

shAkHàn

*Fantasy Role-Playing On the World of
Telostic*

Book "E":
Adventures In Northern *UsHù'l*



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Riverine scene on the River of the Star in Fief Gàtha

21. Adventuring in *Shakhàn*

21.1. Introduction

The following rules govern the turn-by-turn mechanics of adventuring in *Shakhàn*. These rules are mainly for the use of the Referee, although he or she may find it convenient to release some of this information to the players to expedite play; as a general principle, players should **not** be allowed to see this rules section while on an adventure.

Probably the best way to manage the flow of play in *Shakhàn* is a defined scenario or story-line created by the Referee (or purchased separately from Telostic Corporation or some other source). This will provide the greatest degree of continuity and the least amount of work for the Referee as the game is in progress. Alternatively, the players can construct an adventure by themselves: exploring the surrounding countryside, delving into the Underworld, and so on. Otherwise, *Shakhàn* is structured around "random events". These represent chance occurrences that happen to the adventure party on an irregular basis: for example, the party might be traveling through the streets of a city and might see a character desperately fleeing a group of pursuers. A good Referee can use this type of event as the starting point of an interesting adventure; the fleeing character might be in possession of some rare or powerful magic item desired by the pursuers, or might have seen them in the commission of a crime, or whatever. It is, of course, up to the party of player characters to decide whether they want to become involved in the story line of a particular random event—this is, after all, the essence of "adventuring" in the fantasy context.

In the absence of a specifically foreplanned event or nonplayer character, the Referee can use the Nonplayer Character Motivation Table (appended at the end of this book) to determine what a nonplayer character is currently doing when he, she or it is encountered.

21.2. Establishing the Adventure Party

To adventure as a group, the characters being managed by the players must first find a place or occasion to meet. If the player character group is a relatively homogenous one (e.g., made up mostly of characters of the same species, ethnic group, social class, occupation, etc.), it may, at the option of the Referee, be

assumed that the various characters have met each other and become familiar with each other some time in the "pre-gamed" past. Failing this, a convenient way to rationalize the various members of an adventure party meeting each other, is for all of them to frequent a particular location. A bar, public-house or inn is ideal for this, as it is logically a place where strangers would congregate and remain for extended periods of time.

An adventure party can be composed of any combination of occupations, species types, ages, moral alignments (although, a party with both really "good" and "evil" characters may be subject to constant in-fighting), and so on. It is recommended, however, than a party have a good balance of professions, for example two warriors, a priest, an *Anratscheldor-haii* (if available) plus perhaps a thief, merchant or other profession. Equally important is having a balanced set of skills; for example, an adventure

party that excels in detective work but has no ability to gather food in the outdoors will have problems exploring the wilderness. There is one skill, in particular, that **at least one**, and preferably two or more, characters of the adventure party should possess several levels of: this is "Cartography" (see Professions and Skills rule section). Without this skill, the group cannot keep a map of its travels, and being able to do so is probably the single most important survival skill an adventure party can have.

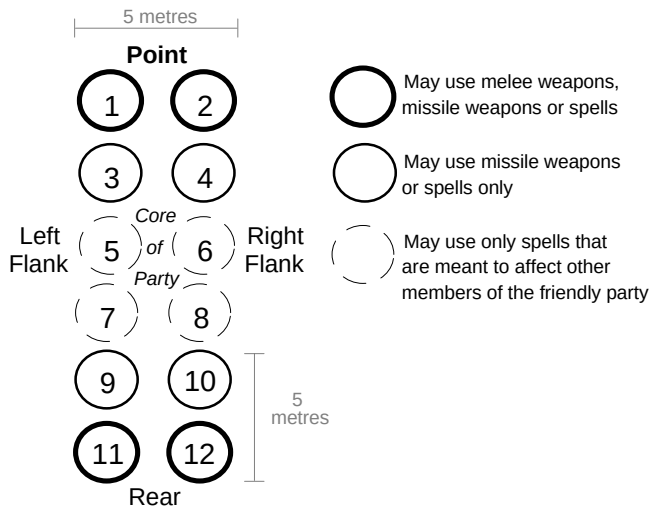
21.3. Marching Order

An important concept to take into account, particularly when engaging in Melee Combat in the Underworld or in other enclosed areas, is an adventure party's "Marching Order". This is the default positioning of characters, relative to each other, in the adventure party as it travels through the wilderness or Underworld—in other words, who is at the front of the party, who is at the rear, and so on. The Marching Order need not be adhered to while the party is in an urban setting, but it should be carefully considered if the party ventures into the wilderness or Underworld.

It is the responsibility and the prerogative of the adventure party leader to explain to the Referee what the Marching Order will be, and, importantly, what is intended to happen if the party encounters a hostile creature or party. (What *actually* happens is, of course, not entirely under the party's control.) If the adventure party leader does not explicitly describe a different marching order, the Referee should assume that the party's Marching Order will be as shown above: namely, columnar, two characters per rank, a number of ranks equal to half the number of characters in the party.* The following terminology applies to the positioning of individual characters, for purposes of Marching Order:

-**Rank**: The rank of a character within the Marching Order denotes how far he or she is from the party's front (or, from its outermost rank, if the party can potentially be attacked from directions other than the front or rear). Rank 1, or "first rank", is the first row of characters in the party. In a party with 12 characters, arranged as shown above with two characters per rank, a character in rank 6 would be in the last row of the party.





Columnar Marching Order– Capabilities, Nomenclature

-**Point or "vanguard"**: The character, or characters, who are in the "van" or first rank of the party– that is, the first one to encounter danger, for example a trap or creature. Many adventure party leaders consider the potential hazards of "riding point" to be a matter of personal honour, and, indeed, devout followers of the War-Gods (especially fearless Væran Ro'sënnpâdr and bloody-maced Væran Rssà-Urutàngk) will quarrel with other party members as to who is to be awarded this privilege. It is usually a good idea to place characters with special sensory abilities in the vanguard, so that they can give the party advance warning of threats that the other characters may not be able to perceive. Note that while there is no particular game rule to prevent players from forcing socially inferior characters (for example a slave or low-skilled mercenary warrior) to "ride point", doing so would almost always invite ridicule and whispered accusations of cowardice from an adventure party leaders' other associates; thus this course of action is rarely exercised by adventurers in northern Ushù'l.
-**Rear or "rear-guard"**: The character, or characters, who are in the last rank of the party, in other words who are behind all the others. The rear-guard position is actually only slightly less dangerous and demanding than that of point, primarily because the rear-guard characters must constantly be on watch against threats that attempt to sneak up upon the party from the rear, but also because if the party must make a quick retreat from a hazard the rear-guard and point positions are instantly reversed (at least until the party can safely catch its breath and reorganize).
-**Right or left flank**: Characters who are on the right or left sides of the party, but who are not in the front or rear positions.
-**Core of party**: The "party core" is made up by those characters who are further than two ranks from the front or rear of the party. Typically, characters in the party core are those whose fighting or reflex abilities are inferior to others, but who may be with the party for some other reason (for example, a priestess of Virya Nanyë who is there for her healing abilities, or a torch-bearer whose job it is to keep a light source going so that the party can see what is happening).

21.3.1. Marching Order– Character Spacing

No more than two characters, whose size and body morphology is approximately the same as that of an adult human male, can fight side-by-side and safely use melee weapons in the Underworld passages found in most regions of northern Ushù'l, without running the risk of striking each other in the heat of combat. Expressed in terms of minimum per-character spacing for human-sized beings, each human-sized character requires approximately 2.5 metres of space as the "box" in which he or she will operate. (See "Marching Order" illustration.) Although the Referee is free to amend this restriction as he or she sees fit, for purposes of comparison, corresponding limits for some of the other sapient species would be three characters of the same size as a Hàmyé, Ri'im or Shéleggi, or one only of the size of a Nika'Khàdra, Apnié or Hoyoté-Gò.

* Many adventure parties will prefer to use this formation in any event, because of the inter-character spacing requirements noted above.

21.4. Nonplayer Character Reaction Table

One of the most frequently encountered duties of the Referee in Shakhàn will be to simulate the reaction – positive, ambivalent or negative – of a nonplayer character (or creature) to a proposal or action made by a character of the adventure party. The following Nonplayer Character Reaction Table, interpreted with liberal amounts of Referee discretion, can be used to simulate this.

Dice Roll	Standard / Normal Situations	Business Proposal	Social or Sexual Proposal	Underworld / Wilds Encounter
less than 01	Enraged; curtly rejects; offers a fight	Furious; will do no more business	Furious; screams, hysterically rejects proposal	Attacks with insane fury; fights to death
02-05	Angry	Insulted; ends discussion	Shocked, insulted, offended	Attacks with fanatic morale
06-10	Strongly negative	Rejects; ends discussion	Contemptuous; ridicules proposal	Attacks with high morale
11-20	Negative	Rejects; may end discussion	Dismissive; curtly rejects proposal	Attacks with normal morale
21-40	Mildly Negative	Dissatisfied; politely refuses	Unimpressed	Attacks cautiously unless weaker
41-60	Neutral	Needs more convincing; bargains hard	Undecided	Hostile, but attacks only if provoked or if stronger
61-80	Mildly positive	Interested; bargains a bit	Receptive; plays along	Neutral; keeps up guard and stands ground
81-90	Positive	Accepts a reasonable offer (only)	Friendly; may flirt or accept proposition	Neutral; may avoid combat if approached
91-95	Strongly positive	Accepts even a questionable offer	Aroused; accepts proposal (within own upbringing)	Guardedly trusting; offers safe passage
96-00	Enthusiastic	Accepts almost any offer	Strongly aroused; accepts proposal without question	Trusting; may offer a truce or parley
more than 100	Overjoyed; zealously agrees	Accepts happily; may "sweeten deal"	Swoons; totally or abnormally captivated	Very trusting; offers to join party

Modifiers

-Sudden encounter in the Underworld: -25
-Addresser is of a differing (e.g. "good" / "neutral") moral alignment: -2
-Addresser is of an opposed (e.g. "good" / "evil") moral alignment: -5
-Addresser is of an opposed religion to that of the addressee: -10
-Addresser is a foreigner or of a significantly different ethnic group: -5
-Addresser is of the opposite sex to the addressee: +5
-Addresser is more than 2 social class categories lower than addressee: -10
-Addresser is 1 social class categories higher than addressee: +5
-Addresser 2 or more social class categories higher than addressee: +10
-Each point under 8 in addresser's Charisma or Physical Beauty scores: -1
-Each point over 14 in addresser's Charisma or Physical Beauty scores: +1
-Each point past 6 by which addresser's Charisma or Physical Beauty score is higher than that of the addressee: -3





-Addressee's Tolerance character trait score is "Chauvinist" or lower and addresser is from a dissimilar ethnic, religious or species: -10
-Addressee's Temperament character trait score is "Thin-Skinned": -5
-Addressee's Temperament character trait score is "Irritable": -10
-Addressee's Temperament character trait score is "Surly": -15
-Addressee's Temperament character trait score is "Explosive": -20
-Addressee's Temperament character trait score is "Stoical": +5
-Addressee's Temperament character trait score is "Serene": +10
-Addressee's Temperament character trait score is "Butt-of-All-Jokes": +15
-Each point over 14 in addresser's Charisma or Physical Beauty scores: +1
-*Shéleggi* or *Ri'im* character addressing non-*Shéleggi* / non-*Ri'im*: -5
-*Agàk* addressing *Hoyoté-Gò* or *vice versa*: -15

The Referee should use a considerable amount of common sense in interpreting the results of a dice check on this table; except in extraordinary situations (for example an insane or "charmed" nonplayer character), nonplayer characters will normally never engage in actions that are obviously against their own perceived self-interests or beliefs. This rule is especially true in urban settings, where the penalties for overtly anti-social activities are severe.

21.5. Nonplayer Character Party Composition

Unless otherwise noted, the following guidelines should be used for determining the types and number of a party of nonplayer characters encountered in urban settings, the wilderness or Underworld; modifiers to account for the latter factors are indicated below. They can also be used by the Referee to determine the composition of a party already in the employ of a character who approaches the adventure party with an offer or demand of employment, as well as wage rates for the expedition.

Unless the nonplayer party was encountered in the wilderness or Underworld, its leader's occupation is randomly determined using the "city" character occupation tables (although, it should be something appropriate— a baker or hairdresser would usually not be a likely candidate for a monster hunt or Underworld expedition). The occupation of the leader of a non-specialist party encountered in the Underworld or wilderness is always "warrior" by default.

The occupation of the leader of a specialist party is always the same as specialty— for example, the leader of a party of clerics is always a priest or priestess, the leader of a party of magic-users is always an *Anratschêldor-haii*, the leader of a group of bandits is always a warrior, and so on. As far as the occupations of subordinate members of a specialist nonplayer party are concerned, a 1D20 check is made for each: (1 to 3)— a slave, torch-bearer or other flunky; (4 to 15)— same as that of the leader or the specialty; (16 to 20)— some other occupation as determined below. The leader's primary occupation level will be from 3 to 12 (3D4), or 3 to 18 (3D6) if encountered in the wilderness or Underworld. There is a 10 per cent chance per primary occupation level that he or she will have in his or her possession 1D6 magical items, weapons or pieces of armour, and a 10 per cent chance per level that he or she will have a horse or other riding animal. The moral alignments of adventure party leaders— and thus of their subordinates— are usually determined randomly using the Alignment Table.

A normal party or expedition will already have several assistants. Certain types of expeditions typically have a greater number of members, as shown below.

Expedition Type	Characters in Expedition
Standard (adventure)	1D20+1
VIP / noble	2D8+1
Underworld	2D12
Exploration	1D20+2
Foreign travel	2D12
Bandit / criminal	3D6
Military / posse	3D6
Religious / clerical	3D6+1
<i>Anratschêldor-haii</i>	2D6+1
Merchant caravan	3D10
Courier / messenger	1D4
Other / general	1D6 to 1D20

The species of each member of the leader's party is determined by a D20 roll: (1 to 16)— human or a "Common" species; (17 to 19)— an "Uncommon" species; (20)— a "Rare" species, if appropriate. Throw 1D20 to determine the occupation of each subordinate: (1 to 6)— slave, porter, flunky or practitioner of a mundane occupation; (7 to 15)— fighter or warrior; (16)— thief; (17 to 18)— cleric or priest; (19)— magic-user / *Anratschêldor-haii*; (20)— other or specialist. Add 2 to this die check if the nonplayer party was encountered in the wilderness or Underworld.

A D10 is thrown to determine the primary occupation level of each assistant: (1 to 5)— level I; (6 to 8)— level II to V (1D4 + 1); (9)— level VI to IX (1D4 + 5); (10)— level X or above, if appropriate (Referee discretion). Add 2 to this die check if the nonplayer party was encountered in the wilderness or Underworld. Note that normally, no subordinate member of the expedition will be of higher level than the leader himself or herself, unless the leader is of high birth or of some other similar position of authority in society. There is a 5 per cent chance per primary occupation level that a subordinate character will have in his or her possession 1D3 magical items, weapons or pieces of armour, and a 5 per cent chance per level that he or she will have a horse or other riding animal.

By default, the leader will offer player characters that he or she wants to hire, a wage of 1D6 silver pieces per primary profession level, per game month for assistance on a normal or safe expedition (for example a trip from one city to another on a well-patrolled road). The default wage rate for an expedition with an element of danger to it, for example a long trip through the wilderness, is 1D8 silver pieces per primary profession level, per game month. The default wage rate for an expedition with a significant element of danger to it, for example a trip deep into the Underworld, is 2D6 silver pieces per primary profession level, per game month. There is one significant exception to this: in most parts of northern *Ushù'l* the pay scale for a footsoldier in normal military service is approximately **one (1)** silver piece per primary profession level, per game month, with a bonus applicable for going on a campaign. For this reason, pillage of conquered regions is commonplace as a "supplement" to normally meagre military wages.

For parties that have been composed with a non-mundane quest or goal in mind, particularly one involving conflict or danger (for example a posse to track down and exterminate a dangerous beast or to retrieve an item from the Underworld), there is a 20 to 80 (2D4 x 10) per cent chance that the leader has a good idea or description of the object or goal of the expedition. If this check is failed, there is a 60 per cent chance that the leader is on completely the wrong track and will probably be unable to complete the task without a major change in strategy or tactics. If the steps needed to achieve the goal of the expedition are thought by the leader to be highly dangerous, there is a 70 per cent chance that he or she will conceal this knowledge to all but the most trusted of his or her retainers, until it is too late to turn back from the quest.

21.6. Merchandise Types

The Referee may determine the type of merchandise being offered for sale, where appropriate, by a check on the Merchandise Table below. This table can also be used in cases where the Referee needs to quickly determine the contents of a caravan, storehouse or other entity to which someone (e.g. a thief) has gained access.





Dice Roll	General Merchandise for Sale
01-30	Vegetables
31-50	Fish/seafood, meat, poultry
51-55	Animals, pets, livestock
56-60	Cloth, linen, leather, sewing
61-65	Handicrafts, trinkets
66-70	Mundane-type beverages
71-72	Acting, juggling, entertainment
73-76	Alcoholic drinks, "home-brew"
77-79	Clothing, shoes, gloves, etc.
80	Slaves
81-85	Herbs, "home remedies"
86-90	Drugs
91	Maps (1D8 x 10% accurate)
92-93	Weapons (70% melee, 30% missile)
94-95	Armour
96-00	Rare, special or magical items (below)

A considerable amount of Referee discretion is needed in deciding quantities and exact characteristics of the items being sold; typically, 1D6 items of the more ordinary types, or one or two of the rarer types, will be available in day to day sales activities, with 2 to 20 times these amounts in a storehouse or other holding area. The asking price for items sold in the street or in the countryside is usually 20 to 30 per cent less than what a comparable item would cost in a store; however, quality is likely to be also 20 to 30 per cent lower than store merchandise, with a large per centage of the rarer or more expensive items (for example a magic potion or treasure map) being fakes.

Where it is necessary to determine the nature of a rare or special item for sale, the following table may be used. The Referee should use a considerable amount of discretion in deciding which of these types of items are, in fact, available; for example, it is very unlikely that enchanted items of any appreciable potency, or potentially dangerous animals, would be offered for sale to the public except under extraordinary circumstances (and then only to characters with special clearance from the state).

Dice Roll	Unusual Merchandise for Sale
01-20	A general-type item (as per table above), but of (1 to 8)– "Excellent" or (9 to 15)– "Exceptional" quality, or (16 to 20)– of an unusual or rare variety (for example a rare drug)
21-40	A general-type item (as per table above), but from a foreign or far-off (1D100 map hexes) source
41-45	Government job of moderate to high rank in bureaucracy
46-50	Government-owned land, buildings or property
51-60	Big game (dead) or parts thereof; skins, meat, etc.
61-65	Tickets to a special event– the speech of a notable person, an exclusive party, a performance by a famous bard, actor etc.
66-67	Special rates (1D20% discount) on instruction in an ability
68-75	<i>Objets d'art</i> , fine paintings, sculpture, etc.
76-80	Gemstones, jewelry, etc. (high-quality)
81-85	Medicinal herbs, balms, etc.
86	Unusual or rare slaves (a rare occupation or species, etc.)
87-88	Unusual or foreign types of weapons and/or armour

(continued)

89-90	Unusual books, writings, etc. (non-magical; e.g. a book of ancient history, a linguistic tract of a rare language, etc.)
91	Unusual or rare animals (alive and at least temporarily subdued; determine type as per a wilderness / Underworld encounter)
92-93	Raw materials for potion-making or sorcererous uses
94-95	Poisons, strong corrosives or toxins
96	Magic potions, elixirs, etc.
97	Magic scroll or enchanted book, tome, etc.
98	Enchanted weapons and/or armour
99	Enchanted miscellaneous magic item– wand, staff, robe, ring etc.
00	"Strange box" (an ancient technological device)

21.7. Crime and Punishment

A character accused of a crime in northern *Ushù'l* is usually in for a very unpleasant experience, since the prevailing standards of justice in Javertien, Ardtien, Roctien and especially the Shadowed Empire are primitive, containing few of the safeguards against wrongful conviction and punishment that are taken for granted on modern Earth. It is usually a foolish idea to become involved in the criminal law process as a defendant; escape from the authorities, or large bribes to one's captors, are often an accused person's best chance of surviving with his or her life, body or property intact.

There are three stages to involvement in the criminal law process: apprehension, conviction and punishment. These are dealt with below in sequence.

A character who commits a crime has a variable chance of apprehension, based upon the severity of the crime, where it occurred and who was wronged. It should be noted that the chance of apprehension is rather higher than it would have been in a contemporary Terran society of the same time period; this is a reflection of the fact that the state security apparatus of Telostic has recourse to magical means of search and detection that were never available on medieval Earth. The severity of a crime, for game purposes, is expressed as a "Severity Level", as denoted below:

Nature of Offense	Severity Level
Breach of public morals/the peace, vagrancy, soliciting, littering, breach of by-laws, mischief, minor civil suits, prohibited dresswear, failure to control an animal, carrying a communicable disease, rumourmongering, indignity to a dead body, neglect of civic duty, evading a command of the state, brawling	1
Breach of contract*, debt, fraud, usury, bigamy, civil torts involving money or the loss of property under 100 sp, bestiality, obscenity, illegal sex acts, embezzlement*, misallocation*, conversion*, breach of fiduciary trust*, carrying a prohibited weapon, harbouring a fleeing slave or serf, corruption, offering a bribe, private disagreement with official policy, forgery of private documents, speculation, brewing a noxious substance	2
Insolence*, disrespect*, sacrilege, slander*, simple vandalism, civil torts involving money or the loss of property over 100 sp, breach of guild regulations, curfew violation, trespassing, contempt of court, resisting arrest, incitement to riot, obstruction of justice, harbouring a wanted person or dangerous animal, attempting to flee slavery or serfdom, accepting a bribe, public disagreement with official policy, illegal dueling, administering a noxious substance*, civil conspiracy, belonging to an illegal organization	3

(continue)





Trafficking in prohibited items, smuggling, black marketing, forgery of official documents, tax or tariff avoidance, attempted suicide, civil torts involving bodily injury* (e.g. reckless endangerment), perjury, attempting to escape state custody, aiding an escape attempt, criminal conspiracy, vandalism of state or religious property, illegal possession of state secrets, refusing a command of the state, illegal speculation	4
Assault/battery*, pickpocketing*, theft*, burglary*, poaching, grave robbing, insubordination, counterfeiting, impersonating an officer, participation in a riot or illegal demonstration	5
Rape*, manslaughter*, negligent homicide*, blasphemy, sorcery**, revealing state secrets, impersonating a noble, leading a riot	6
Murder*, attempted murder*, banditry*, piracy*, poisoning*, rustling, kidnapping*, heresy, subversion, lycanthropy, necromancy**	7
Premeditated murder*, arson, desertion, carrying plague into city	8
Espionage, rebellion, mutiny, infanticide*, parricide*	9
Treason, demonology	10

* Add 3 to the Severity Levels of these crimes if they were committed by a non-noble against a member of the nobility.

** The authorities have considerable discretion as to which uses of magic count as "sorcery" and will usually only invoke it as a crime if used to commit or aid another crime. Necromancy counts as only a Severity Level 2 crime in the Shadowed Empire, and the stricture against it does not apply on Temple properties.

◇ This counts as two Levels higher if a potentially deadly weapon was used in the altercation.

◇◇ This crime covers instances where a character does not assist the extinguishing of a fire in the city or otherwise fails to contribute to a needed collective effort in an emergency.

A crime to which there was at least one witness will be investigated intensively (the "Primary" investigation period) by the authorities for a number of game hours equal to twice its Severity Level, and will be investigated less vigorously (the "Secondary" investigation period) for twice this amount of time, plus 1D20 hours, thereafter. (For example, a Severity Level 4 crime would be carefully looked into by the police, army or civic guard for 8 game hours and would be investigated at a more leisurely pace for 16 + 1D20 hours after the first eight hours were over.) The above amounts of investigation time are halved, if there was no witness to the crime or event. There is no "statute of limitations" on Telostic, although a crime below Severity Level 5 will probably not be pursued after about a year except in the event of newly discovered and very clear evidence.

An important factor of a criminal investigation is that the police do not always arrest the actual villain(s)– indeed, if the real goal of the manhunt is simply to find a "scapegoat" (this is frequently true of crimes involving gruesome unsolved murders, dissent or opposition to state policies), the authorities may not much care as to the identity of the true criminal. By default, **all** characters at the scene of a witnessed crime, except the victim or victims, are under suspicion and may be arrested and charged. (Note that the arrest and punishment of one character, in such circumstances, usually does **not** mean that the others will go unpunished.) In the case of an unwitnessed crime, there is a 60 per cent chance that the character who actually perpetrated the crime will be the main suspect, and a 40 per cent chance that the police will incorrectly suspect 1D6 other persons. Furthermore, there is a 30 per cent chance that each character in an adventure party containing someone who has, in fact, committed a crime, will **also** be subject to arrest and punishment; the concept of "guilt by association" is considered completely normal and is very widely observed on Telostic.

During the Primary investigation period, any character who may be suspected of the crime (**including** characters under suspicion who may be completely innocent of it) must, **each game hour**, pass a Saving Throw at [(Intelligence + Perception) x 3 DMod]; the default DMod for this check is increased to 4 during the Secondary investigation period. The following modifiers, which should each be invoked by the Referee according to common sense and the circumstances at hand, apply to the DMod to be used in each such check.

-Character "lies low" (does not leave his or her room or hideout): +1
-Character has a prominent or easily identifiable physical feature: -0.5

- Character is a master of disguise: +0.5
- Character has magical means of self-concealment (e.g. invisibility etc.): +1
- Character is a thief, spy, assassin or skilled at avoiding apprehension: +1
- Character has the "Streetwise" game ability: +0.3
- Apprehension has been assigned high priority by the secret police: -1
- Each 100 silver pieces being offered as reward for apprehension: -0.1
- Each point under 8 or over 14 in Charisma or Physical Beauty scores: -0.1
- Each other character "looking out for" character under suspicion: +0.1
- Each other character willing to "turn in" character under suspicion: -0.1
- Each Severity Level of crime being investigated: -0.1
- Each other character already apprehended for the same crime: +0.2
- Major distraction to the authorities (e.g. a fire in the city): +1

The results of this check are denoted below.

- *If the result of the dice roll is more than 30 points over the Success Threshold, or is more than **twice** the final Success Threshold, it counts as **Caught Automatically**:* The character is caught and detained by the authorities with no chance of resistance or escape.
- *If the result of the dice roll is between 21 and 30 points over the Success Threshold, it counts as **Surprised by the Authorities**:* The character is recognized and surprised by the authorities, who will attempt immediate arrest and detention, at a range of 1D20 metres. Depending on the circumstances, the Referee may allow the character a chance to escape (but not a good one).
- *If the result of the dice roll is between 11 and 20 points over the Success Threshold, it counts as **Noticed by the Authorities**:* The character is recognized by the authorities, who will attempt immediate arrest and detention, at a range of 3D20 metres. The Referee may allow the character a chance to escape, but he or she will be pursued by the posse for at least 1D20 game minutes.
- *If the result of the dice roll is less than 10 points over the Success Threshold, it counts as **Under Suspicion**:* The character is recognized by an informant for the authorities, who will immediately warn them if possible. (Note that the character will usually never be aware that this has transpired; a lenient Referee might allow him or her a Saving Throw against Situational Awareness with a low DMod.) The authorities will arrive with an arrest posse in 1D20+1 game minutes; if the character has left the scene by then and thus evaded apprehension, reduce the DMod for the next hour's check by 1.
- *If the result of the dice roll is equal to or under the Success Threshold, it is a **Success**:* The character evades apprehension for the current game hour, but may still be arrested in subsequent hours until the investigation periods have both expired.

Concerning the conviction process, none of the societies of northern Ushù'l, with the single exception of two of the westernmost fiefs of the Javvré Imperium, maintain anything similar to the jury system; almost all offenses are tried by government magistrates (judges), with serious crimes against the state occasionally being dealt with by senior members of the ruling Clan or, in rare cases involving a noble accused of a crime, even the Emperor himself. A major exception to this is the system of ecclesiastical courts maintained by most of the major Temples; these have jurisdiction over events that occur on Temple property or which concern purely internal religious matters. (They are not supposed to intervene in questions of justice over which the secular authorities have jurisdiction, but the ecclesiastical courts of a few Temples, that of severe Væran Ro'sennpádr in particular, have from time to time violated this rule.)

A person accused of a crime may either defend himself or herself in front of the magistrate, or may hire a professional litigant (usually available only in larger settlements and typically at a cost of 1D100 silver pieces per game day) to do so. There are no rules of evidence; the magistrate may accept or reject any piece of evidence or argument as he or she deems fit, but in practice, most magistrates will place much more credence in the word of the arresting authorities than they will on an explanation, however convincing, made by a defendant.





The decision of the magistrate is simulated by a D20 check: (1 to 5)– totally believes the prosecutor's story; (6 to 15)– mostly believes the prosecutor's story; (16 to 19)– partly believes the defendant's story, with a 60 per cent chance of acquittal; (20)– completely believes the defendant's story and acquits him or her of the charges. Add from 1 to 3 to this check depending on the quality of the defendant's litigant, if any; subtract 1 if the defendant has a language fluency of less than 50 in the language being used in the court. A bribe of 1D20 x 10 silver pieces to the magistrate, if accepted (check against the Nonplayer Character Reaction Table) adds 1D3 to the check; if rejected, it causes a subtraction of 1D3 points.

Magistrates everywhere in northern *Ushù'l* except Javertien have complete and absolute discretion as to the sentence handed down as punishment for a crime; there is no concept of "equal treatment under the law", so a first person may be given a comparatively light sentence and another given a freakishly harsh punishment for the same crime. There is also a 60 per cent chance that the magistrate will **not** reveal the sentence to the accused until the moment in which it is to actually be carried out; this is primarily a security measure to prevent the accused, or his or her friends or comrades, from attempting to escape custody if the sentence involves death or long imprisonment. Except where a very high-placed member of society is concerned, there is no appeal to a verdict, and sentences are carried out promptly, usually within 1D20 hours of the verdict.

The penalties assessed against those convicted of wrongdoing in most societies of northern *Ushù'l* can be very severe by the standards of modern Earth, as is demonstrated by the Punishment Table (below):

Dice Roll	Punishment Inflicted on Convicted Person
01-05	Got off "scot-free" (acquitted) due to legal technicalities
06-20	Verbal reprimand (some loss of prestige)
21-30	Public humiliation (e.g. "tar and feather", 1D6 days in stocks)
31-40	Fines, confiscation of 1D100% of property, etc.
41-50	Corporal punishment (e.g. 2D20 strokes whipping)
51-60	Imprisonment (usually 1D20 years)
61-70	Branding (usually by hot iron on forehead)
71-75	Banishment from kingdom (50% 1D20 years, 50% for life)*
76-80	Enslavement (50% 1D50 years, 50% for life)*
81-85	Torture (1D20 hours, 25% chance victim driven insane)*
86-90	Mutilation (loss of 1D2 limbs, sense or sex organs)*

(continued)

91-95	Death by (hanging, impalement, beheading, stoning, crucifixion)* (Note: In the Shadowed Empire, there is a 60% chance the victim has been given to an "evil" Temple for ritual– and usually very painful– human sacrifice.)
96-98	Death by cruelty (boiling in oil, burning, thrown to wild animals, hanging, drawing and quartering, slow torture)*
99	Roll twice, adding all punishments*
100+	Roll twice; second punishment also inflicted on spouse and offspring! *

Modifiers

- Location of trial is in Javertien: -5
- Location of trial is in the Shadowed Empire: +5
- Magistrate only partly believed prosecution's story: -5
- Magistrate partly believed defendant's story: -10
- Each conviction past the first this game year for a crime of any sort: +5
- Convicted is a foreigner or of a significantly different ethnic group: +5
- Convicted is from "Peasant" or lower social class: +5
- Convicted is a noble or politically powerful character: -10
- Each point under 8 in convicted's Charisma or Physical Beauty scores: +1
- Each point over 14 in convicted's Charisma or Physical Beauty scores: -1

Additionally, crimes of Severity Level 4 and lower are assessed a favourable modifier/subtraction equal to [3 x (4 - Severity Level of crime)]; however, crimes of Severity Level 6 and higher are assessed an unfavourable modifier/addition equal to (Severity Level of crime x 3).

Where appropriate, there is a 70% chance a punishment inflicted is made in public "as an example".

*: If these punishments are indicated all the victim's property is forfeit and is seized by government authorities.

21.8. Slavery

Slavery, in other words the forced, involuntary and permanent servitude of one intelligent creature to another, is very widespread in northern *Ushù'l*. It is especially common in eastern Roctien and the Shadowed Empire, somewhat less so in the far west. Slaves or indentured servants may be encountered and/or purchased by the adventure party during the course of play – or, an unlucky character might himself or herself be enslaved.

The most common cause of enslavement in northern *Ushù'l* is as punishment for a crime (especially fraud or debt), although slaves – particularly women and children and other noncombatants – are frequently gathered in large numbers as a result of wars against opposing nations.

The life of a slave is usually a monotonous regimen of hard work and poor food and is completely and exclusively the property of his or her master, who may end it at any time with no legal recourse on the former's part.

Despite this, an informal code of ethics, which unfortunately is not much observed in the Shadowed Empire, prohibits the execution of slaves except for serious offenses such as large-scale theft, an attempt on the life of the master or his or her family, an escape attempt, and so on. A master who capriciously executes slaves or otherwise violates this code is not subject to any legal stricture, but will find his or her social status called into question and will be charged exorbitant prices the next time he or she is out shopping for new slaves. Corporal punishment or physical or sexual abuse of slaves is, however, both allowed and widely practiced, and indeed one of the most common uses for a slave is as the sexual plaything of his or her master. Depending upon the master's "tastes", this may be a rather distasteful duty, but it is probably preferable to a life of endless, grinding toil in the fields, kitchens or latrines.

In Roctien, Ardtien and the Shadowed Empire, the children of a slave are themselves enslaved to the parent's master; in Javertien, conversely, the child of a slave must be granted manumission (e.g. be given his or her freedom) upon reaching the age of 13. (Most such children, and most enfreed adult slaves, will, however, still prefer to reside in the house of their former master, in preference to the very uncertain existence of the city streets.) Slaves are allowed to carry weapons only in the most extreme of circumstances– for example, in a life or death situation in the Underworld– as many of them are just as likely to slit the throats of their masters as they are his or her opponents!

Although characters with specialized skills such as sage, thief, alchemist, etc., are sometimes found in the slave-markets of northern *Ushù'l*, such characters are often insane or untrustworthy and may not be worth the high price asked of them. Furthermore, a character capable of using magic (for example a priest or *Anratschêldor-hai*) is dangerous and difficult to keep in involuntary confinement, and such a character must have something very seriously wrong with himself or herself to have landed in this condition. (The Referee may simulate this by assuming a 60 per cent chance that any such character has 1D3 Mental Defects.) Many of the Temples will prefer to execute or imprison a miscreant priest or priestess within their own walls in preference to allowing him or her to be enslaved; the most significant exceptions to this are the Temples of *Væran* Ro'sènnpâdr and *Væran* Hnélo-Tràniss, for whom the state of slavery is an especial disgrace meted out upon their most errant members. The same principle is true of many of the noble clans, especially those with a "title" to the crown.

For each slave in which the adventure party is interested, the Referee rolls on the following table to note any unusual features:





Dice Roll	Feature of Slave	Effect on Price
01-10	Child under the age of 8	x 0.5
11-20	Adolescent from the ages of 9 to 16	x 0.8
21-30	Elderly person over the age of 40	x 0.7
31-40	Character with a low (3-7) Physical Beauty score	x 0.7
41-70	No special features	none
71-75	Character from a foreign land (1D100 hexes distant)	x 1.1 to 2.0
76-80	Character with a high (16-20) Physical Beauty score	x 1.2 to 2.0
81-90	Non-human species (1 to 14)– "Common" species; (15 to 19)– "Uncommon" species; (20)– "Rare" species	x 1.5 ("C") x 2.0 ("U") x 5.0 ("R")
91-98	Character with some type of specialist skill such as sage, priest, magic-user, etc.	x 2.0 to 8.0
99	Check again 1D3 times on this table ignoring this result	none (but add modifiers)
00	Rare or unusual feature (an albino, an enslaved noble, a God in disguise, etc.) (Referee discretion)	x 1.0 to 10.0

21.9. Disease Types

When a character in *Shakhàn* is exposed to a communicable disease, the table given below can be used by the Referee to determine its relative virulence and the seriousness of its symptoms. While the exact characteristics of the diseases found in northern *Ushù'l* are *For Future Release*, some common types are:

-*Dabàtha-Rqnùha* (closely related to influenza; a "Dangerous" disease)
-*The Nhèfrian Spasms* (similar to the common cold, a "Minor" disease)
-*Ar-Ta-Phàma* (a bacterial infection akin to Terran Dysentery; a "Common" disease)
-*The Spotted Death* (an "Epidemic", smallpox-like disease)
-*Ymà* (very similar to Terran Cholera; a "More Serious" disease)
-*The Bloated Death of Old Jcòshia* (a virulent and nearly always fatal malady unlike anything found on Earth; counts as a "Deadly" disease)

Unless otherwise noted, all of the diseases encountered within the context of the game can affect all characters of the "Common" species types; it is the responsibility of the Referee to determine under what circumstances a character of the "Uncommon" or "Rare" species types can be affected by a human-oriented endemic sickness. (If a degree of immunity to these types of disease is granted, the Referee should create the chance of an equivalent disease unique to the species type in question, infecting the character.)

Dice Roll	Disease Type	Effect if Untreated	DMod to Diagnose*
01-10	Minor disease	Remain sick for 1D20 days	5
11-20	Common disease	Remain sick for 2D20 days	5
21-40	More Serious disease	25% chance kills in 3D6 days; otherwise victim permanently loses 1D3 Constitution points	4
41-60	Dangerous disease	50% chance kills in 3D6 days; otherwise victim permanently loses use of one body limb	4
61-80	Very Dangerous disease	75% chance kills in 2D6 days; otherwise victim driven permanently insane (1D4 defects)	3
81-90	Plague / Epidemic disease	99% chance kills in 1D6 days; otherwise victim blinded or deaf	3
91-00	Deadly Disease	Kills in 2D6 hours; otherwise victim permanently loses use of 1D6 limbs	2

* This column gives the approximate DMod used in a check for Situational Awareness where a character suspects that he, or another person, may have been exposed to a disease; if the check is passed, the Referee will give the player managing the character various amounts of information to suggest the name of the disease, assuming it is one that the character might reasonably have been familiar with. One point is subtracted from this DMod if the character is attempting to diagnose someone of another species; one point is added if the character has two or more levels of the Healing skill.

21.10. Divine Intervention

As was noted in the Character Attributes rules section, at various times in the course of play (usually when a character is killed or severely injured), characters in *Shakhàn* will call out to the deity they worship for "Divine Intervention"– in other words, direct aid from the deity to the character. The following rules detail the procedure to be used by the Referee when such a call is made.

There are two components to Divine Intervention: calling out for help, and then, assuming one has been heard, the reaction of the deity. The chances of being heard at all, and then being given some kind of worthwhile help, are quite small; most deities, after all, have more important things to do (deciding the fates of entire worlds, roaming the galaxy, struggling with other multi-dimensional beings, and so on) than to concern themselves with the pleadings of an individual mortal character. Also, if Divine Intervention is made too easy to get by the Referee, it will become a "crutch" for the players, who will be able to repeatedly cheat death or injury simply by whining constantly to the Powers Above or Below.

Note that there are certain conditions which most deities either cannot, or will not, remedy: among these are a curse or other punishment inflicted directly by another god (unless it was inflicted as the result of some action that the character's own deity asked the character to undertake), temporal travel to periods before or after the deity was present on Telostic, the granting of immortality or god-like powers to a mortal character (doing so is considered "bad manners" by the other immortal beings), or the granting of knowledge that the deity either does not know or feels would be inappropriate for a mortal. The one exception to the last prohibition would be *Virya Nia*, and even She is reserved in what "hidden" information She will reveal to Her most reverent followers.

A call for Divine Intervention can only be made when the character is conscious (although, he or she does not have to be entirely in control of his or her mind), and can only be made to the single deity that the character officially worships. (Thus, a character who professes to worship more than one god or goddess, is in fact prohibited from using Divine Intervention.) Also, if more than one character in a given situation calls for Divine Intervention, and more than one character is heard, the reaction of the **first** deity who intervenes is used; other calls and results are discarded. The reasoning behind this is, the deities are not inclined to get into arguments with each other over the fates of mortal beings– the second and successive deities to hear a call in this situation will decide to "leave it to whichever of my immortal friends got here first". A given character may call for Divine Intervention no more than **once** per game month.

The basic chance all characters have of being heard in a call for Divine Intervention is (Mystic Ability score x 0.2 DMod), modified as specified by the following set of tables. If the call is heard, the Referee performs a percentage dice check on the special Divine Intervention Table, modified by the deity in question (as, some deities are more or less inclined to be merciful, just as They vary in willingness to listen to a call).

