-70 Protect Chaos

**Slay** + vs Intellect 1-4, CL NA (not supernatural)

**Race** Intellect 4+,  
**alignment** all in alignment even sups,  
**MU** innate or trained.

**Protect** Protect some group or member

**Preserve Balance** protects the strongest side in an encounter until that side is weakened to minor side.

**Elixir** Duration - **EL**×5 Turns (protect imbiber) Curative effect - **30**-(**EL**×4) phases 1 doze = 1 oz, **2D10** ozes in each bottle.

**Enhanced Item** See permanent magics

**Familiar** Summons specific member of a specific type of sup force Must be trained MU and learn the name of the force to use it. Controlled by item AND its name. IF no name summoned but no control over it. Casting speed - **MEL**, mana - **CL**×2 of the force to summon. Time for force to arrive is basic summoning rules with **MEL/EL** applied. ORder summoned to perform any task and stay with caster unlimited period of time. A) Obey every order LITTERALLY B) take oppurtunities to separete caster from item C) Try to kill the caster at any oppurtunity.

**Family Spells** Can use family of spells. Cost, speed as for Magic Power.

**Immunity** Roll **D100**

Table 2.12:

Roll	Immunity	Roll	Immunity
1-5	Storm Powers	62-65	Special Attribute
6-9	Fire Powers	66	Astral Powers
10-12	Water Powers	67	Balance Powers
13	Chaos Powers	68	Elder Powers
14-18	Iron	69-72	Death Powers
19-23	Other Metals	73-76	Hell Powers
24-27	Aerial Powers	77	Sidh Powers
28-31	Disease/Plaque	78-81	Darkness Powers
32-35	Energy Loss	82-85	Light Powers
36-38	Poison	86-87	Necomantic Powers
39	Law Powers	88	Shmanic Powers
40-42	Telepathic Powers	89-91	Detection
43-46	Sea Powers	92-93	Shadow Powers
47-50	Desert Powers	94-96	Earth Powers
51-61	A spell	97-99	Other Powers*
100	Total immunity **		

\*up to referree or re-roll 3 times -4 to each roll (combo)

\*\*re-roll -1 to roll, 0 is 2 total immunities

Rules—Immunity if **EL** > Attacking **EL** OTherwise Attacking **EL**-Immunity **EL**=Effective **EL** of effect

**Mana Resistance MDV** equals **MDV+EL** of item for trained MU. If not innate, creature, or force or natural mu then half that value, RU.

**Mana Sensing** Special Attribute in Book 1

**Military Treasure** items of military concepts

**Named Item** Ultimate artifact - **D100**

- Protect a specific race
- Slay magic-users 30 Sword 56-70 Armor
- Slay Law 31-45 Staff 71-90 Jeweled Item
- Slay Chaos 46-55 Talisman 91-100 Other\*
- Slay Others\*

\*Any non-consumable material up to referee

A) Named Items have both Intellect and Dedicated Item purpose

B) Aligned see alignment tie

- C) Have magical powers
- D) Sword/Armor usable by anyone other forms only trained MU
- E) Have some form of liability to the user

Famous/Feared/dangerous artifact. IF as treasure, have guardian If Sword armor can roll on table

Roll	Sword	Roll	Armor
1-10	Sword	1-5	Buckler
11-15	Fighting Dagger	6-15	Banded Shield
16-20	Throwing Dagger	16-20	Metal Shield
21-35	Broadsword	21-30	Scale Mail
36-50	Bastar Sword	31-45	Chainmail
51-70	Great Sword	46-60	Plate Mail
71-90	Scimitar	61-70	Plate Armor
91-100	Tulwar	71-90	Metal Helmet
		91-100	Metal Helm

**Natural Magic Item** See 2.2.7

**Negation** Rules of Immunity, immunity table rolls for power. 1 mana per **EL** of the item. Success - negation. Item glows when spell can be negated, if cast mana before spell cast to attack **MEL**, **EL** 1/2 RU.

Special Cases

**Iron, Other metal** Blunted for **EL**×2 Hours, permanently blunted and can't inflict damage. Magic weapon if only negation is total to the **EL**.

**Poison** limit as for immunity, can't negate poison in the creature only after its in the victim.

**Energy LLevel** totally negated, if force does ENL damage then force automatically banished on success of negation. **MDV** t **EL**×5 can be banished. For **EL**×2 turns.

**Other**

**Other Treasure** those in 2.2.4 enhance the item

**Potion** Rules for Elixir

**Powder** Can be potion/elixir, mixed with something like water/wine in some type (gold, brass). 1 dose = 1/10 of oz of powder. **3D10** dose size units found.

**Protect** poten always, **MDV** equals **MDV**+**EL** of item -**EL** to hit him in combat.

**Repel or Banish** Some force of an alignment and banishes it. Success must be rolled on magic table. Ex repel chaos and in that alignment kekoni. Success - Banish for **EL**×2 Turns, Failure - protection item effect, Alys - No effect. If force from a ward pact, **MEL** of spell added to **MDV** of the creatures **MDV** of the item resisting the item. Roll for alignment in alignment tie.

**Special Attribute** As for SA table in book 1. But do not gain effects like the natural MU for Intellectual power just stat increase.

**Special Ban** Ban of magic power and curse. if ban is violated thenen to user. See Curse, magic power, permanent magic

**Specific Detection** If detected some item/thing item glows/warms Must be in use to detect (worn, etc.)

Roll	Detect	Roll	Detect
1-10	Gold	66-73	Silver
11-16	Copper	74-77	Brass
17-21	Iron	78-80	Other Metal
22-30	Natrual Magic	81-85	Mana
31-35	Ward Pact	86-87	Secret Passeages
36-43	Traps, All types	88	Poison
44-55	A creature type	89-95	Specific Race
56-60	Any supernatural Force	96	Altar
61-65	Any pernament spell	97-100	Other

Range—**MEL**+**EL** hexes, all other factors as for detection spell in Book Two

**Special Item** Exclusive to working one power or function, Min **MEL** 11 and **EL**6 if no other factors equal then increase to it.

- A) Dedicated to speciifc god or magical power
- B) Except for Automatons have physical guardians
- C) Not safe for non-mu to use unless tied with alignment or has innate power of the item
- D) fanatical tie with power will be attacked if not tied with the power of the item
- E) can use any power needed—referee

**Staff** Wooden 4-7 feet in length, may be banded in metal. Magical ones have runes and magical formula. Must be Trained MU to use

- A) Casting Ability = Staff **Mel**×8 bonus can surpass the Energy LLevel and castable with the staff.
- B) Can cast spells through staff, add 2 mana to the spell to cast it. -**MEL** to success rollls. Channeled powers
- C) Cost to cast spell in staff **EL**/2 RU.

See pernamant magic to see limit of staff. Mana must be cast from the Casting ability of MU.

