

SKILL GROUPS

Particular injury, disease, poison, or a potion may influence adventurer skills in the same general way. Some logical clusters follow.

AGILITY: Brawl, Climb, Dodge, Move Quietly, Jump, Swim, Throw, Wrestle, all weapons.

COMMUNICATION: Art, Bargain, Disguise, Fast Talk, Oratory, Other Language, Own Language.

KNOWLEDGE: Evaluate, Insight, Million Spheres, Natural World, Navigate, Potions, Unknown Kingdoms, Young Kingdoms.

MANIPULATION: Conceal Object, Craft, Hide, Pick Lock, Physik, Ride, Repair/Devise, Sailing, Scribe, Trap.

PERCEPTION: Listen, Search, Scent/Taste, Track.

DAMAGE BONUS TABLE

STR +SIZ	modifier to damage roll	STR +SIZ	modifier to damage roll
2 to 12	-1D6	73 to 88	+4D6
13 to 16	-1D4	89 to 104	+5D6
17 to 24	zero	105 to 120	+6D6
25 to 32	+1D4	121 to 136	+7D6
33 to 40	+1D6	137 to 152	+8D6
41 to 56	+2D6	153 to 168	+9D6
57 to 72	+3D6	167 to 184	+10D6

For each additional 16 or fraction thereof, add 1D6 more.

SIGNIFICANT INTERVALS TABLE

- age of Bright Empire — approx. 10,000 years
- age of the world — 40,000+ years.
- attempt Craft — 5 game minutes to 10 game days.
- attempt Fast Talk — 1-5 game minutes.
- attempt Oratory — 20 game minutes to several game hours.
- break out of an octagon — 1D8 game minutes.
- call a bound demon from another plane — 1 combat round.
- cast an ordinary spell — 1 combat round.
- combat round — approx. 12 seconds.
- dismiss a demon — 1D8 game minutes
- dismiss an elemental — instantaneous.
- dismiss a spell — instantaneous.
- do research about Million Spheres, Scribe, or Kingdoms — at least 8 game hours, no more than 1 roll daily.
- draw, sheath, or pick up a weapon — 5 DEX-ranks: weapon is ready to use on the sixth DEX-rank.
- duration of spell — equal to its caster's POW in combat rounds.
- experience rolls — 1 game week or several.
- invoke — a few game minutes to 1D8 game hours.
- move 2 MOV — 5 DEX-ranks
- move 4 MOV — 10 DEX-ranks
- ready a spell — that number of combat rounds equal to the maximum magic points needed to cast the spell.
- regenerate all magic points — 24 game hours.
- regenerate one magic point after reach zero — 1 game hour.
- regenerate 1D3 hit points — 1 game week.
- ride 35 miles — 1 game day.
- summon Beast-Lord or Plant-Lord — 1D6 game hours.
- summon demon — 1D8 game hours for unbound entities.
- summon elemental — 1D6 combat rounds.
- training experience roll, weapons — approx. 3 game weeks.
- training experience roll, non-weapons — approx. 12 game weeks.
- walk 20 miles — 1 game day.

MAJOR WOUND TABLE

THE ADVENTURER MUST have sustained a major wound. Roll to learn where. Then make a Luck roll: if it succeeds, then the adventurer loses the hit points, but not the characteristic points. If the Luck roll fails, then the adventurer loses both the hit points and the characteristic points.

Multiple descriptions of injuries occur. Create what is appropriate to your situation. Make up points lost from most characteristics through special response or training of the characteristic, but the scars remain. The loss is permanent if nothing is done.

Re-calculate hit points, damage bonus, the number of spells, summonings, etc., held in memory, and so forth.