21.10.1. Modifiers: Deities of the *Khùl-Tlassù*

Religion	Modifier to Hearing Chance / Deity Reaction
<i>Virya Fèftian-lthé</i>	+2 / +10
<i>Væran Ro'sènnpâdr</i>	+5 / -5
<i>Væran Za-R'hàak</i>	+1 / +1
<i>Virya Nanyè</i>	+6 / -5
<i>Virya Nia</i>	none / none
<i>Virya Karènn-R'làché</i>	+3 / +10
<i>Væran Vo'Hlakàns</i>	none / +1





21.10.2. Modifiers: Deities of the *Khùl-Mhazàshii*

Religion	Modifier to Hearing Chance / Deity Reaction
Væran Bà'altshavùu	+8 / +8
Vîrya Tiryé-Habéla	none / none
Væran Hènns	+15 / none
Væran/Vîrya Kikiri	+1 / none
Væran Hadda-Làtonn	none / none
Vîrya J'Ràlrishé-Slé	none / -1

21.10.3. Modifiers: Deities of the *Khùl-Nolgùn*

Religion	Modifier to Hearing Chance / Deity Reaction
Væran Bssiro	none / none
Væran Rssà-Urutàngk	+4 / -10
Væran Hnélo-Tràniss	+5 / none
Vîrya Hé-Enriath	+7 / +2
Væran H'òngg-Hélé	none / -5
Vîrya Yog-Ròthe	none / none

21.10.4. Modifiers: "Non-Mainstream" and Other Deities

Religion	Modifier to Hearing Chance / Deity Reaction
The Cult of the Prophet	-1 / +1
Væran Ya-Epré	none / -1
Væran On	-2 / none
B'àbb-B'bògg	+3 / -2
Væran Wròb-Riàhyal	-1 / -3
The One of the Dark Horn	-1 / +1
The Ancient One of Nightmares	-1 / +2
The Nameless One	-1 / -15
The Red One	none / +1

21.10.5. Divine Intervention Table

Dice Roll	Deity Reaction to Call
less than 01	Enraged; supplicant and all in a 1D10 metre radius are immediately slain and crumble into dust, no chance of revival for supplicant and only a 25 per cent chance of revival for all others
01-05	Angry; deity immediately and permanently slays the supplicant (only), causing him or her to crumble into a pile of dust; no chance of revival
06-10	Strongly negative; Major Curse inflicted on the supplicant
11-20	Negative; supplicant suffers 3D6 points of body damage
21-60	Does nothing; the deity is disinclined to act
61-80	Does nothing, but if the character is <i>in extremis</i> transports him, her or it to the deity's "Paradise"; this of course means that it's time to roll up a new character, but the old character is at least happy in the afterlife; at the option of the Referee the old character can petition the deity to return to Telostic after a tour of 1D20 game years in "Paradise"
81-90	Positive; deity restores supplicant (only) to full health and, at his or her option, teleports him or her out of danger; however, the deity will require the supplicant to complete a difficult quest in payment, during which no further calls for Divine Intervention may be made
91-95	Strongly positive; as above, except that the deity will also save the supplicant's friends if desired; the quest asked of the supplicant will be a relatively easy one
96-00	Enthusiastic; as for (91-95) except that no quest is imposed
more than 100	Overjoyed; as for (96-00), except that the deity also bestows a favour on the supplicant, for example raising one requisite score by 1D3 points or by curing a handicap

Modifiers to Deity Reaction

- Each call for Divine Intervention past the first one in a given year: -5
- Supplicant of a differing (e.g. "good" / "neutral") moral alignment from deity: -5
- Supplicant of an opposed (e.g. "good" / "evil") moral alignment from deity: -10
- Supplicant has recently been totally faithful to precepts of deity's faith: +10
- Supplicant has recently been unfaithful to precepts of deity's faith: -10
- Each point under 8 in supplicant's Mystic Ability score: -1
- Each point over 14 in supplicant's Mystic Ability score: +1
- Sacrifice of an "evil" creature or magic item to a deity of the *Khùl-Tlassù*: +5
- Sacrifice of 1000+ sp or a magic item to a deity of the *Khùl-Mhazàshii*: +5
- Human sacrifice to a deity of the *Khùl-Nolgùn* or most "Non-Mainstream" faiths: +5
- Ritual staged as part of call for Divine Intervention (requires 1D20 minutes): +5

21.11. Overland Movement and Terrain Types

An adventure party's ability to travel through the wilderness is quantified in terms of "Movement Points" or "MP" for short. A greater or lesser number of Movement Points must be expended to enter, or continue traveling through, a hex with a particular terrain or cover type, as shown below. This can also be modified by other factors, in particular the weather— see below. If a party does not have the minimum number of MPs needed to completely traverse a map hex in a single day, it is still allowed to enter the hex, and continues to expend MPs each day until enough have been spent to exit the hex.

Generally speaking, the maximum movement speeds of individual characters are irrelevant when cross-country movement on this scale is considered. A particular human being, for example, may be able to move more quickly than one of his or her compatriots for a short distance, but over the great distances of the wilderness, it is assumed that most of these factors will average out— keeping in mind that a marching group always travels at the speed of its **slowest** member. At his or her option, the Referee may allow characters of certain species types greater or lesser abilities to move through particular types of terrain; the *Hàmyé*, for example, would probably move more slowly than would an average human through most terrain types, but conversely the *Hoyoté-Gò* and *Agàk* would be able to traverse a marsh or swamp much more quickly than could a human or *Bènlì* character.

An adventure party may have differing numbers of Movement Points that can be expended per game day, depending upon its normal mode of locomotion. Movement Points cannot be accumulated from day to day; any surplus MPs left at the end of a day are lost. The exact numbers of MP available are listed below on the Movement Speed Table.





21.11.1. Movement Speed Table

Means of Locomotion	MP Per Day (Average Speed)	MP Per Day (Quick-Time)	MP Per Day (Force-March)
Wagon train, cart etc.; speed of a merchant caravan or an injured character	0.5	1	1+1D2
Healthy character on foot	1	2	2+1D2
Normal riding animal (e.g. a <i>Kwhài'</i> / <i>Khlé</i>)	3	4	4+1D3
Light or fleet riding animal (mostly unavailable north of the <i>Nòlan Oblé</i>)	4	5	5+1D3
Small skiff, raft	1	2	2+1D3
Small boat	3	4	4+1D3
Medium-sized ship	6	7	7+1D4
Large ship	9	10	10+1D6
Party capable of flight for short distances at a time (a short-duration flying spell)	10	15	15+1D6
Party capable of flight for extended distances at a time (a bird, <i>Chàngalà</i> , etc.)	20	30	30+1D10

* Applicable only if the boat or ship generates an appreciable part of its motive power from oars (e.g. a galley, trireme, etc.).

A character marching at "average" speed is considered, at the end of the normal traveling period of a day, to have used up 20+1D20 per cent of his or her Fatigue Point Reserve. One marching at "quick-time" speed is considered to have used 30+2D20 per cent of his or her FPR, while a character or riding animal being pushed to his, her or its limits by a "force-march" is considered to have used 50+2D20 per cent of the FPR. While except in extraordinary circumstances, a good night's sleep will make good the lost Fatigue Points, the Referee and players should keep in mind the possibilities if a party this exhausted encounters a hostile party or creature as it is just about to bed down for the night. A given character can perform a force-march no more than 1 day each week for each 8 points in his or her Willpower score (round fractions down; thus a Willpower of 16 is needed to force-march twice per week). A character can march at the quick-time speed for no more than 2 days per week, per each 8 Willpower points; professional soldiers in an army unit are exempted from this stricture, however, since the rigours of disciplined campaign marching are a normal part of military training.

As the adventure party travels in the wilderness, the most important factor governing its speed and safety of movement will be the terrain type— in other words, the physical relief and type of ground cover— in the area. There are several types of terrain found in the parts of northern *Ushù'l* in which most adventuring will take place. The characteristics of these are noted below.

21.11.2. Terrain Type Table

Terrain Type	MP Needed to Enter (Foot / Mounted)	Base Evasion Chance ♦
Plains / flat terrain	1 / 1	20%
Hills	2 / 2	30%
Low mountains	10 / 20	40%
High mountains	20 / 50*	50%
Gorge or chasm	15 / 30*	40%
Light woods	+2 / +3 (+1 / +2 in winter)	+30% (+15% in winter)
Heavy woods	+3 / +4 (+2 / +3 in winter)	+40% (+20% in winter)

Jungle	+4 / +5	+50%
Swamp	+5 / +10	+20%
Desert	+1 / n.a.	-20%
Salt flats	-0.5 / -0.5	-30%
Ordinary river or creek	n.a. / +1	n.a.
Great river	+5** / +10** (2 for ships)	+10%
Trail / secondary road	-2 from other MP cost	n.a.
Coastal seas	(1 for ships)	0%
High seas	(2 for ships)	0%
Major road	halves other MP cost	n.a.
Populated Regions	n.a. / n.a.	+10%

♦ See "Encounter First Sight and Distance" below.

* If passable at all; at the option of the Referee, there is a 40 per cent chance each day that the MPs so expended were wasted and no progress at all was made through the hex in question.

** Note that this assumes a safe fording place or other crossing location can be found; otherwise a great river is impassable without a barge, raft, boat or other similar vessel.

A MP cost marked with a "+" or "-" indicates that the number is added to or subtracted from the other cost to enter the terrain. For example, it would cost a man on foot 4 (2 MP for the relief type and another two for the vegetation type) MP to enter a hills hex with light woods vegetation cover in the spring, summer or autumn.

21.12. Weather

The weather determination system used in *Shakhàn* is designed to provide basic information that the Referee and players will need to have in order to simulate other aspects of the game (movement speeds, chances of evasion, etc.), without needlessly imposing exact details unless these are needed for a specific purpose. It is based on the assumption that players will not usually need or want to know the exact temperature, barometric pressure, etc. of the area they are now situated— indeed, these concepts would be unknown to most inhabitants of northern *Ushù'l*, as would be the concept of a "weather forecast" (although, this ability is provided by certain relatively rare enchantments).

The climate of northern *Ushù'l*, as has been noted elsewhere, can be best characterized as "cool-continental": a relatively short but hot summer, pleasant springtime and autumn and long, cold winters. This is obviously of relevance to characters of the adventure party, particularly when traveling in the wilderness or at sea. Temperatures in the interior of northern *Ushù'l* are typically more extreme than those nearer the coasts; therefore, if the party is currently located 10 or more map hexes from a seacoast, the Referee also throws 1D6 along with the percentage dice used for the check on the Weather Table, counting a 1, 2 or 3 at face value and a 4, 5 or 6 as -1, -2 or -3 respectively (thus, making results of more than 100 or less than 1 possible). The effects that the different classes of weather have are detailed below.

21.12.1. Weather Classes and Effects

Upon the start of play, the Referee determines the current climatic conditions by an arbitrary check against the Standard Weather Table shown below. The weather conditions thus judged to be in effect remain so for 1D6 game days (1D3 days, if precipitation was indicated), after which a new check is made on the Standard Weather Table. Except under unusual circumstances, the Referee should not allow wild variations in temperature from one day to another, although this does occasionally happen when unstable air masses collide.





Weather or Precipitation Class	Temperature Range (° C.)	Effect on Movement (MPs)	Effect on Evasion
Brutally Cold	-30+/- 1D10	-25%, frozen river/swamp	n.a.
Extremely Cold	-15+/- 1D6	-10%, frozen river/swamp	n.a.
Very Cold	-5+/- 1D6	-10%; swamp and minor rivers freeze, counting as plains	n.a.
Cold	5+/- 1D6	n.a.	n.a.
Cool	10+/- 1D6	n.a.	n.a.
Fair	15+/- 1D6	n.a.	n.a.
Warm	20+/- 1D6	n.a.	n.a.
Hot	25+/- 1D6	-25%	n.a.
Very Hot	30+/- 1D6	-25%	n.a.
Extremely Hot	35+/- 1D6	-50%	n.a.
Brutally Hot	40+/- 1D6	-75%	n.a.
Fog	n.a.	doubles MP cost of all terrain	+50%
Rain	n.a.	doubles MP cost of swamp, 50% to other terrain	+15%
Snow	n.a.	adds 25% to MP cost of all terrain	+20%
Blizzard	n.a.	adds 50% to MP cost of all terrain	+30%
Thunderstorm*	n.a.	doubles MP cost of swamp, 50% to other terrain	+25%

* If a thunderstorm appears, there is a chance equal to 20 per cent in the summer and 10 per cent at other times that it is accompanied by even more severe weather. This is simulated by a 1D20 check: (1 to 14)– no other conditions; (15 to 18)– hailstones (10 per cent chance of being large enough to cause damage to a character); (19)– a tornado; (20)– a hurricane. Add +1 to this check if the thunderstorm occurs during the summer in "Very hot" or "Extremely hot" conditions.

- In weather that is "Extremely" or "Brutally" cold (and also weather that is "Very" cold, if at sea), all characters except those with the most efficient and carefully-designed winter clothing (or magical cold protection) must pass a check at (Constitution x 6.5 DMod) per game day, or suffer frostbite to 1D3 of their extremities (fingers, toes, nose, ears, etc.). The *Apnié* and *Ca'una* are somewhat less susceptible to this hazard; the DMod for a character of this species is 8. Frostbite causes 1D3 points of body damage and has a 60 per cent chance of causing the loss of the affected extremity in 1D6 days due to necrosis of the flesh, if not treated promptly.
- In weather that is "Extremely" or "Brutally" hot, all characters except those highly developed hot weather survival skills (or magical heat protection) must pass a check at (Constitution x 6.5 DMod) per game day, or suffer heat stroke. The DMod for this check drops by 3 (to 3.5) if the character is wearing an appreciable amount of armour, particularly metal armour around the head or trunk. The *Hoyoté-Gò*, *Agàk* and *Nika'Khàdra* are more able to deal with heat than are the other species; the default DMod for them to avoid heat stroke is 8. Heat stroke drains 50+1D20 per cent of a victim's Fatigue Point Reserve immediately and counts as a "Dangerous" disease for curative purposes; if untreated, there is a 20 per cent chance per day that it will kill the victim due to circulatory system collapse.

21.12.2. Standard Weather Table

Weather has four components: temperature, precipitation, cloud cover and wind speed. The first two of these are dealt with on the Standard Weather Table, shown below:

Dice Roll	Spring / Autumn	Summer	Winter
Less than 01	Roll as per "Winter"	Roll as per "Spring / Autumn"	Roll as per "Spring / Autumn"
01	Extremely Cold	Cold	Brutally Cold
02-03	Very Cold; Blizzard	Cold; Rain	Brutally Cold
04-05	Very Cold	Cool; Rain	Extremely Cold; Blizzard
06-10	Cold	Cool; Fog	Extremely Cold
11-20	Cold; Snow	Fair	Very Cold; Blizzard
21-30	Cool	Fair	Very Cold; Snow
31-40	Cool; Rain	Warm; Fog	Very Cold
41-50	Fair	Warm	Cold
51-60	Fair	Hot	Cold; Snow
61-70	Warm	Hot; Rain	Cold
71-80	Warm; Fog	Hot	Cool
81-90	Warm; Rain	Very Hot; Thunderstorm	Cool; Rain
91-95	Hot	Very Hot	Cool
96-97	Hot; Thunderstorm	Extremely Hot	Fair
98-99	Very Hot	Extremely Hot; Thunderstorm	Fair
100	Extremely Hot	Brutally Hot	Warm; Fog
More than 100	Roll as per "Summer"	Roll as per "Spring / Autumn"	Roll as per "Spring / Autumn"

21.12.3. Cloud Cover

Should this be important for some other aspect of the game, the relative cloud cover currently present can be simulated by a check on the following table:

Weather Class	Clear Sky	Partly Cloudy	Overcast
Extremely or Brutally Cold	01-20	21-60	61-00
Cold or Very Cold	01-30	31-60	61-90
Cool or Fair	01-35	36-70	71-00
Warm	01-20	21-50	51-00
Hot or Very Hot	01-25	26-55	56-00
Extremely or Brutally Hot	01-30	31-60	61-00

Add +30 to the dice roll when checking on this table, if the current Standard Weather Table conditions indicate precipitation (e.g. "Rain", "Snow" etc.); add +50 if Fog is present.

21.12.4. Wind Speed

Wind speed is primarily of interest while traveling at sea. This can be simulated by a check on the following table:

Wind Speed (km. / h)	0-5	5 + 1D20	10 + 2D20	20 + 2D20	40 + 3D20
Very Cold or colder	01-20	21-40	41-60	61-85	86-00
Cold	01-25	26-50	51-80	81-95	96-00
Cool, Fair or Warm	01-30	31-60	61-90	91-95	96-00
Hot	01-25	26-50	51-80	81-95	96-00
Very Hot or hotter	01-20	21-40	41-60	61-85	86-00

Add +10 to the dice roll when checking on this table, if the current Standard Weather Table conditions indicate moderate precipitation (e.g. "Rain", "Snow" etc.); add +20 if a blizzard or thunderstorm is present, but subtract -50 if Fog is present. Add +20 if on the high seas in winter.





The prevailing wind direction can be simulated by a 1D12 check: (1 or 2)– from the north; (3 or 4)– from the northeast; (5)– from the east; (6)– from the southeast; (7)– from the south; (8)– from the southwest; (9 or 10)– from the west; (11 or 12)– from the northwest. It should be noted that the chances of the wind blowing from a northerly direction are greater than for southerly winds; this reflects the prevailing wind directions of Ushù'l north of the Nòlan Oblé.

21.13. Encounter First Sight and Distance

There are many factors which can affect the relative chance of seeing another party prior to being seen oneself, and some of these must be decided on an *ad hoc* basis by the Referee, in the case of an encounter between two or more sentient parties in the wilderness or Underworld. However, the following guidelines may be used.

The procedure for determining first sight and sighting distance requires each party to roll percentage (1D100) dice, with the **higher** score being assumed to have sighted the other party first. The difference between the adjusted (counting all modifiers) dice rolls of each party equals the number of metres between the two parties, when one first sees the other. [For example, the modified dice roll of Party A is "75", while that of Party B is "32"; therefore the distance at which Party A sights Party B is 43 (75-32) metres.] If this number exceeds the maximum number of metres distance of open space in the surrounding area– for example, the encounter is in an Underworld corridor 50 metres long, and there turns out to be 75-metre separation between the parties– the sighting is considered to have taken place at the furthest distance logically possible. If the difference between the results of the dice checks performed by each party is equal to zero (0) or less, the encounter is considered to have taken place at a distance of 1D3 metres: the parties have "bumped into each other" unexpectedly.

The following modifiers apply to each party's percentage dice roll, when checking for first sight:

Modifiers to Sighting Dice Check

-Encounter occurs in bright moonlight: -15
-Encounter occurs in pitch darkness: -20
-Encounter occurs in jungle, heavily wooded terrain, etc.: -15
-Encounter occurs in plains, desert, or region with little or no terrain cover: +100
-Encounter occurs on the open seas: +1000
-Encounter occurs in a heavy rain or blizzard: -10
-Encounter occurs in thick fog: -20
-Each multiple (2x, 3x etc.) by which own party outnumbers the other party: -15
-Own party is of a much larger species type than the other party: -10
-Own party is hidden (without special hiding skills): +10
-Own party is hidden (with special skill, e.g. "Bush/Cover Hiding"): +20
-Own party is in a carefully-prepared ambush (requires 1D6 hours to set up): +10
-Own party is magically hidden (e.g. "Invisibility", etc.): +10 to +50
-Own party is unusually silent (for example the undead): +10
-Own party is arguing or otherwise preoccupied and the other party is not: -10
-Own party is using a light source in the dark and the other party is not: -30
-Own party has a special vision mode (e.g. "Infravision"): +20
-Own party is moving and the other party is not: -10
-Own party has many more riding animals, wagons etc. than other party: -10
-Both parties are moving but own party is moving less carefully than other party: -5
-Own party is making significantly more noise than the other party: -20
-Own party has a good Sense of Smell and is downwind of other party: +10

Note that particularly in conditions of dense underbrush, or where (e.g. the Underworld) there may simply not be enough room for the largest part of a party to be visible, there is a good chance that although one party may have seen the other first, only a small portion of the sighted party will have come into view. (This can have important implications for deciding whether to flee or fight: it is one thing to have to fight one or two *Brhà*, and quite another to discover that there are another twenty of these monsters "around the corner"!.) Therefore, in all conditions except where the entire sighted party would be visible, the Referee should disclose the presence and description of only 10 to 40 (1D4 x 10) per cent of the former initially, with perhaps another 10 to 40 per cent per subsequent interval depending upon what action the sighted party undertakes.

The party which originally won the dice roll remains unseen by the other party for a variable amount of time depending on the surroundings; this is equal to **one (1)** minute in the wilderness or **two (2)** Melee Rounds (10 seconds) in the Underworld, and after this time elapses another check is performed until both parties are aware of each other's presence– or, until one party or the other sneaks away.

21.13.1. Wilderness Evasion

Many factors, the majority of which will have to be judged by the Referee, will govern exactly what happens where two or more parties encounter each other in the wilderness, and one of these wishes to quietly leave the scene. This process of *evasion* (that is, leaving the scene of an encounter after having spotted another party), is fundamentally different from the process of *sighting* (e.g., seeing the other party in the first place). Technically, an "evasion check" does not have to be made if one's own party merely hides and tries to remain still while the other party passes harmlessly by. In some circumstances this may be the better approach to take, particularly if the party that does not want to be detected is large and cumbersome enough that it would probably make some kind of noise, etc., that would give it away in the course of an evasion attempt.

The "Basic Evasion Chance" for a particular terrain type represents the relative chance that the party which sights the other party first, will be able to leave the scene without itself being sighted or otherwise recognized. **One (1)** evasion check, calculated against the Basic Evasion Chance appropriately modified for other factors such as weather conditions, must be passed for each **five (5)** human-sized creatures in the adventure party wishing to evade. For example, a party with 23 humanoid characters in it, would have to pass *five* evasion checks, in order to leave the scene of an encounter with another party, without being noticed by the latter. Note that the relative size of the other party has no effect on this, since theoretically an opposing party of two characters is just as likely to detect one's own party of 25, as would be an opposing party of 40 characters.

Modifiers to the chances of evasion are as follows:

Modifiers to Sighting Dice Check

- Terrain modifiers: (See Terrain Tables above)
- Weather modifiers: (See Weather Tables above)
- Encounter occurs in bright moonlight: +25
- Encounter occurs in pitch darkness: +50
- Encounter occurs on the open seas: -100
- Each multiple (2x, 3x etc.) by which own party outnumbers the other party: -15
- Own party is of a much larger species type than the other party: -10
- Own party is hidden (without special hiding skills): +10
- Own party is hidden (with special skill, e.g. "Bush/Cover Hiding"): +20
- Own party is in a carefully-prepared ambush (requires 1D6 hours to set up): +10
- Own party is magically hidden (e.g. "Invisibility", etc.): +10 to +50





Temple complex of mighty Tiryé-Habéla, Oûut-Nèwar

- Own party is unusually silent (for example the undead): +10
- Own party is arguing or otherwise preoccupied and the other party is not: -10
- Own party is using a light source in the dark and the other party is not: -30
- Own party has a special vision mode (e.g. "Infravision"): +20
- Own party is moving and the other party is not: -10
- Own party has many more riding animals, wagons etc. than other party: -10
- Both parties are moving but own party is moving less carefully than other party: -5
- Own party is making significantly more noise than the other party: -20
- Own party has a good Sense of Smell and is downwind of other party: +10

If **any one** of the required evasion checks is failed, the putative evading party is noticed by the other party. In this case, if a chase ensues, the chance of avoiding contact is "zero" unless the party desiring to break off contact is sufficiently faster than the other party to put at least one-half kilometre (on land) or ten kilometres (at sea) between it and the pursuing party. Unless the Referee wants to go to the trouble of calculating out exact movement speeds for each character of each party, the easiest way to determine which party is fastest is to use the "MP Per Day (Force-March)" column under the Movement Speed Table as given above, performing a separate dice roll for each party to see how many extra Movement Points are gained for attempting to force-march (e.g. run) away from the encounter site. Because of the random element of how many Movement Points are awarded, there is a chance that even a normally slower party can evade a faster one, although of course the chance is very small or nil if there is a great difference in the means of locomotion available to the parties involved.

Once the required distance is covered, the evading party may make another check for evasion; if this is failed, it is assumed to mean that the pursuing party has managed to catch up to the evading one, while if it is passed, the evading party has completely thrown off its pursuers. Note that all of these checks should be performed secretly by the Referee, as the putative evading party would not know for certain if it had really made good its escape.





A party that successfully evades leaves the scene of the encounter and starts game movement 1 kilometre away from the place in which it had the encounter. Because not all avenues of exit will have been available at the time of the encounter, the Referee rolls a D6 to determine the direction in which the evading party had to travel (relative to its previous, intended path of movement), in order to exit the scene safely: (1)– backwards, to the right; (2)– backwards, to the left; (3 or 4)– straight off to the right; (5 or 6)– straight off to the left. Note the possibility of getting lost in doing this, especially if the encounter took place at night.

21.14. Treasure

One of the most interesting pursuits of players of *Shakhàn* will be the acquisition of "treasure", here defined as "wealth of any kind, gained outside a character's normal professional salary". Treasure can be gained by any of a wide number of means; perhaps the most common of these is simply looting it from a cache or hoard, but innumerable other ways exist, everything from counterfeiting (easy to do but dangerous if caught) to sale of rare goods.

It should be noted that the economy of northern *Ushù'l* during the period of history in which the adventure party starts play, is in a rather depressed state. Most "real" inhabitants of this part of Telostic will rarely see more than a hundred silver pieces in one place at one time, and lives have been lost over considerably less; the cash economy relies mostly on copper and silver coinage, with gold and other exotic metals so rare as to almost never be in day-to-day use. Indeed, much of the economy, particularly the rural part of it, relies on barter because of the scarcity and high value of coinage.

The Referee should be **very** conservative in creating treasure hoards, particularly those containing enchanted items, which might potentially come into the possession of the adventure party. Overly easy access to valuable and exotic items is one of the fastest ways to ruin the challenge of a fantasy role-playing game such as *Shakhàn*, and it introduces severe logical problems: if, for example, magic swords are available for sale at every armoury, why isn't every mercenary warrior– to say nothing of the city guard– armed with a complete arsenal of these deadly items? If magic arrows can be purchased or created for a small increment in price, why doesn't every bandit encountered in the wilderness have a quiver-full of them to fire at the adventure party? Come to that, why isn't every second character on the street carrying a "death ray wand"

in his or her shirt pocket, and why don't all the thieves use a "ring of invisibility" when attempting to pick pockets? (Perhaps the thieves *are* invisible, so they can't be hit by a death ray!) This problem can be extrapolated to virtually every aspect of the game which can be affected by the unique powers possessed by enchanted or magical items; if too many of these are introduced into the campaign it will quickly deteriorate into a parody of a believable fantasy environment.

A less obvious, but ultimately equally problematic, "trap" is allowing characters to gain very large amounts of money without having to work hard to get it (or, perhaps more to the point, without having to expend large amounts of it on housekeeping expenses such as upkeep, taxes, and so on). Many of the play-balance mechanisms of *Shakhàn*– for example, the cost of learning skills and new spells– are based upon the assumption that player characters have a *finite and limited* access to monetary income. The moment that this assumption is no longer true (for example, a magic-user figures out a foolproof way to transmute rock into gold), the same wild escalation in character power relative to game checks and balances is likely to develop, if more slowly at first than with direct ownership of unduly powerful enchanted items.

There are, essentially, nine distinct types of treasure in the game context, some, none or (rarely) all of which may be found together in a particular treasure hoard. These are, in escalating order of rarity:

- Mundane items (the same sort that could be purchased in ordinary shops of a city);
- Coinage (e.g. money; "silver pieces", "gold pieces", etc.);
- Writings (everything from scrolls of literature to tomes of magic);
- Valuable items (gemstones, jewelry, rare works of art, sculptures, etc.);
- Weapons and/or armour (possibly enchanted or magical);
- Bottled substances (possibly unusual types such as poisons or "magic potions", but also including salves, balms and many types of drugs);
- Miscellaneous magical items (a tremendous variety; everything from a magic ring to a flying carpet, etc.);
- "Strange boxes" (ancient technological devices; these are non-magical, for the most part, but if still in working condition have many highly potent powers); and
- Artifacts (legendary or "one of a kind" enchanted items, the most powerful such items available, but often deadly if used by anyone other than an expert)

A "treasure hoard" is defined as "any conglomeration of one or more pieces of treasure in a particular place". There are, essentially, two general types of treasure hoards:

- *Portable hoards*, which are the personal belongings of or items carried by, an individual character, creature or group; and
- *Static hoards*, which are (usually) larger conglomerations of treasure that reside in a particular place (a cave, inside a chest, in a secret alcove, and so on).

Each type of treasure hoard is further divided into several categories (Nominal, Small, Average, Large, Very Large and Huge) based on approximate size and chance of including valuable or exotic items.

The Referee should use common sense to decide which types of items are appropriate, when checking on any of the tables concerned. As an example, it is very unlikely that an unintelligent animal such as a *Pomàtro* (a dirk-toothed tiger) would have a magical book in its lair, even less so on its person– although it might conceivably have a couple of small valuable objects in its lair, if these had been on the body of an intelligent creature which fell victim to the *Pomàtro* at some time in the past. There is a specific meaning to this rule: *if a treasure type is indicated for a Portable hoard where the creature involved had no logical way of carrying the item, it is ignored and is assumed not to exist*. The distribution and allocation of treasure is performed as follows.

Unless this has been otherwise determined by some other game mechanism (for example a note on an Underworld map), the Referee should consult the following table to determine what type of container, if any, in which the treasure hoard is contained:

Dice Roll	Treasure Hoard Container(s)
01-10	None; items are lying strewn randomly about, or are secreted somewhere on the original owner's person for a Portable hoard
11-20	Burlap sack
21-40	Barrel, keg, etc. (wooden)
41-60	Barrel, keg, etc. (wooden with metal bands)
61-75	Wooden chest
76-90	Wooden chest reinforced with metal
91-95	Metal chest
96-00	Stone chest

Subtract 20 from the check on this table if checking for a Portable hoard; add 2 for each Danger Level of the area in which the hoard was found.





There will be one container per cubic metre of items contained; for example, if the result of the above dice check indicates a barrel is the container, and there are 2 cubic metres of items in the hoard (which would make it a relatively large hoard), there would be two barrels present. Alternatively, the Referee may check once on the above table for each cubic metre of space required. If the type of container is one that can reasonably accommodate a lock (e.g. it is something more substantial than a burlap sack), there is a chance that a lock will in fact be present on each container. This is equal to [25 + (5 x Danger Level of the area in which the container was found) + 25 if the container is in a hoard of larger than "Average" size]. The Complexity Level of the lock on the container, if any, is equal to [(Danger Level of the area in which the container was found -1) + 1D10]. There is a 60 per cent chance it will be a key lock, a 35 per cent chance it is a combination lock, and a 5 per cent chance it is one of the two abovementioned lock types, but has also been affected by a magical locking spell of a type determined by the Referee.

It will usually require 5+1D20 game minutes for an ordinary character to pry an average lock off a container; this will make considerable amounts of noise, and will almost always ruin or severely damage the container. [Exception: The abovementioned time requirement is multiplied by **ten (10)**, if a metal or stone container is being attacked in this manner.]

The chance that the container has a "deterrent" trap designed to prevent unauthorized opening, is determined in a manner similar to that used for lock presence determination. This is equal to [10 + (5 x Danger Level of the area in which the container was found) + 10 if the container is in a hoard of larger than "Average" size]. The Complexity Level of the trap (relevant for purposes of disarming it) is equal to [(Danger Level of the area in which the container was found -1) + 1D10]. The exact type of trap is determined by a check on the Deterrent Trap Type Table (see "Trap Types"). A deterrent trap, if present, is **automatically** triggered if a character attempts to open a container which the trap is guarding. Otherwise, there is a 10 per cent chance it will go off when a character approaches within one metre of the trap. A character with at least one level of the "Trap Disarming" skill (see "Professions and Skills") is exempt from this latter hazard.

To determine the type of treasure actually present, the Referee first chooses the appropriate table (the Portable Hoard Table, let us suppose). He or she then cross-indexes the hoard's size category (for example, "Average") with each item type being checked for (for example, "Writings"), and then reads a per cent chance (in the case of a Portable hoard, this would be 5 per cent); if the Referee rolls under the indicated chance (in this case "5" on the per cent dice), the item in question is present in the quantity specified (1 in this case). The Referee then goes on to check for the exact type of writing present on the Writings Table. It is possible, and "legal", for the Referee to discover, after checking against the presence chances of each of the twelve treasure types, that no treasure at all is present in the hoard. A lenient Referee might over-rule this and arbitrarily declare one treasure type to in fact be found, but this should almost always be coinage or mundane items, not something rare or powerful.

21.14.1. Portable Hoard Table

Hoard Size Item Type	Nominal	Small	Average	Large	Very Large	Huge
Mundane items	10%: 1D3	15%: 1D3	20%: 1D6	30%: 1D6	40%: 1D8	60%: 1D10
Coinage (copper)	20%: 1D100	25%: 1D100	30%: 1D100	40%: 2D100	50%: 5D100	60%: 7D100
Coinage (silver)	20%: 2D20	25%: 2D20	30%: 3D20	40%: 4D20	50%: 2D100	60%: 4D100
Coinage (gold)	5%: 1D3	5%: 1D4	6%: 1D4	8%: 1D6	9%: 2D6	10%: 3D6
Coinage (exotic)	1%: 1D3	1%: 1D3	1%: 1D4	2%: 1D6	3%: 1D8	5%: 1D10

(continue)

Writings	1%: 1	2%: 1	5%: 1	7%: 1D3	10%: 1D3	20%: 1D4
Valuable items	2%: 1	3%: 1	5%: 1D2	8%: 1D3	10%: 1D6	20%: 1D6
Weapons and / or armour	2%: 1	3%: 1	5%: 1D2	8%: 1D3	10%: 1D4	15%: 1D6
Bottled substances	5%: 1	7%: 1D2	10%: 1D2	20%: 1D3	30%: 1D6	40%: 1D6
Misc. magical items	none	1%: 1	2%: 1	3%: 1D2	5%: 1D3	8%: 1D3
"Strange boxes"	none	none	1%: 1	1%: 1	2%: 1	3%: 1
Artifacts	none	none	none	0.5%: 1	1%: 1	1%: 1

21.14.2. Static Hoard Table

Hoard Size Item Type	Nom.	Sm.	Average	Large	Very Large	Huge
Mundane items	20%: 1D6	30%: 1D6	40%: 1D8	60%: 1D10	80%: 1D12	100%: 1D20
Coinage (copper)	40%: 3D100	45%: 4D100	50%: 8D100*	60%: 16D100	70%: 32D100	80%: 64D100
Coinage (silver)	30%: 3D100	35%: 3D100	40%: 6D100	50%: 12D100	60%: 24D100	70%: 48D100
Coinage (gold)	10%: 1D6	15%: 1D8	20%: 1D10	25%: 1D12	30%: 1D20	35%: 1D100
Coinage (exotic)	5%: 1D4	10%: 1D6	15%: 1D8	20%: 1D10	25%: 1D12	30%: 1D20
Writings	2%: 1D2	5%: 1D3	10%: 1D4	15%: 1D6	20%: 1D8	25%: 1D10
Valuable items	2%: 1D2	5%: 1D2	10%: 1D3	15%: 1D6	20%: 1D8	25%: 1D10
Weapons and / or armour	3%: 1	5%: 1D2	10%: 1D3	15%: 1D4	20%: 1D6	25%: 1D8
Bottled substances	7%: 1D2	10%: 1D3	20%: 1D4	30%: 1D6	40%: 2D6	50%: 3D6
Misc. magical items	3%: 1	5%: 1	7%: 1D2	10%: 1D3	15%: 1D4	20%: 1D6
"Strange boxes"	none	1%: 1	2%: 1D2	3%: 1D2	5%: 1D3	7%: 1D4
Artifacts	none	none	none	1%: 1	2%: 1	2%: 1D2

* When determining the exact numbers of such large amounts of coinage, the Referee may want to telescope the number of dice being rolled, although this will modify the "bell curve" effect to an extent; for example, it is perfectly acceptable to perform a check at (1D12 x 100) rather than at (12D100).

Each generic type of treasure is briefly detailed below. A characteristic of treasure types present in the game, is that most items (with a few notable exceptions) are "unique", in the sense that they are the product of a compounding series of checks on the various tables given below. For example, potentially any type of melee weapon can have the special powers usually reserved only for swords in other FRP systems.





Editorial Note

The treasure descriptions given below are a very small, and highly abbreviated, subset of those actually available on Telostic; where appropriate, the Referee will have to use a considerable degree of judgment and *ad hoc* rule-making to detail the exact characteristics and powers of each item. (It is strongly suggested that these details be recorded for future reference.) More complete descriptions of and instructions for treasure types will be provided in future supplements to *Shakhàn*.

Mundane items: This category includes ordinary-type items, for example a set of eating plates, a tinderbox, etc., which might be found in a treasure hoard. The identity of each such item can be found using the "Item Cost Tables" appended to this rules section. The Referee must use a degree of judgment in deciding which items are appropriate: it is, obviously, unlikely that a living animal or a night's lodging in an inn would be hidden away in a trunk somewhere. If this type of illogical result is obtained, roll again until a suitable one appears. Note that for some item types, the Referee may want to perform a check against the "Quality" percentages on the top axis of the Item Cost Table in question; in this way, even a mundane item can be valuable if it is in "Excellent" or "Exceptional" condition.

Coinage: Although in reality the coinage in a typical treasure hoard would be comprised of many different denominations and monetary systems, for the sake of simplicity all monetary values found hereafter are, unless otherwise indicated, assumed to be given in silver pieces (*Afhivé*) [(sp) or (af)], using the Rocto-Ardæ standard of currency. The standard of exchange is:

-1 *Anògron* (ahn-oh-GROWN) (a large gold coin)* = 10 *Ogròn* (oh-GROWN) (a small gold coin)
-1 *Yagàr* (yah-GARR) (a small steel coin)* = 2 *Ogròn*
-1 *Ogròn* = 10 *Afhivé* (ahf-hee-VAY) (a medium-sized silver coin)
-1 *Afhivé* = 10 *Samà* (sahm-AHH) (a small copper coin)

Coinage found as part of a Static hoard has only a 25 per cent chance of having already been segregated into coins of like types (copper, silver etc.); otherwise, the adventure party must do this itself at a rate of 100 coins per person per game minute. The chance of the coins being properly pre-arranged is 35 per cent for a Portable hoard. At the option of the Referee, there is a 1 per cent chance for each 1000 coins present that 1D6 of the coins in the hoard will have some numismatic or historic value— for example, having been minted by a long-lost kingdom— in excess of their basic worth; this factor, if present, typically adds 1D100 to the silver piece value of the coin in question.

For purposes of carriage and transportation, it is assumed that 250 pieces of silver or copper, or 100 pieces of gold, weigh approximately 1 kilogramme and require about 0.1 cubic metre of space. The Referee should be careful to take this factor into account if characters attempt to remove large amounts of coinage from a hoard without a suitable means of transport.

Writings: The exact type of each writing present in the treasure hoard can be determined by a check on the following table.

Dice Roll	Writing Type
01-10	Mundane or worthless scroll (a laundry list, a bill of goods, etc.)
11-20	More valuable ordinary-type book; a famous work of poetry or literature, for example
21-25	Plan / design / architectural drawing; 30% chance is a plan of an important building (a Temple in a city, for example)
26-35	Travelogue / history etc.; may add to General Knowledge level
36-45	Geographical or political map
46-50	Map of the Underworld (Levels I to X of one Underworld complex)
51-60	Treasure map (1 to 5)— a fake; (6 to 14)— mostly accurate; (7 to 20)— completely accurate; size of hoard is (1 or 2)— Nominal; (3 to 5)— Small; (6 to 14)— Average; (15 to 17)— Large; (18 or 19)— Very Large; (20)— Huge

(continued)

61-70	Manual of religious history or dogma of 1 religious group; gives a character capable of reading it 1D3 levels of Lore of the Religions
71-75	Manual of self-improvement (reduces learning time and EXP costs for 1D3 types of learnable skills by 50%)
76-90	Magical, religious or other unusual book or tome (see below)
91-98	Cursed scroll or book; inflicts one major curse on a character reading it; Saving Throw is (MRES x 2 DMod)
99	Book containing 1D3 of the above subjects

The script of general, mundane types of writings can be determined as follows (1D20): (1 to 13)— the dominant script of the region, for example Rocto-Ardæ in Roctien; (14 to 16)— a randomly determined "Common" script; (17 or 18)— a randomly determined "Unusual" or "Rare" Category I script; (19)— a randomly determined "Unusual" or "Rare" Category II script; (20)— a randomly determined "Unusual" or "Rare" Category III script.

The language of general, mundane types of writings can be determined as follows (1D20): (1 to 13)— the dominant language of the region, for example Rocto-CathSinnian in Roctien; (14 to 17)— a randomly determined "Normal" language; (18 or 19)— a randomly determined "Unusual" language; (20)— a randomly determined "Rare" language.

If a "magical, religious or other unusual book or tome" is indicated by a check on the above table, the Referee may consult the following tables to determine the writing's exact contents.

Dice Roll	Magical Writing Type
01-25	Spell scroll of (1 to 10)— the <i>Antratschèldor-haii</i> (1 Brotherhood); or (11 to 20)— a religion (1D6 spells on scroll, each of Level I to VI)
26-50	Spell scroll of (1 to 7)— the <i>Antratschèldor-haii</i> (1D2 Brotherhoods); or (8 to 20)— a religion (2D4 spells on scroll, each of Level II to XII)
51-55	As above, except spells are from Level XI to XX
56-70	Scroll of Protection from (1 to 3)— the <i>Brhà</i> ; (4 to 8)— the <i>Mêm-Uhùryo</i> ; (9 to 11)— creatures of a particular moral alignment; (12 or 13)— followers of a particular religion; (14)— an elemental force (fire, cold etc.); (15)— religious or other magic of Level I to X; (16 to 19)— 1D3 randomly determined creature types; (20)— Demons
71-85	Magical, religious or other unusual book or tome (see below)
86-95	Cursed scroll or book; inflicts one major curse on a character reading it; Saving Throw is (MRES x 2 DMod). As curses are frequently applied to magical writings to allow their use only by those with prior understanding of how to avoid the trap, there is a 30% chance that the writing actually has a purpose distinct from the curse itself (roll again, ignoring a curse result).
96-98	Book containing two of the above subjects
99-100	Scroll of Conjuring a major Demon (probably a good idea just to leave this one alone...)