**Summoning** Duration of control doubled. **MDV** ignored to dispel it. Add Item **EL** to **EL** of the **EL** modifier for success roll. Staff **EL**×**CL** mana to summon, **EL** to dispel it. Permanently control force at 10× the cost, success familiar tie to the staff of force. Alys failure - force attacks caster, **MDV** applies to dispel the force in this case. No more than **EL**/2, RD ties on the staff. Once tie is given name is known and Familiar rules apply. Note - Tied force hostile to user if released it will attack the summoner.

**Talisman** Trained MU or innate MU to user. **EL** mana to use item.

**Wand** Sticks of 12-24 inches. Can be used in 1 hand. only by trained MUs. Tiped with crystal or metal.

- A) as for staff, casting ability **Wand**×5 increase only
- B) 1 mana point, increase is **EL** of wand
- C) as for staff
- D) as for staff

60% dedicated to specific power chance. if so then A and B apply ignore C.

**Ward pact** Item KEY to ward pact. All other up to GM. Ward will not attacker the holder of the key item and can communicate with the ward and access to what it protects. Can extend that protection to anyone he wishes. If taboo/restrictions of ward broken by key holder or any he extends the protection to the connec-

tion to ward is severed and force will attack the key holder (or last one to hold it).

Option-Wards can be attracted to/by the ward key in which case it can show (point out) its ward to the key holder.

**Wealth** Item luck item for anything that has to do with any event of wealth for the wearer or to the user. On influence attempts in these cases **EL**×2 roll modifier is applied.

## 2.2.7 Natural Magic

### 2.2.7.1 Finding Natural Magic Items

Searching EL/4 RU subtracted from search roll

#### 2.2.7.1.1 Locating Items in the Market

There is a chance ...

Item Type	Factor	Locations
Herb, Plant, Resin	10/2	Herbalist, Healer
Mineral, Gem	5/1	Jeweler
Metal	5/0	Armorer, Blacksmith
Liquor	-/4*	Tavern, Inn, Special

**IMPORTANT** — The factor listed above is multiplied times the percentage chance finding the item in the tables that follow. The value to the left of the slash yields the chance of finding it in unenchanted form. The value to the right of the slash is the chance of finding the enhanced material. An asterisk indicates that the material can only be found in enhanced form. In all cases the Referee should set the prices based on the benefits that can be gained from the material in the form in which it is found.

**EXAMPLE** — betony 18-19 2% times factor above for finding.

#### 2.2.7.2 Quantities Found

Item type	Limit
Plant, Herb, Liquor	2d10 oz
Gem or mineral form	1 piece
Metal, etc.	1d2* lbs
Creature derived	Varied on size of the creature

#### 2.2.7.3 Natural Material Tables

Tables - 1d3/d100 1 - Plant, Herb, Liquor 2 - Animal/creature products 3 - Stone, Metal, Gem, Mineral  
 Plant, Herb, Liquor 1 Adingantida 2-3 Agrimony 4-8 Amaranth 9-10 Anemone 11-12 Angelica 13 Balim 14-16 Basil 17 Belladonna 18-19 Betony 20 Bindweed 21 Black Poppy 22-24 Cayenne 25-26 Celadine 27-28 Chervil 29 Chimedon 30-31 Cinqufoil 32-36 Clove Pink 37-40 Darbha Grass 41-42 Elder Berries 43-45 Elder Twigs 46 Euphorbia 47-48 Fennel 49 Fern Seed 50-53 Garlic 54 Hellebore 55-56 Hemlock 57 Henbane 58-59 Houseleek 50 Hypercium 61-63 Laurel 64 Lunas 65 Mandrake 66-67 Mephis 68 Mevais 69-72 Mistletoe 73 Moon Rose 74-75 Moonwort 76-78 Mugwort 78-81 Peska 82 Purple Lotus 83-84 Purslane 85-87 Qadishi Root 88-90 Rowan 91-93 Rue 94 Snake Grape 95-96 Vervain 97 White Lotus 98 White Poppy 99-100 Wolfbane Animal/Creature 1-5 Alectorius 6-8 Amber 9 Basilisk Blood 10-12 Bellium 13-18 Bear Claws 19-20 Beithir Hide 21 Beithirius 22-26 Bezoar 27-31 Black Cat Blood 32-34 Black Cat Bones 35-37 Boar Tusk 38-39 Bouba Fur 40-44 Bush Resin 45-46 Castor D'fay 47-48 Chameleon Liver 49-50 Chelidonium 51-54 Cock Feathers 55-57 Coral 58 Dragon Blood 59-60 Fire

Snake Blood 61 Firestone 62 Gorgon Head 62-64 Great Serpent Poison 65-66 Great Spider Poison 67 Herab Serapel Claws 68-70 Hyena Skin 71 Hydra Blood 72 Hydra Head 73 Hydra Teeth 74-75 Lapwing HEart 76-80 Pearl 81-83 Pigeon Stones 84-85 Roc Feathers 86-88 Saliva 89-90 Scorpion Woman Poison 91-92 Le'sla Blood 93 Toad Blood 94-95 Unicorn Horn 96-97 Wolf Blood 98-99 Wolf Eye 100 Wolf Skin Stone, Mineral, Metal, Gem 1-5 Agate 6-9 Amethyst 10-12 Antimony 13 Black Diamond 14-16 Bloodstone 17-20 Carbuncle 21-24 Chalcedony 25-27 Chrysolite 28-30 Chrysoprase 31-33 Corneolus 34-35 Crystal 36-37 Dark Ruby 38-39 Diamond 40-41 Dinothera 42-44 Emerald 45 Heliotropius 46-48 Hyacinthus 49-51 Jacinth 52-54 Jade 55-58 Jasper 59-62 Jet 63-64 Lapiz Lazuli 65-66 Lodestone 67 Meteorite 68-70 Onyx 71-73 Opal 74 Quicksilver 75-77 Ruby 78-81 Salt 82-83 Sapphire 84 Smarag 85 Snake Stone 86 Star Ruby 87 Star Sapphire 88 Toadstone 89-91 Topaz 92-93 Tourmaline 94-97 Turquoise 98-100 White flint

#### Adingantida Herb

Death poison, In unenhanced form, Slow Death at BL2 In enhanced form, Immediate Death - BL10 Must be eaten

#### Agate Gem

In unenhanced form, Negates snake/insect poison if BL5 Success is rolled. No other affect on other poisons. No affect on CL1+ cre poisons In enhanced form:

- Eloq +15
- MDV+5 against Storm Powers
- EL10 Immunity on all emotional spells
- Truth Talisman when swirled in water in brass goblet Drink resulting potion if fail spasm fits roll against BL10 Slow Death poison. Potion - 1 hour duration Drunk - 20 turns limit. Must wear for A-D

If person wearing stone lies stone darkens and is useless.

#### Agrimony Plant

In unenhanced form, Eaten for St+5 HC+20 against any Disease/poisons. No enh form and other affects.

#### Alectorius Concretion

Stone found in head of roosters (10% chance) In enhanced form:

- Any MU can use it for 2 mana points casting per day
- Unshakable courage at all times
- MDV+5 against all forms of magic
- Won't suffer from thirst but can die from it
- Influence Chance +10

Must be worn for A-E

#### Amaranth Plant

Seeds must be swallowed whole for effect. In unenhanced form, St+20 HC+10 used in healing physical injuries In enhanced form, Twice value listed. Must take FP Rounded up seeds for the effect to take place (FP =food points)

#### Amber Resin

In unenhanced form, HC+10 and if Enhanced:

- See clearly in non-magical darkness
- Stone darkens if creature using poison/disease powers are within 200 feet. If person looks at Amber can not be ambushed by creatures of that type.

**Amethyst**

In unenhanced form, Twice the amount of liquor to be drunk In enhanced form,

- A) Can't become drunk
- B) If twirled in water in silver goblet creates BL12 potion for Death poison. Must drink in 5 turns.
- C) Int+5 Emp+5
- D) Has photographic memory for everything

**Anemone**

**Plant**

Flower - sniff fragrance for effect. Stays good for 48 hours after picking. Effect - St+10 HC+20 for 24 hours. No enhanced form and no additive effects.

**Angelica**

**Plant**

Ground into power and mixed with 1 quart fine wine. Effect: St+30/HC+30 against Disease, Decay, Corruption only for the healing roll. Enhanced - MDVx2 and gives 3d10 lost EnL. Only once a day otherwise BL8 Slow Death poison if done more than once. For both Un/En forms effect is only until next normal healing roll. Per plant and quart mixed 8 dozes of potion made.

**Antimony**

**Metal**

In enhanced form, MDV+6 against Demon/Chaos Magics. Acts as EL5 Protection spell against any demon that attacks.

**Balim**

**Herb**

In enhanced form, Can restore dead to life if placed on corpse within 10 phases of death. Acts as BL15 for this power.

**NOTE** — *Any person killed by a creature, Necromantic Power, or spell can not be resurrected by this herb. The dose is used up whether the person is alive or not.*

**Basil**

**Herb**

A poultce that is applied directly to sting wounds. In unenhanced form, BL1, In enhanced form, BL10 Poison and damage negated by success from sting. Failure poison negated by damage not healed. Alys Failure has no affect whatsoever.

**Basilisk Blood**

**Creature**

Death fluid - no enhanced form - effects:

- A) Who swallow/drink roll against BL0 on magic table. If success death can add PR to roll.
  - B) Any who do not die will become immune EL12 to Petrification, Decay, Disease and Corruption. Person ceases to age and can only be killed by magic or in combat.
  - C) If suffer damage in combat fights with uncontrollable battle fury
  - D) C, S, and St increased by 10 pernamently
- All effects B-D pernament and non-additive if more doses

**Bdellium**

**Resin**

If resin eaten gain BL18 Immunity to all forms of disease for 3 days. While this affect is done he loses 1d6 EnL points per day.

**Bear Claws**

**Animal**

In enhanced form, Suffer no affects from damage for movement and has Controllable Battle Fury in combat.

**Beithir Hide**

**Creature**

In unenhanced form, Formed into garment and worn MDV+10 against any heat or cold effects. In enhanced form, Immunity Ten against these powers above.

**Beithirius**

**Gem**

Enhanced - Wearer

- A) Can cast MEL6/EL3 Lightning Swarms at Cost 2. If used more than 4 times in a single day gem is worthless.
- B) EL6 Immunity to any Lightning powers.

**Belladonna**

**Herb**

In unenhanced form, Magic depends on form it is used

- A) Ointment - Rubbed on naked body of user Flight EL8 User must be completely naked. Duration - 2 hours. Dervived from fat of young animals.
- B) Potion - Taken by Magic User, person with innate power, alignment/creature tie imbiber goes into hallucinary trance for 12 hours. While in this trance sees future Divintion MEL20/EL10. If MU present and imbiber is not a MU then can force imbiber to dream what he wants him to. If no MU is present then MEL10/EL4 Insanity nightmares. Duration of trance is 6 hours in this case.
- C) Potion from Berries - Imbiber rolls against BL15 Slow Death poison. Success - person dies by end of the day unless negated magically. Failure - coma for 24 hours. Alys. Failure - Extreme sick for 5 minutes.

Note: Also known as Deadly Nightshade.

**Betony**

**Herb**

In unenhanced form, Str+10 for 24 hours. In enhanced form, Trance for 2d6 hours When he wakes any Mental, physical disease is cured else if no disease Str+20 MDV+2 for 22 hours. In other forms must be powdered and eaten.

**Bezoar**

**Concretion**

Stone found in stomachs of Deers (10% chance). When enhanced swirl in water in brass goblet, cures any death poison automatically. When worn, Str+5 and only age 1 day for every 2 that pass.

**Bindweed**

**Plant**

No enh form. Grasses juice have varying effects depending on sex of drinker. For Male - BL2 Paralytic poison for 4 hours. For female stops all pain normal or magical for 48 hours. Totally impossible to feel pain for this period.

**Black Cat Blood**

**Animal**

In enhanced form, BL7 Cure for any disease.

**Black Cat Bones**

**Animal**

In enhanced form, MEL4/EL2 Invisibility if in light but can only use once a day, useless if no light is present (if worn).

**Black Diamond**

**Gem**

In enhanced form, Only for Trained Chaos Wizards effects:

- A) +1EL to all Darkness Powers
- B) MDV+5 against chaos magic
- C) Int+10 Will+10
- D) Learn tongue of Abyss at native level never be attacked by Beasts of Chaos including Kuggi



No other effects if not Chaos orientation.

**Black Poppy****Plant**

In unenhanced form, Ingester goes into death trance BL20 until negated. Failure - person vomits the substance. Success - appears to be dead, while in trance mind is still alive but can not move the body. Victim is a living corpse until he is released magically. In enhanced form, Flower rare but has all powers above but also stops normal aging and decay. In this form he can stay in a living death forever.

**Bloodstone****Mineral**

In enhanced form, Wearer age 1 day for every 4. Sleeper has dreams of prophecy as for MEL4/EL4 Divination. Exact time of dream is unknown but will remember all details of it.

**Boar Tusk****Animal**

In enhanced form:

- A) -5 from all problem solving/influence chance rolls
- B) immune to Sup. Will - Evil eye if have EE can't use it while wearing.

**Bouba Fur****Creature**

In enhanced form, Voluntary Controllable battle fury when attacked. Should be made into a cape or robe.

**Bush Resin****Resin**

As for Bush Warrior in Book 3

**Carbuncle****Gem**

In enhanced form:

- A) Gem darkens if any person that the wearer is with tries to poison him.
- B) MDV is doubled against fascination. Immune to normal influence attempts.
- C) MDV is increased by TEN against all forms of disease. If affected by disease stone darkens and becomes useless.