The following rules govern the details of supernatural powers found within scrolls and other similar magical writings.

The first issue that must be resolved is the script, because unless the person in possession of a magical writing can understand the script in which it is written, the writing generally cannot be used (an exception to this applies in the case of cursed writings; see below).

- Magical writings that pertain exclusively to the spells of a particular Brotherhood of the *Antratschèldor-haii*, have the following probabilities, in terms of script: (1 to 5)— modern *Antrat-héa*; (6 or 7)— ancient *Antrat-héa*; (8 to 19)— the secret script of the Brotherhood concerned; (20)— some other, unusual script (Referee's choice).
- Otherwise, the script of a writing, unless explicitly specified in the item's description, is resolved with a 1D20 check: (1 or 2)— special inscription that can be read, and activated, by any character (literate or not); (3 or 4)— special inscription that can be read and used by any character who can read at least one script with a proficiency of at least 50; (5 or 6)— a "Common" script; (7 or 8)— an "Unusual or Rare Category I" script; (9 to 11)— modern *Antrat-héa**; (12)— ancient *Antrat-héa**; (13 or 14)— the secret script of a Brotherhood of the *Antratschèldor-haii*; (15 to 18)— the common script of a religion; (19-20)— an ancient, secret or rare script of a religion.





*Re-roll this result if the writing is religiously oriented.

†Re-roll this result if the writing includes spells of the *Anratschêldor-haii*. The religious script used for a magical writing should, of course, always be the one from the same Temple as which created the writing.

The second issue to resolve is the language in which the writing is enscribed. Even if the character in possession of a magical writing can understand the script in which it is written, the writing cannot be used (except for curses; see below) if the character has no ability with the language of the incantation(s).

- Magical writings that pertain exclusively to the spells of a particular Brotherhood of the *Anratschêldor-haii*, have the following probabilities, in terms of language: (1 to 5)– modern *Antrat-héa*; (6 or 7)– ancient *Antrat-héa*; (8 to 18)– the secret language of the Brotherhood concerned; (19)– the secret language of some other Brotherhood; (20)– some other, unusual language (Referee's choice).
- Otherwise, the language of a magical writing, unless explicitly specified in the item's description, is resolved with a 1D20 check: (1)– special: can be read, and activated, by any character (literate or not); (2)– the dominant language of the region, for example Rocto-CathSinnian in Roctien; (3 or 4)– a randomly determined "Normal" language; (5 or 6)– the Tongue of the *Amyé-Lé-Sàachak* (e.g. the Sages' Guild); (7)– a randomly determined "Unusual" language; (8)– a randomly determined "Rare" language; (9 to 11)– modern *Antrat-héa*; (12)– ancient *Antrat-héa*; (13 or 14)– the secret language of a Brotherhood of the *Anratschêldor-haii*; (15 to 18)– the common language of a religion; (19-20)– an ancient, secret or rare language of a religion†.

*Re-roll this result if the writing is religiously oriented.

†Re-roll this result if the writing includes spells of the *Anratschêldor-haii*. The religious language used for a magical writing should always be the one from the same Temple as which created the writing.

Cursed magical writings form a partial exception to the above rules. Their characteristics, insofar as comprehensibility and triggering, are determined by a 1D20 roll, as follows: (1 to 10)– curse takes effect the second that the inscription is observed clearly enough so that a character could theoretically read it, regardless of the character's actual script or linguistic abilities; (11 to 14)– the curse is written so that its script is comprehensible to all characters, but its language must be determined normally (e.g., the curse is harmless, until read by someone who knows the language in which it is written); (15 to 19)– the curse is written so that it is comprehensible regardless of a character's linguistic abilities, but its script must still be determined normally (e.g., the curse is harmless until read by someone who knows the script in which it is written).

(Note: The information given in this table is an abbreviated version of the actual contents of each book; more complete information will be given in forthcoming additions to *Shakhàn*.)

Dice Roll	Magical, Rare or Unusual Book or Tome Determination
01-05	<i>Réharùmen Kel-Laglâsza</i> ("The Comedy of the Emperor's Secret"); a famous opera written in the Old Tongue of Amplaë; it counts as a 4D100 EXP event for a bard or actor
06-10	<i>Nlâdo Var-Ma Mânpkun Achatdrâmma</i> ("House of the Seven Kings Clan"); a famous play written in archaic Rocto-CathSinnian or Ascorcànian; it counts as a 4D100 EXP event for a bard or actor
11-20	<i>Hhèmhhi-la Ské'éî*</i> ("The Tract of Nimble Fingers"); usually written in the Guild Cant of the Thieves' Guild but occasionally found in a randomly determined modern tongue; a manual on advanced thievery; adds one Experience Level to a thief or assassin character but disappears immediately if opened by anyone with a different primary occupation
21-25	<i>Mclingu Zayâyi'ma</i> ("The Fallen House of Amplaë"); a famous work of epic poetry written in the Old Tongue of Amplaë; it counts as a 5D100 EXP event for a bard or actor
26-30	<i>Aaerûtha Sha'mtékla*</i> ("The Million Laments of Ten Thousand Souls"); a famous work of epic poetry concerning strange events in the <i>Nôlan Oblé</i> eons ago; written in the Poetic (Old) Tongue of Amplaë; it adds one Experience Level to a bard or actor and also adds 2D100 magic-user Experience Points
31-40	<i>Amméa Chel-Javvrêhuman Mita Era Lathila-Dhrûva</i> ("A Tale of the Sad War Amongst the Families of Javvertien"); a famous work of historic poetry written in an archaic dialect of High Javvré; it adds 5D100 actor/bard and sage Experience Points
41-50	<i>Onmé Odluò'b*</i> ("The Arts of Black Warring"); a manual devoted to mighty <i>Væran</i> Rssâ-Urutângk, God of the Black Mace; written either in Mag-Mèron (Old Speech of the East) or in the secret tongue of the Temple of <i>Væran</i> Rssâ-Urutângk, adds one Experience Level to an evil warrior; a neutral warrior also gains a Level but takes 1D20 points of body damage; kills a good warrior instantly; a magic-user or cleric reading it suffers 1D20+5 points of body damage
51-60	<i>Tu-ù Dèrha héBrhân Zé-é Leïha*</i> ["Thoughts of One Scholar On the <i>Brhâ</i> (and his) Prose"]; a scholarly work on <i>Brhâic</i> physiology and languages written in an archaic dialect of the Tongue of the <i>Amyé-Lé-Sàachak</i> or in Mag-Mèron; adds one Experience Level to a sage and also adds 1D6 points of damage to any strike scored by a character reading this book on a <i>Brhâ</i>
61-70	<i>Wahâssen Spò'Rossènnâ-Dhâi*</i> ("Mighty Blows of Valour"); a manual devoted to great <i>Væran</i> Ro'sènnpâdr; written in Heshigan (Old Speech of the West); adds one Experience Level to a good warrior; a neutral warrior also gains a Level but takes 1D12 points of body damage; kills an evil warrior instantly; a magic-user or cleric reading it suffers 1D20 points of body damage
71-75	<i>Oshânt KhùlShamashèl*</i> ("Holy Book of Our Divine Masters"); a famous book of religious studies; it is written in Old Nòlânian or, less frequently, the Poetic (Old) Tongue of Amplaë; it adds one Experience Level to a good or neutral cleric or sage; an evil cleric or sage also gets an Experience Level but suffers 2D12 points of body damage; it vanishes if read by a non-cleric/sage character
76-80	<i>Chla Ma-Hi'ira, Vhémhi, Chlòch Ta-Villha Za-à AhéI Ma Mhagâalga'a*</i> ("Religions of the World, Their Sects and the Dark Secrets Thereof"); written in an archaic dialect of the Tongue of the <i>Amyé-Lé-Sàachak</i> or in Mag-Mèron; a tome containing "forbidden" knowledge about the Temples; adds one Experience Level to a magic-user, but slays a cleric or warrior outright; book appears to be blank to characters with other primary occupations





81-85	<i>Rakhàbh-tài Na-Antràststé Bòlkheùn*</i> ("Glory of the Sinister Light"); always written in archaic <i>Antrat-héa</i> ; a tome devoted to magic in a good cause; adds one Experience Level to a good <i>Antratschèldor-haii</i> , but slays a neutral or evil magic-user instantly; characters with other primary occupations (of any alignment) reading this book are driven insane (1D6 serious Mental Defects)
86-90	<i>Rakhàbh-tài Na-Antràststé Hùthoppr*</i> ("Glory of the Sinister Balance"); written in archaic <i>Antrat-héa</i> ; a tome devoted to magic in a neutral cause; adds one Experience Level to a neutral <i>Antratschèldor-haii</i> , but slays a good or evil magic-user; characters with other primary occupations are driven insane
91-95	<i>Rakhàbh-tài Na-Antràststé Ohmhazàsy*</i> ("Glory of the Sinister Shadow"); written in archaic <i>Antrat-héa</i> ; a tome devoted to magic in an evil cause; adds one Experience Level to an evil <i>Antratschèldor-haii</i> , but slays a good or neutral magic-user; characters with other primary occupations are driven insane (60% chance) or inflicted with a major curse (40% chance)
96-97	<i>I' Oo' Grogànn Fludòikh</i> ("The Tome of Whispered Menace"); usually written in the secret internal tongue of the Temple of dark <i>Virya Hé-Enriath</i> , but occasionally found in its modern derivative, <i>Oikh'abbà</i> ; a tract giving someone versed in the Hidden Arts a 30% to 60% chance (per-entity) of conjuring 2D6 of Telostic's Major Demons; a character stupid enough to actually try this should be quickly teleported to someplace far, far away
98-99	<i>Sssà Mssà Mssùü</i> ["The Book of the Yellow-Red Forest" (?)]; usually written in the secret internal tongue of the Temple of mysterious <i>Væran Ya-Epré</i> , but sometimes translated into a dialect used by the Temple of <i>Virya Nia</i> or into Ancient <i>Lhààshàà-adyàic</i> ; a tome giving a character versed in the Hidden Arts a 40% to 70% chance (per-entity) of conjuring 2D4 of Telostic's Major Demons; this is a good book to hide or burn
00	Other or unique book or manuscript

A book marked with a * is enchanted in such a manner so that it disappears immediately, upon being perused or read by the first character capable of doing so. (The book is not destroyed; it has merely self-teleported to another treasure trove somewhere on Telostic.) Such a book also has a 1D20 per cent (non-cumulative) chance per game day of vanishing if **not** read or opened. Note that the beneficial effects of reading a book can only ever affect a given character once, but the harmful effects of the same work can affect any number of characters who are vulnerable to them.

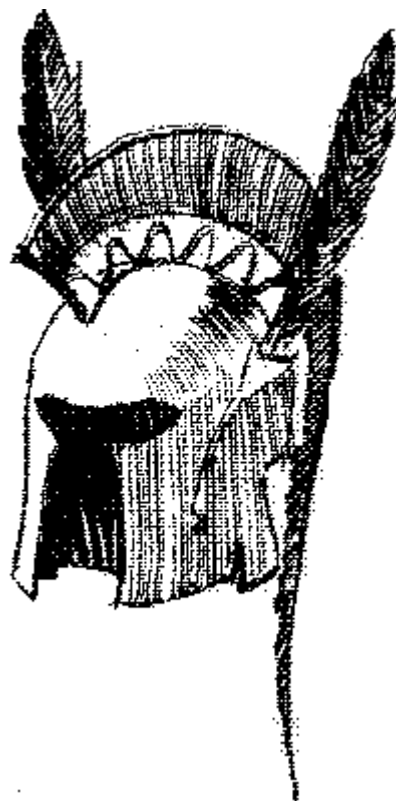
Valuable items: This category includes mostly gemstones and jewelry, but also covers other rare or expensive furnishings or possessions.

Dice Roll	Valuable Item Type
01-10	Piece of cutlery, base value 1D20 sp
11-20	Tankard, goblet etc., base value 2D20 sp
21-30	Clothes, garments etc., base value 3D20 sp
31-40	Bracelet, base value 4D20 sp
41-50	Carpet, tapestry etc., base value 5D20 sp
51-55	Comb, mirror etc., base value 5D20 sp
56-60	Piece of furniture, base value 6D20 sp
61-65	Jewel box, base value 6D20 sp
66-70	Painting, <i>objet d'art</i> , etc., base value 7D20 sp
71-75	Statue, carving, etc., base value 7D20 sp
76-80	Necklace, tiara, etc., base value 8D20 sp
81-00	Gemstone (see below)

For items of appropriate type (e.g. cutlery, a jewel box, a bracelet, etc.) the Referee uses the following table to determine what the item is made out of; this obviously has an effect on its value:

Dice Roll	Item Composition (Solid Objects)	Item Composition (Fabrics)	Value Multiplier
01-20	Wood	Crude fabrics	1
21-30	Soapstone	Wool, linen	1.5
31-40	Ivory, mother-of-pearl	Leather	2
41-50	Pewter, tin	Special leather	2.5
51-60	Brass, bronze	Silk	3
61-70	Copper	Satin	3.5
71-80	Iron, steel	Rare or unusual fabrics	4
81-85	Silver	Roll again, but item is intricately embroidered; this adds 0.5 to its value multiplier	5 (solid only)
86-89	Gold	As immediately above	10 (solid)
90	<i>Gùhadàr</i>	Roll again, but item is embroidered with gold; this adds 1 to its value multiplier	20 (solid only)
91-95	Roll again, but item is intricately carved or engraved; this adds 0.5 to its value multiplier	Roll again, but item is inwoven with semi-precious gems; this adds 2 to its value multiplier	n.a.
96-00	Roll twice	Roll twice	n.a.

The following table can be used to determine the type and value of a gemstone:



Helmet from an Imperial Legion





Dice Roll	Gemstone Type and Value
01-20	<i>Nystra</i> (a rhinestone-like gem), value 2D8 sp
21-40	<i>Nystrashévé</i> (an agate-like gem), value 2D12 sp
41-50	<i>Athra</i> (an opal-like gem), value 2D20 sp
51-60	<i>Viéhyu</i> (a lapiz-lazuli like gem), value 2D12 x 10 sp
61-70	<i>Kthòmu</i> (a topaz-like gem), value 3D12 x 20 sp
71-80	<i>Vyéstpa</i> (a turquoise-like gem), value 3D12 x 50 sp
81-85	<i>Blan'ài</i> (a sapphire-like gem), value 3D20 x 50 sp
86-90	<i>Dràthya</i> (a ruby-like gem), value 3D20 x 100 sp
91-94	<i>Blé'oi</i> (an emerald-like gem), value 4D20 x 100 sp
95-96	<i>Endàeh</i> (a white diamond-like gem), value 5D20 x 100 sp
97-98	<i>Eschàeh</i> (a blue diamond-like gem), value 7D20 x 100 sp
99	<i>Èfàeh</i> (a black diamond-like gem), value 10D20 x 100 sp
00	Roll again, but gem has been enchanted so as to store 2D6 x 100 Energy Points of a randomly determined Brotherhood or religion; note that it requires a highly trained jeweler or very senior mage or priest to detect this

Weapons and / or armour: This is arguably the most important treasure category possibly present in a hoard, for it can include powerfully enchanted weapons and/or armour pieces that can transform even an average warrior into a deadly opponent. More prosaically, even a non-enchanted weapon or piece of armour can be very valuable, if it is in good condition and is made of metal. The general type of each item in this class can be determined by a check against the following table:

Dice Roll	Weapon or Armour General Type
01-15	1D4 normal missile projectiles (e.g. an arrow, bolt etc.)
16-30	Normal missile launcher (e.g. a bow, crossbow etc.)
31-45	Normal piece of armour (helmet, breastplate etc.)
46-60	Normal melee weapon (sword, mace, axe etc.)
61-75	1D3 enchanted missile projectiles
76-80	Enchanted missile launcher
81-90	Enchanted piece of armour
91-00	Enchanted melee weapon

The type of projectile, armour or weapon present is determined by a check against the next table.

Dice Roll	Melee Weapon Type	Missile Weapon Type	Armour Type	Projectile Type
01-05	Javelin	Shortbow	1 armpiece	Arrow
06-10	Handsppear	Shortbow	1 legpiece	Arrow
11-15	Polearm	Shortbow	2 armpieces	Arrow
16	Pike/lance	Shortbow	2 legpieces	Arrow
17-25	Standard club or mace	Composite bow	2 armpieces and legpieces	Arrow
26-30	Heavy club or mace	Composite bow	Helmet	Arrow
31-32	Standard or heavy war-hammer	Composite bow	Helmet	Arrow
33-40	Dagger	Composite bow	Helmet	Arrow
41-45	Rapier	Longbow	Small shield	Arrow

(continued)

46-47	Parrying sword	Longbow	Small shield	Arrow
48-60	Short sword	Longbow	Small shield	Bolt
61-70	Long sword	Longbow	Large shield	Bolt
71-75	2-handed sword	Light crossbow	Large shield	Bolt
76-80	Hand-axe	Light crossbow	Abdominal covering	Bolt
81-83	Standard battle-axe	Light crossbow	Abdominal covering	Bolt
84-85	Heavy battle-axe	Light crossbow	Abdominal covering	Bolt
86-90	2-handed battle-axe	Heavy crossbow	Breastplate	Throwing net
91-92	Pole-axe	Heavy crossbow	Breastplate	Bola
93-95	Quarterstaff	Heavy crossbow	Breastplate	Throwing darts
96-97	Military flail	Heavy crossbow	Breastplate	Shuriken
98-99	Morning star	Heavy crossbow	Breastplate	Grenado
00	Unusual / rare melee weapon	Unusual / rare missile weapon	Unusual / rare armour piece	Unusual / rare projectile

The composition of a piece of armour can be determined on the following table. The Referee should use judgment when doing this: it is, for example, unlikely that a shield would be constructed of furs (although, a head covering might be).

Dice Roll	Armour Composition and Average Protection Value*
01-10	Furs (10)
11-30	Leather (20)
31-60	Wood (treated) (30)
71-80	Chain mail (40)
81-90	Scale mail (50)
91-00	Metal plate (60)

* Note that this can vary according to the condition of the armour; this factor should be determined using the standard armour condition/cost tables at the end of this rules section.

If a melee weapon, missile launcher or projectile is enchanted, the following table can be used to determine the nature of the enchantment.

Dice Roll	CF* Magic Modifier	Melee* "To Hit" Dice Modifier	Damage Modifier	Penetration Modifier	Special Powers
01-05	-1D20	+10	-1D6	-1D6	2 curses
06-10	-1 (cursed)	+5	-1D2	-1D2	1 curse
11-15	+1	0	0	0	none
16-20	+1D2	0	0	0	none
21-25	+1D2	0	0	0	none
26-30	+1D3	0	+1	0	none
31-35	+1D3	0	+1	+1	none
36-40	+1D6	0	+1D2	+1	none
41-45	+1D8	0	+1D2	+1D2	none

(continued)





46-50	+1D10	-1	+1D3	+1D2	none
51-55	+1D10	-2	+1D3	+1D3	none
56-60	+1D10	-3	+1D4	+1D3	none
61-65	+1D12	-4	+1D4	+1D4	none
66-70	+2D6	-5	+1D6	+1D4	none
71-75	+2D8	-6	+1D6	+1D6	1
76-80	+2D10	-7	+1D8	+1D6	1
81-85	+2D12	-8	+1D8	+1D8	2
86-90	+3D12	-9	+1D10	+1D8	2
91-95	+4D12	-10	+1D10	+1D10	3
96-97	+5D12	-11	+1D12	+1D10	3
98-99	+6D12	-12	+1D12	+1D12	1D6
00	Roll twice	Roll twice	Roll twice	Roll twice	Roll twice

* Consider these descriptives to be "MSF" and "Missile" respectively if used for a check for a missile or projectile launcher (e.g. a bow or crossbow) or a missile projectile. (In the latter case, no check is made for special powers; these are not available in the current release of *Shakhàn*.) Note that in the case of an enchanted projectile being fired from an enchanted launcher, the magic bonuses of both are added to determine the final effect; the consequences of coming up against a well-trained archer with this type of equipment should be obvious. A cursed weapon or projectile will initially appear to be powerfully and beneficially enchanted until first used in combat, and cannot be discarded by someone who so uses it. If it is thrown away and another such item used instead, the next time the new item is used in combat, the cursed item will cross-teleport from its last location into the character's hands, changing places with the uncursed object. Ridding oneself of this annoying problem requires a magical curse-removal spell or other supernatural effect. The special powers, if any, of an enchanted weapon are handled as follows.

First, a check should be made to see if the weapon has a personality separate from that of the wielder: there is a basic 10 per cent chance of this, plus 30 per cent for each special power. If a personality is indicated, the Referee should determine it as for the mental characteristics of a "live" character, rolling scores such as Intelligence, Willpower, and so on. Note that a weapon **can** be insane, although it cannot, obviously, have certain types of mental defects such as a sexual deviance.

Next, if a personality is indicated, the moral alignment of the weapon should be determined; this is of importance if a character of opposed alignment attempts to touch or use the weapon, since so doing usually causes an deterrent discharge equal to (1D20) (1 to 12)– a Magnitude 1D12 "Electric Shock" spell or (13 to 20)– a Magnitude 1D6 x 100 EP "Mindshock" spell.

Next, a check should be made on the following table for the method (if any), by which the weapon, including a missile launcher, can communicate with its user (this table is used also for enchanted armour):

Dice Roll	Enchanted Weapon or Armour Communicative Modes
01-20	None; it requires an ESP-like spell to communicate with enchanted object
21-30	Empathy (basic feelings of "like", "dislike", "fear" etc.), with user/wielder/wearer only
31-40	Empathy with selected characters in a 1D4 metre radius
41-50	Can speak in 1 unusual or ancient language
51-60	Can speak in 1D3 unusual or ancient languages
61-70	Can speak in 1 modern language
71-80	Can speak in 1D3 modern languages
81-90	Telepathy with user/wielder/wearer only
91-95	Telepathy with selected characters in a 1D8 metre radius
96-00	Two or more communicative modes; roll twice

Special powers possessed by the weapon are dealt with on the following table. All of these require a degree of discretion on the part of the Referee; as an example, it is possible, but unlikely, that a weapon devoted to a deity of the *Khùl-Nolgùn* would be able to emit a field of brilliant light. Note that powers of missile launchers are dealt with on a different table below and not this one.

Dice Roll	Enchanted Weapon Special Powers
01-05	Cursed weapon; halves 1D3 of user's physical characteristic scores (Strength, Agility etc.) and his or her CF whenever in combat
06-10	"Cursed berserking" weapon; has 1D2 other powers from this table, but in each potential combat situation the weapon forces user to pass Saving Throw at (Willpower x 3 DMod) or charge to the attack, fighting with insane fury (exempt from fear or morale checks) until user or enemy killed
11-25	"Holy" weapon devoted to 1 religion, doing double damage against opponents of opposed faiths; 50% chance this will be one of the 3 war-gods/esses, failing this a randomly determined faith; 30% chance weapon stores 2D6 x 100 EP and has 1D6 spells of the indicated religion
26-30	Can read and speak 1D4 randomly determined languages, in addition to however many may have been indicated by "Communicative Modes"
31-40	Can give off magic (1 to 14)– light; (15 to 18)– darkness; (19 or 20)– either as a 50+1D100 EP spell casting for 1D12 hours per day
41-55	Adds 1D6 points to 1D3 of user's physical characteristic scores (Strength, Agility etc.) for up to 1D3 hours per day

(continued)

56-60	Adds 1D6 points to 1D3 of user's mental characteristic scores (Intelligence, Willpower etc.) for up to 1D3 hours per day
61-65	Adds 1D6 points to 1D3 sensory scores and gives him or her 1D3 extra vision modes (<i>Infravision</i> , etc.) for 1D20 hours per day
66-70	Detects (1 to 5)– entities of opposed alignment; (6 to 10)– auras of enchantment; (11 or 12)– secret doors; (13 or 14)– invisible objects; (15 or 16)– traps; (17 or 18)– treasure; (19)– interdimensional access points; (20)– roll twice, for up to 1D8 hours per day. (<i>Note</i> : The Referee may want to impose some kind of limit on this ability to maintain play balance.)
71-72	Possesses 1D3 psychic powers (see "Psychic Ability" score description)
73-76	Doubles user's (1 to 6)– CF; (7 to 13)– FPR; (14)– MSF; (15 or 16)– Pain resistance; (17)– TCA; (18)– BDR; (19 or 20)– roll twice, for up to 1D4 hours per day
77-81	Gives user and 1D3 others in a 1D10 metre radius 50+1D50% resistance to (1 to 5)– cold; (6 to 10)– heat; (11 to 13)– hunger and thirst; (15 to 17)– fear; (18)– magic of the <i>Anratschêldor-haii</i> ; (19)– religious magic; (20)– roll twice, usable for 3D20 minutes 1D3 times per week
82-84	On a strike of an opponent (penetration not necessary) in Melee Combat, (1 to 5)– terrorizes; (6 to 10)– confuses; (11 to 13)– deafens; (14)– blinds; (15 to 18)– paralyses; (19)– kills; (20)– disintegrates all opponents of equal or lower primary Level as the user who fail Saving Throw (MRES x 3 DMod), usable for 1D12 Melee Rounds once per week
85-86	Allows user to (1 to 10)– levitate 1D100 m.; (11 to 15)– fly 1D8 km.; (16 to 20)– teleport 1D20 km. once each 2D3 weeks
87-89	Exudes Magnitude 1D6 (1 to 7)– fire; (8 to 13)– cold; (9 to 15)– electricity; (16 to 18)– poison; (19 or 20)– disease for 2D10 Melee Rounds, once per day
90-91	Weapon of grandeur; user's apparent Charisma for purposes of military or other leadership is double normal value when using weapon in a combat situation; effect lasts 1D8 hours per day
92-94	Weapon of sharpness; has a +10% chance of penetrating armour and has an automatic 25% chance of a critical hit on any penetrated strike
95-96	Automatically slays 1D3 randomly determined types of creatures on any penetrated strike who fail Saving Throw (MRES x 1 DMod)
97	Drains 1D2 Levels from 1D3 randomly determined types of creatures on any penetrated strike who fail Saving Throw (MRES x 1 DMod)
98	Stores 4D4 x 100 EP and has 1D6 spells of one Brotherhood
99	Vorpal weapon; has a +20% chance of penetrating armour and has an automatic 50% chance of a critical hit on any penetrated strike
00	Other / rare powers





A special characteristic of melee weapons (and missile launchers at the option of the Referee) is that they may have a "bane" or "hate": this is a strong enchantment designed to oppose or damage a particular type of character or creature. A weapon with a "hate" normally has a +1D8 per cent chance of penetrating the armour of the creature type to which it is opposed, adds 1D8 points to the effective Willpower of a user fighting the object of the hatred, and does **double** normal body damage to the latter when a penetrated strike is scored. This is checked for on the following table:

Dice Roll	Enchanted Weapon Hate / Bane
01-60	None
61-65	Hates the <i>Brhà</i>
66-70	Hates the undead (<i>Mêm-Uhùryo</i>)
71-80	Hates a particular creature type
81-85	Hates entities of opposite alignment
86-90	Hates a particular species or race
91-95	Hates a particular occupation
96-97	Hates all characters of a particular social class
98	Hates a particular demon or god (!)
99-00	Two or more hatreds; roll twice

The special powers of a missile launcher such as a bow or crossbow are as follows:

Dice Roll	Enchanted Missile Launcher Special Powers
01-05	Cursed weapon; any projectile fired from it has a 75% chance of (1 to 10)– turning 180 degrees in mid-flight and flying back at the firer; (11 to 20)– turning up to 90 degrees in mid-flight and flying at firer's comrades
06-10	Cursed weapon; has half the normal maximum range of this type of missile launcher
11-20	"Holy" launcher devoted to 1 religion, projectiles fired from it doing double damage against opponents of opposed faiths; 50% chance this will be one of the 3 war-gods/esses, failing this a randomly determined faith
21-25	Can read and speak 1D4 randomly determined languages, in addition to however many may have been indicated by "Communicative Modes"
26-40	Projectiles fired from this launcher are considered to be firing at a range of 50 metres, even if the actual range is greater than 50 metres
41-50	Adds 1D6 points to 1D3 of character's sensory scores and gives him or her 1D3 extra vision modes (<i>Infravision</i> , etc.) for 1D20 hours per day

51-60	Has a 50% chance of detecting an enemy behind even normally opaque ground cover (for example trees) and can fire at such an opponent as if he or she was in the open
61-70	Has double the normal maximum range of this type of missile launcher
71-75	On a projectile strike of an opponent (penetration not necessary) in Missile Combat, (1 to 18)– paralyzes; (19)– kills; (20)– disintegrates all opponents of equal or lower primary Level as the user who fail Saving Throw (MRES x 3 DMod), usable for 1D12 Melee Rounds once per week
76-80	Allows user to (1 to 10)– levitate 1D100 m.; (11 to 15)– fly 1D8 km.; (16 to 20)– teleport 1D20 km. once each 2D3 weeks
81-85	Projectiles fired from this weapon exude Magnitude 1D3 (1 to 7)– fire; (8 to 13)– cold; (9 to 15)– electricity; (16 to 18)– poison; (19 or 20)– disease for 1D4 Melee Rounds, once per day
86-90	Launcher of sharpness; has a +5% chance of penetrating armour and has an automatic 20% chance of a critical hit on any penetrated strike
91-92	Projectiles slay 1 randomly determined type of creature on any penetrated strike who fails Saving Throw (MRES x 2 DMod)
93-94	Projectiles drain 1 Level from 1 randomly determined type of creature on any penetrated strike who fails Saving Throw (MRES x 2 DMod)
95	Stores 3D3 x 100 EP and has 1D4 spells of one Brotherhood
96-97	Vorpal launcher; has a +15% chance of penetrating armour and has an automatic 30% chance of a critical hit on any penetrated strike
98-99	Launcher of deadly aim; all projectiles fired from it are considered to be firing at a range of 5 (!) metres, even if the actual range is greater
00	Other / rare powers

If a piece of personal armouring or a shield is enchanted, the following table can be used to determine the nature of the enchantment.

Dice Roll	APV Magic Modifier	Agility Reduction* Modifier	Weight* Modifier	Special Powers
01-05	-1D20	+50	+50	2 curses
06-10	-1 (cursed)	+25	+25	1 curse
11-15	+1	0	0	none
16-20	+2	0	0	none
21-25	+3	0	0	none
26-30	+4	0	0	none
31-35	+5	0	0	none
36-40	+6	0	0	none
41-45	+7	0	0	none
46-50	+8	-10	-10	none
51-55	+9	-20	-20	none
56-60	+10	-30	-30	none
61-65	+12	-40	-40	none
66-70	+14	-50	-50	none
71-75	+16	-60	-60	1
76-80	+18	-70	-70	1
81-85	+20	-80	-80	2
86-90	+25	-90	-90	2
91-95	+30	-100	-100	3
96-97	+35	-150 (adds)	-150 (adds)	3
98-99	+40	-200 (adds)	-200 (adds)	1D6
00	Roll twice	Roll twice	Roll twice	Roll twice

* Compared to the normal Agility Reduction or weight of the piece; for example, if the normal AR of a piece of enchanted armour was "3" and the above cross-index indicated "-30" in this column, the actual AR of the piece would be only "1". If the result is more than "-100" the armour piece actually **adds** to the user's effective Agility or weight allowance.





Special powers possessed by an armour piece or shield are dealt with on the following table. Note that some of these powers (etherealness, for example) are applicable only to certain types of armour and not to a shield. Cursed armour types cannot be discarded and always return to their first user as described above for weapons.

Dice Roll	Enchanted Armour Special Powers
01-02	Cursed armour; halves 1D3 of user's physical characteristic scores (Strength, Agility etc.) and his or her CF whenever in combat
03-08	Cursed, armour is always penetrated when struck in combat
09	Cursed armour, freezes user to the spot when in Melee Combat; Saving Throw to avoid this is (Willpower x 3 DMod)
10	Cursed armour, has a 40% chance each time used in combat of inerrantly attracting all missile projectiles fired at the user
11-20	"Holy" armour devoted to 1 religion, having 150% normal APV against opponents of opposed faiths; 50% chance this will be one of the 3 war-gods/esses, otherwise a randomly determined faith; 30% chance armour stores 2D6 x 100 EP and has 1D6 spells of the indicated religion
21-30	Can read and speak 1D4 randomly determined languages, in addition to however many may have been indicated by "Communicative Modes"

(continued)

31-40	Can give off magic (1 to 14)– light; (15 to 18)– darkness; (19 or 20)– either as a 50+1D100 EP casting of the spell for 1D12 hours per day
41-55	Adds 1D6 points to 1D3 of user's physical characteristic scores (Strength, Agility etc.) for up to 1D3 hours per day
56-60	Adds 1D6 points to 1D3 of user's mental characteristic scores (Intelligence, Willpower etc.) for up to 1D3 hours per day
61-65	Adds 1D6 points to 1D3 of character's sensory scores and gives him or her 1D3 extra vision modes (<i>Infravision</i> , etc.) for 1D20 hours per day
66-70	Has an innate chance to sense danger to the user; this is simulated as an additional 2 points on the Situational Awareness DMod when the user is confronted with a trap or hazard. (Note: The Referee may want to impose some kind of limit on this ability to maintain play balance.)
71-72	Possesses 1D3 psychic powers (see "Psychic Ability" score description)
73-76	Doubles user's (1 to 6)– CF; (7 to 13)– FPR; (14)– MSF; (15 or 16)– Pain resistance; (17)– TCA; (18)– BDR; (19 or 20)– roll twice, for up to 1D4 hours per day
77-81	Gives user (only) 60+2D40% resistance to (1 to 3)– cold; (4 to 5)– heat; (6 to 10)– pain; (11 to 13)– hunger and thirst; (15 to 17)– fear; (18)– magic of the <i>Antratschêldor-haii</i> ; (19)– religious magic; (20)–roll twice, usable for 3D20 minutes 1D3 times per week
82-90	On a strike by an opponent (penetration not necessary) in Melee Combat, armour has a 20+2D40% chance of shattering opponent's weapon if it fails a Saving Throw (composition factor x 1 DMod); this power is available continuously
91-92	Allows user to (1 to 10)– levitate 1D100 m.; (11 to 15)– fly 1D8 km.; (16 to 20)– teleport 1D20 km. once each 2D3 weeks
93-94	On a strike by an opponent (penetration not necessary) in Melee Combat, armour has a 20+2D40% chance of discharging 1D6 Magnitude electric shock; this power is available continuously
95-97	Armour of grandeur; user's apparent Charisma for purposes of military or other leadership is double normal value when using weapon in a combat situation; effect lasts 1D8 hours per day
98-99	Armour of etherealness; counts as a 2D4 x 100 EP casting of the <i>Insubstantiality</i> spell, available once per week
00	Other / rare powers

Bottled substances: This category covers liquids, balms, salves and other viscous, non-gaseous substances that may be found in a stoppered bottle or other sealed container. Many of these are rather ordinary– cleaning fluid, for example– but every so often the adventure party will come across "magic potions" with strange and sometimes dangerous effects.

The composition of the bottle in which a given substance is found can be determined by a 1D20 check: (1 to 5)– opaque porcelain bottle; (6 to 10)– opaque glass bottle; (11 to 14)– tinted glass bottle; (15 to 17)– clear glass bottle; (18 or 19)– a metal bottle; (20)– a finely cut glass or quartz crystal bottle (this typically has a base value of about 3D20 silver pieces). The capacity of each bottle is also determined by a 1D20: (1 to 5)– 0.05 litre; (6 to 15)– 0.1 litre; (16 to 19)– 0.2 litre; (20) 1D6 x 0.1 litre. A bottle which one of the tables below indicates is filled, will normally be 20+4D20 per cent full; a penalty of 10 is imposed on this check if the bottle is filled with a magic potion.

Unless otherwise indicated in another section of the rules (note that many poisons are an exception to this), the minimum effective dosage of an ingestible liquid is 0.01 of a litre. There is a specific intent to this rule; since the average size of a container is 0.1 of a litre; and the usual dosage of a liquid is 0.01 of a litre, a normal bottle can have up to **ten (10)** doses of whatever it is containing, depending, of course, on how full it is when first recovered. (This factor will obviously go up or down in keeping with the size of the bottle; the Referee may want to assign multiple bottles into larger groups for this purpose to avoid endless dice-rolling.)

A character's chance of identifying the contents of a bottle are described under the descriptions for the Sense of Smell and Taste Sense characteristic scores, as well as in the "Professions and Skills" rule section.

Dice Roll	Bottled Substance Contents
01-10	None; bottle is empty
11-20	Water (10% chance diseased)
21-25	Urine, vomit or other unpalatable substance
26-30	Disinfectant or cleaning fluid
31-40	Alcoholic beverage or liquor
41-60	Drugs: (1 to 8)– <i>Pré-Sngàra</i> ; (9 to 13)– <i>Ssòl-Hléia</i> ; (14 to 17)– <i>Opinèra</i> ; (19 or 20)– <i>Adàja</i>
61-70	Poison (Intensity Level 1D20); (1 to 10)– ingestive type; (11 to 18)– requires injection; (19 or 20)– contact with skin
71-74	Acid or corrosive (Intensity Level 1D10)
75	Liquid ingredients needed to brew a magic potion
76-00	Magic potion or other enchanted liquid; (1 to 10)– common potion; (11 to 15)– less common potion; (16 to 18)– uncommon potion; (19 or 20)– rare potion





The exact effects of magic potions are not currently available and will be described in a supplement to *Shakhàn*; these must be extrapolated by the Referee by the name and description of each potion as listed below. [The best way to do this is to consider each dose of these potion types to be equivalent to a casting of the equivalent magic spell (if any) at 1D4 x the minimum number of EP needed to power the spell.]

Dice Roll	Common Potions
01-10	<i>Kàn-Oi</i> (alignment detection)
11-20	<i>Lyùbitic</i> (love potion)
21-30	<i>Holàtc</i> (hate potion)
31-40	<i>Hhòyràmpha</i> (disease cure)
41-50	<i>Zàx</i> (magic detection)
51-55	<i>Griimnax</i> (animal control)
56-60	<i>Hnùsch</i> (plant control)
61-65	<i>Thrònbai</i> (salve to enlarge genitals)
66-70	<i>Levyètha</i> (Holy Water of one religion)
71-75	<i>Osranam</i> (cold resistance)
76-80	<i>Fènavàia</i> (heat/fire resistance)
81-85	<i>Chédà</i> (infravision)
86-90	<i>Iyà</i> (limited-potency healing)
91-95	<i>Jnémà</i> (haste / speed)
96-98	<i>Ftruu</i> (sleep)
99-00	Roll on "Less Common Potions" Table

Dice Roll	Less Common Potions
01-10	<i>Hyr'Skùur</i> (limited universal antidote)
11-20	<i>Maànwòs</i> (weakness)
21-30	<i>Hléssa</i> (strength)
31-40	<i>Ròrn</i> (coma)
41-50	<i>Hngrùgga</i> (delusion / hallucination)
51-55	<i>Anràtala</i> (Energy Point storage)
56-60	<i>Sùmed</i> (Willpower enhancement)
61-65	<i>Bhéina</i> (clairaudience)
66-70	<i>Bhàrya</i> (clairvoyance)
71-75	<i>Enjò</i> (poison breathing)
76-80	<i>Wurùs</i> (slowness)
81-85	<i>Jòtra'al</i> (magnetism)
86-90	<i>Rpnòggna</i> (growth)
91-95	<i>Anàlyok</i> (diminution)
96-98	<i>Tyéteau</i> (humanoid control)
99-00	Roll on "Uncommon Potions" Table

Dice Roll	Uncommon Potions
01-10	<i>Vnùpern</i> (insanity)
11-20	<i>Drédra</i> (limited polymorphism)
21-30	<i>Stò't</i> (suggestion / bewitchment)
31-40	<i>Giindbaà</i> (gaseous form)
41-50	<i>Vlàga-Osda</i> (liquid form)
51-55	<i>Sisòsch</i> (elemental control)
56-60	<i>Vrùnarr</i> (monster control)
61-65	<i>Nahùdu</i> (oil of slipperiness)
66-70	<i>Sedòrgo</i> (treasure finding)
71-75	<i>Hègnox</i> (magic resistance)
76-80	<i>Griimniz</i> (animal conjuration)
81-85	<i>Gozéandu</i> (invisibility)
86-90	<i>Sèssnu</i> (undead control)
91-95	<i>Nénàha</i> (protection from physical attacks)
96-98	<i>Sdèrahé-Policàlix</i> (heroism)
99-00	Roll on "Rare Potions" Table

Dice Roll	Rare Potions
01-10	<i>Hhènrhòrda</i> (universal disease-cure)
11-20	<i>Bapàntt</i> (adds 1D10 x 1000 to Current EXP Total)
21-30	<i>Mzònyé</i> (monster conjuration)
31-40	<i>Narzù'ù</i> (conjures protective magical wall)
41-50	<i>Lélàrba</i> (restoration of life)
51-55	<i>Zyif</i> (teleportation)
56-60	<i>Shéy'i</i> (oil of insubstantiality)
61-65	<i>Ss-Csimbit</i> (longevity, allows user to age by extra 2D50 years without advancing his or her current Age Class)
66-70	<i>Ulòm</i> (changes moral alignment)
71-75	<i>Oné</i> (changes requisite scores)
76-80	<i>Wharàz</i> (restores lost experience levels)
81-85	<i>Shùrùtt</i> (stone to flesh)
86-90	<i>Hériàyl</i> (protection from Demons)
91-95	<i>Héstiönn</i> (Demon conjuration)
96-97	<i>Kalùto</i> (luck enhancement)
98	<i>Wissinn</i> (travel to other Planes / Worlds)
99-00	Unique or otherwise unknown potion

Miscellaneous magical items: Many strange and powerful miscellaneous magic items exist on Telostic; their exact powers and descriptions will be provided in a supplement to *Shakhàn*. Prior to the availability of this supplement, these powers must be extrapolated by the Referee in a manner similar to that used for potions, considering each use of the item to be equivalent to a casting of the equivalent magic spell (if any) at 1D4 x the minimum number of EP needed to power the spell.