**Castor D'fay****Concretion**

Stone from Afanc (25% chance) While enhanced and worn as a string around the neck -

- A) EL5 immunity against Insanity/emotional curse. Automatically cures any before wearer dons stone.
- B) Immune to all acids
- C) Immune to Decay/Corruption spells as long as its worn.

**Cayenne****Herb**

In enhanced form, Eaten prior to drinking alcohol can't be drunk for 8 hours but after that normal affects apply (drunk).

**Celadine****Herb**

In enhanced form, Gives 8 mana points for Light Powers for those who can cast it. Must be used within 3 phases of herb being exposed to light. Mana generated each time exposed to light. Should be sealed in a container.

**Chalcedony****Stone**

In enhanced form:

- A) Mana Level x2
- B) Str+5
- C) Dispell all Illusion/Masquerade spells automatically within 1 hex. Banish a spiritual ediummu and EL6 protection against Coporal Ediummu.

D) Can never be possessed, unless through Abys. Failure if this is the case stone is fractured and is useless.

E) Eloq+15 when he speaks in his own defense in a formal trial if worn.

**Chameleon Liver****Animal**

In enhanced form, if burnt 8 Mana points for Storm Powers. Must be used within 3 phases of being burnt.

**Chelidonium****Concretion**

Found in gullet of Swallow (10% chance). If worn in a fur pouch and worn around neck - In enhanced form:

- A) EL4 Immunity Insnaity, Plaque, Disease
- B) Photographic memory while worn if lost the memory is lost. Treat as EL80 Thief memory skills.

**Chervil****Herb**

In unenhanced form, HC+15 against wounds and disease. Cure any infection if the person is infected.

**Chimedon****Herb**

In unenhanced form, Eater to talk in his sleep giving away secrets. In enhanced form, Same as unenhanced but anyone near can question and get truth answers. In both forms must mix with wine and person must sleep within 2 hours of drinking it.

**Chrysolite****Mineral**

In enhanced form, when worn EL6 Immunity Insanity, Hatred, Terror, silent terror and all emotional curses.

**Chrysoprase****Mineral**

In unenhanced form, Worn always happy to the point of distraction but will defend himself if attacked. In enhanced form, Same as above but can see in any darkness even magical.

**Cinequofoil****Plant**

In unenhanced form, HC+10 In enhanced form, Eloq+20 when asking for a favor, MDV+2 for 24 hours. In enhanced form has no healing powers.

**Clove Pink****Herb**

In unenhanced form, HC+15 when used against disease/infection.

**Cock Feathers****Animal**

In enhanced form, From tail of rooster

- A) When burnt and inhale fumes cured of drunkenness or insanity. 1 feather burnt per Food point person requires
- B) 4 feathers burnt if MU then gain 5 mana points to banish a demon and can do -10 to roll on magic table.

**Coral****Concretion**

In enhanced form:

- A) MDV+5 against Chaos powers and storm powers
- B) EL3 immunity to poison
- C) Will burn when worn for 1 hpv a person if hes in a foolhardy action.
- D) Total immune to disease or any spell that reduces physical ability
- E) Stone is useless if wearer is sick or damaged and becomes full when owner is normal.

**Corneolus**

**Mineral**

In enhanced form, MEL10/EL10 Sanity spell to person wearing it. It can cure anything of this spell type that is capable of curing. Only permanent if worn.

**Crystal**

**Stone**

In enhanced form:

- A) 3" diameter piece worn as amulet for EL7 Immunity against Disease, Decay, Corruption, and Evil eye. Wearer may not use EE while wearing stone.
- B) Large ball 3"+ gives 10+EL of ball to be subtracted for divination spells.

**Darbha Grass**

**Plant**

In unenhanced form, Negate Terror/Disorder spell for eater. In enhanced form, Same as unenhanced and HC+10 for 48 hours for damage healing only. If Horse HC+20 for 72 hours. If duplicate does taken then effects are reversed.

**Dark Ruby**

**Gem**

In enhanced form:

- A) Mana Level and MDV +5
- B) Tained MU can cast Destruction/Quarrels +1 EL
- C) MDV against Law magic +10 instead of 5

**Diamond**

**Gem**

White diamonds more common than dark ones. When worn - In enhanced form:

- A) MDV+5 vs Chaos magic
- B) Str+20
- C) EL3 invulnerability when exposed to daylight
- D) -5 from all combat rolls, apply as weapon expertise points

**Dinothra**

**Mineral**

In enhanced form, Worn on a animal the animal is automatically tamed. Will understand and obey all commands given to it. Will last only as long as its worn around the neck if lost animal is wild state again.

**NOTE** — *Ritual says it should be on a silver chain but not mandatory.*

**Dragon's Blood**

**Creature**

Already magical with effects:

- A) Drinker has unshakable courage for 48 hours.
- B) Str/St +15 Each -48 hrs
- C) See in any darkness - 48 hours
- D) ELx2 for all survival skills - 48 hours
- E) MDVx2 vs Fire spells for 48 hours.

Must be taken from living dragon and taken within 72 hours unless magically preserved. Effects are additive for more doses. Roll BL0 +PR, success - drops dead on the spot (1 phase).

**Elder Berries**

**Plant**

In enhanced form, MDV+5 if worn as garland around head.

**Elder Twigs**

**Plant**

In enhanced form, If worn in a satin pouch appears to be half wearer's age. Only grant youthful appearance same height/weight.

**Emerald**

**Gem**

In enhanced form, Worn

A) MEL8/EL4 Clairvoyance

B) +2 EL to banish Ediummu or Ghosts

C) If MU gain MEL12 EL6 Detection for gold and gems. Stone warns preceptily if its within the range of the material.

**Euphorbia**

**Herb**

No unenhanced form -already magical. Gives 8 mana points for casting Destruction/Fog of death for MUs when burnt. If non-mu Roll EL8 Immediate death poison effect for handling it.

**Fennel**

**Herb**

In enhanced form, Seeds if worn in bone-spun bag around neck 1) MDV+10 vs Ediummu, -(MDV+10) on damage from their touch. If Ediummu hit but do no damage Ediummu is repelled (at seed EL) by the seed wearing person.

**Fern Seed**

**Plant**

In unenhanced form, 8 Mana for Invisibilty if swallowed seeds. If person is not trained herbalist, 40% chance of wrong seeds if so eater can't cast invisibilty. In enhanced form, If eaten provide EL3 Invisibilty 1 seed per FP required. If wrong seeds get EL3 immunity vs invisibility.

**Fire Snake Bones**

**Creature**

Brain from a male snake must be taken immediately on its death. Place in a red silk pouch and worn then get EL5 immunity to Poison, Acid, Death powers, any form of Balance spells and Storm Powers. While worn affected by Wakefulness (book 2). See book 3 on fire snake for more details.

**Firestone**

**Creature**

Jeweled eye of a Fiery Spirit. In enhanced form:

- A) EL4 immunity to any fire spell
- B) EL+1 (from book rules) Fire Darts Innate Power
- C) Immune to combustion power of Fiery Spirit
- D) Speak tongue of Younger Chaos at EL60

**Garlic**

**Herb**

In unenhanced form, MEL3/EL2 Cure for Insanity In enhanced form:

- A) If eaten MEL10/EL10 cure for all emotional problems
- B) MDV+10 if worn in amulet vs Chaos magic and demons
- C) BL8 repeling vs Akhkaru encountered
- D) Powdered and taken with Bellandona potion and wine it gives strange visions of strange places and reality, of the 3 Worlds (UW, LW, MW) that are true. Can be remebered if Roll Will or less on d100.

**Gorgon Head**

**Creature**

Head of sighted Gorgon MEL5/EL3 Petriification if seen. If enhanced head permanently petrifies unless Negate Curse at EL4 or higher.

**Great Serpent's Poison**

**Creature**

In unenhanced form, only poison In enhanced form, effects for 24 hours -

- A) MEL6/EL3 fascination on Great Apes
- B) total immunity to any paralytic poison.
- C) Speak Kotohi tongue at EL60.
- D) NAV of 1 (definite erptelian texture chance visible)

**NOTE** — *when enhanced no longer poisonous.*

**Great Spider's Poison** **Creature**

In unenhanced form, Only poison In enhanced form, Get language abilities of Great Spider for 24 hours. Learn any language he hears at Willx2 EL or max EL possible whichever is less. While affected incapable of speech and any verbal noise whatsoever. Once duration is over lose the knowledge gained from its use.

**Herab Serpel Claws** **Creature**

In unenhanced form, used to make a deadly spiked gauntlet or glove It takes 4 claws for 1 weapon. Hand to hand experience is gained through the weapon use. Weapon WSB+1 FV12. Any preson hit is automatically infected on his next healing roll. If gauntlet enhanced person hit rolls vs MEL2/EL3 Hand of Death when any damage is inflicted on him.

**Heliotrophius** **Mineral**

Already magical. Effects -

- A) Wounds to automatically stop bleeding and swelling. -2 damage per wound inflicted.
- B) Swirled in water in Gold goblet potion automatically negates any poison. Must be drunk within 5 turns of creation.
- C) MDV+5 vs Disease.
- A) MU can cast EL4 Whirlwind and/or EL8 Darkness at the same time.
- B) Attackers must add 10 to combat rolls. Total immunity to non-elven, non-magical missile fire. To have its magical effect, the stone must be set in white gold and hung from iron chain. Unless if exposed to magical light until next midnight passes.

**Hellebore** **Herb**

Can only be found by trained herbalist. If unenhanced gets EL6 cure for insanity and any magical problems by a demon. In enhanced form, Grants visions of the hells and if with right rites taken to the Chaos Regions of the Uppwer World at no mana cost. When enh and burnt anyone is affected within 25 feet by smell.

**Hemlock** **Herb**

In unenhanced form, BL6 slow death poison. In enhanced form, Swallowed person total immune to all emotions for 24 hours. -3 from his combat rolls and add 3 to attacker's combat rolls. This increase does not apply as expertise for the duration.

**Henbane** **Herb**

Already magical. When burnt attracts ghosts at BL4 on magic table. Success 1d3\* ghosts appear in 2d10 turns. Use only at night. IF burnt in place of evil intent or area of dead will attack spiritual edimmu rather than ghosts. Burner has no control over ghosts unless spells are used.

**Houseleek** **Herb**

In enhanced form:

- A) Worn in red silk pouch around Belt MDVx2 vs Storm Powers
- B) Worn in red silk at head/neck MDVx2 vs Fire Powers.

- C) If drunk powdered juice get A and B for 48 hours. AND any Enl or Mana regenerated during this period is doubled.

**Hyacinthius** **Mineral**

In enhanced form, Totally immune to all Storm Powers if worn. If placed on chest of victim BL15 Cure for any poison/infection. IF it fails to cure it becomes uselss magically.

**Hyena Skin** **Animal**

Enh worn as headband from skin

- A) EL6 Immunity to Fascination/telepathic powers.
- B) wearer and any object in contact will be totally unable to make any sound.
- C) Any canine lifeform including supernaturals can not make any sound within 8 hexes of wearer.
- D) Fur must be taken from head of hyena only for effects.

**Hydra Blood** **Creature**

As specified for Hydra for Book 3. A garment coat with the blood coated on the inside will score only 1 hit per 4 scored on the wearer and have its full Pain effect while it is worn. No matter the Strength only a Negate Curse can remove the garment once donned.

**Hydra Head** **Creature**

Secretions from the immortal hydra head can be gathered by a magically protected magic user. Per 3 days spent collecting 1 dose is gained. Each does gives EL2 Regeneration and total immunity to Death Powers and natural death for 10 days. Any drinker of the blood must roll Willx2 or less. If roll higher then person is driven insane permanently unless EL8 Negate Curse is applied. Per time drinking -5 to roll is given additive to build up a tolerance after the first. Any person driven insane and takes future doses will be driven insane automatically and no effects from it.

**Hydra Teeth** **Creature**

As specitied for Hydra book 3 see Children of Hydra. Only a magic-user can use them with any meaningful purpose.

**Hypercium** **Plant**

In unenhanced form, MDV+5 if worn as amulet vs all forms of magic. Also give 10 mana points to dispell or negate a spell only. When used this way 1d3\* points of its ability are used. When 10 are used plant is worthless. No enhanced form.

**Jacinth** **Gem**

In unenhanced form, Large, Flawless Jainth gives MDV+3 vs fascination In enhanced form:

- A) EL+2 to all current Survival skills
- B) Inf. Chance +10 used in business negotiations.
- C) Can sense at 10 hexes (100') any person capable of Storm Powers AND if that person is attempting to do so.

**Jade** **Gem**

In enhanced form, Worn

- A) Age 1 day per 2 that pass
- B) Str+10 St+10
- C) Stone swirled in water in silver goblet produces a potion to cure any disease.
- D) EL7 immunity Disease, Corruption, Decay

**Jasper**

In enhanced form:

- A) EL5 immunity vs Dreams/Illusion Powers
- B) HC+10

**Jet**

In enhanced form:

- A) MDV+5 vs any form of lightning (except Dark Light), any power cast by a demon and attempt at being possessed.
- B) Swirled in water in gold goblet creates a potion gives total immunity to disease for 24 hours. Also gives Appearance+10 for same period. Must be stored in gold bottle within 15 turns or drunk or is worthless.

**Lapiz Lazuli**

**Mineral**

In enhanced form, If worn as amulet automatically cured of insanity or emotional curse. Once removed the insanity/curse continues its not a cure but removes the effects if worn.

**Lapwing Heart**

**Animal**

In enhanced form, Worn in cloth Bag

- A) Total immunity vs Forgetfulness, Oblivion, Astral Fire.
- B) Emp+10
- C) EL4 Watchful Sleep effect but not sleep from magical sleep like Sleep Touch.