A character does **not**, by default, know that an item falling into this class is, in fact, enchanted: this must be determined by a specialist such as an artificer or alchemist, or must be deduced by means of a skill or spell. In the absence of this type of assistance, the item appears as would an ordinary item of the type indicated. Another factor to consider is that many miscellaneous magic items—the more powerful ones, in particular— can be extremely dangerous to use if operated by someone unfamiliar with the exact details of how they function. In the absence of more specific information regarding a given magic item, if it is a potentially harmful one (e.g. one marked ** on the lists below, and, at the option of the Referee, other devices), a character must pass a check at (Inventiveness Class x 4 DMod), or use the item in a harmful way; doing so usually causes 1D6 levels of body damage to all characters within a 1D20 metre radius.





A factor that must be considered when detailing miscellaneous magic items is its capacity for repeated use. Most magic items have a finite number of "charges", one of which is expended each time the item is used; when the charges are exhausted, the item loses its power and acts as would a normal item of the same type (although it will still radiate a magical aura). A subset of charge-sensitive magic items can be recharged by the application of an appropriate device or spell, and a very few magic items have inexhaustible abilities that can be used as long as the item is intact. This factor can be determined for a particular item by a 1D20 check: (1 to 10)– item has a maximum of 1D100 charges, of which 20+4D20 per cent are still available; (11 to 17)– item has a maximum of 1D100 charges, of which 20+4D20 per cent are still available, and can be recharged; (18 to 20)– item can be used 1D6 times a day for 1D12 time intervals (as appropriate), but does not use charges or need recharging.

A miscellaneous magic item marked with an asterisk (*) is cursed or is harmful to the user in some way. An item marked with a double asterisk (**) is one whose effects are not wholly beneficial, but which can, with careful use, be put to some useful purpose. Note that all such items have been enchanted so as to appear as a beneficial item of the same sort, and their effects, as defined by the Referee, can only be removed by an appropriate magic spell (or, of course, Divine Intervention).

To determine the general category of a magic item (ring, wand, garment, etc.), the Referee checks first on the table immediately below, and then performs a second check on the appropriate sub-table.

Dice Roll	Miscellaneous Magic Item Category
01-10	Religious Implement
11-20	Footgear
21-30	Headgear
31-40	Garments / Robes / Clothing – Table I
41-50	Garments / Robes / Clothing – Table II
51-60	Miscellaneous Magic Items – Table I
61-65	Rods, Staves and Wands – Table I
66-70	Miscellaneous Magic Items – Table II
71-75	Miscellaneous Magic Items – Table III
76-80	Rods, Staves and Wands – Table II
81-85	Miscellaneous Magic Items – Table IV
86-90	Miscellaneous Magic Items – Table V
91-95	Miscellaneous Magic Items – Table VI
96-98	Miscellaneous Magic Items – Table VII
99-00	Miscellaneous Magic Items – Table VIII

Dice Roll	Miscellaneous Magic Items – Table I
01-10	Comb of beauty enhancement
11-20	Crystal ball with clairaudience
21-30	Harmonica of irresistible music
31-40	Eyeglasses of alignment detection
41-50	Horn of monster calling**
51-60	Armbands of telekinesis
71-80	Lamp of the aerial spirit
81-85	Drums of panic
86-90	Drums of morale enhancement
91-95	Horn of hilarity (laughter-causing)**
96-00	Spray bottle of stench

Dice Roll	Miscellaneous Magic Items – Table II
01-10	Vial of dust of madness**
11-20	Vial of dust of polymorphism
21-30	Bowl of endless provisions
31-40	Flute of animal calling
41-50	Magnetic neck chain
51-60	Drums of wall-collapsing**
61-70	Horn of blasting
71-80	Horn of collapsing
81-90	Earhorn of clairaudience
91-00	Eyeglasses of clairvoyance

Dice Roll	Miscellaneous Magic Items – Table III
01-10	Pitcher of endless water
11-20	Pitcher of endless poison**
21-30	Pitcher of endless acid**
31-40	Rug of monster summoning
41-50	Statue of an imprisoned warrior
51-55	Lamp of summoning the fire-spirit
56-60	Lyre of charming music
61-65	Brazier of fire elemental summoning
66-70	Crystal hypnosis ball
71-75	Amulet of locating
76-80	Amulet of rage*
81-85	Amulet of death
86-90	Bag of tricks
91-95	Bag of magician's tricks
96-98	Lucky coin
99-00	Cursed coin**

Dice Roll	Miscellaneous Magic Items – Table IV
01-10	Bean bag
11-20	Bag of transmuting
21-30	Bag of devouring*
31-40	Bag of liquefaction**
41-50	Bag of reconstitution
51-55	Bag of good spirits**
56-60	Bag of neutral spirits**
61-65	Bag of evil spirits**
66-70	Loadstone*
71-75	Brazier of sleep smoke
76-80	Brazier of poison gas**
81-85	Bowl of liquid form
86-90	Bowl of watery death*
91-95	Portable cooking bowl (camping stove)
96-98	Animated furniture
99-00	Drums of deafness**





Dice Roll	Miscellaneous Magic Items – Table V
01-10	Drums of monster calling**
11-20	Drums of warrior calling
21-30	Mirror of sagely acquisition
31-40	Mirror of opposition**
41-50	Trident of warning
51-55	Trident of commanding
56-60	Trident of submission
61-65	Trident of Yearning
66-70	False eyes of charming*
71-75	Glasses of petrification*
76-80	Gem of brilliance
81-85	Sapphire of seeing
86-90	Ruby of the fire-spirit
91-95	Talisman of attacks on owner*
96-98	Bracers of defence
99-00	Rope of climbing

Dice Roll	Miscellaneous Magic Items – Table VIII
01-10	Talisman of the sphere
11-20	Armbands of polymorphism
21-30	Teleportation machine
31-40	Bracelet of the "finger of death"
41-50	Pin-symbol of death to 1 creature type
51-55	Amulet of life-force
56-60	Charm of directed-energy attack
61-65	Flying carpet
66-70	Luckstone
71-75	Crystal ball with ESP
76-80	Mirror of life trapping**
81-85	Bracelets of teleportation
86-90	Egg of the <i>Chàngalà</i>
91-95	Pitcher of water elemental summoning
96-98	Amulet and chain of spell turning
99-00	Sundial of time manipulation

Dice Roll	Miscellaneous Magic Items – Table VI
01-10	Rope of securing
11-20	Rope of entanglement**
21-30	Rope of constriction*
31-40	Rope of iron aspect
41-50	Dust of appearance
51-55	Dust of disappearance
56-60	Dust of sneezing**
61-65	Dust of choking**
66-70	Dust of disease curing
71-75	Gills of water breathing
76-80	Statuettes of power
81-85	Arrow of true direction
86-90	Saw of mighty cutting
91-95	Mattock of the giants
96-98	Spade of excavation
99-00	Spade of rock-shattering

Dice Roll	Rods, Staves and Wands – Table I
01-10	Staff of Energy Point storage
11-20	Staff of light or darkness
21-30	Rod of cancellation (de-magics 1 item)**
31-40	Rod of minor charms
41-50	Rod of rulership
51-55	Cursed* staff (1D100 points damage to toucher)
56-60	Staff of disease-causing**
61-65	Staff of sleep
66-70	Staff of curses*
71-75	Staff of animal empathy
76-80	Staff of <i>Chàngalà</i> -control
81-85	Staff of withering
86-90	Staff of the fountain of youth
91-95	Rod of regeneration
96-98	Staff of energy draining
99-00	Rod of life-restoring

Dice Roll	Miscellaneous Magic Items – Table VII
01-10	Wings of flying
11-20	Horseshoes of speed
21-30	Horseshoes of lameness*
31-40	Chime of opening
41-50	Pipes of vermin-calling
51-55	Smoking-pipe of beautiful dreaming
56-60	Smoking-pipe of nightmares*
61-65	Cube of the force field
66-70	Portable hole
71-75	Urn/vase of monster summoning
76-80	Censor of air elemental summoning
81-85	Chisel of earth elemental summoning
86-90	Deck of many things
91-95	Key of language comprehension
96-98	Sphere of annihilation**
99-00	Sphere of reconstitution

Dice Roll	Rods, Staves and Wands – Table II
01-10	Staff which polymorphs itself
11-20	Staff of paralysation
21-30	Staff of the insect plague
31-40	Staff of the directed-energy attack
41-50	Staff of spells
51-55	Staff of wounding
56-60	Staff of absorption
61-65	Wand of waking
66-70	Wand of polymorphism
71-75	Staff of weather control
76-80	Wand of light
81-85	Wand of fear
86-90	Wand of illusions
91-95	Wand of the fiery flying mantle
96-98	Wand of sorcery
99-00	Wand of the all-power





Dice Roll	Rings
01-10	Ring of trap detection
11-20	Ring of <i>Brhà</i> detection
21-30	Ring of magic resistance
31-40	Ring of protection
41-50	Accursed ring of Mònn*
51-55	Ring of Energy Point storage
56-60	Ring of lordly prowess
61-65	Ring of polymorphism
66-70	Ring of curses*
71-75	Ring of insanity**
76-80	Ring of spells
81-85	Accursed ring of Nompù*
86-90	Ring of spell turning
91-95	Ring of invisibility
96-98	Ring of regeneration
99-00	Ring of 1D3 wishes

Dice Roll	Garments / Robes / Clothing – Table I
01-10	Cloak of flying
11-20	Cloak of displacement
21-30	Cloak of darkness
31-40	Belt of the constrictor*
41-50	Vest of invisibility
51-55	Neckband of trap detection
56-60	Gloves of weapon mastery
61-65	Gauntlets of strength
66-70	Belt of flying
71-75	Gloves of clairsight
76-80	Girdle of strength
81-85	Belt of strength
86-90	Gloves of paralysis*
91-95	Gauntlets of clumsiness*
96-98	Girdle of gender reversal**
99-00	Cloak of protection (+1D10 APV)

Dice Roll	Garments / Robes / Clothing – Table II
01-10	Clerical robe (of 1 religion)
11-20	Robe of the <i>Antratschèldor-haii</i> (1 Brotherhood)
21-30	Cloak of protection
31-40	Cloak of disguise
41-50	Pantaloons of prowess as an actor
51-55	Legband of protection from venereal disease
56-60	Neckband of singing
61-65	Leper's robe*
66-70	Robe of blending
71-75	Robe of distinction
76-80	Robe of eyes
81-85	Robe of strength
86-90	Robe of weakness*
91-95	Armband of force field shattering
96-98	Poisoned cloak*
99-00	Wizard's robe

Dice Roll	Headgear
01-10	Helmet of speaking with the dead
11-20	Helmet of alignment reversal**
21-30	Helmet of reading magic
31-40	Helmet of language comprehension
41-50	Helmet of script comprehension
51-55	Helmet of language & script comprehension
56-60	Helmet of telepathy
61-65	Helmet of unusual vision modes
66-70	Helmet of sleep**
71-75	Helmet of animal empathy
76-80	Warrior's armour magnifier helmet
81-85	Headband of X-ray vision
86-90	Helmet of teleportation
91-00	Helmet of brilliance

Dice Roll	Footgear
01-10	Boots of traveling
11-20	Boots of levitation
21-30	Boots of horse-speed
31-40	Boots of leaping
41-50	Boots of water-walking
51-60	Cursed boots (athlete's foot)*
61-70	Cursed boots (cause damage to feet)*
71-80	Boots of dancing
81-00	Boots of involuntary dancing**

Dice Roll	Religious Implements
01-10	Religious amulet / charm
11-20	Incense burner of communing
21-30	Amulet and chain of calling the deity
31-40	Horn of deity calling
41-50	Brazier of calling of the <i>Enhù'ùv</i>
51-55	Religious sacrifice bag
56-60	Trident of the sea-god <i>Væran Wròb-Riàhyal</i>
61-65	Gold coin of the <i>Khùl-Tlassù</i>
66-70	Silver coin of the <i>Khùl-Mhazàshii</i>
71-75	Brass coin of the <i>Khùl-Nolgùn</i>
76-80	Staff of Energy Point storing
81-85	Staff of blessing or cursing
86-90	Cleric's staff
91-95	Staff of curing
96-98	Cleric's ring
99-00	Censor of Demon conjuration**

"Strange boxes": These are ancient technological devices, left over from the long-lost past times when Telostic was a planet of highly advanced technology. The powers and descriptions of these will be provided in a supplement to *Shakhàn* (although, it should be noted, most of the smaller ones will simply appear to be small, nondescript box-like items made of a nearly indestructible greyish-silver metal, occasionally with jewel-like studs or lights on some of their surfaces). A great deal of Referee discretion is needed in deciding how these items—especially the larger and more powerful ones, which are marked with an asterisk (*) below—operate; the Referee should be careful to ensure that their availability does not unbalance the game.





Prior to the availability of more detailed information, the powers of technological devices must be extrapolated by the Referee in a manner similar to that used for potions and for miscellaneous magic items. As with the latter item types, a character does *not*, by default, know that an item falling into this character is, in fact, enchanted: this must be determined by a specialist such as an artificer or alchemist— and very few of these are well-versed in the special characteristics of technological items. In the absence of this type of assistance, the item appears as would an ordinary item of the type indicated.

It should be noted that technological devices are, for the most part, **not** "magical" in nature (even though they are frequently perceived as such by characters encountering them, due to the cultural orientation of the current inhabitants of Telostic), and consequently can be operated even by characters with little or no inherent magical or mystical ability. However, because these devices are eons old, many of the safeguards originally installed in them have now deteriorated to the point where their use by anyone other than an expert can be hazardous. In the absence of more specific information regarding **any** technological device, a character must pass a check at (Inventiveness Class x 3.5 DMod), or use the item in a harmful way; doing so usually causes 1D8 levels of body damage to all characters within a 2D12 metre radius.

Most technological devices, like magic items, have a finite number of "charges", one of which is expended each time the item is used; when the charges are exhausted, the item loses its power and is essentially useless except for historical purposes. A subset of technological items can be recharged by the application of an appropriate device or spell, and some have inexhaustible abilities that can be used as long as the item is intact. This factor can be determined for a particular item by a 1D20 check: (1 to 5)— item is completely out of charges; (6 to 10)— item has a maximum of 1D50 charges, of which 10+4D20 per cent are still available; (11 to 17)— item has a maximum of 1D50 charges, of which 10+4D20 per cent are still available, and can be recharged; (18 to 20)— item can be used 1D6 times a day for 1D12 time intervals (as appropriate), but does not use charges or need recharging.

Items marked with an asterisk are especially large and complicated to operate; by default, to power them for one game hour requires 1D10 charges rather than the one charge which would otherwise power a durational device for one game hour.

Dice Roll	Technological Device
01-30	Energy cells (1D6, each having 1D100 charges which can be used to power other devices)
31-40	Universal translator
41-50	Communicator
51-55	Universal medical unit
56-60	Radiation detector / suppresser
61-65	Portable computer
66-70	Solar energy unit (if attached to another device, provides 1D3 charges per day left in sunlight)
71-75	Chemical explosives (Magnitude 1D20)
76-80	Radioactive material
81-85	Sensory enhancement headgear
76-80	Universal jet/anti-gravity pack
81-85	Android or robot
86-88	Hand blaster, phaser, disrupter or laser (acts as a directed-energy offensive spell, Magnitude 2D6)
89-90	Disrupter, blaster, phaser or laser rifle (acts as a directed-energy offensive spell, Magnitude 2D10)
91-94	Atmospheric-travel shuttle craft*
95-97	Interplanetary-capable spacecraft*
98-99	Interstellar-capable spacecraft*
00	Interplanetary teleporter*

Artifacts: Certain enchanted items residing on Telostic are unique, having been constructed for a particular— and usually important— purpose centuries ago. These "artifacts", as they are termed, are frequently much more powerful than are "ordinary" magic items. (A good example of an "artifact" would be one of the Pendants of Power used by the Watchers, as described in the Game Setting rules.) The descriptions and powers of artifacts will be revealed in a future supplement to *Shakhàn*; in the interim, the Referee should probably disallow access to these items as they are likely to unbalance the game in the absence of exact operational instructions.

21.15. Trap Types

The following descriptions apply to traps and other intentionally designed hazards which may be encountered during the course of play, usually in the Underworld. The Referee should use a considerable amount of judgment as to the exact circumstances in which this section of the rules is to be invoked, and should discard instances where the presence of a trap— particularly, a deadly one— is illogical given the surroundings (for example in an infirmary).

Unless otherwise noted, characters must first see a trap, and must then check against their Situational Awareness class (see Intelligence score description) to be given forewarning of its presence in enough time to avoid it. A character's chance of noticing a trap while moving at normal speed is {Vision x [DMod of 5 - (distance from character to trap in metres x 0.1, rounded to the nearest whole number)]}. For example, a character with a Vision score of 11 who was 30 metres from a trap would have a 22 [Vision of 11 x (5 - 3 = 2)] per cent chance of noticing it before actually coming into contact with it.

Characters should be allowed to check against this chance to the limit of their vision range, once each 10 metres closing distance between the character and the trap. Note that only the characters in the front of an adventure party would be allowed to exercise this option. A character who suspects the presence of a trap or is checking carefully (this requires moving at half normal walking speed) may add 2 to the default DMod, increasing it to 7. The DMod used for the Situational Awareness check varies from about 7 for an obvious trap (e.g. a crudely covered pit in the middle of the floor), to 1 or less for an expertly-designed or perfectly disguised trap. If the Vision check is passed, but the Situational Awareness check is failed, the character is assumed to have seen some feature of the trap but to have overlooked its meaning or importance.

In the absence of more exact information, the complexity level of a trap can be assumed to be equal to the Danger Level of the Underworld area in which it is located; this is relevant if one or more of the characters has the "Trap Disarming" skill (see "Professions and Character Skills").

There are three generic types of traps that are randomly encountered— other or unusual types should always be placed on a map in its design stage:

Dice Roll	Generic Trap Type
01-40	Pit trap
41-80	Deadfall
81-00	Deterrent

The approximate surface area of the trap— in other words, the area in which an intruding character may be subject to its effects, is determined as follows:

Dice Roll	Trap Size
01-10	1 square metre
11-30	1D3 square metres
31-50	1D6 square metres
51-70	2D6 square metres
71-90	Blocks entire corridor (if applicable)
91-00	1D6 map squares / hexes

Subtract 10 from this dice check if the trap is a "deterrent" type (e.g., a trap meant to deter a particular action, for example opening a trunk or approaching a door).

The trigger of the trap— in other words, the mechanism, device or action which causes it to come into effect, is determined as follows:





Dice Roll	Trap Trigger
01-30	First character entering trap area
31-50	2D6th character entering trap area
51-70	Trigger based on weight of character(s) passing through trap area; chance equals 1D100% per 1D6 x 10 kg weight on trigger
71-75	First character wearing 1 or more pieces of metal armour entering trap area
76-80	First character speaking or making a vocal noise while in trap area
81-85	First character of a particular species (determine randomly) entering trap area
86-95	Roll again, but activation of trap is delayed by 1D10 Melee Rounds after triggering
96-00	Roll again, but trap is triggered by two or more of the above activation mechanisms

The following table can be used to determine the nature of the lid or other covering that obscures or hides the presence of the trap.

Dice Roll	Trap Lid, Cover or Camouflage
01-10	None (trap is unconcealed and obvious)
11-20	Thin, frangible covering (balsa wood, etc.)
21-40	Door which hinges downwards
41-50	Door or panel which slides sideways
51-70	Door or panel which opens in middle and hinges downwards
71-80	Door or panel which opens in middle; each half slides sideways
81-90	Iris valve which opens in middle as does a camera iris
91-95	Apparent covering of trap is in fact a camouflaged amoeboid creature, for example <i>Mamanta</i> (roll again if a deterrent)
96-00	Illusion or mirage (as spell of same name)

The following table can be used to determine the depth of a pit trap. (In the case of a deadfall, the distance the projectile will travel is usually equivalent to the distance between the ceiling and the floor in the trap area.)

Dice Roll	Pit Trap Depth (in metres)
01-10	0.5 metres
11-20	1 metre
21-40	1D3 metres
41-50	1D6 metres
51-70	1D8 metres
71-80	1D10 metres
81-90	1D12 metres
91-95	1D20 metres
96-00	1D100 metres

The consequences of falling are dealt with under "High-Speed Impact" in the Combat rules section.

The following table determines the contents (if any) of a pit trap. Note that by default, the walls of a pit trap are smooth, slick, frequently covered by slime and very difficult to crawl out of without outside help. For guidelines as to what the chances of doing this are, the Referee should consult the "Wallclimbing" learnable skill description (the DMod for an untrained character would be lower than for someone who actually had a level of this ability).

Dice Roll	Pit Trap Contents
01-30	No contents; however, if possible, the lid to the trap retracts in 1D20 game minutes, sealing the victim in and possibly causing exhaustion of oxygen in 1D20 game hours
31-40	Sharp spikes [1D6 per square metre in the trap; these count as a spear for damage purposes (note the extra chance of armour penetration if the victim falls and impales himself or herself on these); 5% chance per Danger Level that spikes are poisoned* or diseased]
41-50	Quicksand [character must expend 1 Fatigue Point and pass check at (Strength x 4 DMod) each Melee Round or sink 10% deeper into the quicksand and eventually drown; initial immersion is 40% of body].
51-55	Floods at a rate of 1D6 litres per Melee Round until pit is full; see Liquids Table for type of liquid involved
56-60	Fills with gas at a rate of 1D6 cubic metres per Melee Round until pit is full; see Gas Table for type of gas or aerosol involved
61-65	Randomly determined slime-type creature in pit
66-75	Randomly determined creature (almost always hungry / hostile) in pit
76-80	Walls close in on victim at a rate of 1D6 cm. per Melee Round; a victim unable to get out or block this is squashed into a pulp

(continue)

81-85	Randomly determined offensive spell cast at Level 3 to 12 (3D4) with 300 to 1200 EP (3D4 x 100) fired at victim
86-90	Teleports victim up or down 1D10 levels and 1D1000 metres from pit
91-95	Roll again, but pit contains a randomly determined treasure cache
96-00	Roll twice (ignoring this result if obtained again)

* The Intensity Level of the poison is normally 1D12; at the option of the Referee, the Danger Level of the region where the trap is found may be added to this die roll.

The following table determines the contents, if any, of a deadfall. A character who is within the area of a deadfall must first pass a check at (Perception x 6 DMod) to be aware that something is about to fall on his or her head; if this check is passed, the character must roll to dodge (see Agility score description) at a DMod of from 2 to 5, depending on how far he or she must jump in order to be outside the endangered area. The Referee may assume this factor to be equal to a reduction of 0.5 from a starting DMod of 5, for each metre closer to the centre of the deadfall the character is.





Dice Roll	Deadfall Contents
01-10	1D100 litres of vomit, excrement, urine or other nauseating liquids
21-40	2D10 large rocks, each weighing 1D20 kilograms
41-50	Bed of spikes [1D6 per square metre in the trap; these count as a spear for damage purposes (note the extra chance of armour penetration due to the high speed and weight of the spike bed); 5% chance per Danger Level that spikes are poisoned or diseased]
51-65	1D20 arrows or crossbow bolts, fired with equivalent 18 Strength; 5% chance per Danger Level that arrows are poisoned or diseased
66-70	Ejects 1D100 cubic metres of gas at a rate of 1D6 cubic metres per Melee Round; see Gas Table for type of gas or aerosol involved
71-75	Ejects 1D100 litres of liquid at a rate of 1D6 litres per Melee Round; see Liquids Table for type of liquid involved
76-80	1D8 huge blades, equivalent to a heavy battleaxe, swing from ceiling
81-85	1D3 randomly determined slime-type creature drops on victims
86-90	Randomly determined creature drops on victims
91-93	Huge stone or metal block, weight 2D1000 kg., drops on victims
94-95	Randomly determined offensive spell cast at Level 3 to 12 (3D4) with 300 to 1200 EP (3D4 x 100) fired at victim
96-97	Teleports victims 1D10 levels up/down, 1D1000 metres away
98-00	Roll twice (ignoring this result if obtained again)

The following table gives some suggested details of deterrent-type traps. A character targeted by this type of trap must, assuming that he or she has a reasonable chance of having been aware that a trap might be present (this can be simulated by a Situational Awareness check, if necessary) must roll to dodge (see Agility score description) at a DMod of from 2 to 7, depending on how close he or she was from the firing point of the trap at the time it was triggered. This factor is normally equal to an addition of 0.5 from a starting DMod of 2, for each metre further from the firing point of the trap the character is.

Note that certain types of deterrent trap effects, for example an "acid spray" or a spell-like effect, can be difficult or impossible to dodge; it is thus well within the rules for the Referee to disallow this tactic, if he or she sees fit to do so.

Dice Roll	Deterrent Trap Contents
01-10	Lets off very loud, attention-getting noise; a guardian character or monster arrives in 1D10 minutes, if applicable
11-30	Poison dart or needle fires at victim; needle/dart has a MSF of 50, a range of 1+1D8 metres and a poison Intensity Level of 1D12
31-50	1D10 arrows or crossbow bolts, fired with equivalent 18 Strength, MSF of 40; 5% chance per Danger Level that arrows are poisoned (Intensity Level 1D10) or diseased
51-60	Blades slice off hand or other extremity placed inside the trap or up to 1 metre outside it; these count as shortwords, 18 Strength
61-70	Ejects 1D20 cubic metres of gas at a rate of 1D3 cubic metres per Melee Round; see Gas Table for type of gas or aerosol involved
71-80	Shoots 1D3 litres of liquid at victim, liquid jet has a MSF of 40; see Liquids Table for type of liquid involved
81-85	Slime-type creature ejected from trap towards victims, MSF 30
86-90	Creature released from trap
91-95	Randomly determined offensive spell cast at Level 3 to 12 (3D4) with 300 to 1200 EP (3D4 x 100) fired at victim
96	Teleports victims 1D6 levels up/down, 1D1000 metres away
97-98	Roll again, but result affects characters in next room (if applicable; thus attempts to remotely trigger the trap can backfire)
99-00	Roll twice (ignoring this result if obtained again)



Mercenary spearman from Khàpitas area

Dice Roll	Liquid Type
01-40	Water
41-50	Urine / Vomit
51-55	Tar / Pitch
56-65	Luminescent Pigment
66-70	Water Containing Slime Monster
71-75	Diluted Poison (in water)
76-80	Elixir of Crumbling
81-85	Inflammable Liquid
86-90	Acid / Corrosive
91-92	Elixir of Paralysis
93-94	Boiling Water
95	Harmful Potion/Elixir
96-97	Boiling Oil
98-99	Molten Lava
00	Two or more types of liquids

Water: This is self-explanatory. Water encountered in the Underworld will usually be at a temperature of between 10 and 30 degrees Celsius; there is a 5 per cent chance per Danger Level that it will contain a disease or other harmful element.

21.16. Liquid Types

The following descriptions apply to liquid types which may be encountered during the course of play. Where needed, the Referee may determine the exact type of a liquid or other viscous substance on the Liquid Table:





Urine / Vomit: These unpleasant liquids have many of the characteristics of water; however, a character involuntarily exposed to them must check at (Willpower + Constitution) x 3 DMod each Melee Round or become nauseous, losing 1 Fatigue Point due to retching and other physical symptoms. The chance that vomit will contain a disease is 10 per cent per Danger Level. A character splashed by these substances also loses 2D6 points of Physical Beauty or Charisma until cleaned up.

Tar / Pitch: These are actually oil or petroleum byproducts; their temperature, when encountered in the game context, is usually between 40 and 100 degrees Celsius, which is hot enough to cause 1 level of heat damage per Melee Round to a character involuntarily exposed to them. There is also a 10 per cent chance that they will catch fire if exposed to an open flame source such as a torch. A character splashed by these substances also loses 1D6 points of Physical Beauty or Charisma until cleaned up.

Luminescent Pigment: This is an odourless, colourless (until exposure) contact liquid which makes a victim glow brightly in the dark, making impossible attempts at hiding. It also is visible even if the character affected by it is invisible. There is a delay factor of 1D6 Melee Rounds between the time that a character is exposed to this liquid and the time that it begins to affect him or her. Luminescent pigment retains its potency for 1D6 game weeks and requires 1 man-day of constant effort to remove, per character affected.

Water Containing Slime Monster: This is ordinary water, except that it contains, somewhere within it, a slime-type monster; the exact type is determined randomly by the Referee. Note that a character does not automatically notice the presence of the creature; the Referee should have the character pass a check for Situational Awareness (see Intelligence score description) to be aware of the danger.

Diluted Poison: This is a contact poison that has been added to water. The potency (Intensity) of the poison should be determined by a dice roll against the Poison Table (see Combat rule section), with a subtraction of -10 to -20 due to the dilution factor. This type of poison can have almost any type of odour and colour, so these factors should be determined randomly by the Referee.

Elixir of Crumbling: This is a slick, silvery liquid designed to ruin metal armour and/or weaponry; each such implement must, each Melee Round it is exposed to the elixir, pass a Saving Throw at (composition factor x 1 DMod) or drop by one quality-category (for example, a metal sword in "Usual" condition would drop to "Poor" condition). Elixir of crumbling has a spicy, fragrant smell to it.

Inflammable Liquid: Similar to kerosene, this liquid has a faint golden tinge and has a strong, oily smell. It has a 50 per cent per Melee Round chance of violently catching fire if exposed to an open flame source— a torch or lantern, for example. Such a fire causes 1 level (Magnitude) of blast and fire damage per litre of liquid ignited; the consequences of this happening to a character standing knee-deep in the liquid should be obvious. The smell of this liquid is strong enough so that a character involuntarily exposed to it must check at (Willpower + Constitution) x 4 DMod each Melee Round or become nauseous, losing 1 Fatigue Point due to retching and other physical symptoms.

Acid / Corrosive: This is an acid, base or other strong corrosive. The potency (Intensity) of the acid will normally be from 1 to 4; see "Corrosives" in the Combat rules section for the effects of contact to this type of hazard (note especially the danger to exposure of a character's eyes). This type of liquid is usually yellowish-green in colour and has an acrid, burning smell; some varieties of it are blue-green and are odourless.

Elixir of Paralysis: This is a milky-white, pleasant-smelling liquid which paralyzes all of a character's voluntary muscle responses; he or she can still think, see, hear and breathe, but cannot use his or her limbs or hands. The Saving Throw needed to avoid this is (Willpower + Constitution) x 3 DMod each Melee Round. Note the possibility of drowning (see "Deprivation of Oxygen" in the Combat rules section) if paralyzed and immersed in this or another liquid.

Boiling Water: This type of water will usually be at a temperature of between 100 and 160 degrees Celsius, causing between 1 and 3 levels of scalding (heat) damage, and 1D6 points of pain, per Melee Round to someone exposed to it. There is a 1 per cent chance per Danger Level that it will contain a disease or other harmful element (the lower chance is because many microbes cannot live in such hot water— not that this is likely to matter to someone about to scald to death, anyway...)

Harmful Potion / Elixir: This is a randomly determined harmful potion type, determined by the Referee on the Bottled Substance Tables. Note that the type of potion involved, if this is encountered as a trap in the Underworld, will usually degrade into ineffectiveness in 1D6 game hours.

Boiling Oil: This very dangerous liquid has a normal temperature of between 100 and 300 degrees Celsius, causing 2D3 levels of burning (heat) damage, and 2D6 points of pain, per Melee Round to someone exposed to more than a very small amount of it.

Molten Lava: This is rock heated to a temperature of between 400 and 2000 degrees Celsius, causing 2D6 levels of burning (heat) damage, and 3D6 points of pain, per Melee Round to someone exposed to more than about a cubic centimetre of it. A character immersed in this terrible hazard will normally be incinerated almost instantly, although the Referee should at least allow him or her a chance to call for Divine Intervention.

21.17. Curses

A "curse" is defined in *Shakhàn* as "an enchantment, usually directed against a single character, which meant to cause him, her or it some kind of harm or negative effect". The distinction between a curse and more mundane types of magical attacks (for example a *Fireball*) is partly concerned with targeting: a curse is meant to harm a particular character (although it sometimes affects others), whereas most magical attacks injure or kill anyone who happens to be in their way. Also, curses can be made to have an unique harmful effect, whereas general magical attacks usually manifest themselves in a predictable way. Finally, curses— especially the more powerful ones inflicted by agencies such as wards against intrusion into the grounds of a Temple or by a Demon— are among the most deadly hazards, frequently resulting in crippling or deadly results to victims. One manifestation of this has to do with Saving Throws: there is normally **no** Saving Throw allowed against a curse, unless one is specifically called for by the curse description. Exceptions to these principles can be found, of course.

Although the effects and characteristics of powerful curses should really be created specifically for each situation by the Referee, from time to time it will be convenient to have a way of determining curse effects randomly. This is provided in the Curse Tables, appended at the end of this Book.

21.18. Gas and Aerosol Types

The following descriptions apply to gas types which may be encountered during the course of play, particularly in the Underworld, but also as the results of a triggered trap or certain types of sinister magical incantations. Where needed, the Referee may determine the exact type of a gas or aerosol on the Gas Table:

Dice Roll	Gas or Aerosol Type
01-10	Luminescent Aerosol
11-20	Dark Gas
21-30	Sleep Gas
31-40	Nausea Gas
41-50	Pheromone Cloud
51-60	Memory Loss Gas
61-70	Hydrogen Sulfide
71-80	Methane
81-85	Poison Gas
86-90	Acidic Cloud
91-95	Nerve Gas
96-97	Airborne Disease Cloud
98-99	Spore Cloud
00	Other or rare gas or aerosol

Luminescent Aerosol: This is an odourless, colourless (until exposure) contact aerosol which makes a victim glow brightly in the dark, making impossible attempts at hiding. It also is visible even if the character affected by it is invisible; this aerosol is a popular part of intruder detection traps, therefore. There is a delay factor of 1D6 Melee Rounds between the time that a character is exposed to this gas and the time that it begins to affect him or her. Luminescent aerosol retains its potency for 1D6 game weeks and requires 1 man-day of constant effort to remove, per character affected.

Dark Gas: This is an inky-black cloud of suspended particles which acts as a nearly complete barrier to electromagnetic radiation; it reduces the effective light output of all light sources by 60 + 1D50 per cent. It also affects infravision and most other non-standard modes of navigation and detection and has no real odour.





Sleep Gas: This turquoise-blue inhaled gas puts a character who fails his or her resistance roll into a deep, coma-like sleep for 2D100 game minutes after being affected. A victim of this gas, which has a pungent, metallic smell, can only be awakened by the infliction of 5 or more points of Pain.

Nausea Gas: This type of gas causes severe nausea and vomiting for 1D100 game minutes to a character who fails his or her resistance roll. A character in this condition has his or her Combat Factor halved, and also loses 1D10 Fatigue Points. Nausea Gas is inhaled; it smells like urine or vomit and has a faintly reddish colour.

Pheromone Cloud: This is a contact aerosol, not a gas in the true sense. It is a very powerful sexual attraction agent for a particular type of creature (roll the type as a normal monster encounter, ignoring humanoid creatures), and will automatically attract all such creatures (both male and female— the pheromones contain the scents attractive to both genders) within 1D6 kilometres of the character(s) affected by it. This can be simulated by the Referee as a 5 per cent chance per game hour of such a creature appearing, over and above normal chances of a monster encounter. It retains its potency for 1D6 game months and is very difficult to remove, counting as a 2000 EP curse to cure. It smells like chlorine or ammonia and is usually colourless, rarely having a faint yellowish tint.

Gas of Crumbling: This is a silver-grey contact gas designed to ruin metal armour and/or weaponry; each such implement must, each Melee Round it is exposed to the gas, pass a Saving Throw at (composition factor x 1 DMod) or drop by one quality-category (for example, a metal sword in "Usual" condition would drop to "Poor" condition). Gas of crumbling has a spicy, cinnamon-like smell to it.

Gas of Slowness: This faintly purple contact gas, which smells rather fruity or sweet, reduces a character's relative speed of movement and combat by 50 per cent (divide his or her MA, TCA and CF by "2") if he or she does not pass his or her resistance roll. Its effects last for approximately 2D12 game minutes, by default.

Memory Loss Gas: This strange type of inhaled gas, which usually has a faint blue tint and which smells salty or wet like seawater, causes a victim who fails his or her resistance roll to forget important memories or skills. This is determined by a 1D20 die roll: (1 to 5)— character's own identity (amnesia); (6 to 10)— identities of fellow members of the adventure party; (11 to 14)— 1 skill or ability (randomly chosen by the Referee— the character loses 1D6 levels of this skill or ability); (15 or 16)— 1 language; (17 or 18)— 1 script; (19)— a magic spell (1D6 levels thereof); (20)— roll twice, discounting further results of 20. It counts as a 2500 EP curse to cure and is **permanent** otherwise. Memory loss gas will retain its potency for 1D10 game hours after being encountered by the adventure party.

Hydrogen Sulfide: This odourless, colourless gas deprives the bloodstream of oxygen and causes dizziness and unconsciousness in 1D6 Melee Rounds after failing a resistance roll; see "Deprivation of Oxygen" in the Combat rules section for the consequences of this. Hydrogen Sulfide is an inhaled gas.

Methane / Inflammable Gas: Methane is colourless and has the smell of "rotten eggs", and has a 75 per cent per Melee Round chance of exploding if exposed to an open flame source— a torch or lantern, for example. Such an explosion causes 1 level (Magnitude) of blast and fire damage per cubic metre of methane ignited; the consequences of this happening to a large amount of this gas in the Underworld can well be imagined, especially because of the chance of structural collapse if the explosion itself does not kill the adventure party. If present in strong enough concentrations (more than about 5 cubic metres), methane also deprives the bloodstream of oxygen and causes dizziness and unconsciousness in 1D6 Melee Rounds after failing a resistance roll; see "Deprivation of Oxygen" in the Combat rules section. Methane is an inhaled gas except for its proclivity to explode.

Poison Gas: There is a 75 per cent chance that poison gas will be inhalable and a 25 per cent chance it is a contact type. The potency (Intensity) of the poison should be determined by a dice roll against the Poison Table (see Combat rule section). This type of gas can have almost any type of odour and colour, so these factors should be determined randomly by the Referee.

Acidic Cloud: This is an aerosol of suspended acidic droplets. The potency (Intensity) of the acid will normally be from 1 to 3; see "Corrosives" in the Combat rules section for the effects of contact to this type of hazard (note especially the danger to exposure of a character's eyes to corrosives). This type of aerosol is usually yellowish-green in colour and it has an acrid, burning smell.

Nerve Gas: This is a specialized type of contact poison gas; there is a 20 per cent chance that it will be a conventional Intensity Level 15 poison (see Poison Table), and an 80 per cent chance that it will cause paralysis of 1D4 body limbs to a character who fails his or her resistance roll. The latter condition has a 75 per cent chance of being permanent in nature, curable only by advanced healing enchantments; otherwise it will last 1D20 game hours. This gas, if sniffed prior to contact, smells vaguely perfume-like and sweetish; it has a faint orange-brown tint to it.

Airborne Disease Cloud: This "gas" is actually normal air, intermixed with microbes responsible for causing communicable diseases. There is a 60 per cent chance that the diseases can only be contracted by inhalation, and a 40 per cent chance that they are a contact type; the Referee determines the virulence of the malady by a check on the Disease Table (see below). There is usually no odour or colour to this type of gas, but the Referee may want to impose one in keeping with the actual type of disease infecting the cloud.

Spore Cloud: This is a dank, cloying-smelling contact aerosol made up of millions of tiny, greenish-blue fungoid spores; a character who fails his or her resistance roll begins to rot away as the fungus consumes his or her flesh. This counts for curative purposes as a "Very Dangerous" disease, and rots away an additional 10 centimetres (approximately) of the victim's surface area per Melee Round, destroying whatever organ or body part is in this area.

A humanoid victim exposed to a spore cloud will (unless, of course, the disease is magically cured or the body part affected is amputated) live for about 5 to 8 (1D4+4) Melee Rounds before the rot reaches the brain or other vital organ. (Subtract 1 from this die roll if the victim was exposed in the trunk or abdomen; subtract 2 if he or she was unlucky enough to have been exposed in the neck or head.) Any body points or limbs, organs, etc. lost to the fungus spore attack are gone **permanently** unless magically restored through the highest levels of the *Healing* spell, Divine Intervention and so on. Any creature slain in this way has a 10 per cent less than normal chance of successful revivification, as his or her body deliquesces into a pile of stinking, greenish-white fungus.

The spore cloud retains its potency for 2D12 game minutes after the adventure party comes into contact with it.

21.18.1. Detecting and Avoiding Gasses/Aerosols

Assuming a character, considering his or her occupational background and life history, has some plausible ability to distinguish between different types of odours, a lenient Referee might give the character a chance to test for Situational Awareness (see Intelligence score description) to see if he or she realizes he or she is "in trouble". If this test is passed, an inhaled gas may be protected against by holding one's breath; this can be done automatically in the first Melee Round, but requires a Saving Throw at (Willpower + Constitution) x 10 DMod the second Melee Round, with the DMod dropping by 1 each successive Melee Round until it reaches "1" (after which, it is reduced by 0.1 per Melee Round). There is, unfortunately, usually **no way** to avoid being exposed to a contact gas or aerosol.