**Laurel**

**Plant**

In enhanced form, As a Wand total immunity to any form of Lightning, insanity and Possession.

**NOTE** — *Other powers can be put into the wand but those powers above can not if so then an automatical abysmal failure results. There is a 5% chance of a wand found, that does not have one of the 3 powers, that is not made of Laurel.*

**Lodestone**

**Mineral**

In unenhanced form, B listed for Enhanced form In enhanced form:

- A) EL2 Clairvoyance when worn
- B) Always point North when it is possible to do so and can never get lost (wearer).
- C) Stone swirled in wine in crystal goblet potion will if given to disloyal servants or liars create BL8 Paralytic poison for 16 hours but will remain conscious.
- D) EL9 Immunity vs Emotional Curse and Quarells spell.
- E) Stone can be used in MAJOR problems, roll BL0 on magic table. Success person gets divine advice on the matter. Failure no response. Abysmal Failure stone disappears and wearer is permanently petrified. Anyone who tries to negate curse will work against MDV of 40!

Lunas - Liquor Liquor from potent herbs, if drunk BL10 magic table roll made. Success - Person insane for 3 days. Failure - auto insane on the 2nd dose. Incapable of rational thought and can not cast magic other than innate magic while insane. The person acts on instinct gets what he wants, destroys what he can't. Anyone interfering with this instinct will be met with crazed violence per uncontrollable battle fury.

**Gem Mandrake**

**Plant**

Alreday magical. Can only be found under a gallows within 24 hours that is under a full moon. If picked immediately it screams a piercing scream that effects everyone within 2 hexes. BL10 magic table roll, success kills the person. To pick the root without this chance must be trained magic-user and herbalist. Must be wrapped in square of black silk or power is lost. Effects:

- A) Root can be asked questions, including things gained through knowledge spell, and get answers. This expends 4 points of its ability.
- B) Can get advice on a specific problem. The advice given may not be good or the best solution. This expends 2 points of its ability.
- C) Can double weath. If place coin (max 10) on root overnight it will double in number. It is one mana poing per 5 coins doubled. When freshly cut it has 1d6 x 10 ability points. A trained herbalist can estimate the amount of points. Once the points go to zero it is worthless.

**Memphis**

**Herb**

In unenhanced form, Taken as a powder with water. Gets to be totally insensible to pain and EL3 immunity to magical pain. In enhanced form, Same as above and

- A) Total immnity to mental pain, loss of concentration or disorder.

In unenhanced form, Duration 2 hours In enhanced form, Lasts 4 hours. Meteorite - Metal Already magical. +MDV+2d6 vs all magic. +MDV+5+2d6 (previous 2d6 roll) vs Storm Powers, Aerial Powers, and Disease. It gives total immunity to Astral Powers and Astral Fire. If worn around neck person unable to have Fatal Accidents. He may fall from any distance but only go as low as his lowest DTV but never be killed.

**Mevais**

**Herb**

It is a Slow Death Poison at BL20, It will take 20+Stb days. Each day the pain increases as for Hell Powers - Pain at the EL of the Pain is equal to 20+stb above. The Mel is ten at all times. Can only be cured magically by Negate Curse or Healing Light with EL<sub>i</sub>EL for pain above. Example - Day one pain is EL1, 9th day EL9. The pain increases up to the time it takes to kill. Must be swallowed to take effect. It will take 1d3\* + Stb hours for the first pain to be felt.

**Mistletoe**

**Plant**

Innately magical. Juice of its berries will cure insanity. When enhanced and smeared on a iron blade it will have DOUBLE the WSB of the weapon against creatures afflicted by iron. A WSB of 0 will be WSB +1. The effect is 24 hours regardless of amount of times used. A dose is required per treatment. Person carried this stained weapon are automatically enemies of thsoe afflicted by iron (elves, faeries, etc.).

**Moon Rose**

**Plant**

Inherently magical. Black flower grown overnight in the full of the moon. It dies upon the first touch of light at dawn.

- A) Petals ground and served with water give EL8 Suggestion if imbiber rolls BL12 on magic table (success).

- B) Flower has 2 hips one dark and one light. The light hip gives Str+30 and Con+30 for 72 hours. Black hip - Int+30, Will+30, and Enl+30 for 48 hours. 10% chance the effect increase is permanent. Also roll BL1 magic table. Success means the person is afflicted by light as for Elves in book 3.
- C) Any person scratched by thorn can see in any darkness for 24 hours. Also lose 2d6 energy level and gain EL8 Immunity vs Darkness Powers for 24 hours. No thorn must be used in this way more than one time.
- D) Fragrance in a given hex (10 feet). If enter this area person must roll MEL8/EL4 Sleep Touch effect. Person is asleep till dawn and permanently loses 1d6 energy points. It must be wrapped in white silk when harvested. If any part of the plant is exposed to light other than moonlight it crumples to dust. If fragrance is needed the entire plant including stem must be placed in silver chest and not exposed to light and it will retain its full powers.

**NOTE** — *Each flower has 2 hips, 4 petals and 8 thorns. No more than one flower is found at any one place.*

#### Moonwort

#### Plant

In enhanced form, Leaves can be used to open locks and shatter chains. One leave can do either at a BL10 chance. Once it is used it is worthless. Number found is the number of leaves.

#### Mugwort

#### Plant

In unenhanced form, BL6 cure for death poison (juice) In enhanced form:

- A) BL18 cure for Death Poisons  
 B) HC+30 vs disease  
 C) Imbiber can't suffer physical fatigue for 24 hours  
 D) EL12 Clairvoyance for 10 turns  
 E) When juice smeared on steel at night 2d6 Ghosts or 1d6 Spiritual Ediummu are summoned. (see Henbane for location distinction on encounter). Spirits arrive in 2d10 turns and are uncontrollable.

**NOTE** — *Except for A & C powers only apply if picked at night.*

#### Onyx

#### Gem

In enhanced form, If worn can not remove. Will suffer MEL8/EL6 Terrifying Dreams and when sleep:

- A) Automatically regenerate ANY mana expended  
 B) Can cast any type of curse at MEL6/EL3 if MU or not. But if not has no control over it. If a player curses someone theoretically while the character wears the stone the curse should be rolled to see if it becomes fact.  
 C) Casts MEL4/EL2 Hand of Death. If not MU then person has no control over this. A roll is made per touch by the wearer.  
 D) Each use of the above B & C powers whether intentional or not the stone wearer will lose 2d10 EnL points. If 0 death.  
 E) Wearer will attack any person trying to remove stone or even thinks of such within one hex of him. While in this state of attack he will -5 all combat rolls and be in uncontrollable battle fury.