By default, the Saving Throw needed to avoid the harmful effects of a gas (the "resistance roll") is (Constitution x 4 DMod); the DMod drops to 2 if the gas is of the "contact" type, but is doubled from 4 to 8 or from 2 to 4 if the gas is encountered at more than half the distance to its point of origin. A Saving Throw is needed each Melee Round.

21.19. Adventuring In a Bar or Tavern

Bars, inns and public-houses can be the scene of an adventure in their own right, particularly if they are frequented by unusual characters or are located in a "rough" part of town. There is thus a chance that something notable will happen in a bar or public-house in which the adventure party is relaxing with a drink; this is simulated by the Public-House Random Events Table shown below.

The Referee should perform a check for a bar-room random event within 1D20 game minutes after the characters enter the bar's main public drinking area. An additional check is required each five turns (25 game minutes) after the initial check. The chance of a random event is **five (5)** per cent, for each **one (1)** person in the public-house at the time the check is made. For example, if there were 12 patrons and one bar-keep present at the time of a check, the chance of a random event would be 60 per cent.





21.19.1. Drinking Avoidance Test

Upon initially entering a bar, inn or public-house, and each game hour thereafter, a character in *Shakhàn* must pass a Drinking Avoidance Test. The normal Success Threshold for the Drinking Avoidance Test is (Willpower x 5 DMod); however, for a character with either the alcoholism or drug addiction personality disorders, the Success Threshold is (Willpower x 2 DMod). Failing the test means that the character will automatically order, and consume, an alcoholic beverage or recreational drug (player's choice of type); this is without reference to the character's ability to pay for the liquor or drug, so he or she might end up "washing dishes" after sobering up.

A player can usually "nurse" a tankard of ale for about a half-hour, and may go for as much as an hour between Drinking Avoidance Tests if he or she is drinking very slowly.

21.19.2. Bar / Inn Random Event Table

Dice Roll	Type of Random Event
01-05	Abusive drunken individual
06-10	Abusive drunken group
11	Drunken brawl
12-20	Solicited by prostitutes
21-22	Free drink
23-30	Speech
31-45	Rumours
46-52	Caravan trip
53-55	Tax expedition
56-60	Monster / beast hunt
61-63	Bandit / pirate expedition
64-67	Raiding party or crime
68-70	Military patrol / expedition
71-75	Army recruitment drive
76-80	VIP hiring retainers
81-85	Exploration party
86-89	Pilgrimage / religious quest
90-93	Expedition to Underworld
94-95	Miscellaneous expedition
96-97	Foreign expedition
98-00	Special or unusual expedition

A description of each of these events is listed below.

Abusive drunken individual: An abusive drunk sitting at a different table challenges the leader of the adventure party to a fight. If the challenge is refused, there is a 50 per cent chance the drunk will attack (attempt to brawl with) the player and a 50 per cent chance the drunk will simply return, cursing and taunting, to his or her table. Note that the survivors, if any, of a brawl conducted in a bar or public-house will frequently be ejected by the management and will always be served with a bill for broken furniture and other property damage—although this can be preferable to the reputation of being a coward. Failure to pay can result in the combatant being thrown into prison by the local constabulary.

Abusive drunken group: An abusive drunk, and 1D8 of his or her companions, sitting at a different table shout insults for 1D10 minutes and then challenge all members of the adventure party to a fist fight. If the challenge is refused, there is a 40 per cent chance the drunks will attack (attempt to brawl with) the adventure party and a 60 per cent chance the drunks will simply return to their table, loudly proclaiming the adventure party to be cowards and weaklings.

Drunken brawl: A duel or brawl breaks out somewhere else in the bar. There is a 60 per cent chance this is between two individual characters and a 40 per cent chance it is between two or more groups of nonplayer characters. There is a 80 per cent chance that any of the combatants are intoxicated, to some degree. The player characters in the adventure party may choose to involve themselves, remain aloof or assist the management in ejecting the combatants, as is their wont.

Solicited by prostitutes: The adventure party is approached by 1D6 prostitutes offering sexual favours for a price. The Referee should check under the Deviant Sexual Orientations table to determine the prostitutes' "specialty", if any. Note that the prostitutes will be of the same species as the preponderance of species in the adventure party.

Free drink: A nonplayer character sitting at another table generously buys the entire house, including the members of the adventure party, a free tankard or cup of the most locally popular alcoholic beverage. This openhanded individual is likely of refined class; add 20 to the dice roll when checking for his or her social or occupational background.

Speech: This is a class of similar random events, in which a nonplayer character, possibly but not necessarily drunk, stands up on chair or table and begins to give a speech or homily lasting 1D100 game minutes (or, for however long others in the bar can put up with listening to it). The exact type is determined as follows:

Dice Roll	Type of Speech
01-10	Anti-government tirade
11-20	Pro-government tirade
21-40	Drunken raving
41-55	Hatred-filled diatribe
56-70	Character assassination
71-80	Moral or aesthetic expostulation
81-98	Religious sermon
99-00	Special or unusual topic

Interpretation of the results of the check on this table is detailed below.

Anti-government tirade: This is a speech detailing the injustice, stupidity and unfairness of the local system of government and the representatives thereof. Notwithstanding that such assessments are often true, the type of character making the speech can be very dangerous to associate with, as the methods frequently used by Telostician governments to discourage dissent are better left to the imagination. There is thus a 40 per cent chance of 1D20 members of the local army or civic guard arriving to arrest the speaker within 2D20 minutes of the speech, and a 60 per cent chance of the guard arriving within another 1D100 game minutes.

Determine the speaker's characteristics randomly; there is a special 30 per cent chance that he or she is in fact a noble of a family that has a claim on the throne (a "titled clan", in *Strategic Telostician Campaign* parlance) but which is currently not in control of the government. There is conversely a 40 per cent chance that the speechmaker is in fact an undercover agent of the local secret police out to entrap characters showing disloyalty to the regime.

Pro-government tirade: This is a speech detailing the righteousness and legitimacy of the local system of government and local rulers. Obviously, this line of discourse will not be suppressed by the civic guards, but there is a penalty of 10 points assessed against the bar-room crowd's reaction on the Nonplayer Character Reaction table, to this type of propaganda.

Drunken raving: This is a rambling, incoherent discourse on some topic of little or no relevance or interest to others in the bar, for example how the speechmaker's wife does not understand him, or what a great athlete he or she was in his or her youth, or how he or she was cheated out of an inheritance, or whatever. There is a 25 per cent chance that the speechmaker will become upset if ignored and will wander over to a specific table, possibly that of the adventure party, to bother whoever is sitting there. There is a 50 per cent chance of a fight breaking out between the drunkard and someone else, if this happens.

Hatred-filled diatribe: This is a rambling, semi-insane attack on whatever racial/species types, religions, nationalities, ethnic groups, genders, sexual orientations or other enemies, real or imagined, that the speechmaker has an axe to grind against.

The Referee should determine the object of the speaker's hatreds randomly, perhaps using the Phobias table or by rolling 1D10: (1)– Hates a particular species or race; (2)– Hates a particular religion; (3)– Hates a particular nationality or ethnic group; (4)– Hates anyone speaking a particular language; (5)– Hates a particular sex or gender; (6)– Hates a particular sexual preference or orientation; (7)– Hates a particular occupation; (8)– Hates all foreigners; (9)– Hates characters of different social classes; (10)– Hates 1D3 categories (roll again).





Small roadside shrine on a trail in Fief Mèssa, probably devoted to Vòrin / Vimein Kéibinn

If the speechmaker detects someone in the audience that he or she identifies as belonging to the category under attack, the speechmaker will direct all of his or her insults in the direction of the victim, daring the latter to a fight.

Character assassination: This is a malicious, hate-filled diatribe against the reputation of an individual. There is only a 20 per cent chance that the speech is political in nature; more likely, it is an attack against the speechmaker's personal rivals in his or her primary occupation. For example, the topic might be something along the lines of, "that asshole Titos should never have been promoted to Chief Baker's Assistant over me— everyone knows he hasn't baked a good loaf of bread in his life".

Moral or aesthetic expostulation: This is a moral or aesthetic tract on some aspect of local arts and customs, for example hairstyles, personal dress, painting, a currently popular play, and so on. If the adventure party bothers to listen, there is a 70 per cent chance that it will learn something of value in self-comportment in local polite society. If a member of the adventure party professes agreement with the speechmaker's attitudes, there is a 40 per cent chance he or she will mention the name of the party member to his or her social contacts, if any.

Religious sermon: This is a speech proselytizing on behalf of a religion, emphasizing the correctness and legitimacy of the speechmaker's religion and the evil and corruption of opposed faiths. There is a 70 per cent chance that the religion being promoted is a randomly determined locally popular faith and a 30 per cent chance it is something different, a "cult" for example. There is an 80 per cent chance that the preacher is a priest or cleric of the religion being promoted; he or she will be accompanied by 0 to 5 (1D6-1) bodyguards of various types.

Special or unusual topic: This type of speech can include any topic deemed appropriate by the Referee. It usually takes the form of a rumour of legendary or unusual events having been recently observed, for example, "say, did you hear that the great goddess Fétian-lthé herself appeared to a poor farmer in the fields by the bend in the river, little more than a fortnight ago? It's an omen, that's what I say..."

Whenever someone in the audience of a speech might disagree or be offended with it, there is a 40 per cent chance that the offended character and 0 to 3 (1D4 - 1) of his or her associates will threaten violence unless the speechmaker "shuts up". There is only a 10 per cent chance of the speechmaker doing so unless he or she would be at an obvious combat disadvantage, so a bar-room brawl is almost inevitable under these circumstances.

Rumours: This random event signifies that one or more members of the adventure party has heard a rumour or rumours, possibly by overhearing the conversations of other bar patrons, or perhaps by a friendly "chat" with the bar-keeper or waitress. This is an excellent way for the Referee to give a "hint" to the adventure party, if desired. 1D3 rumours will have been heard.

Most rumours will detail some mundane fact or information of local or regional relevance, for example an impending increase in the price of bread, the possible marriage of the son or daughter of a locally important character, the arrival in town of an unusual character from far away, and so on.

There is a 30 per cent chance that the rumour deals with information that those in positions of authority would prefer to have kept secret, for example, "did you know that the king's army just lost a battle on the Eastern Front?" If the topic of the rumour would be embarrassing to the local government, there is a 40 per cent chance that the person, or persons, responsible for spreading the rumour are agents of a foreign government, or of a disgruntled special interest group such as a noble clan currently out of power. There is a 40 per cent chance that the rumour is, in fact, completely true; failing this, there is a 40 per cent chance that there is an element of truth in it, even if parts of the rumour are false or misleading. Reduce both of these chances by 10 points if the rumour deals with obscure subjects or concerns events more than 30 kilometres away.

Note that for this random event to be applicable, at least one member of the adventure party must be able to speak or understand the most common local language or dialect.

Caravan trip: With this event, a member of the *Vhàl-V'àvna*, in other words a professional merchant, offers some or all of the members of the adventure party employment as caravan-guards for an expedition which will travel to far-off lands to the destination where the caravan's goods will, hopefully, be sold for a handsome profit. The distance to the destination is determined by a 1D20 check: (1 to 7)— a city within 5 map hexes; (8 to 15)— a city within 10 map hexes; (16 or 17)— a city within 20 map hexes; (18 or 19)— a city within 40 map hexes; (20)— a city more than 40 map hexes distant (Referee discretion). There is only a 10 per cent chance that the destination will be somewhere south of the *Nòlan Oblé*, as it is well known that the end of the world lies somewhere just south of that great mountain range.

The size of the caravan should be determined randomly by the Referee; typically, caravans in northern *Ushù'l* will have 1D12 carts and wagons and around 3D10 members, although, obviously, the caravan's size and composition should be commensurate with the length and possible hazards of the trip. Members of the adventure party will be offered either a flat rate of wage of 1D6 silver pieces per primary profession level, per game month, or a 1D3 per cent share of the net profit upon sale of the goods. Note, however, that a merchant will normally *never* hire someone that he or she believes to be a thief, for obvious reasons. There is a 50 per cent chance the caravan is just entering town, and a 50 per cent chance it is leaving. The type of merchandise that the caravan specializes in can be determined on the Merchandise Table (see "Merchandise Types" below), adding +10 to the percentage dice roll.

Tax expedition: This event indicates that the leader's group is about to leave the city to either collect or pay taxes for or to the local government. There is a 70 per cent chance that the mission is to collect taxes and a 30 per cent chance it is to pay them. The location in which the taxes are to be paid or collected will be within 1D6 map hexes of the adventure party's current location. Note that while it is not usually especially dangerous, being part of a tax collection gang can make a character highly unpopular, a fact which might have negative future consequences.

Monster / beast hunt: This is a government-sponsored "posse" to exterminate (presumably) dangerous wild animals which have recently been terrorizing public roads, or the common folk, of the region. The most common way in which this will have manifested itself is for 2D6 peasants or other relatively defenseless citizens to have been found dead and horribly mutilated, within the last 1D3 game months.

The Referee should determine the characteristics of the creature(s) responsible for the mayhem with a 1D20 die roll, using the following guidelines: (1 or 2)— a single psychopathic killer masquerading as an animal; (3 or 4)— a murderous religious cult; (5)— a murderous terrorist group; (6)— terrorism instigated by agents of a hostile foreign government; (7 to 15)— a "Common" carnivore or dangerous beast(s); (16 or 17)— an "Uncommon" carnivore or dangerous beast(s); (18 or 19)— a "Rare" carnivore or dangerous beast(s); (20)— a unique or especially dangerous creature such as an elder *Chàngalà* (dragon), demon or other monster. (In the latter two cases, the Referee may want to grant an upward adjustment on checks to determine the strength and experience of the leader's hunting party, so they have a sporting chance against the thing they are out to corner...)





The endangered area will be within 1D10 map hexes of the adventure party's current location, if the cause of the mayhem is in fact a wild animal, or within 0 to 2 (1D3-1) map hexes if caused by an intelligent character or group.

The leader of the expedition is automatically a fighter or warrior, with a 70 per cent chance that he or she is actually a soldier in the local army or police.

Bandit / pirate expedition: With this event, the leader of a gang of bandits (or, in the case of a port, pirates) sounds out the adventure party as to the latter's willingness to gain money by force, in other words, by robbery or piracy. The preferred area of operations will be within 1D12 map hexes of the hex in which the adventure party is currently located, usually in the woods or rough terrain near a trade route.

This is, obviously, a lucrative but highly dangerous exercise in most regions, and there is a 20 per cent chance that the local secret police or army is already "on to" the bandit or pirate leader and will attempt to arrest him or her, and all others present, in 1D20 game days. There is a 60 per cent chance that the leader and several of his subordinates are members of a local organized crime fraternity. If this proves true and the adventure party informs the local police of the banditry / piracy proposal, there is a 90 per cent chance that the bandit or pirate's "buddies" will take revenge against the adventure party within 1D20 days, if possible.

Raiding party or crime: This random event indicates that the leader of the nonplayer party is basically a thug, ruffian or other brigand intent on various types of mayhem. The leader's specific "goal" is determined by throwing 1D20: (1 to 10)– plans to rape, rob, murder and / or pillage peasants in the surrounding countryside; (11 to 13)– plans to engage in armed robbery within the walls of the closest town; (14 or 15)– plans to rob or despoil gravesites or tombs; (16 or 17)– plans to kidnap a wealthy character and demand ransom; (19 or 20)– plans to provoke a war between this kingdom and its nearest rival. (In the latter case, there is a 40 per cent chance that the leader is in fact a saboteur in the pay of a third foreign government or interest group.)

This is, needless to say, a hazardous exercise in most regions, and there is a 20 per cent chance that the local secret police or army is already "on to" the criminal leader and will attempt to arrest him or her, and all others present, in 1D20 game days. The usual penalty for armed robbery or murder is, incidentally, being hung, drawn and quartered, with the remnants of the convicted's corpse being thrown to wild dogs.

There is only a 10 per cent chance that the leader and several of his subordinates are members of a local organized crime fraternity, but there is a 25 per cent chance that the leader is secretly a devotee of feared Væran H'òngg-Hélé, Dreaded Master of Baseness, Thuggery, Hate and Oppression of the Weak. If the adventure party informs the local police of the criminal proposal, there is a 60 per cent chance that the thug's "buddies" (or the Temple of sinister Væran H'òngg-Hélé) will take revenge against the adventure party within 1D20 days, if possible.

Military patrol / expedition: This event indicates a military operation of some sort, in which the adventure party, or members of it, might possibly take part. Usually, the military leader organizing the expedition will only be interested in members of the adventure party who either are warriors by profession or who have some other type of military training, unless the latter have some other specialist skill (e.g. priest or magic-user, or, even better, several levels of the "Investigation" skill) that might come in handy.

The objective of the military party is determined by a 1D20 check: (1 to 3)– hunting for a group of rural highwaymen or bandits; (4)– hunting for a famous single bandit (such as Jesse James); (5)– hunting for a political criminal; (6)– hunting for a heretic or religious outlaw; (7 to 13)– routine patrol of the kingdom's borders; (14 to 17)– escort a visiting ambassador or other dignitary back to his or her kingdom; (18 to 19)– mission to restore "the King's Law" to a rebellious or lawless frontier town; (20)– secret spying mission to reconnoiter the defenses of a hostile kingdom.

Army recruitment drive: With this event, the local army (or, in coastal regions, navy) is conducting a recruitment drive aimed at increasing its number of soldiers or sailors. This is an excellent opportunity for a character interested in military service and combat training, to enlist; however, players should be made aware that military discipline is harsh, and the character's subsequent freedom of action will be severely constrained. (He or she will usually only be able to adventure independently while on furlough or shore leave, and this is normally granted for no more than one week per month at most.) The military leader in charge of the recruitment drive will only be interested in members of the adventure party who either are warriors by profession or who have some other type of military training or, at the discretion of the Referee, who have some other useful specialist skill.

There is a 25 per cent chance that the recruitment drive will be a "press gang", wherein all characters appearing fit for military duty, regardless of willingness, will be forced to join the army or be beaten or imprisoned. If the city in which the adventure party finds itself located is currently under siege, or enemy forces are within 20 kilometres of the city, this chance is increased to 90 per cent, and the press gang will conscript every character in the bar except the barkeep and those with an obvious physical disability.

VIP hiring retainers: This indicates a noble, senior government bureaucrat, rich merchant or other person of means, who is interested in hiring guards or other retainers. Normally, the character will be accompanied by 1D6 retainers and will want to hire members of the adventure party who are warriors by profession; characters with other specialist skills such as priest or magic-user are also good candidates, but note that the VIP will normally *never* hire someone that he or she believes to be a thief. There is a 20 per cent chance immediately, and a 10 per cent chance per game month thereafter, that the VIP character needs the adventure party's services for a special mission such as a trip to the Underworld, espionage on opponents, and so on. Failing this, a character accepting this type of employment can expect a lifestyle that is 95 per cent drudgery (ushering in guests at the door, for example) and 5 per cent excitement.

Exploration party: This indicates a party to map or explore terrain which is unfamiliar to the expedition leader. The remoteness of the region being explored is determined by a 1D20 check: (1 to 5)– an area within 10 map hexes; (6 to 10)– an area within 25 map hexes; (11 to 15)– an area within 50 map hexes; (16 or 17)– an area more than 50 map hexes distant (Referee discretion); (18)– a long sea voyage (if possible); (19)– a trip to explore the Uncharted Lands to the far east, west, north or south; (20)– a trip to explore a Tower or other legendary ruin site. There is only a 20 per cent chance that the destination will be somewhere south of the Nòlan Oblé.

Pilgrimage / religious quest: Under this event, the nonplayer party leader is going on a religiously-motivated trip of some sort. The nature of the trip is determined by a 1D20 check: (1 to 6)– a pilgrimage to worship at a religious shrine (similar to the trip to Mecca which all Muslims are supposed to do at least once) within 1D10 map hexes; (7 to 12)– a pilgrimage to a shrine within 2D10 map hexes; (13 to 15)– a religious quest undertaken to fulfill a pledge made to the leader's deity (as in a successful "Conditional" call for Divine Intervention; see Mystic Power description); (16 or 17)– a mission to bring the leader's religion to the "heathens" in a remote area or frontier town within 1D50 map hexes; (18 or 19)– a quest to root out heretics and unbelievers (e.g. the Inquisition) within 0 to 2 map hexes of the current location; (20)– an unusual or dangerous religious quest, for example to deface a temple of an opposed religion or recover a relic from the wilderness or Underworld within 1D100 map hexes of the current location.

If the result of the mission determination die roll as shown above is greater than 12, there is an 80 per cent chance that the leader is an ordained priest or cleric; otherwise his or her chance of being a priest is 40 per cent. There is a 70 per cent chance that the leader's religion is a randomly determined locally popular faith and a 30 per cent chance it is something different, a "cult" for example.

The leader will usually only be willing to hire retainers whose religion is identical to his or her own. There is a 30 per cent chance that he or she will bend this rule to accommodate someone who follows a closely aligned faith. For example, a priestess of snow-pure Vîrya Nanyè might be persuaded to allow a follower of valiant Væran Ro'sènnpàdr to accompany her, but she would never knowingly consent to the presence of someone devoted to a "neutral" or, worse, "evil" faith.

Expedition to Underworld: With this random event, a nonplayer character approaches the adventure party, or a member of the adventure party, with an offer of employment on an expedition to explore and/or despoil the Underworld– in other words, a dungeon expedition. There are two possibilities regarding the nature of this expedition, as follows:

Dice Roll	Underworld Expedition Type
01-75	Opportunistic expedition
76-00	Expedition with a specific goal

Opportunistic expedition: This indicates that the leader/organizer of the expedition is basically an opportunist; he or she knows the way to the nearest entrance to the Underworld, but has no specific goal in mind other than plunder and adventure. The leader will offer each player character a wage of 2D6 silver pieces per primary profession level, per game month.





Expedition with a specific goal: This indicates that the leader of the expedition has a specific goal in mind for his or her trip to the Underworld. The nature of the goal is left to the discretion of the Referee; a quest to retrieve a religious relic or a magical book, or an expedition to rescue a friend of the leader who is being held captive in the Underworld, may be used as an example.

Miscellaneous expedition: There are a variety of possible motivations for the expedition leader's need for retainers, under this event type. A 1D20 check is made to determine this: (1 to 4)– travel up to 1D10 map hexes distant to meet the leader's betrothed spouse; (5 or 6)– travel up to 2D20 map hexes distant to gather rare herbs or potion ingredients; (7 to 9)– rescue of a caravan being besieged by bandits 0 to 5 map hexes away; (10 or 11)– a wild animal hunt for sport, 1D6 map hexes distant; (12 or 13)– rescue of friends who are overdue and presumed in trouble in the wilderness 1D20 map hexes away; (14 to 16)– rescue of friends who are overdue and presumed in trouble in an Underworld complex 1D20 map hexes away; (17 to 19)– rescue of a noble or other VIP being held for ransom 1D12 map hexes away; (20)– kidnap or involuntary confinement of some character against whom the party leader has a grudge, up to 1D20 map hexes distant.

Foreign expedition: This event indicates a leader who is planning to start an expedition of travel, possibly to distant or exotic lands. There is a special 75 per cent chance that the leader is a noble, senior guild member, elder cleric, rich merchant or other person of independent means. The nature of the trip is determined by a 1D20 check: (1 to 7)– a social call on relatives or friends 1D20 map hexes distant; (8 to 12)– a business trip up to 1D20 map hexes distant; (13 to 15)– delivery of an urgent message to a noble or other VIP 1D50 map hexes distant; (16 or 17)– espionage against a foreign kingdom 1D50 map hexes distant; (18 or 19)– an urgent trip to deliver the only known elixir or antidote to a disease being suffered by a VIP up to 1D100 map hexes away; (20)– leader is relocating his or her family up to 1D50 map hexes away to escape religious or political persecution in the local area.

Special or unusual expedition: This category covers rare or special types of expeditions that are usually of great importance to one or more of the politically, economically and / or socially powerful groups of northern Ushù'l. To a considerable degree the circumstances of such a mission are up to the discretion of the Referee. However, the following guidelines as determined by a 1D20 check, may be used: (1 to 6)– infiltration or espionage against the local ruling family, on behalf of a hostile foreign or domestic interest group or nation; (7 to 12)– infiltration or espionage against a hostile domestic or foreign interest group or nation, on behalf of the local ruling family; (13 to 15)– a quest to recover a fabled magical artifact 1D50 map hexes distant; (16 to 18)– a mission to assassinate a senior priest of a randomly determined mission; (19)– a mission to assassinate some other important character; (20)– a mission to assassinate the ruling monarch (!).

21.20. Adventuring in the City

Telostic's towns and cities offer plenty of opportunity for an exciting and profitable adventure. As characters in the adventure party travel through the streets of a town, there is a chance that they will witness or participate in a notable or unusual event. This is simulated by the City Random Events Table shown below.

The Referee should perform a check for a city random event each 20 game minutes the adventure party is in the city streets, or each 500 metres in distance the party travels, whichever of the two is the lesser. The chance of a random event is **fifteen (15)** per cent during daylight hours and **ten (10)** per cent during night.

21.20.1. City Random Event Table

City or Urban Area Random Event Description	Dice Roll ("Safe" Area)	Dice Roll ("Normal" Area)	Dice Roll ("Rough" Area)
Accident	01	01	01-02
Emptying chamber-pot	02	02	03-04
Beggar / street urchin	03-10	03-15	05-20
Street vendor	11-15	16-20	21-22
Peasants / the poor	16-20	21-25	23-30
Thieves	21-22	26-30	31-40
Bandits / robbers	23	31-32	41-45
Madman / town fool	24	33	46-47
Slave auction	25	34	48
Accosted by prostitutes	26	35-36	49-52
Herd of livestock	27	37-38	53
Exposed to disease	28	39-42	54-60
Public punishment	29-30	43	55-56
Merchant caravan	31-40	44-50	57-58
Parade / procession	41-42	51	-
City guard / army patrol	43-60	52-60	59-60
Fight / brawl	61	61-63	61-70
Town crier / new poster	62-63	64	71
Priest, preaching	64-70	65-70	72-73
Noble / VIP	71-80	71-72	74
Fugitive being pursued	81	73	75-76
Political malcontent	82	74	77-78
Actors / medicine show	83	75-76	-
Character in a hurry	84	77	80
Unusual creature overhead	85	78	81
Character in distress	86	79-80	82-83
Puzzling occurrence	87-88	81-85	84
Traveling minstrel / bard	89	86-87	85
Animal being mistreated	90	88-89	86
Fire in a building	91	90-91	87-88
Clerics / priests	92	92-93	89-91
Psycho killer	-	94	92-93
Riot / insurrection	-	95	94-95
Bag lying in the street	93-94	96	-
Rare or unusual character	95-96	97	96
Mêm-Uhûryo (undead)	97	98	97-98
Special or rare event	98-99	99	99
Roll Twice	100	100	100

Descriptions of some of these events are as follows.

Accident: This event indicates that 1D3 randomly determined members of the adventure party may have fallen victim to an accident or unintentional self-injury, for example by tripping over a loose walk-way plank or by being run over by a runaway horse-cart or carriage. The endangered characters may attempt a dodge check to avoid the accident (see Agility score description). A failed roll causes 1D6 points of body damage and a critical hit in a randomly determined body area; when checking the type of critical hit, however, the victim has a favourable modifier of "10" applied to the percentage dice roll.

Emptying chamber-pot: This event indicates a chamber-pot (e.g. a toilet) or other container of unpalatable substances being emptied out of an upper floor window or otherwise thrown at the adventure party. 1D3 adventure party members will be in the path of the offal. Unless they successfully dodge (see Agility score description) their fine clothes, if any, will be ruined, and even a character clad in simple, easily washable clothing will lose 1D6 points of Physical Beauty until he or she gets a chance to clean up. There is also a 5 per cent chance that any character hit by the offal will also be exposed to a disease.





Beggar / street urchin: This is one of the most common events, since the streets of most of northern Ushù'l's cities teem with the desperately poor who scratch out a miserable existence by begging, petty thievery, prostitution and other questionable activities. The adventure party will be beset by 1D6 begging, whining mendicants who will persist for 1D20 game minutes, or until they are threatened by physical violence. Each beggar can usually be made to go away by a donation of between one copper piece and one silver piece; unfortunately, this simply encourages others if the adventure party's largesse is witnessed, so there is a special 50 per cent chance on each subsequent city random event check that 1D10 more beggars will appear to beset the party. This problem is averted only when the party goes into a building and stays for an hour or more.

If the adventure party uses the threat of violence to deter the beggars, there is a 90 per cent chance the latter will simply run away in pursuit of easier money, and a 10 per cent chance they will be so offended as to actually offer a fight. Most beggars are in such poor physical condition that they would probably have little chance against even a relatively inexperienced member of the adventure party. However, killing a beggar might get a party member accused of murder, to say nothing of the latter's friends plotting revenge.

Note that certain categories of characters, for example priests or priestesses of kindly *Virya* Fèitian-lthé, gentle *Virya* Karènn-R'Làché, virtuous *Virya* Nanyè and mysterious *Væran* On, are required to give alms to the poor and may incur the displeasure of the deity if they fail to do this. Conversely, a devotee of cruel *Væran* Hnélo-Tràniss or fearsome *Væran* Rssà-Urutàngk should forebear doing this and should, whenever safely possible, show beggars and the poor "the back of one's hand".

Street vendor: This event indicates another common city event, as the adventure party is approached by 1D3 street vendors attempting to sell something. The vendors will persist for 1D6 game minutes or until the adventure party moves 100 or metres away from where the vendors were first encountered. The type of merchandise being sold is determined by a check on the Merchandise Table (see "Merchandise Types" below).

Peasants / the poor: This event is very similar to the one involving beggars, except that in this case, the adventure party has encountered 1D20 characters of the (1 to 6)– urban or (7 to 10)– rural lower classes, who stare at the adventure party with hollow, hungry eyes, but who have too much pride to beg outright. This is an excellent chance for a devotee of one of the "good" religions, or a character with a kindly disposition, to show his or her charity by throwing some minor coinage to the peasants. Then again, it's also a good chance for a stupid adventure party member to throw away his or her hard-earned wages, to those whose poverty is the fault of their own pathetic ignorance, docility and unquestioning respect for authority.

Thieves: Under this event, 1D3 street thieves, each with a primary thief profession level of 1 to 12, attempt to "pickpocket" 1D2 members of the adventure party using the time-honoured methods of professional pickpockets, for example having one thief stage an accident with the victim while the other steals from the victim. Each thief will have 1D12 levels of the Pickpocketing skill (see Abilities descriptions) and will attempt to use this skill to steal from the adventure party. If successful, the thief will steal 30 to 100 [20 + (1D8 x 10)] per cent of the money the victim is carrying, plus 1D3 of his or her most valuable possessions (particularly rings, gems, potions, drugs or small magical items).

The Referee is hereby instructed to ignore pleadings by the players as to how it was "impossible" for the thieves to have stolen personal belongings due to the ingenious way the players' characters had secreted or secured their money or belongings. Such measures are assumed to be normal practice when traveling in urban environments and have been factored in to the per cent chances as given in the Pickpocketing skill description.

There is a 10 per cent chance that the thieves will use the "cutpurse" tactic; for details on this see the Pickpocketing skill description.

Bandits / robbers: This event indicates that the adventure party has encountered a party of robbers, bandits or other urban thugs. The characteristics of the bandit party can be determined using the nonplayer character party composition section as shown below. There is a 75 per cent chance that the bandit party will attempt to overpower, beat, rob and possibly murder members of the adventure party, so long as any **three** of the following conditions apply:

-the bandit party outnumbers the adventure party;
-the bandit party appears to include more experienced or powerful warriors than does the adventure party;
-the current time is dusk, dawn or night-time;

-the adventure party appears rich or is obviously carrying substantial amounts of money or other valuable items;
-the adventure party has no easy means of retreat from the bandit party;
-members of either the adventure party or the bandit party are drunk or under the influence of drugs;
-the bandit party is desperate for money (there normally is a 20 per cent chance of this).

If a fight breaks out between the bandit party and the adventure party, there is normally a 10 per cent non-cumulative chance each Melee Round of combat that the local army or civic guard will appear and attempt to arrest **all** of the combatants. It is up to the players of the adventure party to decide whether to resist further or to throw themselves on the mercy of the guard, if this happens.

Madman / town fool: This indicates that the adventure party has (1D6), (1 to 4) encountered or (5 or 6) been approached by, the local "town fool": in other words, someone suffering from 1D4 serious Mental Defects. There is a 60 per cent chance that the madman will beg for money, and a 25 per cent chance that he or she will become violent if not given any. However, if any member of the adventure party gives the town fool money, he or she will tag along behind them, attracting undue attention, until they enter somewhere where they can close the door. Since an insane person has little status, the madman can be discretely beaten or killed by the party without much fear of legal sanction, but characters devoted to the "good" religions should avoid doing so lest they anger their deity.

Slave auction: With this event, the adventure party passes by a traveling slave auction, wherein lackeys and indentured servants may be acquired (see price lists at the end of this section for the prices of slaves). From 2 to 40 slaves will be on display. For details on acquiring slaves, see "Slavery" below.

Accosted by prostitutes: This is much the same as the equivalent encounter in a bar or tavern; adventure party is approached by 1D6 prostitutes offering sexual favours for a price. The Referee should check under the Deviant Sexual Orientations table to determine the prostitutes' "specialty", if any. The prostitutes will usually be of the same species as the preponderance of species in the adventure party. There is a 20 per cent chance that at least one of them is, in fact, a disguised priest or priestess of perverse *Væran/Virya* Kikiri, since this religion makes a point of using this unique method of "spreading the faith". Note that the chances of contracting a venereal disease are actually typically between 10 to 30 per cent **less** with a prostitute than they would be for a sexual encounter with an "amateur" partner; this is because most prostitutes, particularly those devoted to hedonistic *Væran/Virya* Kikiri, are considerably more knowledgeable about the facts of sexuality than are ordinary persons, and also have recourse to more sophisticated methods of contraception and other protective measures.

Herd of livestock: The adventure party encounters 1D6 peasants or other low-status individuals driving livestock through the city streets, either going to or coming from the stockyards or an auction. This is a good opportunity to purchase beasts of food and burden at an acceptable price, if desired; the party can probably buy a few of these creatures at a discount of between 10 to 30 per cent from normal retail prices with some hard bargaining. The exact type of creature being herded is determined by a dice roll on the following table:

Dice Roll	Livestock Type
01-10	2D100 <i>Edùuh</i>
11-25	2D20 <i>Uthga</i>
26-30	2D20 <i>Kwhàr'Khlé</i>
51-60	1D20 <i>Féfitsma</i>

Exposed to disease: 1D6 randomly determined members of the adventure party are exposed to a communicable disease, the type of which is determined by the Referee on the Disease Table (see "Disease Types" below); add +10 to the dice roll on this table if a plague or other epidemic disease is currently affecting the region in which the city is located. For the effects of diseases and the chances of resisting them and recovering from them, see "Disease Resistance" in the Character Attributes rules section. Note that the Referee should **not** inform the players– or allow them to infer– that their characters have been so exposed, at least not until some of the symptoms begin to manifest themselves. By this time, there is a 20 per cent chance that each infected party member will have infected someone else not originally exposed to the disease.





Public punishment: The adventure party passes by a scene in which 1D6 convicted persons are being publicly subjected to punishment for crimes (real or imagined). The Severity Level of each crime is determined by a 1D10 die roll, with the actual crime being determined randomly by the Referee within each Severity Level category in the "Offense" column (see "Crime and Punishment" below; for example, a die roll of "4" for a Severity Level 3 crime would indicate slander as the offense). The nature of the punishment being meted out is determined on the Punishment Table. This is a good opportunity for the adventure party to get a little sadistic entertainment; unfortunately, it's also a good opportunity for pickpockets, and there is a 30 per cent chance that they will attempt to relieve the adventure party of its possessions (see "Thieves" above).

Merchant caravan: The adventure party passes by a caravan owned by a wandering merchant. There is a 50 per cent chance the caravan is just entering town, and a 50 per cent chance it is leaving. Other characteristics of the caravan are given under "Caravan trip" under "Bar Random Events" above. There is a 20 per cent chance that the caravan will be interested in hiring a qualified player character, if he or she so desires.

Parade / procession: The adventure party happens upon a parade or other similar procession winding its way through the city streets. The nature of the procession can be determined on the table below:

Dice Roll	Procession Type
01-10	<i>Ad hoc</i> procession of 2D8 drunken or drugged revelers
11-20	Procession of 1D6 criminals and 3D20 guards to a place of public punishment (see above for details)
21-40	Parade to commemorate some locally notable civic event (for example a holiday, festival etc.); 2D100 members, many of them drunk
41-50	Military parade, marching band or patrol, marking some notable event or simply "keeping the peace"; 1D100 soldiers
51-60	Religious parade staged by a locally popular Temple; 3D20 members, at least 1 in 5 priests, clerics or temple guards, etc.; in "evil"-dominated areas, there is a 40% chance this includes a ritual human sacrifice
61-70	Marriage ceremony of a local noble or rich person; 1D100 members
71-80	Funereal ceremony of a local noble or rich person, 1D100 members
81-85	Circus or traveling medicine show, 2D20 members
86-90	Sectarian demonstration, 6D20 members; 40% chance this will turn violent and possibly riot (see event description below)
91-00	Entrance to or exit of the local ruling noble and/or his or her family; 2D100 members, of whom at least 50% are soldiers or other guards

The procession will normally continue to pass by the party for 1 minute x the number of persons participating in it; other details are largely the province of Referee discretion. Note that failing to make way for and show proper respect to the transit of a noble procession or the army is considered "disrespect", which is a punishable offense in most parts of northern Ushù'l.

City guard / army patrol: This is a scheduled patrol, usually of about 3D6 warriors (from 1 to 3 of which will be mounted on a riding animal, per 5 guards), designed to enforce the law and maintain order. The arm of the state involved is determined by a 1D20 roll: (1 to 12)– the civic guard or militia; (13 to 18)– the army; (19 or 20)– the secret police.

Of these, the least formidable, and most prone to corruption and false arrest, is the civic guard, since this is usually made up of volunteers, characters coerced into police duty and low-quality or inexperienced warriors (e.g., those temperamentally or otherwise unsuitable for service with the conventional army). Most army units posted to guard duty within a city will also be of relatively low quality, as this type of assignment is considered "demeaning" to professional soldiers, especially those in elite units such as religious fighting legions. [Furthermore, soldiers capable of enduring the rigours of hard campaigning are always at a premium to the nations of northern Ushù'l, especially during wartime, and there is a strong motivation for a ruler to leave only the "dregs" for the mundane duties of tax collection, garrison duty and law enforcement (cf. *Strategic Telostician Campaign*, ©Telostic Corp. 1990)]. The secret police, conversely, are usually very experienced, highly skilled and fanatically loyal to the governing regime; they appear to be normal members of the civic guard.

The details of the patrol party can be determined under "Nonplayer Character Party Composition" below. The patrol will normally take about one game minute to pass from the immediate vicinity of the adventure party– unless something happens to attract the former's interest, of course. (Note that many cities of northern Ushù'l enforce a curfew, typically after about 11 p.m. at night; a character violating this rule without a good excuse, or a large bribe, will be arrested if seen by a passing patrol.) There is an automatic 10+1D20 per cent chance of a patrol noticing a member of the adventure party who is "wanted" by the authorities for some reason or another; add 5 to this chance if it is an army patrol, or 10 if the secret police are present.

Fight / brawl: The adventure party stumbles upon a violent fight or other altercation. There is a 70 per cent chance that two individuals are fighting, and a 30 per cent chance that two or more groups of characters are engaged in struggle. The races, occupations, equipment, etc. of the combatants are determined randomly by the Referee using the various tables appended to this rules section. There is a 60 per cent chance that the fight is a "brawl" only, and a 30 per cent chance that potentially deadly weapons are in use. There is normally a 10 per cent non-cumulative chance each Melee Round of combat that the local army or civic guard will appear and attempt to arrest **all** of the combatants. It is up to the players of the adventure party to decide whether to intervene, and if so, on whose side.

Town crier / new poster: This indicates that "news" of current events, in the form of (1D20) (1 to 12)– a "town crier" or (13 to 20)– a poster affixed to a prominent position, has become available to the adventure party. The nature of the news can be determined on the table below:





Dice Roll	Nature of News Revealed by Poster or Town Crier
01-30	Some mundane event of purely local interest (next show at the Arena, wedding, birthday or funeral of an important person, conference of a local guild or other organization)
31-35	Announcement of a job opportunity (see "Bar Random Events" for typical examples of these)
36-45	Public punishment of criminals to take place in 1D3 days (see "Crime and Punishment" below)
46-55	Sale of goods to take place in 1D3 days (see "Merchandise Types")
56-60	Government edict (1D20) (1 to 12)– prohibiting or (13 to 20)– removing prohibition of 1D3 social, sexual or other practices
61-65	Public auction to take place in 1D3 days (may be a slave auction, auction of property of a convicted criminal, etc.)
66-75	Price on the head of an outlaw, heretic or someone suspected of a crime; there is a 40% chance this is a "wanted dead or alive" situation; the reward is typically 1D20 sp x Severity Level of crime; in the case of a heretic there is also a 10% chance of the announcement of an "Inquisition" staged by a locally powerful religion
76-80	Announcement of the (1 to 12)– raising or (13 to 20)– lowering of road tolls or taxes, tariffs on 1D3 types of merchandise
81-85	Announcement of an important event from a location 1D100 map hexes away– the victory of the army over the enemy, a treaty, a notable disaster, etc.; the Referee should coordinate this with known history
86-90	Moral or aesthetic tract on current artistic or fashion styles, etc.
91-97	Propaganda sheet; type is (1D20) (1 to 10)– pro-government; (11 to 14)– religious; (15 or 16)– militarist; (17)– nationalist/reactionary; (18)– anti-government; (19)– Republican (<i>Mh-Lklää</i>); (20)– other; note that reading "subversive" tracts is considered a crime in many areas
98-99	Warning of banditry on the public roads or outside the city
00	Other, unusual or rare subject (Referee discretion)

Priest, preaching: This is a relatively common event in the streets of a city, since many of the religions of northern *Ushù'l* are "evangelical" in nature, and require public preaching of the faith as a condition of advancement within the Temple hierarchy. There is a 60 per cent chance that a single priest or priestess is preaching, and a 30 per cent chance that this is a more organized event including 1D8 clerics. The religion of the preaching priest/ess is determined randomly using the tables appended to this rule section; however, if the religion indicated is one that is illegal or unpopular in the area in question, the Referee must use a degree of judgment in allowing it or re-rolling the result. There is a 5 per cent chance each ten game minutes that this type of proselytisation goes on, that someone in the crowd will argue with or otherwise dispute the preacher, with the usual chances of attracting the attention of the civic guard if the argument gets "out of hand".