#### Opal

#### Gem

In enhanced form:

- A) Staring into gem falls into trance for 2d10 minutes. Completely defenseless. Each time he stares into teh GEm you gain 1 Expertise point in Planar Travel if you know the spell.  
 B) BL2 Chance of the wearer who stares into the gem is transported to the plane he is viewing by success. If not nothing occurs. If wearer is a non-MU then he has no choice, roll Will with d100. If higher than Will he stares at the gem and rolls to see if he enters the plane.  
 C) MDV+10 vs all Law magic, Lightning spells, Fire powers. Totally immune to Astral Fire.

#### Pearl

#### Concretion

In enhanced form, Worn

- A) Per 10 pass only age 1 day  
 B) In combat attacker +5 to the combat roll.  
 A) MDVx2 vs Death Powers, Decay, Corruption

Peska - Liquor Commonly used brewer's potion. Drinker gets HC+factor where factor is qualityx2 (from 1-10). Can be addicted at the HC increase chance. For females, 1/2 this chance, if so withdrawal lasts one week. During that period they gain MEL10/EL5 Pain and lose 1d6 EnL points per day. For males withdrawal lasts 10+(Stbx2) days. During that time he must add 10-Days passed to all Influence and combat rolls he makes. For all non-humans it is a BL4 paralytic poison with no healing effects. If taken comatose for 8 hours and loses 3d10 EnL. Non-humans can't be addicted to Peska.

#### Pigeon Stones

#### Concretion

In enhanced form, IF swallowed BL9 cure for any insanity, emotional effect of a non-permanent spell or any spell poison.

#### Purple Lotus

#### Plant

In unenhanced form, Fragrance is BL12 paralytic poison within 2 hexes of the flower. Will be paralyzed and unconscious for 24 hours after being removed from the area of effect. While paralyzed will not decay in any way for 1 day or 100 years. Plant is immortal unless it is cut.

In enhanced form, Powder made from its stamen. This powder with any liquid will hold the drinker in a pleasurable trance until a Negate Curse spell is done. This is a BL12 effect must be swallowed or inhaled. If thrown in combat a hit is possible using the Other Line of the missile table for base line. Target must be within one hex of the person to be effective.

**NOTE** — *Each flower has pollen for 1d3\* doses of the powder after enhancement. A bed will have 1d2 flowers.*

#### Purslane

#### Herb

In enhanced form:

- A) Eater can't be harmed by any dreams magical or not.  
 B) MDV+5 vs Seduction, Telepathic Powers, Insanity, and all forms of mental control.  
 C) EL4 immunity to all mental/emotional curses. Duration is 24 hours if eaten. If as fumigant fumes will automatically dispell Ediummu or Demons within 3 hexes.

**Qadishi Root**

In enhanced form, Burnt EL+1 in casting Dispell/Banish or Exorcism spells. Eaten negates any curse or long term spell at EL8 or less for 48 hours. If eaten by a possessed person possession is automatically dispelled (spirit thrown out). Quicksilver - Metal In enhanced form, Worn in silver bottle around neck. Wearer has EL2 Speed and is totally immune to Disease and Insanity.

**Roc Down**

Down from a Roc that has never flew and picked by hand. Has:

- A) Silk pouch around neck - gives great courage, incapable of fearing anything. He will be friendly toward any creature he meets. Also -5 from any influence rolls he takes.
- B) Ground and in water - drinker has EL10 Major Illusion for 24 hours. He is automatically fascinated, EL5, by any intelligent creature that talks to him during this period. If attacked or hostile toward him he has EL5 Terror.
- C) If burnt in the use of Casting any Chaos or Law magic he will subtract 5 from his rolls for success.

**Rowan**

In enhanced form, If as a Wand EL+2 for casting protection spell. If berries and eaten MDV+5 vs hostile magic for 48 hours.

**NOTE** — *If a wand is found there is a 15% chance it is made of Rowan if there is no other spell on it than the basic enhancement.*

**Ruby**

In enhanced form:

- A) MDV+10 vs poisons
- B) Automatically detect Chaos aligned forces 1d6 turns before they attack.
- C) Total immunity to Terror, Hatred and other emotional spells, excluding curses. Wearer can neither fear anything or hate anything.

**Rue**

In unenhanced form, White silk sachet around neck worn - MDV+1 In enhanced form, Eaten and powdered - Cure all insanity, all forms of Terror, Hatred, and Anger and negates Suggestion or Compulsion, except for curses that are affecting the character.

**Saliva**

In enhanced form:

- A) If MU casts a circle of his own enhanced saliva around him cost of casting spells is reduced 50%, RU.
- B) Saliva of an enemy can be used in hostile spells and summoning demons to attack him. Subtract TEN from success rolls on both cases. The demon will search out regardless of distance the enemy of the saliva. If demon is victorious he will be automatically dispelled and gain the soul of the person slain.
- C) If enemy saliva used to cast a physical curse on him -15 from the success roll.

**Herb**

**Salt**

In enhanced form, Eaten MDVx2 vs Jinn Races and Elder magics in general. If thrown at a member of the Jinn Races it has the effect of MEL8/EL4 Hand of Death spell. Success kills, Failure banishes and Abysmal Failure no effect. Throwing rules are the same as Purple Lotus.

**Sapphire**

In enhanced form:

- A) Unshakable Courage
- B) EL6 immunity to Terror, Hatred And Anger spells. The wearer can not fear, hate or get angry for any reason.
- C) Automatically aware of disloyal folks that travel with him or work for him.
- D) Automatically open any lock that the stone touches and the wearer knows exists.
- E) Dex+15 Agil+15

**Scorpion Woman Poison**

In enhanced form, Quartz crystal steeped in poison for 48 hours gives:

- A) MEL8/EL4 Fascination on Scorpion Beasts, Scorpion Men, Desert Lions, and minor poisonous desert insects.
- B) For Trained MUs gives 10 Mana for Desert, Earth and Storm powers casting.
- C) Total immunity to desert Powers unless chosen not to be.
- D) Speak Tongue of the Desert at EL60

**Smarag**

Unenhanced smarag has no magical value. The enhanced form grants the following benefits:

- A) See in any darkness
- B) Eloq+10
- C) if coins (max 4 per night) wrapped in black satin on stone overnight the coins will double. If not wrapped both Smarag and coins disappear. Only allows in a full moon.

**Snake Grape**

The plant is inherently magical. ...

- A) The root automatically cures any insanity.
- B) The juice of the grapes will increase the HC by 30 in curing the damage BUT it will reduce the Energy Level TWO points for every hit that is healed.
- C) Any person that eats the leaves is totally immune to effects of any plant on him. He cannot become intoxicated. He will be in a constant state of pleasure for twenty-four hours. While in this state, total immune to Pain of any kind and takes no notice whatsoever of damage that he suffers. To stop the effect before the duration ends, a Negate Curse spell is required.

**Star Ruby**

In unenhanced form, Law oriented or aligned people will -5 to all magic/combat rolls. Any other person will +5 to magic/combat. In enhanced form, Most potent stone of Law and gains

- A) MDV+5 Mana Level+5
- B) Cast all Law spells he knows at EL+1
- C) Cast all known Light Powers EL+2

**Mineral**

**Gem**

**Creature**

**Mineral**

**Plant**

**Gem**

- A) Total immune to Fire Powers
- B) -10 for success of any summoning attempts.
- C) -15 from success roll for banish chaos forces and dispell chaos oriented spells.

The stone does not work for any non-law aligned/oriented persons. If chaos aligned/oriented lose 2d6 EnL points per day he possess the stone. Can be fatal. Rules for this only apply to the enhanced stone.

**Star Sapphire****Gem**

In enhanced form, Called Star of Darkness

- A) Cast Darkness Powers, Silence & Hell Powers EL+2
- B) Wearer speaks Tongue of Darkness and Tongue of Abyss at EL60
- C) Never be attacked by Kuggi, Alal, Lalassu, Lam-mashra, or Beasts of Chaos. He will always be attacked by Demons and law aligned forces.
- D) Can use Supernatural will power death powers as if he had a rating of 30 in that power. Any person he maintains eye contact for 3 consecutive phases is automatically affected.
- E) Immune to spells in A but not Hell Powers
- F) MDV+10 vs Law Magic.
- G) Any non-chaos wearer who casts spells will lose points of EnL equal to the mana cast. No mana cast in this way will be regenerated while wearing the stone.
- H) Any chaos oriented mana cast will regenerate 3x normal speed while wearing the stone.

**Te'sla Blood****Creature**

As specified for Te'sla in Book 3

**Toad Blood****Animal**

In enhanced form, Magic user drinks gets

- A) -10 for success in casting Necromantic Powers.
- B) -5 roll (spell) when trying to do physical/damage harm
- C) -15 IF both A and B apply
- D) If bath in water with 5 doses of blood -20 to Lichcraft roll Effects are for one spell only. If law oriented drinks then BL10 Immediate Death Poison effect.

**Toadstone****Gem**

In enhanced form, Worn

- A) Automatically detect poisons within 2 hexes of him
- B) Gem swirled in goideli wine in iron goblet, potion automatically negate any poison's effect. Once created must be drunk within 2 phaes.
- C) No ship the wearer rides on can sink impossible.

**Topaz****Gem**

In enhanced form, Worn

- A) Ap+20
- B) -20 on rolls to search for hidden treasure.
- C) Swirled in water in cyrstal chalice - potion is BL10 Cure for insanity/emotional curse.
- D) EL5 immunity to Insanity, Emotional curse and mental curses.

**Tourmaline****Gem**

In enhanced form:

- A) Eats light creates sphere of 2 hex radius darkness all light except healing light, creates darkness.

- B) Wearer sees in any darkness

A) Immune to Darkness Powers

B) Wearer immune to Light Powers while exposed to light

C) Can communicate with any Kekoni if the spell is known

D) Cast current EL+1 Darkness Powers

E) MDVx2 vs law magic that is NOT castable of any other alignment.

**Turquoise****Gem**

In enhanced form:

A) Totally immune to Hatred and Quarrels Spell

B) Stone darkens if wearer damaged/ill shatters if killed.

C) Wearer can not be killed by any distance of fall. If the fall is sufficient to kill the stone is shattered.

**NOTE** — *Shattered stone of this type is worthless.*

**Unicorn Head****Creature**

Each horn does 2d10+20 doses of healing powder. It gives EL8 Healing effects. It must be ground mixed with water and dried. Note - Once exposed to water will dry within 20 turns if not used in 1 hour, unless magically preserved, it is useless.

**Vervain****Herb**

In enhanced form, following IF worn in black satin pouch around belt:

A) EL4 immunity to all forms of Fear/Terror.

B) If sack dipped in water, brass goblet potion is BL12 cure for poison/infection

C) Treated as tonah by any canine animal, non supernatural, encountered. Will not bark in his presence or let him be injured without a fight.

**White Flint****Stone**

In enhanced form:

A) Wearer total immune to touch of ediummu/possession

B) Stone warns if Edimmu or persons possessed within 10 hexes. Stone grows warmer as these approach.

C) Stone placed on chest of possessed person has BL13 chance of exorcising the force. Failure the person is irrevocably insane and stone is shattered.

**NOTE** — *In C) above, MDV is used for the spirit not person.*

**White Lotus****Plant**

Inherently magical.

A) MDV+5 for all magic if inhale the fragrance for 24 hours.

B) MU eats petal has -10 for magic success rolls until this roll is made.

**NOTE** — *Picked the fragrance lasts one day. Petals are potent forever. Each plant has one flower with 6 petals. Each bed found will have 1d3\* plants.*

**White Poppy****Plant**

Inherently magical. Ground stamen used in Peska, the more that is used the higher quality Peska. If powdered, eaten and roll made HC+40, St+40 for the healing effect. If he heals then as if EL2 Healing spell effects. Important if eat pure white poppy have 40%-(Stbx4) chance then person is addicted as for Peska. Must have one dose per day or withdrawl is suffered.

**NOTE** — *Any non-human eats this then affected by BL10 Immediate Death Poison.*

**Wolfbane**

**Herb**

In unenhanced form, EL4 repeller of Were-creatures In enhanced form, EL8 repeller of were-creature. If worn around the neck, it will attract Hellhounds, Edimmu and Ghosts. -5 to encounter chance rolls at night, if 0 or less these are encountered. Roll 1d3 to determine the type encountered. No wearer if in the right position can be attacked by Hellhounds, Edimmu, or Ghosts. If wearer attacks them the wolfbane acts as BL16 Paralytic Poison and they are free to attack him at will.

**Wolf Blood**

**Animal**

In enhanced form, If drink then pernamnet, uncontrollable Battle Fury if drink a dose. He will remain furious at all times when he is awake. Every Station x 2 hours the person will pass out for 2d6 hours, the only time he will not be furious. The effect will last until a Negate Curse is given there is no other cure.

**Wolf Eye**

**Animal**

In enhanced form, If worn in a wolfskin pouch around belt protects the person in normal combat. Wearer will -5 from all combat rolls including Missile Fire, +5 to attacker's rolls, excluding Missile Fire. At no time is the effect additive.

**Wolf Skin**

**Animal**

In enhanced form, Worn as a belt wearer can take form of wolf for as long as the belt is worn. The belt can be removed by the wearer willingly. Optional forms can be made to only be removed by a magic user that created it or a regular magic-user. If found as a treasure referee can roll 1d3\* to determine the type.

**2.2.7.3.0.1 Item Restrictions**

- A) Only large, flawless gems can be enhanced for magical power.
- B) Only pure Stones, Minerals, Metals and those that have not been used for any other purpose can be enhanced.
- C) Item rules/restrictions must be followed fully or automatic failure of the item's power occurs.
- D) In all cases a location is required for use if not in right place nothing will occur.
- E) In cases will it repels, grants spells the standard magic item rules apply in 2.26
- F) If total immunity is given for something the person is not affected by that listed regardless of its strength.