Noble / VIP: This indicates that a noble, senior government bureaucrat, rich merchant or other person of means, has been encountered by the adventure party. Such a character will usually have a retinue of 2D8+1 characters (a few of whom are always personal bodyguards, in other words hired warriors) and will treat social inferiors with considerable disdain. If the character encountered is particularly notable, the Referee may want to consider it a Generic EXP award event (see "Professions and Skills").

Fugitive being pursued: The adventure party sees a character, or characters, being pursued by another group of characters for some reason. There is a 70 per cent chance that the fugitive is a single person, and a 30 per cent chance it is a group of 1D6 characters. There is a 40 per cent chance that the fugitive(s) have a fast means of movement such as a riding animal, but if this is true the pursuers have a 90 per cent chance of being similarly outfitted.

The nature of the pursuing group is determined by a 1D20 roll: (1 to 8)– the civic guard; (9 to 14)– the army; (15)– the secret police; (16 or 17)– a group of bandits or other thugs; (18)– a group of clerics or priests; (19)– the guild police of a particular guild; (20)– some other group (Referee discretion). The reason for the pursuit is also determined by a 1D20 roll: (1 to 3)– pursuing group wants to rob or kill the fugitive; (4 or 5)– suspicion of a political or religious crime; (6 to 10)– suspicion of pickpocketing (e.g. thievery); (11 to 15)– suspicion of some other criminal or civil offense; (16)– suspicion of espionage; (17 or 18)– some kind of personal slight; (19 or 20)– suspicion of some other crime or transgression. The exact reason the fugitive is being followed is largely determined by common sense: bandits, for example, are unlikely to be chasing someone for suspicion of having committed a religious crime.

The fugitive(s) have a 1D3 Melee Round lead on their pursuers, and the party must decide on a course of action within this number of Melee Rounds if it wants to intervene in the situation– taking into account the penalties for abetting an attempt to resist arrest (see "Crime and Punishment" below).

Political malcontent: This event is essentially equivalent to the "Anti-government tirade" event as encountered in bar or tavern (see "Bar Random Events"), except that it occurs outside. Such a character is best avoided, unless of course the adventure party would like a free, extended tour of the local prison.

Actors / medicine show: The adventure party passes by a traveling theatre, medicine show or other public entertainment scene. There is a 20 per cent chance that the performance (if any) has a religious theme appropriate to the hagiography of a randomly determined local Temple. Depending on the type of performance, which must be determined randomly by the Referee, this can be a good time for a character interested in learning a skill associated with the fine arts (Dancing, Musicmaking, etc.) to make contact with a teacher. If it is a traveling medicine show, there is an 80 per cent chance it has 1D20 bottles of "rare potions" to sell: 95 per cent of these are fakes containing mostly potent varieties of homebrewed alcohol, but a very few actually have some degree of magical qualities.

Character in a hurry: A character of randomly determined occupation and species hurries past the adventure party. There is a 70 per cent chance that he or she is mounted on a *Kwhàl'Khle* or (rarely) another riding animal. The nature of the character's mission should be determined randomly by the Referee using the "Special or unusual expedition" or "Foreign expedition" random events from the Bar Random Events section above.

Unusual creature overhead: The adventure party, and 1D6 x 10 per cent of the other characters in the street at the time, see an unusual or dangerous creature flying over the city at an altitude of 1D100 x 10 metres. This should be determined as a wilderness creature encounter in the "Avian" category.

Character in distress: The adventure party notices a randomly determined character within a distance of 1D6 x 10 metres crying out for help. The nature of the distress is as follows (1D20): (1 to 10)– determine as for "Fugitive being pursued" above; (11 to 15)– victim has unintentionally injured him/herself (as for "Accident" above); (16 to 20)– victim cries out for help from a second floor window for a second and then is dragged back inside (this probably indicates a rape, mugging, burglary, domestic dispute or other unsavoury altercation). The adventure party may choose to intervene or ignore the event as it best sees fit; it should be noted, however, that devotees of certain religions of the *Khùl-Tlassù* (that of *Væran Ro'sènnpâdr*, in particular) are under a duty to come to the aid of the innocent if possible. (This can, unfortunately, lead to civil or criminal charges, since the legally correct course of action is to alert the civic guard or army.)

Puzzling occurrence: This is a "catch-all" random event, designed to allow the Referee the ability to set up the story line for an adventure (if desired). This type of event should be introduced to the players as something relatively ordinary, but with a few of the details presented in an unusual or out-of-the-ordinary way; for example, the Referee might say, "you overhear a character dressed as a merchant saying to one of his bodyguards, 'go to the Temple I told you about and deliver this note to Lady Alisha the priestess; tell her we will be well away from the city by the time that *which is to come*, arrives' ". The event should be described so as to whet the players' curiosities, and the Referee should take five minutes out of the game to jot down a few pertinent details as to the likely story line in the event that the adventure party follows it up. This type of event is a good way to allow characters– for example a group of peasants who logically might otherwise have little or no access to the "exciting" aspects of the game– to have a "lucky break" that lets them escape their low station in society.





Traveling minstrel / bard: The adventure party passes an itinerant singer, actor, or bard, who is exercising his or her trade in the streets in exchange for money. This is primarily of aesthetic importance, but it can be a good time for a character interested in learning a skill associated with the fine arts (Dancing, Musicmaking, etc.) to make contact with a teacher. A few (1 in 6) traveling minstrels will be singing of an event from a far-off region 1D100 map hexes distant in which the adventure party may take interest, if they stop to listen for a few minutes. It should be noted that traveling minstrels are rarely mistreated in northern Ushù'l as long as they do not violate the law; it is said that great Væran Henns (Master of Rhetoric, Communication and the Arts) occasionally takes the form of a wandering bard for his own purposes, and few mortals will take the chance of molesting such a character lest he or she turn out to be much "more than meets the eye".

Animal being mistreated: The adventure party passes by a randomly determined beast of burden or pet animal being cruelly mistreated (beaten, cursed, starved, whatever) by its master. This type of conduct is, unfortunately, not illegal in most parts of northern Ushù'l and there is little that the adventure party can legally do to stop it. None the less, devotees of some of the religions of the Khùl-Tlassù (those of Vîrya Fêttian-Ithé and Vîrya Karènn-R'Làché in particular), and also to a lesser extent followers of wild Vîrya J'Ràlirishé-Slé, are compelled by the tenets of their faith to prevent cruelty to animals. An intelligent adventure party containing characters of these faiths will try to purchase the animal from its current master; a more foolhardy one can try to prevent him from harming the creature by force.

Fire in a building: The adventure party, and 1D20 other characters, notices the outbreak of a fire in a building 10+1D20 metres from the adventure party's current location. This is a very serious emergency in the crowded, fire-prone cities of northern Ushù'l, and it is an offense not to assist in the extinguishment of a fire if called upon to do so. The civic guard will arrive at the scene in 1D20 game minutes and will commandeer everyone in sight to join the "bucket brigade", but each minute that the fire is allowed to burn out of control, there is a 10+1D20 per cent chance, depending on current climatic conditions, that it will spread to an adjoining building or buildings. There is a 1 per cent chance per game minute per person assisting the fire brigade that the fire will be brought under control and eventually be put out.

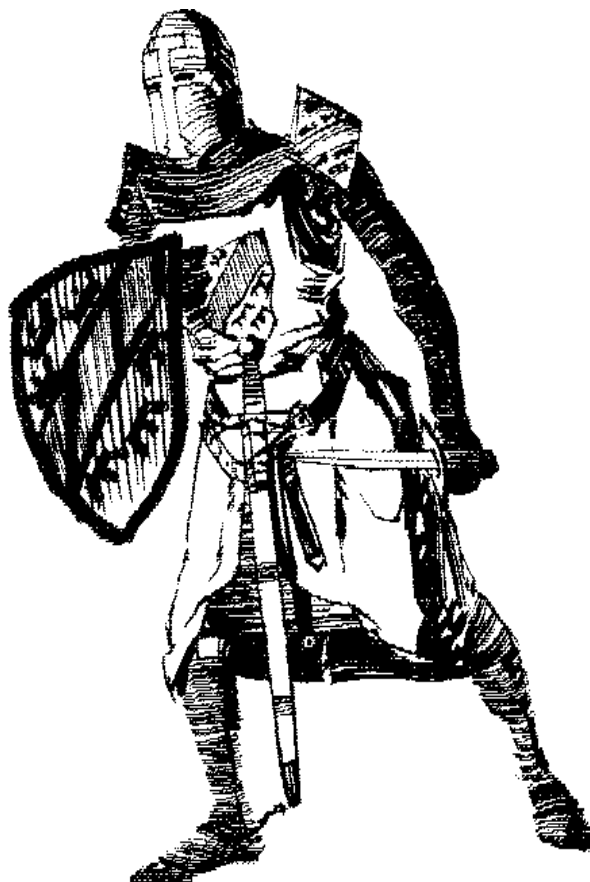
This is a good opportunity for a character with magical fire-quenching abilities to use them; if such actions are instrumental to the control of the fire, there is a 60 per cent chance that the local government will reward or commend the character. It is also a good chance for a thief or other miscreant to burglarize a different building, while everyone else is preoccupied with the fire.

There is a 20 per cent chance that the fire was set by a pyromaniac or a devotee of Incandescent Væran Bssiro, and a 10 per cent chance it was the result of sabotage by a disgruntled character or group or a hostile foreign power; failing this, it is simply the result of an accident. If the former turns out to be the case, there is a 90 per cent chance that the "firebug" will be somewhere in the vicinity, gloating over his or her "accomplishment". The state usually offers an excellent reward for the apprehension of such a person; for his or her eventual fate if captured, the Referee is invited to check out the Punishment Table...

Clerics / priests: The adventure party notices a group of 2D8 characters attired so as to obviously mark them as priests or clerics; there is a 40 per cent chance that the priests/priestesses will be accompanied by 2D8 temple guards or other assistants. A character with one or more levels of the "Lore of the Religions" skill should be given more information as to the clerical party's seniority and other details. The religion to which the clerics are devoted should be determined randomly by the Referee, taking into account local norms and proscriptions. Usually, the clerics will simply be traveling to or from a local temple complex, but in areas dominated by the Khùl-Nolgùn, there is a 30 per cent chance (add 10 to this chance if the encounter takes place at night) that they are cruising the streets hoping to find a vulnerable victim for a human sacrifice; the Temples of brutal Væran H'òngg-Hélé and cruel Væran Hnélo-Tràniss, in particular, have a bad reputation for engaging in this practice.

Psycho killer: The adventure party meets a character who, in reality, has the rather serious psychological quirk of compulsively or obsessively savagely murdering his or her friends or acquaintances (see "Mental Defects"). In 90 per cent of all cases, this character will be someone with whom the party is already familiar, and whom it trusts to some degree. This is usually a sexual compulsion, and the Referee should take note that psychopathic killers are usually **very** intelligent and cunning in manoeuvring their victims into circumstances where the murder is hidden from public view, and where resistance is difficult or impossible.

Since players will immediately suspect that something amiss is afoot if the Referee conducts a hidden combat between a player character selected as a victim and the killer, probably the best way to resolve this event is to have the killer first select a non-player member of the adventure party and then "work his or her way up". When the killer finally selects a player character, the murder attempt should be resolved in seclusion, and the player managing the character should be segregated from the rest of his or her companion players until the characters of the rest of the adventure party have (in the game context) again encountered the targeted character— or his or her corpse. The psycho killer will usually strike with complete or near surprise, in a manner intended to negate all the targeted character's known defenses; a lenient Referee might allow the putative victim a check against Situational Awareness (cf. Intelligence score description) to see if he or she realizes that something is "wrong".



Warrior-paladin devoted to valiant Væran Ro'sènnpàdr, King of Victories

Note that if the attack succeeds and the corpse of the targeted character is found, there is normally at least a 60 per cent chance that the city guard will suspect the victim's friends and associates— in other words, *the adventure party*— of being responsible for the crime; after all, murders between party members over personal slights or the disposition of spoils are far more common than are random killings by near-strangers. How the other, still-living members of the party clear themselves of this unfair accusation and, ideally, apprehend the correct suspect (the "Investigation" skill is very handy here) can make for an interesting adventure... although this is unlikely to be greatly appreciated by characters who may be imprisoned or executed for a crime that someone else committed!





Riot / insurrection: This event is usually nothing but trouble, since it indicates that the adventure party notices an oncoming "mob" of 1D1000 characters, many with that crazy look of "blood in their eyes". The mob will have been noticed at a distance of 10+(1D6 x 10) metres and will advance at a rate of 5 metres per Melee Round; it will be traveling in a random direction, usually towards a rallying point or other objective. The Referee should determine the object of the mob's hatreds randomly by rolling 1D20: (1 to 3)– Peasant rebellion or insurrection; (4 to 8)– Ethnic, nationalistic or linguistic lynch mob; (9 or 10)– Race riot or species-motivated mob; (11 to 13)– Religious riot; (14)– Mob intent on beating or murdering characters suspected of a particular sexual preference or orientation; (15)– Xenophobic riot aimed at foreigners; (16 to 18)– Insurrection staged by a hostile foreign government or a non-governing local noble clan with designs on the government; (19)– Insane mob simply out to inflict violence for no particular reason; (20)– Other or unusual demonstration (for example a mob out to free a famous prisoner, etc.).

The mob will not automatically be hostile to the adventure party unless it contains a character being targeted by the former, but it may demand proof of "loyalty to the cause", whatever that may be. A character with the "Rhetoric" skill can attempt to take control over the mob, if he or she gets a chance to try his or her oratorical skills at this point. Such an attempt is normally resolved with a Success Threshold of (Charisma x 4 DMod), plus Rhetoric skill modifiers if applicable; note that if the attempt is failed badly, there is a chance that the mob will turn on the putative leader and possibly murder him or her. Needless to say, controlling a mob for any reason other than to disperse it is considered to be "leading a riot", a very serious crime in most parts of northern Ushù'l.

There is a 20 per cent chance per game minute that the original mob will be met by an opposing force, also of 1D1000 characters. Regardless of whether this happens, the army or civic guard will arrive with 1D1000 soldiers within 10+1D20 game minutes and will attempt to forcibly cause the crowd to disperse, giving it a grace period of 1D3 minutes before attacking. Unless the Referee or the adventure party wants to resolve this ugly little altercation as a Mass Melee Combat, the eventual outcome of the battle can be determined by a 1D20 check: (1 to 10)– the mob(s) disperse into the night; (11 to 18)– the army or civic guard wins, slaughtering 1D6 x 10 per cent of the rioters; (19 or 20)– the mob prevails, causing a serious crisis and, possibly, the start of a revolution (the likelihood of this must be judged by the Referee). If the mob is defeated or dispersed, the civic guard or army will have arrested 10+1D20 per cent of the characters present at the time– including members of the adventure party, if they have been stupid enough to sit around watching– on charges of "participation in a riot".

Bag lying in the street: The adventure party notices a small bag, chest or other container lying in the street, undoubtedly having been lost by some other unfortunate character or party. There is a 60 per cent chance that the container will be first seen by the party member with the highest Vision score; failing this, a randomly determined character sees it first, and then each other character can attempt to see it by passing a check at (Vision x 3 DMod). The contents of the container, if any, are determined as follows (1D20): (1 to 3)– empty; (4 to 10)– 1D6 objects of ordinary nature (check on the Merchandise Table below); (11 to 17)– coinage worth 1D1000 silver pieces; (18 or 19)– 1D3 objects of unusual nature (check on the Unusual Merchandise Table); (20)– roll twice. There is only a 5 per cent chance that the original owner of the container and its contents will have observed the party gathering it up, but if this turns out to be the case, he or she will show up in 1D20 game minutes and demand it back.

Rare or unusual character: The adventure party sees someone of note at a distance of 2D20 metres. The character may either be of an unusual or rare species, or may be of a special occupation, which can be determined by consulting the "Occupation Class Determination (Uncommon)" table appended to this rules section.

Mêm-Uhûryo (undead): The adventure party encounters a disguised member of the sinister Mêm-Uhûryo (the undead servitors of certain religions of the Khûl-Nolgûn or even the dreaded Nameless One). There is a 70 per cent chance that a single monster has been encountered, and a 30 per cent chance that there are 1D6 creatures of the indicated type. The type of undead monster should be determined randomly by the Referee, although obviously it would have to be of a variety (e.g. Njédyyu, Yhéla, etc.) capable of shapechanging or some other means of hiding its true species. Alternatively, the Referee may judge this event to have been an encounter with some other disguised, unusual creature: a Chàngalà or Dobùllah, for example. There is a 70 per cent chance that the monster(s) so encountered will intend to slay and feed upon one or more members of the adventure party, although it will only do this under favourable circumstances, of course.

Special or rare event: This can be almost anything that the Referee deems fit: the death or assassination of a ruling noble, an eclipse or a comet, the sudden appearance of a deity or (more probably) a demigod, an earthquake, a war, or whatever. It is probably best that the Referee try to work this kind of an event into a coherent story or plot line, into which the adventure party can intervene or not as it so desires. If the Referee does not feel comfortable with an event of this magnitude, this event should simply be re-rolled with the understanding that the adventure party has one really exceptional event "coming to it" at some undefined point in the future.

21.21. Adventuring in the Wilderness

Many exciting and sometimes hazardous types of events can happen to characters who are traveling in the wilderness, as simulated by the Wilderness Random Events Table shown below. For game purposes, the term "wilderness" can be interpreted to mean, "everywhere outside a city or the Underworld" even though, of course, the populated rural areas nearby a city are not "wild" in the normal sense of the word.

Events of any kind are somewhat less frequent in the wilderness than elsewhere, simply because the density of population is much lower. Because of this, the criteria for checking for them are somewhat different than would be the case for a bar, city or the Underworld.

- While traveling outside a city but within 20 kilometres of it (or, in relatively "safe" areas such as a well-patrolled road), a check is made for a possible random event each **two (2)** game hours/turns; the chance of a random event occurring in these surroundings is **ten (10)** per cent (plus 5 for each Danger Level of the area, if in a dangerous area such as one dominated by the "evil" Temples).
- While traveling in the wilderness or on a long trip, a check is made once per game day (25 game hours); the chance of a random event occurring is **twenty (20)** per cent (plus 5 for each Danger Level of the area, if in a wild, remote or dangerous area such as swamps or mountains).

If a random event is indicated, the Referee performs a check on the Wilderness Random Event Table to determine its type and effects.

21.21.1. Wilderness Random Event Table

Wilderness Event Description	Dice Roll (Populated or "Safe" Area)	Dice Roll (Normal Wilderness)	Dice Roll (Dangerous Area)
Accident / set off trap	01	01-03	01-05
Peasants / the poor	02-25	04-10	-
Roadside fruitstand	26-27	-	-
Merchant caravan	28-35	11-15	06-07
Military or road patrol	36-43	16-20	08-09
Adventure party	44-45	21-25	10-11
Messenger	46-47	26	12
Noble / unusual party	48-49	27	13
Clerics	51-55	28-30	14-20
Thieves / rustlers	56-59	31-33	21
Party in distress / lost party	60	34-36	22-25

(continued)





Note or poster	61-65	37-38	-
Plentiful wild food	66-67	39-45	26-30
Party lost / misdirected	68-69	46-50	31-40
Lose item from possessions	70-71	51-52	41-43
Riding animal "spooks"	72	53-54	44-46
Scene of a battle	73-74	55	47
Game animals	75-76	56-60	48-55
Abrupt weather change	77-81	61-65	56-60
Bandits	82-87	66-72	61-65
Barbarians / tribesmen	-	73-77	66-72
Find abandoned container	88-89	78	73
Unusual creature overhead	90	79-80	74-75
Creature encounter	91-95	81-94	76-90
Magic-users	96-97	94-95	91-93
Underworld entrance	98	96-97	94-96
Special or rare event	99	98-99	97-99
1D3 random events, each 1D6 hours apart	100	100	100

Note that If an encounter with a mundane character type such as a merchant caravan occurs in really wild or dangerous regions, there is a 30 per cent chance that the latter is lost and could benefit from direction on the part of the player adventure party. The Referee should give a favourable modifier on the Nonplayer Character Reaction table if the adventure party should be so helpful as to do this.

Descriptions of some of these events are as follows.

Accident / set off trap: This is similar to the city event of the same name, except that it indicates that 1D3 randomly determined members of the adventure party may have (1D20) (1 to 14)– unintentionally injured themselves– for example by tripping over a log– or (16 to 20) have run afoul of an intentionally designed trap meant to catch animals. The endangered characters may attempt a dodge check to avoid the accident (see Agility score description). A failed injury roll causes 1D6 points of body damage and a critical hit in a randomly determined body area; when checking the type of critical hit, however, the victim has a favourable modifier of "10" applied to the percentage dice roll. A failed trap roll is identical, except that 2D6 points of body damage are suffered and there is no beneficial modifier on the critical hit roll.

Peasants / the poor: The adventure party has encountered 2D20 characters of the rural lower classes. If the event occurs in a populated region, these persons will almost invariably be encountered while farming or otherwise tilling the fields; if it occurs elsewhere, the peasants may simply be lost, or may be engaged in a more sinister pursuit such as poaching or religious cult activity.

Roadside fruitstand: This is similar to the event immediately above, except that in this case the 1D20 peasants encountered will be offering 1D8 different types of fresh vegetables and/or fruit (depending on the season) for sale at 50 + 1D20 per cent of the normal retail price for such foodstuffs. The amount of food available for purchase will typically be between 10 and 100 kilogrammes. If this event is obtained during the winter, roll again; food is in very short supply in northern Ushù'l's long winters and it will rarely be offered for sale until the spring comes again.

Merchant caravan: The adventure party encounters a caravan owned by a wandering merchant. Characteristics of the caravan are given under "Caravan trip" under "Bar Random Events" above. There is normally only a 10 per cent chance that the caravan will be interested in hiring a qualified player character, since it may be presumed that the senior merchant in charge has taken care of this requirement prior to leaving the last city to which he or she paid a visit; this chance may be greater if the caravan has been beset by hazards such as bandits or a savage beast and is thus in need of replacement guards.

Military or road patrol: This is a regular military patrol, usually of about 3D8 warriors, designed to enforce the law, assert the state's authorities over its borders and maintain order. A frequent task of rural military patrols is to make sure that traveling merchant caravans do not stray from the main roads and thus avoid paying tolls or tariffs; other duties include apprehending rural bandits and exterminating dangerous wild beasts. Less frequently, and usually only in times of war, these units must also patrol the border to watch out for incursions of enemy troops, spies or saboteurs; it is this activity that gives a ruler the ability to detect enemy movements as described in *Strategic Telostician Campaign*. There is a 60 per cent chance that the unit involved will be an infantry or archer formation, with 1 soldier in 5 having a riding animal; otherwise it will be an entirely mounted cavalry detachment. The arm of the state involved is determined by a 1D20 roll: (1 to 10)– the border guard or rural militia; (11 to 18)– the army; (19 or 20)– the secret police.

The lowest-quality group found on rural patrol duty is the rural militia; this is a collection of "press-ganged" peasants and low-grade mercenary warriors, lead by one or two professional army soldiers. Rural army units are usually somewhat better, but this type of work is still considered "punishment duty" by the regular army (except, of course, in times of war). The secret police are rarely found in the countryside, except when on a mission to counter enemy espionage or to arrest a wanted criminal.

The details of the patrol party can be determined under "Nonplayer Character Party Composition" below. The patrol will normally take about ten game minutes to pass from the immediate vicinity of the adventure party, unless something happens in the meantime; curfews are less strictly enforced in the countryside than in the cities of northern Ushù'l, but an adventure party that might look "suspicious" to the patrol (for example one predominantly made up of foreign-looking characters or one that resembles a bandit gang) will be closely questioned by the patrol and required to produce identification. Note that traveling on state wilderness land– which, of course, comprises the vast majority of land in a kingdom or Empire– without a permit is technically "trespassing"; this prohibition is rarely enforced except in circumstances where a patrol needs an excuse to bring a suspicious-looking adventure party into custody for further questioning. There is an automatic 10+1D20 per cent chance of a patrol noticing a member of the adventure party who is "wanted" by the authorities for some reason or another; add 5 to this chance if it is an army patrol, or 10 if the secret police are present.

Adventure party: The player character adventure party encounters another such party, the size and composition of which can be almost anything (see "Nonplayer Character Party Composition" below). The nature of the business upon which the other party is currently embarking is determined as follows:

Dice Roll	Adventure Party Purpose
01-10	Bandit / pirate party
11-30	Raiding party or crime
31-40	Monster / beast hunt
41-60	Exploration party
61-70	Pilgrimage / religious quest
71-80	Expedition to Underworld
81-90	Miscellaneous expedition
91-95	Foreign expedition
96-00	Special or unusual expedition

The details of these expedition types can be found under "Bar Random Events" above.

Messenger: A character of randomly determined occupation and species hurries past the adventure party, intent on a mission to deliver a message to a far-off city (or, alternatively, a randomly determined other mission, found by consulting the "Special or unusual expedition" or "Foreign expedition" random events from the Bar Random Events section above). There is a 90 per cent chance that the traveling character is mounted on a *Kwhà'i/Khlé* (or rarely) another riding animal. He or she will usually pay no attention to the adventure party unless pursued, and if this course of action is chosen by the adventure party the messenger will evade if possible and fight if necessary.

Noble / unusual party: This indicates an party headed by a nobleman/woman or some other unusual character out on an expedition along with 2D20 other characters. To determine the nature of the expedition, check against the table given under "Adventure party" above, adding +12 to the dice roll result.





Clerics: The adventure party notices a group of 2D6 characters attired so as to obviously mark them as priests or clerics; there is a 50 per cent chance that these will be accompanied by 2D8 temple guards or other assistants. A character with one or more levels of the "Lore of the Religions" skill should be given more information as to the clerical party's identity. The religion to which the clerics are devoted should be determined randomly by the Referee.

In the case of those religions which commonly perform rituals in the wilderness—among these, are the faiths of *Virya Karènn-R'Làché*, *Væran Vo'Hlakàns*, *Væran Hadda-Làtonn*, *Virya J'Ràlirishé-Slé*, *Virya Yog-Ròthe*, and, to a lesser extent, *Virya Fèltian-Ithé* (in populated areas only) and *Væran Bssiro*—there is a 25 per cent chance that the adventure party has stumbled upon the clerics in the middle of such a ceremony. In this case, there is a 25 per cent chance that the priests will be accompanied by 2D20 lay worshippers; their reaction to an unwelcome interruption or observance is unlikely to be positive. In fact, if the clerics are devoted to one of the sinister faiths of the *Khùl-Nolgùn*, *Virya J'Ràlirishé-Slé* or one of the "non-mainstream" deities, there is a 40 per cent chance (add 10 to this chance if the encounter takes place at night) that they may allow members of a vulnerable adventure party an honoured place in the ceremonies—to wit, that of prime human sacrifice of the day.

Thieves / rustlers: Under this event, a band of 1D12 organized rural thieves, each with a primary thief profession level of 1 to 8, will attempt to ingratiate itself with the adventure party and attempt to steal the latter's property. These miscreants will always appear to be some other type of party; rural peasants who have "lost their way" or a fellow adventure party are good candidates for this kind of "cover".

The most common target of the theft will be the adventure party's riding animals, since the primary activity of most rural thieves is livestock rustling. This is carried out in the following manner: the adventure party will wake up one morning after having been befriended and joined by the thieves, only to find the latter, plus 10+1D100 per cent of the party's riding animals or livestock, gone. There is only a 60 per cent chance that 1D3 members of the adventure party will be allowed a Situational Awareness (see Intelligence score description) check to see if they catch on to what is transpiring at an early enough time to do something about it. The thieves may also attempt to "pickpocket" 1D2 members of the adventure party, but they are typically less proficient at this than are their urban counterparts, having only 1D8 levels of the Pickpocketing skill (see Abilities descriptions) per thief. If successful, the thief will steal 30 to 100 [20 + (1D8 x 10)] per cent of the money the victim is carrying, plus 1D3 of his or her most valuable possessions (particularly rings, gems, potions, drugs or small magical items).

The Referee is hereby instructed to ignore protests by the players as to how it was "impossible" for the thieves to have stolen riding animals or belongings, due to the ingenious way the players' characters had arranged camp. These are, after all, professional rustlers and must be very good at their vocation, considering the consequences (see "Crime and Punishment") if they are ever caught by the authorities.

Party in distress / lost party: The adventure party notices a randomly determined party containing 1D12 surviving members, within a distance of 1D6 x 100 metres crying out for help. The nature of the distress is as follows (1D20): (1 to 10)—other party is lost and nearly out of food or water; (11 to 15)—1D6 members of the other party have unintentionally injured themselves (as for "Accident / set off trap" above); (16 to 20)—other party lost an altercation with bandits, a monster, and so on. The adventure party may choose to intervene or ignore the event as it best sees fit.

Note or poster: The adventure party notices something with some recognizable information on it. This is (1D20) (1 to 10)—a ragged-looking poster attached to a tree; (11 to 13)—a tree carving; (14 to 17)—a rock carving or painting; (18 or 19)—a cairn with a plaque; (20)—something else. There is a 50 per cent chance that the information is written in the most common local script and language, and a 50 per cent chance that it is written in a randomly determined language or script (see "Languages and Scripts" rule section). The topic of the writing can be anything that the Referee invents (this is a good way to give a "hint" to a party, if desired), or the Referee may choose to use the following table:

Dice Roll	Note or Poster Topic
01-10	Mundane topic (livestock list, for example)
11-60	Topic as given under "Town crier / new poster" city random event above
61-70	Terrain map
71-75	Underworld or treasure map
76-85	"Last testament" of a character who died somewhere around here (these often contain fantastic tales, implorations to notify next of kin, etc.)
86-95	Legend or story of a demon, monster etc.
96-99	Magical or enchanted writing (a spell scroll, etc.)
00	Other or rare writing

The age of the writing is 1D100 years for each wilderness map hex between the location where the writing was found, and the nearest large habitation.

Plentiful wild food: The adventure party happens upon an area with a relatively plentiful supply of edible wild foods, usually vegetable in nature but sometimes including easy to catch small game or fish. Should it decide to avail itself of these delectables, each party member having one or more level of the "Woodlore / Wilderness Survival" skill can forage for food, with an hourly chance of finding food or water to last one human-sized character for one day equal to [Intelligence + (Woodlore level x Terrain Multiplier of "10")]. After 1D3 days of so doing, the party will have exhausted the natural bounty within a radius of 1D3 kilometres from where it was first encountered.

Party lost / misdirected: This is potentially one of the most dangerous of the wilderness random events, particularly if it is encountered while far from civilization. It indicates that the adventure party has made a "wrong turn" and is now off course, traveling in a direction other than the one intended. This is simulated by a 1D6 die roll, which is performed secretly by the Referee at the start of each game day: (1 or 6)—180 degrees opposite to direction intended (for example, the party thinks it is heading north, and is in fact heading south); (2)—ahead and to the right of intended path; (3)—behind and to the right of intended path; (4)—behind and to the left of the intended path; (5)—ahead and to the left of the intended path.

A lenient Referee might allow a party affected by this event a per-day check against the Situational Awareness (see Intelligence score description) chance of its most intelligent character with a DMod of perhaps 1, to see if the party notices its predicament. Otherwise, discovering the fact of being lost requires a character with one or more levels of the "Navigation" skill, who can, each day, check at [(Intelligence)+(level of Navigation x 5)] x 1 DMod. Alternatively, a character with the "Cartography / Map-Reading" skill can check at [(Intelligence)+(level of Cartography x 2)] x 1 DMod to notice this error in direction.

Lose item from possessions: This event indicates that the adventure party has inadvertently dropped one or more of its possessions from the containers or pockets that previously held the former. This mishap will affect 1D2 members of the party and it will cause the loss of (1D20) (1 to 5)—20 to 80 (2D4 x 10) per cent of the money the unfortunate is carrying; or (6 to 20)—1D3 of his or her possessions (determine which ones randomly). A lenient Referee might allow the affected character a check against Situational Awareness (see Intelligence score description) with a DMod of 2, to see if he or she has noticed the loss. If this check is passed, the item will have been lost for 1D6 game hours and there is a chance equal to (Perception - number of hours the item has been lost) x 2 DMod that it will again be found.

Riding animal "spooks": This indicates that 1D6 of the riding animals, or beasts of burden, currently being used by the adventure party have been frightened by some factor, bolting off in a randomly determined direction and running at top speed for 1D3 kilometres (or until the animals tire). A character mounted on such an animal must check at (Adjusted Agility x 5 DMod), or be thrown off his or her mount; if this happens, the character must roll to dodge (see Agility description) or suffer an injury as for the "Accident / set off trap" event above. If the character manages to stay on the riding animal, he or she may check to bring it under control each Melee Round at (Strength + Willpower) x 1 DMod; a favourable modifier of -5 for each level of the "Animal Trainer" skill is granted to this check.

There is a 30 per cent chance that the animals that were "spooked" were reacting to a real threat, such as an undetected monster, an approaching hurricane, an imminent earthquake, and so on; this possibility may be ignored by the Referee if he or she deems fit.





Scene of a battle: The adventure party arrives at the scene of a battle between two or more other parties. The type of each party can be determined by a check on the following table:

Dice Roll	Combatant Group Type
01-20	Standard (adventure)
21-40	Merchant caravan
41-45	Underworld
46-50	Exploration
51-55	Foreign travel
56-60	VIP / noble
61-70	Military / posse
71-75	Religious / clerical
76-80	Barbarian / tribesmen
81-85	Bandit / criminal
86-87	Anratschêldor-haii
88-95	Monster or creature
96-98	Brhà
99-00	2 or more parties

The Referee should discard combinations which are unlikely to be fighting each other— for example, it is highly unlikely that two patrolling military units would be fighting a deadly battle unless, of course, they were sponsored by rival nations. The adventure party may choose to intervene in the battle if it so desires, but as battles in the wilderness have a tendency to be "à l'outrance" (to the death), it had better choose the winning side in so doing.

Game animals: The adventure party has encountered 1D6 animals that can be hunted for food, hides or sport. There is a 70 per cent chance that small game (animals equivalent to a rabbit, fox, grouse, etc.) have been encountered, and a 20 per cent chance that large animals, including potentially dangerous ones (checked for as a normal wilderness creature encounter) are in the vicinity. If the adventure party has sighted the game animals first, the latter may be hunted; the relative chances of this succeeding are up to the Referee, but should not be high unless one or more of the members of the adventure party have several levels of a hunting- or wilderness survival- type skill.

Abrupt weather change: The current weather conditions in the area in which the adventure party is traveling change quickly (in a matter of 10+1D100 game minutes). This is resolved as per a regular weather change (see "Weather"), except that the variation in weather category is twice what would otherwise be indicated.

Bandits: This event indicates that the adventure party has encountered a party of robbers, highwaymen or other rural bandits. It should be noted that such bands of thugs are among the most serious hazards of travel in the wilds (and even some populated areas) of northern Ushù'l, since rural bandits are often highly experienced in the arts of ambush and are always ruthless in their pursuit of wealth. In some of the more remote regions, bandit bands can number into the hundreds and they frequently have permanent base camps in caves, inaccessible mountain cliffs, and so on.

The characteristics of the bandit party can be determined using the nonplayer character party composition section as shown below, except that the bandit party will have a minimum of 3D10 members. There is a 90 per cent chance that the bandit party will attempt to overpower, beat, rob and possibly murder members of the adventure party, so long as any **four (4)** of the following conditions apply:

- the bandit party outnumbers the adventure party;
- the bandit party appears to include more experienced or powerful warriors than does the adventure party;
- the current time is dusk, dawn or night-time;
- the adventure party appears rich or is obviously carrying substantial amounts of money or other valuable items;
- the adventure party has no easy means of retreat from the bandit party;
- members of either the adventure party are drunk, under the influence of drugs, or have bedded down for the night and not posted a guard;

-the scene of the confrontation is more than 10 kilometres from the nearest city or town;
-the bandit party is waiting in ambush (there normally is a 20 per cent chance of this).

If a fight breaks out between the bandit party and the adventure party, there is only a 1 per cent non-cumulative chance each hour of combat that the local army or civic guard will appear and attempt to arrest **all** of the combatants. If the adventure party is defeated and sues for peace, there is a 70 per cent chance that its members will merely be enslaved as opposed to meeting a more sinister fate, although the more attractive members of the party (male and female) may well be made the "playthings" of the bandit leaders.

Barbarians / tribesmen: This is another relatively common hazard of travel through the wilderness of northern Ushù'l, except that barbarians or wild tribesmen are not automatically hostile to an adventure party unless the latter has inadvertently offended the former in some way (by violating a taboo, trespassing on property claimed by the tribe, etc.); there is usually a 15 per cent chance of this having occurred. The type of tribe encountered is determined by a 1D20 check: (1 to 10)— a tribe of human barbarians or savages, 4D20 members; (11 to 15)— a tribe of a nonhuman "Common" species type, 3D20 members; (16 to 18)— a tribe of a nonhuman "Uncommon" species type, 2D20 members; (19 or 20)— a tribe of a nonhuman "Rare" species, 2D12 members.

There is a 1 per cent chance per barbarian or tribesman present that 1D3 barbarians will be able to speak the most common language of the dominant civilization in the region (with a fluency of only 20+2D20), but otherwise they will speak a tribal dialect that is unlikely to be intelligible to any of the adventure party members. There will always be at least 1 clerical (shaman) type magic-using character for each 10 tribesmen present, and all of the adult males will have some degree of fighting ability.

If befriended, tribesmen or barbarians can be helpful in guiding the adventure party through the region, and they also often have knowledge of the locations of rare herbs and other esoteric ingredients. They will rarely, however, want to join forces with the adventure party of accompany it to society, as their way of life is intimately tied to the ecology of the wilderness region which they inhabit.

Find abandoned container: This result is essentially identical to the "Bag lying in the street" city random event, except that the container is usually somewhat larger, so +1 is added to the D20 check to determine its contents. If the previous owner of the container arrives while the adventure party is examining it, there is a 40 per cent chance that the owner(s) were a party of bandits, tribesmen, or others unlikely to have a good opinion of someone rifling through their belongings. There is also a 60 per cent chance that the container is secured by a lock and a 10 per cent chance that the lock is protected by a trap of some sort.

Unusual creature overhead: This encounter is the same as the city random event of the same name, except that at the option of the Referee, the flying creature may be flying from or returning to its lair, which will typically be 1D8 kilometres from the current location of the adventure party.

Creature encounter: The adventure party encounters one of the rare and possibly dangerous beasts which inhabit the wilds of northern Ushù'l. For details on the types and quantities of creatures encountered, the Referee should consult the "Bestiary" rules section.

Magic-users: The adventure party has encountered a group of 1D10 *Anratschêldor-haii*, the Brothers and Sisters of the Hidden Arts. Magic-users of this sort, when encountered in the wilderness or the Underworld, are likely to be of relatively high Experience Level (typically from Level V to Level X or higher) and also usually travel together in groups made up of the same Brotherhood (*Fàani-Avàià*, *Chélé-Avài*, whatever); if the latter is not the case, the *Anratschêldor-haii* may be on a strange or unusual mission of a sorcerous nature. In any event, they will not appreciate being disturbed by the adventure party, unless a user of the Hidden Arts is present in the adventure party's ranks and reveals himself or herself. A considerable amount of Referee discretion is called for with this encounter; it can be the basis for an interesting adventure if handled correctly.

Underworld entrance: The adventure party has come across (beknownst to it or not) an entrance into the dark and brooding Underworld, the labyrinth of underground passageways and caverns that lie under the surface of much of Telostic. The exact nature of this entrance is determined as follows (1D20): (1 to 3)— a cave in plain view; (4 to 6)— a tomb in plain view; (7 to 9)— a sloping set of stairs leading down into the earth; (10)— a set of ruins; (11 to 20)— roll again, but the entrance is hidden by bushes, camouflage, etc., requiring a successful check at (Perception x 3 DMod) to notice its presence. If the Referee does not have a set of "floating" dungeon floor plans handy to use should the party decide to explore this part of the Underworld, he or she should declare a short hiatus in play while a small map can be prepared.





Special or rare event: This is handled as is the city random event of the same name, except that the Referee has somewhat more latitude in determining what has transpired—for example, it is (just) conceivable that a scenario where the adventure party disturbs a goddess at her bath (cf. the legend of Actaeon) is possible in the wilds, where it of course would not be plausible in an urban context.

21.22. Adventuring in the Underworld

Exploring one of Telostic's many Stygian-dark, foreboding and clammy-cold Underworld complexes—or a similar edifice such as an underground tomb—is a tension-filled, dangerous pursuit, suitable only for experienced and daring (or possibly foolhardy!) characters. This is simulated by the Underworld Random Events Table shown below.

The Referee should perform a check for a random event each 15 game minutes the adventure party is in the Underworld, or each 150 metres in distance the party travels, whichever of the two is the **lesser**. The chance of a random event is **ten (10)** per cent x the Danger Level of the area in which the party is traveling]; for example, a party in a Danger Level 5 area would have a fifty (50) per cent chance of a random event. Unless otherwise noted on a map, the Danger Level of the level of an Underworld complex nearest the surface is "1"; that of the next level down is "2", and so on.

The chance of encountering an Underworld creature is subsumed by the Underworld Random Events Table, but there is also a special chance of encountering such a "monster", if the adventure party finds itself in an area protected by *Vörin* Heykléth (see below): this is equal to **ten (10)** per cent, regardless of the Danger Level of the area in question.

A character's chance of listening for noises behind a closed door is, unless otherwise indicated, (Hearing score x 4 DMod) (the DMod drops to 2 if the noise is a faint one, such as a whisper or the movement of a particularly quiet animal). A character's chance of "feeling" the presence of a secret door or other similarly concealed surface is normally (Touch Sense score x 4 DMod). Both of these activities require spending one game minute at the task. Up to **three (3)** characters of humanoid size can attempt to listen at a given door, or search a given section of wall for secret features, per game minute; each character beyond this reduces the DMod in question by 1.

Unless otherwise indicated, doors in the Underworld are usually difficult to open; this is sometimes the result of a deliberate action on the part of the character or entity that originally constructed the door, but is frequently just because it is old and has warped or rusted in place. If the latter is the case, the chance of a single character forcing the door open is usually (Strength score x 1.5 DMod). If multiple characters are involved in attempts to open or hold shut portals, the first two characters add (Strength score x 1.5 DMod) to the total chance their "side" has of affecting the outcome. The next 3 characters add [(Strength score x 1.5 DMod) x 0.5], while the next 5 characters add but [(Strength score x 1.5 DMod) x 0.25]. Normally, no more than **ten (10)** characters may participate in such a venture. There is an inverse penalty subtraction of (0.07 x tensile strength) of each spike, wedge or bar holding a door shut. Usually, a door can hold 2 to 5 spikes before the extra spikes begin to actually weaken its structure.

With most non-secret doors (these are usually inset into the wall and are protected only by concealment), there is a chance that the door will have a lock. This is equal to $10 + (5 \times \text{Danger Level of the area in which the door is located})$. The Complexity Level of the lock on the door, if any, is equal to $[(\text{Danger Level of the area in which it was found} - 1) + 1D6]$. There is a 70 per cent chance it will be a key lock, a 25 per cent chance it is a combination lock, and a 5 per cent chance it is one of the two abovementioned lock types, but has also been affected by a magical locking spell of a type determined by the Referee.

It will usually require 5+1D20 game minutes for an ordinary character to pry an average lock off a door; this will make considerable amounts of noise, and will almost always ruin or severely damage at least the latch or opening mechanism of the door. [Exception: The abovementioned time requirement is multiplied by **ten (10)**, if a metal or stone door is being attacked in this manner.]

21.22.1. Underworld Random Event Table

Dice Roll	Type of Random Event
01-05	Light source exhaustion
06-15	Temperature change
16-30	Seeping water
31-50	Noises
51-60	Unusual surrounding features
61-65	Unusual smell
66-90	Underworld creature
91-95	Underworld trap
96-98	Structural collapse
99-00	Rare or unusual event

A description of each of these events is listed below.

Light source exhaustion: 1D3 of the torches, lanterns or other exhaustible light sources that the party may be carrying prematurely go out. Since this is usually due to transient environmental conditions (e.g. water dripping from the ceiling or a moist atmosphere) and not due to the light source's fuel actually being spent, there is a 60 per cent chance that the party will be able to re-light each extinguished light source if it has recourse to a tinderbox or other fire-starting method. Doing so requires 1D6 game minutes, however; note the possibility and effects of a creature encounter during this time.

Temperature change: The ambient air temperature in the adventure party's area of the Underworld changes. This change is determined by a 1D20 check: (1 to 3)—2D20 degrees cooler; (4 to 12)—1D20 degrees cooler; (13 to 19)—1D20 degrees warmer; (20)—2D20 degrees warmer. This temperature applies, by default, to everywhere the party goes until it encounters another temperature change.

Seeping water: This is one of the more common Underworld events, since many Underworld complexes are either below or in the local water table. This is simulated by a dice check on the following table:

Dice Roll	Distance to Point of Origin of Seeping Water	Litres per Minute	Point From Which Water is Seeping
01-10	Same square or hex as the party	1D3 x 0.01	1 wall
11-30	2D6 metres	1D3 x 0.1	1D2 wall
31-60	3D6 metres	1D3 x 0.5	1D3 walls
61-80	4D6 metres	1D3	Ceiling
81-00	5D6 metres	1D6	Welling up from floor

There is a 75 per cent chance that the water has eaten away some means of draining away naturally, and a 25 per cent chance that it has formed a pool equal to 2D20 minutes' accumulated seepage. Underworld water is usually potable, if rather stale-tasting, but there is a 10 per cent chance that it is diseased, poisoned or otherwise contaminated by undesirable additives.





Noises: The adventure party may hear noises of various sorts. There is a 60 per cent chance that a noise will be heard first by the party member with the highest Hearing score; failing this, a randomly determined character hears the noise first, and then each other character can attempt to hear it by passing a check at (Hearing x 3 DMod) (unless a different DMod is indicated by a more specific rule, such as a monster description). The types of noises heard will be as follows:

Dice Roll	Type of Noise Encountered in Underworld
01-50	Echoes (80% chance made by the party itself)
51-60	Moaning (80% chance made by the wind)
61-70	Scratching / scraping (10% chance made by a monster)
71-78	Something falling (80% chance check for structural collapse)
79-80	"Magic mouth" or other supernatural sound source
81-90	Noise made by Underworld creature (check for type)
91-97	Noise made by two or more parties fighting
98-00	Rare or unusual noise

Dice Roll	Distance to Point of Origin of Noise	DMod to Hear	Intensity of Underworld Noise
01	Same square or hex as the party	9	Extremely loud
02-05	1 square / hex	8	Very loud
06-10	1D4 metres	7	Loud
11-20	1D6 metres	6	Louder
21-40	2D6 metres	5	Easily audible*
41-60	3D6 metres	4	Softer
61-70	4D6 metres	3	Soft
71-90	4D10 metres	2	Faint
91-00	4D20 metres	1	Very faint

* The definition of "Easily audible" is, for game purposes, "detectable by a character with a Hearing score of 11 at a distance of 10 metres with a check made at a DMod of 5". For each extra 10 metres (approximately) distance between the noise source and the listener, the Referee should impose a penalty of about 1 on the DMod. (Alternatively, for more accuracy, the rules given under the "Hearing" score description in the Character Attributes section may be used.)

Unusual surrounding features: The adventure party, in passing through the area it is now traveling, notices something notable or unusual about the surroundings—for example on the ceiling, walls, floors and so on. A considerable amount of Referee discretion is needed in deciding which types of features can be found in a given section of the Underworld, but the following table can be used as a guideline:

Dice Roll	Amount of Wall or Surface Covered by Feature	Type of Feature
01-20	1D100 square cm.	Water 1D100 cm. deep (automatically on floor)
21-55	1D4 square m.	Discoloured rock (10% chance unstable)
56-70	1D6 square m.	Moss, lichen, etc. (20% chance a dangerous type such as <i>Làlug</i> , etc.)
71-80	1D8 square m.	Wall painting, mosaic, etc.; legibility is 1D100%
81-90	1D10 square m.	Decayed tapestry, rug, etc.; 1D100% intact
91-95	1D20 square m.	Outline of secret door; 20% chance a real door
96-98	2D20 square m.	Lever, trigger etc. [1D20: (1 to 10)— useless; (11 to 14)— has some mundane function; (16 to 19)— trapped; (20)— has a beneficial function
98	3D20 square m.	Section of wall, etc. is an illusion
99-00	1D100+3 square m.	Other/rare wall, ceiling or floor feature

Unusual smell: The adventure party may detect an odour that is different enough from the normal dank, musty smell of the Underworld to be of notice. There is a 60 per cent chance that the odour will first be detected by the party member with the highest Sense of Smell score; failing this, a randomly determined character sniffs it first, and then each other character can attempt to detect the odour by passing a check at (Sense of Smell x 3 DMod) (unless a different DMod is indicated by a more specific rule, such as a monster description). There will, by default, be 1D20 cubic metres of gas, or air affected by the odour, in the immediate area; if a miscellaneous gas is indicated, its type is determined on the Gas/Aerosol Table (see "Gas and Aerosol Types"). The types of odours encountered will be as follows:

Dice Roll	Type of Odour Encountered in Underworld
01-30	Dank, musty odours; the smell of stagnant air and decay
31-50	Water vapour / fog (25% chance reduces visibility to 1D3 squares)
51-60	Hydrogen sulfide (see below for effects)
61-70	Smoke (see below for effects)
71-75	Methane / inflammable gas
76-90	Odour given off by Underworld creature (check for type)
91-96	Miscellaneous gas type (roll on Gas Table)
97-98	Gaseous creature (determine as creature encounter)
99-00	Rare or unusual odour

Dice Roll	Distance to Point of Origin of Odour	DMod to Smell	Intensity of Underworld Smell
01	Same square or hex as the party	8	Extremely strong
02-05	1 square / hex	7	Very strong
06-10	1D4 metres	6	Strong
11-20	1D6 metres	5	Stronger
21-40	2D6 metres	4	Moderate*
41-60	3D6 metres	3	Fainter
61-70	4D6 metres	2	Faint
71-90	4D10 metres	1	Very faint
91-00	4D20 metres	0.5	Almost undetectable

* The definition of "Moderate" smell intensity is, for game purposes, "detectable by a character with a Sense of Smell score of 11 at a distance of 10 metres with a check made at a DMod of 4". For each extra 10 metres (approximately) distance between the odour source and the listener, the Referee should impose a penalty of about 1 on the DMod. (Alternatively, for more accuracy, the rules given under the "Sense of Smell" score description in the Character Attributes section may be used.)

Underworld creature: The adventure party encounters one of the strange and frequently deadly creatures of the Underworld. It should be noted that encounters with true "dungeon monsters" are considerably rarer on Telostic than would be the case in other FRP games, primarily for environmental reasons: an obvious question for the Referee to consider, in this context, is how large number of dangerous creatures are able to co-exist peacefully at close quarters with each other, only to become hostile when an adventure party happens along. Some "poetic license" may be taken with this factor in order to make the game interesting and exciting to play, but it should always be taken into account when this result comes up on the Underworld Random Event Table. (Indeed, it is the opinion of the author that the largest single hazard to Underworld exploration should just be the chance of becoming lost, to say nothing of the possibility of structural collapse or ignition of dangerous gases such as methane.)

The generic Encounter Type Table is found in the Bestiary rules section, but for convenience the Underworld column of it is reproduced below:





Dice Roll	Creature Type
n/a	Maritime
01	Avian
02-05	Small Insect
06	Herbivore
07-08	Canine
09	Feline
10-11	Ursoïd
12-20	Reptile
21-25	Large Insect
26-27	Plant
28-40	Slime/Jelly
41-52	Humanoid
53-63	Mêm-Uhûryo
64-70	Brhà
71-95	Unusual
96-00	Rare

Underworld trap: This indicates that 10+1D20 per cent of the adventure party has stumbled on to a trap, deadfall or other intentionally planned hazard of the Underworld. These are, unfortunately, quite common in the Underworld, as many of the passageways and rooms now underground were originally used for purposes (a temple complex, a hiding-place for treasure, etc.) where the presence of the public was not allowed, and were protected from unauthorized trespass by traps and other dangers. The nature of the trap, and rules related to its detection and disarming, may be determined under "Traps" as shown below.

Structural collapse: This is potentially the most dangerous of **all** random events of the Underworld, for it indicates that the often unstable rock walls and ceilings of the area through which the party is now traveling have subsided or even collapsed, possibly trapping or crushing the adventure party beneath. The part of the Underworld that this has affected is determined as follows:

Dice Roll	Area Affected by Structural Collapse
01-25	Ceiling
26-50	Floor
51-60	One wall
61-70	Two walls
71-75	All walls
76-00	Roll twice, ignoring this result if obtained again

The party is likely to have little or no warning of the impending disaster, particularly if it has been precipitated by some other source (e.g. an explosion, a very loud noise, the removal of a structural support, etc.). A lenient Referee might allow as much as 3D6 game seconds of warning time of this; at the start of the warning time, player characters of the adventure party, and possibly the "special" nonplayer characters, can be allowed a check at (Perception x 2 DMod) to see if they have perceived a warning sign (strange, groaning noises in the walls or ceiling, a small puff of dust coming from a wall/ceiling joint, etc.); if this check is passed, the character involved may check at (Situational Awareness x 3 to 5 DMod) to see if he or she has realized what is about to happen. One complete round of these checks take approximately 1D6 seconds of game time.

If the unfortunate party does not remove itself from the danger area in time, the Referee should check three times on the following table to determine the extent of the cave-in:

Dice Roll	Distance to Central Point of Structural Collapse	Hexes or Squares Affected*
01	Same square or hex as the party	1D20
02-05	1 square / hex	1D12
06-10	1D4 metres	1D10
11-20	1D6 metres	1D8
21-40	2D6 metres	1D6
41-60	3D6 metres	3
61-70	4D6 metres	2
71-90	4D10 metres	1
91-00	4D20 metres	0.5

* Roll twice against this column; the first result indicates how many squares or hexes of the floorplan (e.g. the horizontal dimension) have collapsed, and the second result indicates how many squares or hexes up or down have subsided (the vertical dimension).

The actual amount of damage done to the adventure party if it is caught walking on top of, or, worse, beneath, a section of the Underworld that collapses is highly variable and largely the result of Referee discretion. However, the following may be used as a guideline: each cubic map square or hex which collapses counts for the amount of weight shown below:

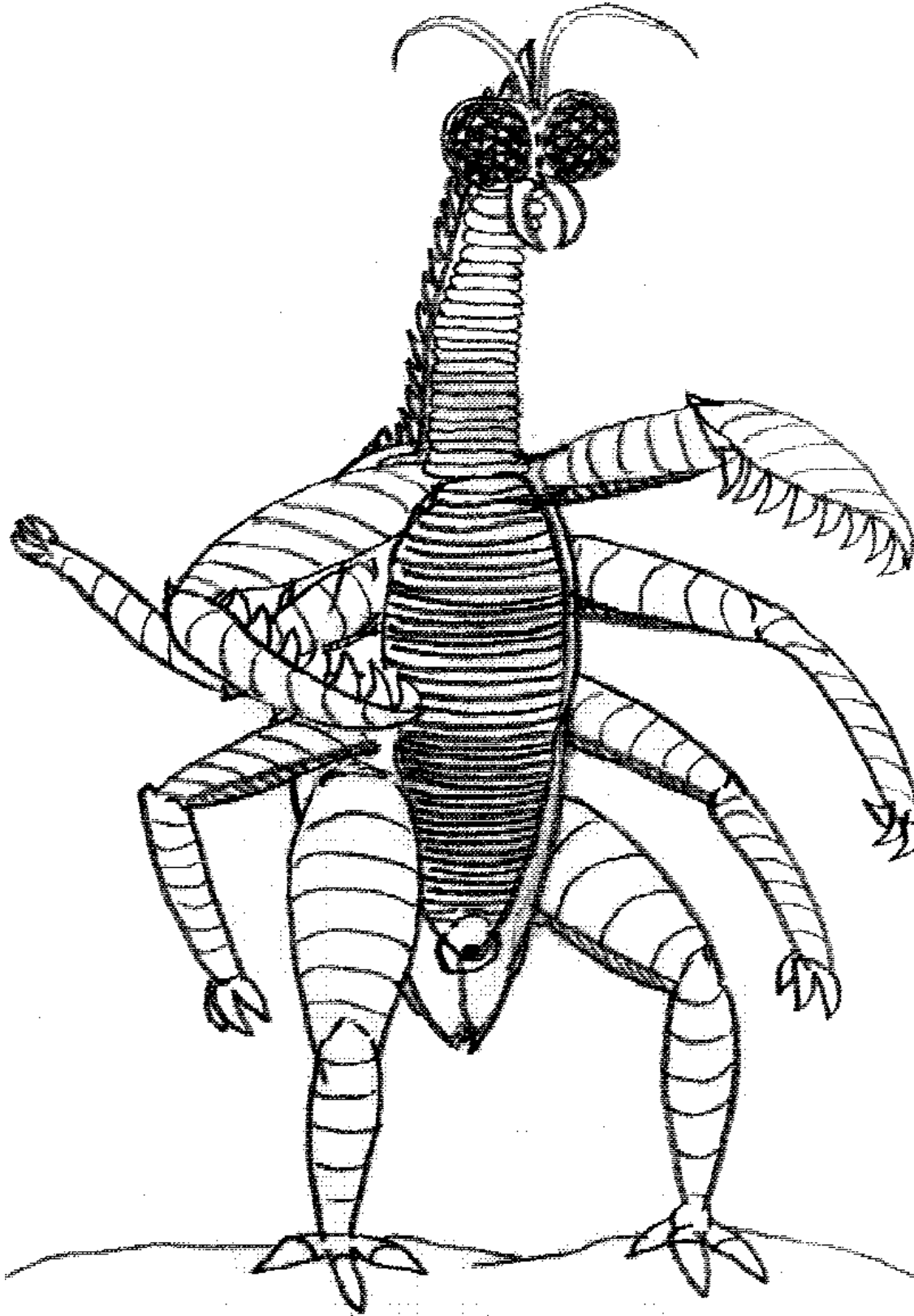
Dice Roll (if necessary)	Type of Material	Damage Per 250 kg. Weight	Weight per Square or Hex
01-10	Peat, snow, manure	1D6	250 kilogrammes
11-20	Sand, gravel, ice	1D8	500 kilogrammes
21-60	Earth, dirt	1D8+1	750 kilogrammes
61-65	Mud, clay, wood	1D8+1	1000 kilogrammes
66-80	Loose rock, brick	1D10	1250 kilogrammes
81-00	Dense rock	1D12	1500 kilogrammes

A character trapped underneath these types of materials when they collapse must pass a dodge check (see Agility score description) for every 250, or fraction of 250 kilogrammes that has fallen, or suffer the abovenoted number of points of concussive body damage; additionally, there is a chance equal to **five (5)** per cent for each body damage point so inflicted that the character will **also** suffer a critical hit to a randomly determined body area (although, logically, this should be weighted towards a strike on the arms or head, since these would be the first struck by a falling object). The procedure for walking on top of a surface which collapses is the same, except that one dodge check is needed only for each 500, or fraction of 500, kilogrammes weight that has fallen; also, when the collapse comes to an end, there is a chance equal to (30 per cent + Agility score) that the character will have ended up on top of, as opposed to underneath, the falling material.

The Referee may assume that it requires approximately 100 kilogrammes of any material type except rock, wood or brick, and 250 kilogrammes of these substances, to entomb someone so that there is a significant chance of suffocation (see "Deprivation of Oxygen" in the Combat rules section). A character trapped in this manner, assuming that he or she is not so badly injured as to make use of his or her limbs impossible, may attempt to dig his or her way out; each 100 kilogrammes can be moved at (Strength x 5 DMod), with each 100 kg. past the first reducing this DMod by 1; this counts as a "special action of a very strenuous type" and uses large amounts of fatigue (see Constitution score description).

Special or rare event: This is handled as is the wilderness random event of the same name, except that the Referee has even more latitude in determining what has transpired; the Underworld is the scene of many strange and sinister happenings.





A strange and deadly Motnat'tà stands ready to do battle





21.22.2. The Realms of Vòrin Heyklèth

Vòrin Heyklèth, the lesser deity known to inhabitants of northern Ushù'l as the Lord of the Silent Passageways, is the special patron of the Underworld and is said to "know the right place of every pebble and drop of water that exists in His realm". In game terms, the effect of this is as follows: There is a chance, increasing over time, that Vòrin Heyklèth will and/or His minions will repair any damage done to Underworld places by adventure parties (for example, a locked door that is torn off its hinges); furthermore, as sinister Heyklèth does not like His realms to be disturbed, He may reinforce despoiled areas with additional traps and snares to dissuade future dungeon delvers. On a more positive note, Vòrin Heyklèth is also said to occasionally replenish Underworld treasure troves, for reasons only He knows.

By default, there is a monthly per cent chance equal to (Danger/depth Level of Underworld area x 0.5) that Vòrin Heyklèth will repair a looted, damaged or despoiled area of the Underworld to approximately the state it was in, prior to being visited by *Shakhàn's* adventure parties. When and if He attempts to act, the exact nature of what mysterious Heyklèth will do should be determined by the Referee, using the following Table as a guideline:

Dice Roll	Repairs Made by Vòrin Heyklèth
01-10	None; Heyklèth decides to forego repairs, for whatever reason
11-20	Repairs all ruined structures (doors, etc.) but nothing else
21-30	Repairs all ruined structures and restores all traps
31-50	Repairs all ruined structures and restores all traps to previous state; adds 1D6 new traps and moves previous traps around
51-70	Restores all traps to previous state but does not repair ruined structures (except those needed to repair ruined traps)
71-80	Restores all traps to previous state and adds 1D6 new ones; does not repair ruined structures (except as needed to repair traps)
81-85	Repairs all ruined structures, does not repair traps; replenishes 10 to 30 per cent of looted treasure hoards*
86-90	Does not repair ruined structures, does repair traps; replenishes 10 to 40 per cent of looted treasure hoards*
91-92	Repairs all ruined structures and traps; replenishes 10 to 80 per cent of looted treasure hoards*
93-94	Repairs all ruined structures and traps, adding 1D6 new traps; replenishes 20 to 80 per cent of looted treasure hoards*
95-96	Repairs all ruined structures and traps but does not add any new traps; replenishes 20 to 80 per cent of looted treasure hoards*
97-98	Repairs all ruined structures and traps, adding 1D8 new traps; replenishes 60 to 120 per cent of looted treasure hoards*
99	Repairs all ruined structures and traps, adding 1D8 new traps (including 1 or 2 really deadly traps); replenishes 80 to 160 per cent of looted treasure hoards*
00	Repairs all ruined structures and traps; replenishes one looted treasure hoard with a huge and valuable hoard*, but guards it with a Demon** (!)

* Of course, Vòrin Heyklèth is not stupid– He will never place a replenished treasure in its exact previous location, so greedy adventure parties hoping to "farm" a region of the Underworld for treasure by constantly raiding the same area, are out of luck. Indeed, it is whispered that great Heyklèth takes umbrage at this practice and will be sure to oppose this type of opportunistic party with especially dangerous traps and Underworld guardians.

** The Referee and Players may be sure that should an adventure party somehow contrive to re-visit this area, defeat/kill the Demon and make off with the treasure, Vòrin Heyklèth will be very, very angry; it would be a good idea for members of such a party to stay out of the Underworld for the rest of their lives.

Vòrin Heyklèth normally performs restorative actions on areas that have been within His realm – e.g., which are part of the pre-planned setting of the game – for hundreds or even thousands of years; therefore, a player character cannot just dig a tunnel below his or her mansion and expect Heyklèth to endlessly repair its traps and treasure hoards.

Historical Note

It is said that in those long-lost days when the Temple of Vòrin Heyklèth existed openly in Roctien and Arctien, His priests apparently had recourse to a variety of spells which could "bless" a newly-created Underworld area, so that it would be protected by tenebrous Heyklèth in the same way as would the ancient passages that He normally would call His own. Unfortunately, Heyklèth's religion, and its adherents, have been unknown in Roctien for over a thousand years– although perhaps some of their Temple-spells may still exist on scrolls that have survived the centuries– ?





21.23. Adventure-Related Tables and Charts

21.23.1. Species Category Determination

Dice Roll	Species Category
01-80	A "Common" species
81-95	An "Uncommon" species
96-99	A "Rare" species
100	Character of one species polymorphed into another

21.23.2. Common Species Determination

Dice Roll	Species Indicated
01-50	Human (humanoid)
51-65	<i>Arda</i> (quadruped marsupial)
66-75	<i>Ca'una</i> (biped, bovine)
76-85	<i>Shélèggi</i> (furry small humanoid)
86-95	<i>Bènlí</i> (green-skinned humanoid)
96-00	<i>Ri'm</i> (humanoid reptile)

21.23.3. Uncommon Species Determination

Dice Roll	Species Indicated
01-20	<i>Lhàashàà-àdyé</i> (tall, humanoid)
21-30	<i>Hàmyé</i> (small, quadruped marsupial)
31-40	<i>Granàyu</i> (small, opossum-like creature)
41-50	<i>Nika'Khàdra</i> (quadruped lizard)
51-60	<i>Hoyoté-Gò</i> (bipedal humanoid lizard)
61-70	<i>Apnié</i> (large furry ursoid)
71-80	<i>Agàk</i> (frog-like humanoid amphibian)
81-90	<i>Arfò</i> (beetle-like insect)
91-00	<i>Hlòn</i> (slime-covered quadruped)

21.23.4. Rare Species Determination

Dice Roll	Species Indicated
01-30	<i>Skròno</i> (tentacled humanoid)
31-60	<i>Njédyu</i> (shapechanger)
61-70	<i>Dobùllah</i> (lesser, humanoid undead)
71-75	<i>Yhéla</i> (greater, parasitic undead)
76-80	<i>Chàngalà</i> (large to gigantic reptile)
81-85	<i>Motnat'tà</i> (large mantis-like insect)
86-90	<i>Enhù'uv</i> (demonic winged creature)
91-95	<i>Sagòst</i> (semi-ethereal spirit)
96-99	<i>Lepré</i> (creature of magical energy)
100	A (Minor) Demon

21.23.5. Gender Determination

Dice Roll	Gender of Nonplayer Character
01-40	Female
41-50	Neuter (if species has a neuter gender, otherwise female)
51-60	Neuter (if species has a neuter gender, otherwise male)
61-97	Male
98-99	Roll again, but character is masquerading as being of a different gender; 60 per cent chance this has a sexual connotation, otherwise the character is a spy or is for some similar reason travelling <i>incognito</i>
100	True hermaphrodite (biologically both male and female); roll again for the gender outwardly assumed

21.23.6. Occupation Class Determination (Common)

Nonplayer Primary Occupation Category	Dice Roll (Urban / Safe)	Dice Roll (Wilds / Underworld)
Misc.* slave / "urban scum" / very low-class occupation	01-10	01
Misc.* peasant / serf / low-class occupation	11-40	02-03
Misc.* townsman / middle-class occupation	41-50	04-05
Thief (40% chance member of an organized gang, 60% "freelance")	51-52	06-10
Merchant	53-60	11-15
Ranger / hunter / adventurer	61	16-25
Bandit fighter / warrior	62-65	26-40
Mercenary fighter / warrior	66-70	41-50
Soldier / military warrior	71-80	51-60
Priest / cleric	81-90	61-70
Uncommon occupation (below)	91-00	71-00

* The Referee may either describe such a character as shown in the table above, or may, at his or her option, roll an actual occupation using the character development tables (see "Social Class").

21.23.7. Occupation Class Determination (Uncommon)

Nonplayer Primary Occupation Category	Dice Roll (Urban / Safe)	Dice Roll (Wilds / Underworld)
"Town fool" / madman	01-10	01
Diseased person / leper	11-15	02
Person "wanted" by the police or government (re-roll occupation)	16-25	03-10
Organized crime / "Mafia" type	26-35	11-30
Foreigner (from a place 2D100 hexes distant, re-roll occupation)	36-40	31-40
Tribesman / barbarian	41-45	41-60
Bureaucrat / magistrate	46-55	61
Actor / bard / poet / singer	56-65	62-65
Noble / member of upper class*	66-70	66-70
Sage / scribe	71-77	71-72
Alchemist	78-80	73-75
Spy / member of secret police	81-90	76-80
Magician / <i>Antratschèldor-haii</i>	91-95	81-92
Disguised shapechanger (<i>Dobùllah</i> , <i>Njédyu</i> etc.)	96-98	93-97
Disguised (01-50) demon, (51-80) demigod or (81-00) god	99	98
Other / special	00	99-00

* The Referee may either describe such a character as shown in the table above, or may, at his or her option, roll an actual occupation using the character development tables (see "Social Class").





21.23.8. Determination of Occupation Experience Level(s)

Dice Roll	Occupation Level
01-25	0 (no Ranked Experience Level in occupation in question)
26-50	I
51-60	I to III (1D3)
61-70	I to IV (1D4)
71-80	II to VI (2D3)
81-85	II to VIII (2D4)
86-90	II to XII (2D6)
91-95	III to XVIII (3D6)
96-98	III to XXIV (3D8)
99-00	III to XXX (3D10) or higher (Referee discretion)

Note: Nonplayer characters always have a primary occupation; there is a 50 per cent chance that each nonplayer character will have a secondary occupation, and a 30 per cent chance that he or she will have a tertiary occupation.

Modifiers

-Character from peasantry or lower-class: -20
-Character from nobility or upper-class: +5
-Character encountered in the wilderness: +5
-Character encountered in the Underworld (per Danger Level of area): +2
-Character is a child or young adolescent: -15
-Character is over 40 years old: +5
-Character is the leader of a group of 5 or more other characters: +5
-Check is being made for character's secondary occupation: -7
-Check is being made for character's tertiary occupation(s): -15

21.23.9. Determination of Moral Alignment

Alignment Score	Approximate Alignment
05 or lower	Completely Evil (Hitler, Eichmann, Jack the Ripper)
06-10	Evil (Stalin, Al Capone)
11-20	Moderately Evil (Various Third World dictators)
21-40	Neutral-Evil (Lenin, Bush, Mussolini, Reagan, Newt Gingrich)
41-60	Neutral (J.F.K., Castro, Clinton, Nixon)
61-80	Neutral-Good (Trotsky, Truman, Buddha)
81-90	Moderately Good (F.D.R., Carter)
91-95	Good (Einstein, Bertrand Russell, King)
96 or higher	Completely Good (Jesus Christ, Mohammed, Moses, Francis Nightingale, Anne Frank)

Modifiers

-Javertien or western Ardtien: +2
-The Shadowed Empire: -2
-Character encountered in the Underworld: -10

21.23.10. Determination of Religious Group

Dice Roll	Religious Group to Which Cleric, Character or Religion Belongs
01-10	A "non-mainstream" faith
11-40	<i>Khùl-Nolgùn</i>
41-70	<i>Khùl-Mhazàshii</i>
71-00	<i>Khùl-Tlassù</i>

Modifiers

-Javertien or western Ardtien: +8
-Roctien or eastern Ardtien (except for Ascòrcan): +5
-Ascòrcan, far south-east Roctien: -5
-The Shadowed Empire: -15
-Character encountered in the Underworld: -20

21.23.11. Religion Determination: *Khùl-Tlassù*

Dice Roll	Religion
01-05	<i>Vírya Fèrtian-lthé</i> , the Earth-Mother, Goddess of Life
06-35	<i>Væran Ro'sennpàdr</i> , the Valiant One, God of Just War
36-65	<i>Væran Za-R'hàak</i> , God of the Hereafter, Guardian of the Gates
66-70	<i>Vírya Nanyë</i> , Goddess of Purity, She Who Shines
71-90	<i>Vírya Nia</i> , Sagess of Heaven, Keeper of Wisdom
91-92	<i>Vírya Karènn-R'Làché</i> , Forest-Maiden, Protector of the Woodfolk
93-95	<i>Væran Vo'Hlakàns</i> , He Who Howls, Dweller Upon the Many Winds
96-00	A Demigod devoted to one of the above

21.23.12. Religion Determination: *Khùl-Mhazàshii*

Dice Roll	Religion
01-15	<i>Væran Bà'altshavùu</i> , Master of Trade and Opulence
16-50	<i>Vírya Tiryé-Habéla</i> , Goddess of Battles, Seeker of Riches
51-70	<i>Væran Hènn</i> s, Father of the Arts, Actor Upon the Many Planes
71-85	<i>Væran/Vírya Kikiri</i> , the Painted One, God(dess) of Sexuality
86-90	<i>Væran Hadda-Làtonn</i> , Overseer of the Flowing Stream
91-95	<i>Vírya J'Ràlirishé-Slé</i> , Mistress of the Beasts, Lady of the Moon
96-00	A Demigod devoted to one of the above

21.23.13. Religion Determination: *Khùl-Nolgùn*

Dice Roll	Religion
01-20	<i>Væran Bssiro</i> , Bringer of Red Ruin, the Flame of Heaven
21-40	<i>Væran Rssà-Urutàngk</i> , He of the Black Mace, God of Devastation
41-60	<i>Væran Hnélo-Tràniss</i> , God of Slavery, User of the Barbed Whip
61-80	<i>Vírya Hé-Enriath</i> , Goddess of Evil Visions, Mistress of Demons
81-90	<i>Væran H'ongg-Hélé</i> , Assassin of Eternity, God of Hate
91-95	<i>Vírya Yog-Ròthe</i> , Mistress of the Icy Waste, Goddess of Frosts
96-00	A Demigod devoted to one of the above





21.23.14. Religion Determination: "Non-Mainstream"

Dice Roll	Religion
01-10	The Cult of the Prophet
11-30	Væran Ya-Epré, God of Magic, Ancient One of Mysteries
31-50	Væran On, Great One of Grey on Grey, Who is Known to None
51-70	B'abb-B'bøgg, Mistress/Master of Decay, She Who Rots
71-80	Væran Wròb-Riàhyal, God of the Abyss, Master of the Deepes
81-83	The One of the Dark Horn
84-86	The Red One
87-90	The Ancient One of Nightmares
91-95	The Nameless One, Foe of All Being, Lord of the Hated Undead
96-00	A Demigod devoted to one of the above

21.23.15. Weapon / Armour Determination

Dice Roll	Main Weapon	Armour Types Available	Armour Type / Protection Value
01-05	None (no weapon)	None (no armour)	Furs (10)
06-10	Jury-rigged club	None (no armour)	Furs (10)
11-20	Dagger / Club	Shield only	Leather (20)
21-40	Spear / Javelin	Breastplate only	Leather (20)
41-60	Spiked Club / Mace	Breastplate, helmet	Wood (30)
61-80	Shortsword / Handaxe	Breastplate, abdominal cover	Wood (30)
81-90	Longsword / Battleaxe	Breastplate, helmet, abdominal cover	Chain mail (40)
91-95	2-Handed Sword / Heavy Battleaxe	Fully armoured except arms/legs, with a shield	Scale mail (50)
96-98	Unusual / rare weapon	Fully armoured (but without a shield)	Metal plate (60)
99-00	Enchanted weapon (roll again)	Fully armoured (with a shield)	Enchanted armour piece (roll again)

Modifiers

- Character is a slave: -30
- Character from peasantry or lower-class: -25
- Character from nobility or upper-class: +5
- Character's primary occupation is non-military warrior, thief or assassin: +10
- Character's primary occupation is military warrior: +15
- Character encountered in the Underworld or wilderness: +5
- Character is a child or elderly woman / non-combatant: -20

21.23.16. Armour

Artificial armouring can be obtained in a number of different locations, but is usually first purchased in an armory, where weapons can also be obtained. Other than the cost, a piece of armour can only be worn if the following conditions are met.

21.23.17. Body Forms Fit by Armour

The armour must fit the somatic, or body, form of the character who wishes to wear it. For example, a piece of armour designed for a human being would not fit a *Nika'Khàdra*, because the latter has a totally different body size and form. The somatic form of the piece of armour in question can be found by a check against the following table.

Dice Roll	Body Form Armour Fits
01-60	Fits "standard" humanoid body form (human, <i>Bènlì</i> , etc.)
61-75	Fits quadruped humanoid body form (<i>Arda</i> , <i>Hàmyé</i> , etc.)
76-90	Fits other quadruped humanoid body form (<i>Nika'Khàdra</i> , <i>Chàngalà</i> , etc.)
91-98	Fits unusual or other body forms (<i>Hlòn</i> , <i>Motna'tà</i> , etc.)
99-00	Fits all body forms; special type that self-adjusts

A character may never wear armour that is not meant for his or her body form.

21.23.18. Body Sizes Fit by Armour

A piece of armouring must fit the approximate body size of the character, relative to his or her somatic form. For example, a piece of armour designed for a very large character will not fit a small character of the same species. Both the height and weight of the character is taken into account; this has been abstracted to an extent, to avoid an undue amount of book-keeping as well as for game balance.

If **either** the character's height or weight categories are found in the description of what body size the armour fits, he or she may use the armour piece in question. The size of the armour may be determined as follows:

Dice Roll	Body Size Armour Fits
01-08	Fits a character of "Very Short" height and/or "Very Light" weight
09-23	Fits a character of "Short" height and/or "Light" weight
24-68	Fits a character of "Average" height and/or "Average" weight
69-78	Fits a character of "Tall" height and/or "Heavy" weight
79-88	Fits a character of "Very Tall" height and/or "Massive" weight
89-98	Fits a character of "Huge" height and/or "Bloated" weight
99-00	Fits all body sizes; special type that self-adjusts

If a character attempts to wear armour *one* size too large or small for it, for example if a character of "Average" height attempts to wear armour meant for someone of "Tall" height, this is allowed; however the Agility Reduction of that piece of armour is **doubled**. Armour **two** or more sizes too large or small cannot be worn *at all*.





21.23.19. Spell Determination

Unless otherwise specified in the description of a magic-using character or being, should the Referee need to determine the number and Levels of spells available to a caster, the following table can be used.

Percentage Dice roll	Number of Spells Available	Spell Level
01-10	One only	1D20 Levels lower than caster's Experience Level*; or Level I for entities with no specific Level
11-25	Two less* than caster's Experience Level as a magic-capable entity; or 1D4 for entities with no specific Level	1D10 Levels lower than caster's Experience Level*; or 1D3 for entities with no specific Level
26-45	One less* than caster's Experience Level as a magic-capable entity; or 1D6 for entities with no specific Level	1D4 Levels lower than caster's Experience Level*; or (4 +/- 1D3) for entities with no specific Level
46-55	Same as caster's Experience Level as a magic-capable entity; or 1D8 for entities with no specific Level	Same Level as caster's own Experience Level as a magic-capable entity; for example, a Level IV spell for a creature with an equivalent Experience Level of IV; or (5 +/- 1D3) for entities with no specific Level
56-75	One more than caster's Experience Level as a magic-capable entity; or 1D10 for entities with no specific Level	One Level higher than caster's Experience Level*; or (6 +/- 1D3) for entities with no specific Level
76-90	Two than caster's Experience Level as a magic-capable entity; or 1D12 for entities with no specific Level	1D3 Levels higher than caster's Experience Level*; or (7 +/- 1D3) for entities with no specific Level
91-99	Three more than caster's Experience Level as a magic-capable entity; or 2D6 for entities with no specific Level	1D6 Levels higher than caster's Experience Level*; or (8 +/- 1D4) for entities with no specific Level
100	3+1D6 more than caster's Experience Level as a magic-capable entity; or 3D6 for entities with no specific Level	1D10 Levels higher than caster's Experience Level*; or (8 +/- 1D8) for entities with no specific Level

* Minimum spell Level or number of spells of "one".

** These must be spells that the being could, according to other factors governing magic-use (for example, his/her/its Psychic Ability and Experience Level as a magic-user), conceivably cast at a greater than zero chance of success. This rule should be waived for certain types of magic-capable entities – for example, a magical sword or an inherently magic-capable creature such as a *Lepré* – whose ability to use supernatural forces is not governed by the same rules as would be true of conventional magic-using characters.

If a question arises as to what the relative chance would be of such an entity being able to successfully cast a spell in a given Melee Round, assume the chance is $[50\% + (\text{Caster Level} \times 10) - (\text{Spell Level} \times 3)]$.

Note, however, that many magic-capable entities – for example, magic items – can cast spells automatically if properly invoked, with no chance of failure.





21.24. Nonplayer Character Motivations

Where nonplayer characters encountered in *Shakhàn* are concerned, the Referee may need to know what such a character is doing, or by what task or mission he, she or it is motivated, when encountered by the player characters. The following table gives some general guidelines for the Referee in determining this, although obviously he or she should use creativity in embellishing the circumstances of the nonplayer character's actions or motivations. (*Note:* Some of the cross-index results include a comment; this is designed to give tailor the action to the type of nonplayer character. As an example, a result of "01-15" when obtained for a "Warrior" does not apply if the character in question is in the army, as, obviously, such a character by definition cannot be unemployed.)

Character Type Task, Motivation or Mission	Peasant, Serf	Merchant, Townsmen	Warrior, Bandit	Thief (professional)	Spy, Assassin	Priest, Cleric	A-H, Sage, Alchemist	Noble, V.I.P.	Other / General
Unemployed or looking for work	01-40	01-20	01-15 not if Army	01-10	01-10	n/a	01-10	n/a	01-20
Relaxing, idle (10% drunk)	41-50	21-30	16-20	11-20	11-12	01-10	11-20	01-10	21-30
Carousing, reveling, gambling [25% looking for sex (20% deviant)]	51-60	31-40	21-30	21-30 plans a robbery	13-25 looking for info	11-20 if allowed to	21-30	11-20	31-40
Buying food or supplies (20% selling same)	61-70	41-50	31	31-35 "fencing" goods	26-27	21-25 begging for alms?	31-35	21 rare goods	41-45
Visiting friends, relatives, associates, business partners	71-80	51-53	32	36-37	28-29	26-27	36-37	22-30	46-50
New in town / exploring / travelling (10% is a messenger)	81-83 messenger	54-58 with a caravan	33-35	38	30-33	28-30	38-40	31-32	51-53
Hiring porters, workers, servants	84-85 for boss	59-62	36-38 not if Army	39 wants dupes	34-35 wants dupes	31-32	41-42	33-40	53-55
Hiring guards, retainers, partners	86-87 for boss	63-68	39-43 not if Army	40-43 needs "straight man"	36-40	33-34 temple guards	43-44 sanctuary guards?	41-50 body guards	56-60
Looking for a friend or contact (35% friend's location unknown)	88	69	44-45	44-45	41-45	35-36	45-46	51-52	61-62
Sizing up victims (25% player party) for robbery or pickpocketing	89 an amateur	n/a	46-47 not if Army	46-60	46-47	37 only if evil	47 a renegade	53 a prank	63-64 an amateur
Sizing up premises, buildings for robbery or burglary	90 an amateur	n/a	48-50 not if Army	61-70	48-55 looking for information	38 only if evil	48 a renegade	54 a prank	65-66 an amateur
Just arrived in town from long trip (from various locations)	91 escaping	70-75 on a caravan	51-52 Army patrol	71-72	56-60	39-43	49-55	55-60	67-70
Going to worship at a Temple (10% on a religious quest)	92	76	53-54	73-74	61	44-55	56-57	61-65	71-72
On special mission for a Guild	n/a	77-78	55	75	62	56-57	58	66-67	73-74
On trip or in town to meet spouse or bride	93	79	n/a	76	63	58	59	68	75
Recruiting soldiers for the army / navy / civic guard / militia	n/a	n/a	57-70 only if Army	n/a	n/a	n/a	n/a	69	n/a
Looking for champions for the arena (gladiators, warriors, animal trainers)	n/a	n/a	71	n/a	n/a	59-60 martial religions only	60	70-75	76

(continued)





Character Type Task, Motivation or Mission	Peasant, Serf	Merchant, Townsmen	Warrior, Bandit	Thief (professional)	Spy, Assassin	Priest, Cleric	A-H, Sage, Alchemist	Noble, V.I.P.	Other / General
"On the lam" from authorities (70% general / 20% political / 10% religious)	94-95	81-85 usually fraud-related	72-73 not if Army	77-88	64-70	61-63 a heretic?	61 a renegade?	71-73 a rival clan?	77-80
Hunting for criminals (20% one specific criminal) or on posse	n/a	86	74-75 only if Army	n/a	n/a	64 the Inquisition?	62	74-75 political motives	81-82
Organizing a criminal expedition or bandit raid (60% urban, 30% rural)	96 an amateur	n/a	76-80 not if Army	89	71-72 <i>agent provocateur</i>	65-70 only if evil	63	76 a "Robin Hood"	83-85
Organizing an exploration mission (70% local / 30% distant)	97	n/a	81	n/a	73 checking defences	71	64	77	86-88
Organizing a trip to Underworld	n/a	n/a	82-83	90	74	72-75	65-70	78-80	88-89
Organizing a trip to another kingdom (10% diplomatic)	n/a	87-90 a caravan	84	n/a	75 spy mission	76 a pilgrim?	71-72	81-83	90
About to meet local nobles (10% diplomatic / 50% economic / 40% other)	n/a	91-92 delivering a petition	85	91 a "big job"?	76-80 assassin mission?	77-78 doing service?	73	84-90 on a party?	91
"Social climber" out to meet VIPs (40% has etiquette abilities)	n/a	93-94	86	92 a "big job"?	81-82 gaining info	79	74	91 a wastrel	92
Organizing an espionage mission to other kingdom	n/a	95 undercover	87 undercover	93 undercover	83-85	80 temple business	75	92	93
Spying on this kingdom (10% is an assassin out to kill VIP)	98 undercover	96 undercover	88 undercover	94 undercover	86-90	81 undercover	76 undercover	93-94 a traitor?	94
Plotting a disturbance or rebellion against local regime	n/a	n/a	89-90 a <i>coup</i> ?	n/a	91-92	82 a theocrat?	77 renegade?	95-96 rival clan?	95
Secret police agent out to entrap opponents of local regime	99 undercover	97 undercover	91-92	95	93-94	83	78	n/a	96
Preaching religion, converting the crowd (10% apostate or heretic)	n/a	n/a	n/a	n/a	n/a	84-94	n/a	n/a	n/a
Rabble-rouser making political speeches (90% for local regime)	n/a	n/a	93	n/a	n/a	95 preaching sermons	n/a	n/a	n/a
Sex or religious maniac looking for victims or human sacrifices	100 a madman	98	94	96	95	96	79	97	97
Madman or nut out to rid world of 1 race / religion / ethnic group	n/a	99	95	97	96	97	80	98	98
Acolyte looking for a master or master looking for students	n.a.	n.a.	n/a	98	n/a	98	81-95	n/a	99
Special / Rare Mission	n.a.	100	96-100	98-100	97-100	99-100	96-100	99-100	100





21.25. Curse Tables

The row immediately underneath the relative strength category titles indicates roughly how many EP would be required to inflict a curse of the type in question. Unless otherwise noted, all effects listed below are **permanent** until magically healed or otherwise cured.

(Minor)	(Normal)	(Strong)	(Powerful)	(Very Powerful)	Curse Effect
1-100	101-500	501-1000	1000-2000	2001+	
01-02	n/a	n/a	n/a	n/a	Victim develops a severe case of acne or other unsightly skin disease; this poses no serious health hazard, but reduces Physical Beauty score by 30+2D20%
03-04	n/a	n/a	n/a	n/a	Victim's hair falls out; for humanoid species, this causes a loss of 1D3 points of Physical Beauty for a male, or 2D4 points of Physical Beauty for female characters
05-06	n/a	n/a	n/a	n/a	Victim's resistance to (1D20): (1 to 10)– alcohol; (11 to 15)– recreational drugs; (16 to 20)– both alcohol and drugs; drops to the species minimum; victim can (for example) take no more than a couple of sips of beer before becoming totally intoxicated*
07-08	01-02	n/a	n/a	n/a	Victim is constantly dirty, sweaty and foul-smelling, no matter how carefully he or she tries to bathe and/or clean him/herself; this causes a loss of 1D3 points of Physical Beauty and also inflicts the victim with a never-ending case of fleas, mites, lice and other vermin; depending on circumstances this may incur an additional chance of catching or spreading diseases
09-10	03-04	01-02	n/a	n/a	Victim is afflicted with a weak stomach, finding previously tasty foods to be nauseating; there is a 20+2D20% chance of this each time the victim eats a meal, being able to eat the food only with great difficulty, and causing a 50% chance of vomiting and loss of 1D12 Fatigue points in 1D6 hours after forcing down the food
11-12	05-06	03-04	n/a	n/a	Victim's voice changes to an unfamiliar, and unflattering, tone or pitch (for example a male victim's voice changes to a high falsetto or "Donald Duck" syndrome, while a female's voice becomes a deep bass); usually causes an effective Charisma loss of 2D20% (Note: To bring home the effect of this curse, the player managing the character, if any, should be required to address the adventure group in the indicated tone of voice from now on...)
13-14	07-08	05-06	01-02	n/a	Each time he or she is faced with a stressful situation, victim must pass a Saving Throw at (Willpower x 3 DMod) or be struck with uncontrollable (1D20): (1 to 5)– hiccups; (6 to 10)– giggling; (11 to 15)– belching (burping); (16 to 20)– farting (breaking wind) lasting 3D20 minutes
15-16	09-10	07-08	03-04	n/a	Victim's skin and hair colours change (roll separately for each) to a bright, "Day-Glo" shade of (1D20): (1 to 4)– orange; (5 to 9)– red; (10 to 13)– yellow; (14 or 15)– green; (16)– blue; (17)– purple; (18)– white; (19)– gold or (20)– silver; this pigment glows slightly in the dark, making it nearly impossible for the victim to hide; effect on Charisma is up to the Referee
17-18	11-12	09-10	05-06	01-02	Victim loses 1D6 randomly determined items from his or her pocket, packsack or other container*
19-20	13-14	11-12	07-08	03-04	Victim develops a severe case of body odour which nauseates all characters of the same species within a radius of 5m., and which alerts all creatures with a normal or better Sense of Smell within a radius of 30m.; this usually causes an effective Charisma loss of 2D20%
21-22	15-16	13-14	09-10	05-06	Victim is constantly tired; his or her Fatigue Reserve is only 1/2 what it would normally be*
23-24	17-18	15-16	11-12	07-08	All of victim's teeth fall out; this causes a loss of 2D3 points of Physical Beauty and victim is mute
25-26	19-20	17-18	13-14	09-10	Victim "loses his/her nerve": Willpower score is halved and, whenever faced with a frightening situation possibly involving harm or death, must pass a Saving Throw at (Willpower x 4 DMod) or run, screaming in terror, as fast as possible in the opposite direction; will continue to run for at least 5 minutes or until far away from the source of the danger*
27-28	21-22	19-20	15-16	11-12	Victim's linguistic fluency in 2D3 of the languages in which he or she could previously speak, drops by 5D20 points. If this results in a fluency of less than 1 in a given language, the victim cannot communicate in it; if all the victim's known languages are thus affected, he or she is effectively mute
29-30	23-24	21-22	17-18	13-14	Victim loses the ability to read and write in 2D3 of the scripts in which he or she previously was literate (if victim could not previously read or write at least one script, roll again)*
31-32	25-26	23-24	19-20	15-16	1D3 items, which may be magical or ordinary, carried on victim's person instantly crumble to dust and are permanently destroyed. Use 1D20 to determine which is affected: (1 to 3)– weapon; (4 to 7)– armour piece; (8 to 15)– miscellaneous item; (16)– book; (17 or 18)– writing or spell scroll; (19 or 20)– potion
33-34	27-28	25-26	21-22	17-18	<i>The Sleeping Curse:</i> Each day for 3D4 days after this point, victim requires one extra hour of sleep per game day, over and above the eight hours per day normally required. Failure to meet this requirement– in other words, to sleep for the normal eight-hour period plus the additional period required by the curse– causes the victim not to be able to regenerate lost Fatigue Points*
35-36	29-30	27-28	23-24	19-20	Victim is rendered sterile (unable to sire or bear offspring)*
37-38	31-32	29-30	25-26	21-22	Character remains fertile (able to sire or bear offspring), if he or she was previously able to do so; however, all offspring will be born horribly deformed and inflicted with 2D6 Physical Disorders†*
39-40	33-34	31-32	27-28	23-24	Victim is inflicted with 1 Non-Standard Sexual Orientation†*

(continued)





41-42	35-36	33-34	29-30	25-26	Victim heals lost (1D20): (1 to 12)– BDR (body damage) points; (13 to 18)– Fatigue points; (19 or 20)– both BDR and Fatigue points, at only 1/2 the normal rate*
43-44	37-38	35-36	31-32	27-28	Victim's Magic Resistance (MRES) drops to one point*
45-46	39-40	37-38	33-34	29-30	Victim loses half of his or her maximum BDR score (round fractions down)*
47-48	41-42	39-40	35-36	31-32	Victim loses 40+2D20% of his or her magical energy storage and accrual scores, and suffers a penalty of 10+1D20 points on the dice check each time he or she attempts to cast spells. (If this result is obtained for a character not normally capable of using magic, roll again.)*
49-50	43-44	41-42	37-38	33-34	Victim's most useful, powerful or valuable item, which may be magical or ordinary, crumbles into dust and is instantly and permanently destroyed, with no Saving Throw allowed to the item. (The location of the item is irrelevant; it is affected equally whether or not it is being carried on the victim's person.)
51-52	45-46	43-44	39-40	35-36	Victim loses all but 1 of his or her BDR and Fatigue Reserve points (round fractions down), being reduced to a state of nearly complete weakness and vulnerability. Unlike other curse effects, this one is not completely permanent; assuming he or she is not killed in the meantime, the victim's BDR and FPR points return at a rate of one each per game hour, until 75% of the victim's original maximum BDR and FPR scores are restored; the other 25% points in these categories are permanently lost
53-54	47-48	45-46	41-42	37-38	80+1D20% of victim's total financial worth (e.g. money on hand, property holdings, etc.) vanishes or is ruined; for example, all silver pieces in purse disappear, and house owned in town is destroyed by a fire, etc.
55-56	49-50	47-48	43-44	39-40	Character's height factor decreases by one class (for example, a character whose current height factor was "Average" would become "Short"), while his or her weight factor <i>increases</i> by one class (for example, a character whose current weight factor was "Heavy" would become "Massive"). Note the effect this change might have on the victim's ability to continue wearing his or her current clothes and/or armouring
57-58	51-52	49-50	45-46	41-42	Victim's effective age increases by one Age Class (for example, a character whose current Age Class was, "Mature Adult" would instantly become "Elderly")
59-60	53-54	51-52	47-48	43-44	Victim's Moral Alignment changes by 4D20 points*
61-62	55-56	53-54	49-50	45-46	Abrupt change of personality; 2D4 of victim's personality traits (see Book "B", <i>Character Personalities</i> chapter) each change by 3D20 points*
63-64	57-58	55-56	51-52	47-48	Victim's effective Charisma score drops to (2+1D3) points, with appropriate poor reactions on the part of associates and other members of the adventure party*
65-66	59-60	57-58	53-54	49-50	Victim's gender starts to reverse (male becoming female and <i>vice versa</i> ; a character from a species with more than two genders changes to a different, randomly determined sex); this process affects all of the involved reproductive organs over a period of 1D20 game hours; a character so discovered is usually considered a freak and has an effective Charisma score reduction of from 50% to 80%
67-68	61-62	59-60	55-56	51-52	Victim's luck severely diminished; penalty of 2D20 points to the victim's disfavour applies to the next 1D10 dice checks (e.g. Saving Throws, Morale Checks, etc.) he or she makes personally or on behalf of his or her party*
69-70	63-64	61-62	57-58	53-54	Victim is inflicted with <i>Ndyuj'é</i> (lycanthropy) (see description of <i>Njédyu</i> in Book "F", except that the disease's incubation period is assumed to have passed instantly, so the full effects of the curse of <i>Ndyuj'é</i> apply immediately); Referee rolls randomly to determine the form of <i>Njédyu</i> the victim will assume when he or she becomes a lycanthrope
71-72	65-66	63-64	59-60	55-56	Victim is inflicted with 1D3 Mental Disorders†*
73-74	67-68	65-66	61-62	57-58	Victim's best friend or most trusted party member becomes immediately and irrationally hostile, and will automatically betray victim in the worst way possible in each of the next 1D6 dangerous or stressful situations they both encounter*
75-76	69-70	67-68	63-64	59-60	2D4 of the victim's most useful, powerful or valuable items, which may be magical or ordinary, crumble into dust and are instantly and permanently destroyed, with no Saving Throw allowed. (The locations of the items are irrelevant; they are affected equally whether or not they are carried on the victim's person.) Use 1D20 to determine which items are affected: (1 to 5)– weapon; (6 to 10)– armour piece; (11 to 15)– miscellaneous item; (16)– book; (17 or 18)– writing or spell scroll; (19 or 20)– potion
77-78	71-72	69-70	65-66	61-62	Victim can never again make a successful call for Divine Intervention to the deity he or she currently worships (the call automatically fails to be heard), although it is still theoretically possible to change allegiance to a different deity who would not be affected by the results of this curse*
79-80	73-74	71-72	67-68	63-64	Victim is inflicted with 1D2 Physical Disorders†
81-82	75-76	73-74	69-70	65-66	Victim teleported 1D100 kilometres away in a random direction; there is only a 20% chance that this will be to an area on the open seas, if the victim is not normally able to survive unaided in maritime environments
83-84	77-78	75-76	71-72	67-68	1D6 of victim's personal characteristic scores (Strength, Agility, Constitution, Intelligence, Psychic Ability, etc.) drop by 2D4 points each*

(continued)





85-86	79-80	77-78	73	69	Victim is inflicted with 2D6 Mental Disorders*
87-88	80-81	79-80	74	70	1D6 wild creatures or monsters appear in a spot 1D6 metres from victim and instantly attacks; 60% chance these are an intelligent creature such as a <i>Brhà</i> ; Level of the first monster is always equal to highest profession Level of victim + 1D6 Levels; Levels of other monsters are determined randomly; if they are slain, they vanish along with any items carried or used
89-90	82-83	80-81	75	71	Paralysis of 5D20% of existing limbs (round fractions up)
91	84-85	82-83	76	72	Inflicted with severe amnesia; victim loses all knowledge of background, etc., and loses 5D20% of his or her learned abilities, spells, etc.
92	86-87	84	77	73	Victim's effective age and body form decreases to that of a young child (Age Class of "Child"); this causes the loss of 20+2D20% of the victim's learned skills, spells, etc., plus the expected problems in wearing adult-sized armour, etc.; furthermore, victim's Charisma for purposes of leading a group of adults drops by 80%
93	88-89	85	78	74	Victim is blinded or deafened (applicable sense score reduced to "3")
94	90	86	79	75	Victim is inflicted with 2D4 Physical Disorders†
95	91	87	80	76	Victim is instantly polymorphed into a wild creature or monster (System Shock check required); must pass a Saving Throw at [(Intelligence+Willpower) x 1 DMod] or the victim/monster maniacally attacks his or her former comrades, fighting until restrained or killed*
n/a	92	89	81	77	Randomly determined offensive spell cast at Level 3 to 12 (3D4) with 300 to 1200 EP (3D4 x 100) fired directly at victim; if necessary, assume the spell was cast from a point 1D20 metres away by a caster with a Missile Factor of 50
n/a	93	90	82	78	Victim is reduced to an imbecile; Intelligence score reduced to "3"
n/a	94	91	83	79	Completely paralyzed (in a coma); victim is unconscious, although alive (note possibility of death due to thirst and/or starvation, if not brought back to a secure location and constantly tended to)
n/a	95	92	84	80	Victim loses 1 Experience Level in all primary, secondary and tertiary occupations; if primary occupation Level drops below "1", victim is instantly slain (may be revived)*
n/a	n/a	93	85	81	Victim is polymorphed into (1D20): (1 to 7)– a gas; (8 to 15)– a liquid; (16 to 20)– a fine dust (System Shock check required); if not immediately captured into a suitable receptacle– for example, a gas bladder, bottle or vial– by an alert fellow party member (and the chances of this are not good, equal perhaps to a Situational Awareness check with a DMod of between 3 and 1)– the victim blows or drains away and is permanently dead (roll up another character...)
n/a	n/a	94	86	82	Inflicted with a disease; type of disease is (1D20): (1 to 10)– "Very Dangerous" disease; (11 to 15)– "Plague or Epidemic" disease; (16 to 20)– "Deadly" disease*
n/a	n/a	95	87	83	Victim suffers an immediate Critical Hit, which automatically penetrates any armouring he or she may have, in a randomly determined body area; consider this to have been made by a short-sword for damage calculation purposes
n/a	n/a	n/a	88-90	84-87	Victim is slain and dies immediately; may be revived
n/a	n/a	n/a	91	88-89	Victim teleported to another planet, Plane of Reality or universe; while there is only a 10% chance that the destination will be somewhere completely hostile to survival by characters from <i>Shakhàn's</i> "Normal" species types, the victim is for all intents and purposes out of the game (time to roll up a new character)
n/a	n/a	n/a	92-93	90-91	Victim is slain and dies immediately; body disintegrates with only a 10% chance it may be used to bring victim back to life
96	96	96	94	92	Roll again, but curse effects are delayed by 1D100 hours*
97	97	97	95-96	93-94	Roll again, but also affects 1D3 randomly determined characters within a radius of 1D12 m. of original curse victim
98	98	98	97-98	95-96	Roll again, but inflicts a Family Curse that affects 1D3 randomly determined members (for example the eldest son, third daughter, first wife, etc.) of the victim's Clan, family or bloodline, as well as original curse victim*, (1D20): (1 to 7)– immediately, but once only; (8 to 12)– upon reaching puberty; (13 to 15)– upon being married or mated; (16 to 18)– upon reaching adulthood; (19 or 20)– upon siring or bearing children
99	99	99	99	97-98	Roll again, but also affects 1D6 randomly determined characters within a radius of 1D100 m. of original curse victim
00	00	00	00	99-00	Roll Twice (ignore this result if it re-occurs)

* Characters should not be made aware of these effects unless the nature of the curse is obvious (for example a Physical Disorder that shrinks the character's size by 50 per cent) or unless the character somehow guesses what has happened, in the normal course of play.

† Check against the relevant table in Book "B", *Physical / Mental / Behavioral Disorders* chapter. At the option of the Referee, a Disorder inflicted in this manner can take from 1 to 20 game hours to fully manifest itself, to make its infliction less obvious.





21.26. Armour Cost Tables

21.26.1. Breastplates

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	20	40	80	160	320	640
11-45	Usual (D)	40	80	160	320	640	1280
46-90	Good (C)	80	160	320	640	1280	2560
91-95	Very Good (B)	160	320	640	1280	2560	5120
96-98	Excellent (A)	320	640	1280	2560	5120	10240
99-00	Exceptional (A+)	640	1280	2560	5120	10240	20480

A Breastplate protects the thorax or upper body region of a character; it usually protects both the front, back and sides.

21.26.2. Abdominal Coverings

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	10	20	40	80	160	320
11-45	Usual (D)	20	40	80	160	320	640
46-90	Good (C)	40	80	160	320	640	1280
91-95	Very Good (B)	80	160	320	640	1280	2560
96-98	Excellent (A)	160	320	640	1280	2560	5120
99-00	Exceptional (A+)	320	640	1280	2560	5120	10240

Abdominal coverings protect the abdomen or lower body region of a character; and usually protect both the front, back and sides.

21.26.3. Helmets, Armpieces and Legpieces

Quality Dice Roll	Armour Composition Armour Quality	Fur / Clothes	Leather	Wood	Chain Mail	Scale Mail	Plate Mail
01-10	Poor (E)	5	10	20	40	80	160
11-45	Usual (D)	10	20	40	80	160	320
46-90	Good (C)	20	40	80	160	320	640
91-95	Very Good (B)	40	80	160	320	640	1280
96-98	Excellent (A)	80	160	320	640	1280	2560
99-00	Exceptional (A+)	160	320	640	1280	2560	5120





Arm or leg coverings protect the arms and legs respectively; on a check of (01-75) the coverings are a type that will only protect the arms or legs if struck from the front or sides; on a check of (76-00) they will protect from all directions.

For the sake of simplicity, assume that a helmet will always protect the head area. The degree of neck protection afforded by a helmet is determined by a dice check: (01-25) Provides no protection whatsoever to neck area; (26-75) protects back and sides of neck only; (76-00) protects both front, back and sides of neck.

21.26.4. Shields

Quality Dice Roll	Armour Composition Armour Quality	Leather (small)	Leather (large)	Wood (small)	Wood (large)	Metal (small)	Metal (large)
01-10	Poor (E)	40	60	70	90	400	600
11-45	Usual (D)	50	70	150	200	600	800
46-90	Good (C)	100	150	300	400	900	1200
91-95	Very Good (B)	200	300	600	800	1500	1800
96-98	Excellent (A)	500	600	900	1100	5000	6000
99-00	Exceptional (A+)	700	900	1500	2000	10000	12000

See the Armour Protection Table for rules pertaining to the use of shields in combat.

21.27. Weapon Cost Tables

21.27.1. Standard Swords / Edged Slashing Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Dagger	Rapier	Parrying Sword	Short Sword	Long Sword	2-Handed Sword
01-10	Poor (E)	20	40	60	80	100	200
11-45	Usual (D)	40	60	80	100	200	400
46-90	Good (C)	60	80	100	200	400	800
91-95	Very Good (B)	80	100	200	400	800	1600
96-98	Excellent (A)	100	200	400	800	1600	3200
99-00	Exceptional (A+)	200	400	800	1600	3200	6400





21.27.2. Standard Axes

Quality Dice Roll	Weapon Type Weapon Quality	Hand-Axe	Standard Battle-Axe	Heavy Battle-Axe	2-Handed Battle-Axe	Halberd / Pole-Axe
01-10	Poor (E)	20	40	60	100	150
11-45	Usual (D)	40	60	100	150	300
46-90	Good (C)	60	100	150	300	600
91-95	Very Good (B)	100	150	300	600	1200
96-98	Excellent (A)	150	300	600	1200	2400
99-00	Exceptional (A+)	300	600	1200	2400	5000

21.27.3. Spears / Bladed Jabbing Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Javelin	Hand Spear	Pike / Lance	Pole Arm
01-10	Poor (E)	10	20	50	100
11-45	Usual (D)	20	40	100	200
46-90	Good (C)	40	60	150	400
91-95	Very Good (B)	60	80	300	800
96-98	Excellent (A)	80	100	600	1600
99-00	Exceptional (A+)	100	120	1200	3200

21.27.4. Full-Concussion Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Standard Club	Heavy Club	Standard Mace	Heavy Mace	Standard War Hammer*	Heavy War Hammer*
01-10	Poor (E)	5	10	20	50	30	60
11-45	Usual (D)	10	20	50	75	60	90
46-90	Good (C)	20	50	75	150	90	180
91-95	Very Good (B)	50	75	150	300	180	360
96-98	Excellent (A)	75	150	300	600	360	720
99-00	Exceptional (A+)	150	300	600	1200	720	1440

All weapons listed in the above Table are "concussion-eligible".





21.27.5. Miscellaneous Weapons

Quality Dice Roll	Weapon Type Weapon Quality	Quarter Staff*	Military Flail*	Morning Star*
01-10	Poor (E)	1	30	30
11-45	Usual (D)	5	60	60
46-90	Good (C)	10	90	90
91-95	Very Good (B)	20	180	180
96-98	Excellent (A)	50	360	360
99-00	Exceptional (A+)	100	720	720

* These attack types are "concussion-eligible".

21.27.6. Standard Missile Weapons

Quality Dice Roll	Launcher Type Projectile Type Weapon Quality	Short Bow (arrow)	Composite Bow (arrow)	Long Bow (arrow)	Light Crossbow (bolt)	Medium Crossbow (bolt)	Heavy Crossbow (bolt)
01-10	Poor (E)	25	50	75	30	60	90
11-45	Usual (D)	50	75	150	60	90	180
46-90	Good (C)	75	150	300	90	180	360
91-95	Very Good (B)	150	300	600	180	360	720
96-98	Excellent (A)	300	600	1200	360	720	1440
99-00	Exceptional (A+)	600	1200	2500	720	1440	3000

Costs for arrows range from 1 sp for a marginal quality arrow to about 50 sp for an exceptional one made by a renowned craftsman. Costs for crossbow bolts range from 2 sp for a poor-quality bolt to about 80 for a really good one.





21.28. Item Cost Table (I) (Clothing & Adventure Gear)

	<i>Dice Roll</i>	01-10	11-45	46-90	91-95	96-98	99-00
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)	Very Good / Uncommon / (B)	Excellent / Rare / (A)	Exceptional / Unique / (A+)
01	cloak, cape, robe	2	5	10	20	40	400
02	tunic, shirt, blouse	1	3	6	12	24	240
03	pants, culottes, kilt	2	4	8	16	32	320
04	hat, headdress	1	2	4	8	16	160
05	jacket, coat, pullover	3	5	10	20	40	400
06	sandals, leggings	0.5	1	2	4	8	80
07	shoes	1	2	4	8	16	160
08	boots	2	3	6	12	25	250
09	gloves, scarf, mittens	0.5	1	2	4	10	100
10	belt, leather harness	1	2	4	8	16	160
11	leather money belt	3	5	10	20	40	400
12	leather weapon belt	3	6	12	24	48	500
13	small leather backpack	2	5	10	20	40	400
14	large leather backpack	4	8	16	32	65	650
15	leather saddle bag	5	10	20	40	80	800
16	small burlap sack	1	2	4	8	16	na
17	large burlap sack	2	3	6	12	25	na
18	leather belt sheath	3	5	10	20	40	400
19	25-arrow leather quiver	4	7	15	30	60	600
20	leather wineskin	3	5	10	20	40	400
21	empty porcelain flask	1	2	4	8	16	160
22	blanket, sleeping bag	4	9	20	40	80	800
23	small wooden chest	5	10	20	40	80	800
24	large wooden chest	10	20	40	80	160	1600
25	metal/wood reinforced chest	60	100	200	400	800	8000
26	tent (2-man)	7	15	30	60	120	na
27	tent (5-man)	14	30	60	120	240	na
28	10 metres rope	3	5	10	20	40	na
29	standard torch	0.1	0.2	0.5	1	na	na
30	flask of lantern oil	2	3	6	12	na	na
31	standard oil lantern	6	15	30	60	120	1200
32	bullseye oil lantern	15	30	60	120	240	2500
33	standard candle lantern	6	12	24	50	100	1000
34	bullseye candle lantern	13	25	50	100	200	2000
35	tallow candle (1)	0.25	0.5	1	2	na	na
36	flint/steel tinderbox	5	10	20	40	80	800
37	iron spike (1)	3	5	10	20	50	na
38	3 metre wooden pole	2	3	6	12	25	na
39	leather horse saddle	22	40	80	160	320	3200
40	iron grappling hook	6	13	26	60	120	na
41	eating utensils (fork, knife)	2	5	10	20	40	500
42	eating plate	1	2	5	10	20	250

Note: The item numbers in the left-hand column are for convenience, in case the Referee needs to quickly determine the identity of a randomly determined mundane item.





21.29. Item Costs (II) (Food, Drink & Livestock)

	<i>Dice Roll</i>	01-10	11-45	46-90	91-95	96-98	99-00
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)	Very Good / Uncommon / (B)	Excellent / Rare / (A)	Exceptional / Unique / (A+)
43	1 tankard beer	0.1	0.2	0.7	1	5	na
44	1-litre keg beer	0.3	0.6	2.1	3	15	na
45	1 glass wine	0.25	0.5	1	5	50	500
46	1-litre bottle wine	0.75	1.5	3	15	150	1500
47	1 shot whiskey, spirits	0.5	0.75	1.5	7	40	450
48	1-litre bottle, whiskey, spirits	1.5	2.35	4.5	21	120	1200
49	1 shot liqueur, other drink	1	2	2.5	8	100	750
50	1-litre bottle, liqueur, other drink	3	6	8	24	300	3000
51	1 kg. fruit, vegetables	0.05	0.1	0.5	1	5	na
52	1 kg. <i>Mngàshaa</i> -meat (poultry)	0.5	1	2	5	10	25
53	1 kg. <i>Edùuh</i> -meat (pork/mutton)	1	2	5	10	20	50
54	1 kg. <i>Fefitsma</i> -meat (beef)	1.5	3	8	15	30	75
55	1 kg. <i>Haddòikh</i> -meat (fish)	0.25	0.5	1	2	5	10
56	1 kg. cheese, bean curd, milk	0.1	0.15	0.3	0.9	3	10
57	1 loaf <i>Charhéah</i> (<i>Fé'i</i>) bread	0.025	0.05	0.1	0.25	na	na
58	1 kg. <i>Charèppa</i> -root sugar	0.2	0.3	0.5	1.3	na	na
59	0.5 kg. salt	1	1.5	3	6	na	na
60	0.1 kg. pepper, seasonings	1.5	2	4	10	50	250
61	1-person meal (stew) at inn	0.5	1	2	5	55	550
62	1-person preserved rations	1	2	5	10	na	na
63	cake, sugared pastry	0.75	1	3	5	10	125
64	0.5 kg. nuts, berries	0.25	0.5	1	10	100	1000
65	0.1 kg. truffles, exotic foodstuffs	3	10	50	250	500	5000
66	10 fresh <i>Mngàshaa</i> -eggs	0.07	0.15	0.3	1	5	35
67	0.1 kg. <i>Ssirva</i> -tea (makes 1 pot)	0.05	0.1	0.5	2	6	50
68	adult <i>Edùuh</i> (pig)	10	20	50	100	200	300
69	<i>Edùuh</i> piglet	3	6	15	30	60	120
70	adult <i>Fefitsma</i> (yak)	15	30	80	150	300	750
71	<i>Fefitsma</i> calf	5	9	25	50	100	250
72	adult <i>Mngàshaa</i> (chicken)	5	10	20	50	na	na
73	<i>Mngàshaa</i> chick	1	2	3	5	na	na
74	adult donkey	10	20	50	100	200	300
75	donkey foal	3	6	15	30	60	120
76	adult pony	12	25	60	120	240	400
77	pony foal	5	8	20	40	80	180
78	adult riding horse (<i>Kwhài'Khlé</i>)	20	50	100	200	500	1500
79	riding horse foal	7	20	40	80	260	600
80	adult workhorse	25	60	120	250	600	1800
81	workhorse foal	8	25	50	90	310	700
82	adult warhorse	50	120	250	500	1000	2500
83	warhorse foal	22	40	80	210	450	1100
84	1 kg. animal fodder	0.01	0.02	0.05	0.1	0.5	1

Examples of poor-quality beers would be *Thàid* (thought to contain fermented urine and other unpalatable substances), *Choice of the Toiler* and *Dhùngut*. Slightly better blends would include *Byrstn*, *Colonial* and *Mhàngu*. Good beers include *Still-Water*, *Hòpershmm* and *Phàdpher Export*. The two best beers available in northern Ushù'l are *Bècheron* and *Vàl'Dchèrr*. Low-quality wine types would include *Dràchenerg* (red) and various house blends. Better qualities include *House of Maurdoc* (burgundy), *Tysòmberrie* (white) and *Nasin Rosé* (beaujolais). The three most expensive wines in northern Ushù'l are *Trennische* (a light white), *El-Shapòeh* (a sweet, flavoured wine) and *Golden Excelsior* (champagne). Cheap (and very potent) whiskeys include *The Fire-Water of Glògg of the North* and *The Red Eye*. Better varieties include *The Pink Eye*, *Hýsston* (a rye) and *Firswittsh*. The best whiskey is *Spirit of the Nòlan*, a type of "scotch".

Other alcoholic beverages include three types of mead, given here in ascending order of quality and cost: *Highwayman's*, *Ranger's Warmth* and *Pride of Roctien*. One of the best, and most expensive, liqueurs in northern Ushù'l is *Cream of Mèlepang*, a type of "schnapps" distilled from a rare fruit available only south of the *Nòlan Oblé*.

In most cases the names of named varieties of beer, wine and spirits refer to the clan that brews them, not to "brand names" as would be understood on modern Earth.





21.30. Item Costs (III) (Animals, Slaves, Services & Transportation)

	<i>Dice Roll</i>	01-10	11-45	46-90	91-95	96-98	99-00
Item #	Quality / Rarity / Level of Craftsmanship Item Description	Poor / Ubiquitous / (E)	Usual / Sold Everywhere / (D)	Good / Common / (C)	Very Good / Uncommon / (B)	Excellent / Rare / (A)	Exceptional / Unique / (A+)
85	adult pet <i>Jòma</i> (house-cat)	3	6	12	25	75	250
86	<i>Jòma</i> kitten	1	2	4	5	15	50
87	adult pet <i>Kharù</i> (dog, coyote-size)	6	12	24	50	100	500
88	<i>Kharù</i> puppy	2	3	6	20	40	220
89	adult <i>Kharùlo</i> (guard dog)	8	20	30	60	130	650
90	<i>Kharùlo</i> puppy	3	6	12	25	60	310
91	adult <i>Kharùmol</i> (large dog)	10	30	50	100	200	800
92	<i>Kharùmol</i> puppy	4	14	22	45	95	400
93	<i>Sairicha</i> -bird (canary)	1	1.5	2	3	5	50
94	adult slave, "Common" race	50	100	200	400	800	2000
95	child slave, "Common" race	25	50	100	200	400	1000
96	adult slave, "Uncommon" race	100	200	400	800	1600	4000
97	child slave, "Uncommon" race	50	100	200	400	800	2000
98	adult slave, "Rare" race	200	400	800	1600	3200	10000
99	child slave, "Rare" race	100	200	400	800	1600	5000
100	lodging, 1 person, per night	0.25	0.5	1.5	5	50	250
101	25 minutes with prostitute	0.5	1	2.5	15	150	1500
102	clothes cleaning, 1 outfit	0.01	0.02	0.05	0.1	0.5	2
103	shave, manicure, pedicure	0.02	0.05	0.1	1	5	25
104	information obtained by bribery	0.02	0.2	2	10	100	1000
105	favour obtained by bribery	0.05	0.5	5	50	500	5000
106	petition to ruler, legal services	2	5	10	50	250	2500
107	bird cage	0.1	0.2	0.5	1	10	100
108	horse/donkey cart, 4-person	2	4	8	16	50	na
109	open wagon, 6-person	5	10	30	50	100	250
110	covered wagon, 10-person	10	20	50	80	160	400
111	rowboat, canoe, 2-person	3	5	10	20	50	100
112	small sailboat, 4-person	10	20	50	80	160	400
113	large sailboat, 8-person	20	40	100	160	320	650
114	small galley, 20-person	200	400	800	1000	2000	5000
115	medium galley, 40-person	400	800	1600	2000	4000	10000
116	large galley, 80-person	800	1600	3200	4000	8000	16000
117	navigational map	10	20	50	100	1000	10000
118	1 dose recreational drugs	0.5	1	5	25	250	2500

The most common type of drug is *Pré-Sngàra*. Uncommon drugs include *Ssòl-Hléia*. Rare drugs include *Opinèra*. A very rare drug that is a prohibited substance in most regions is *Adàja*.





21.31. Yearly Calendar Of Northern Ushù'l

[1] Bègj (summer)

New Year 1	Tiryé, Fèf 2	Tiryé 3	Tiryé 4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	J-S 23	J-S 24	J-S 25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	K-R 40
41	42	43	44	45	46	47	48	49	50

[2] Otchéyàyn (summer)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	Bà 17	18	19	20
Hé 21	Hé 22	23	24	Nia 25	26	27	28	29	30
31	32	33	34	Ya 35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

[3] Khèpp (summer/autumn)

Vò 1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	Vò 16	Vò 17	18	19	20
21	22	23	24	25	26	27	28	Rss 29	Rss 30
Rss 31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	Hné 47	48	49	50

[4] Nahàdjarònyé (autumn)

J-S 1	J-S 2	J-S 3	J-S 4	J-S 5	6	7	8	9	Ki 10
Ki 11	Ki 12	Ki 13	Ki 14	Ki 15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	Bà 33	34	35	36	37	38	39	40
41	42	43	Fèf 44	45	46	47	48	49	50

[5] S-Tsèrack (autumn/winter)

1	2	3	4	Watchers 5	6	7	8	9	10
11	12	13	14	15	Nia 16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	Fèf 46	47	48	49	Had 50

[6] Lhòrentayn (winter)

Yog 1	2	3	4	5	6	7	8	9	Nan 10
Nan 11	Nan 12	Nan 13	Nan 14	Nan 15	Nan, R-P 16	R-P 17	R-P 18	R-P 19	R-P 20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	Bà 43	44	45	B'àbb 46	B'àbb 47	B'àbb 48	B'àbb 49	B'àbb 50

[7] Uhrack (winter)

Bà 1	2	3	4	5	Tiryé 6	7	8	9	The NO 10
11	12	13	14	15	16	17	18	19	Bà 20
21	22	23	24	On , Yog 25	Yog 26	27	28	29	30
31	32	H'ongg 33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	The NO 49	50

[8] Vhùnuhrack (winter)

1	2	3	4	5	6	7	R-P 8	R-P 9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	Z-R 50

[9] Jàx (spring)

Fèf 1	Fèf 2	Fèf 3	Fèf 4	Fèf 5	Had 6	Bà 7	8	9	10
11	12	13	14	Bà 15	Henns 16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	K-R 35	K-R 36	K-R 37	38	39	40
41	42	43	44	45	46	47	48	49	Had 50

[10] Phèrn-Rôya (spring/summer)

Tiryé, Had 1	Tiryé 2	Tiryé 3	Tiryé 4	Tiryé 5	6	7	8	9	10
11	12	Bà 13	14	15	16	17	18	19	20
21	22	23	24	25	Bss 26	Bss 27	Bss 28	Bss 29	Bss 30
Fèf 31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	Z-R 50





The names of the months listed above are given in Rocto-CathSinnian, as would be used in modern Roctien, East Roctien and Ardtien; most of the calendars of other regions northern *Ushù'l* are also approximately 500 days long, although they include various minor structural differences and also have different names for the months of the year. The holiday codes shown above are abbreviations of the deity to which the day in question is sacred; for example, a day marked "Tiryé" is sacred to fierce *Virya* Tiryé-Habéla. The exact names of the holiday dates and their significances are *For Future Release*.





21.32. Standard Daily Time Record

5 am - 6 am Dawn (Night in Winter) <i>Breakfast</i>	
6 am - 7 am Dawn	
7 am - 8 am Dawn	
8 am - 9 am (Dawn in Winter)	
9 am - 10 am	
10 am - 11 am	
11 am - 12 noon	
12 noon - 1 pm <i>Lunch</i>	
1 pm - 2 pm	
2 pm - 3 pm	
3 pm - 4 pm	
4 pm - 5 pm	
5 pm - 6 pm	
6 pm - 7 pm (Dusk in Winter) <i>Dinner</i>	
7 pm - 8 pm Dusk	
8 pm - 9 pm Dusk	
9 pm - 10 pm Dusk (Night in Winter)	
10 pm - 11 pm Night - <i>Sleep</i>	
11 pm - 12 pm Night - <i>Sleep</i>	
12 pm - 13 midnight Night - <i>Sleep</i>	
13 midnight - 1 am Night - <i>Sleep</i>	
1 am - 2 am Night - <i>Sleep</i>	
2 am - 3 am Night - <i>Sleep</i>	
3 am - 4 am Night - <i>Sleep</i>	
4 am - 5 am Night - <i>Sleep</i>	