- 01-10 severed leg tendons causing limping, or fused ankle bones causing limping, or back muscles or spinal nerve damage bending the torso to the left or right, or a shattered knee that cannot bend, or make up your own. Lose 1D3 DEX. The maximum MOV is now that 1D3 less. Still able to fight.
- 11-20 much of your nose has been sliced away, or multiple scars deface both hands, or an ear has been cut off, or a livid three-inch scar lends an evil cast to your face, or make up your own. Lose 1D3 APP. Your visible and unappealing deformity cannot be disguised. Still able to fight.
- 21-30 wrist or hand damage, or a slab of arm or shoulder muscle has been cut away, or a chunk was hewn from thigh or calf muscles, or you have spinal nerve damage, or several fingers or toes were severed, or make up your own. Lose 1D3 STR; this loss may change what weapons you can swing. Still able to fight with a weapon, but not a shield.
- 31-40 a punctured lung leads to a weakened respiratory system, or deep stomach wounds chronically reinfect, or belly wounds weaken your digestion and general health, or you damaged kidneys and liver, or make up your own. Lose 1D3 CON; maximum MOV is now that 1D3 less, and hit points may be lower. Still able to fight.
- 41-50 concussion damages hearing and limits Listen and Insight to maximums of 65 percent; or cuts to the head thereafter requiring Luck rolls each time to use the skills Million Spheres, Potions, Unknown Kingdoms, and Young Kingdoms; or blows or cuts which affect depth perception and leave missile-weapon skills at maximums of 65 percent; or multiple cuts to the face and neck limit the skills of Bargain, Fast Talk, Oratory, and spoken languages to 65 percent maximum, or make up your own. Lose 1D3 INT; this loss affects the adventurer's ability to cast magic. Still able to fight.
- 51-60 see 01-10 for what happened, which now expands to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. Unable to fight.
- 61-70 see 11-20 for what happened, which now includes worse mutilations. Lose 1D6 APP; it creates one or more visible deformities that cannot be disguised. Still able to fight.
- 71-80 see 21-30 for examples of mutilating cuts and losses. Lose 1D6 STR; change hit points and damage bonus. Still able to fight.
- 81-90 see 31-40 for various wounds to the vitals. Lose 1D6 CON; may affect damage bonus and reduces MOV by that number of units equal to the 1D6 result rolled. Unable to fight.
- 91-92 bad facial and vocal-cord injuries. Lose 1D6 APP; lower the Charisma roll respectively. Still able to fight.
- 93-94 broken bones and severed ganglia. Lose 1D6 DEX; from now on the adventurer can only use shields and 1H hand-to-hand weapons. Still able to fight.
- 95-96 nerve damage to left or right arm. Lose 1D6 DEX; hereafter only the other arm can wield weapons or shields. Still able to fight.
- 97-98 nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arm nor hand can wield anything. Unable to fight.
- 99 adventurer is mutilated by vicious wounds. Lose 1D3 points each from APP, DEX, and CON, and describe the results. Unable to fight.
- 00 adventurer was deliberately mutilated after collapsing. Remove 1D4 points each from any of four characteristics, and describe the results. Unable to fight.

DODGE SKILL AGAINST ATTACKS EVADE, DISENGAGE, OR CLOSE

dodger	attacker	result
critical	impale	blow strikes for full effect.
critical	critical, success, failure, fumble	dodging character is able to disengage, evade, or close; if against a fumble, the foe falls down, or must receive a roll on the fumble table.
success	impale, critical	blow strikes for full effect.
success	success, failure	dodging character evades, disengages, closes.
success	fumble	dodging character evades, disengages, or closes; attacker falls down, or must receive a roll on the fumble table.
failure	impale, critical, success	blow strikes for full effect.
failure	failure	foes maintain relative distance.
failure	fumble	the foes maintain relative distance; the attacker must receive a fumble table roll.
fumble	impale, critical, success	blow strikes for full effect; dodging character also slips and falls down.
fumble	failure	dodging character falls down.
fumble	fumble	no effect: sneer, and try again.

TYPICAL OCCUPATIONS

See page 40. Choose an occupation from those below, or choose one of the columns and roll D100 for a random result.

THE 'RELATIVE' COLUMN gives the relative incidence of occupations as Moorcock portrays the violent lands of the Young Kingdoms. The 'straight-line' column gives the adventurer an equal chance for each occupation. Though the 'relative' column is more realistic, only the straight-line column gives a good chance to have a background other than that of peasant.

relative % D100	straight-line % D100	occupation
01-02	01-05	Beggar
03-06	06-10	Craftsperson, Shopkeeper
07-10	11-15	Hunter
11	16-20	Lost, Forgotten
12	21-25	Mercenary, Bodyguard
13	26-30	Merchant
14	31-35	Minor Noble
15	36-40	Nomad
16	41-45	Paid Assassin, Thug
17-76	46-50	Peasant, Farmer
77	51-55	Physician, Apothecary
78-80	56-60	Sailor
81	61-65	Scribe, Engineer
82	66-70	Shaman, Priest, Cultist
83-88	71-75	Slave (freed or escaped)
89-91	76-80	Small Trader
92-97	81-85	Soldier, Guard, Watchman
98	86-90	Tax or Rent Collector
99	91-95	Thief
00	96-00	Troubadour, Entertainer

EVASION AND DETECTION MATRIX

THE SKILL being attempted is Conceal Object, Disguise, Hide, Move Quietly, or Trap. A casual observer has neither reason to look, nor reason not to look. An active observer has a good reason for looking about, often or constantly in the case of a watchman.

	casual observer	active observer
critical	Notices nothing.	Notices only with a critical Evaluate, Insight, Listen, Search, Scent/ Taste, or Track, as appropriate.
success	Notices nothing.	Notices with a critical or a success, using Evaluate, Insight, Listen, Search, Scent/Taste, or Track, as appropriate.
failure	Might Evaluate, Insight, Listen, Search, Scent/ Taste, Search, Track to notice.	Notices.
fumble	Notices.	Notices.

A CABINET OF POISONS

poison	POT	speed of effect, symptoms
adder venom*	10	15-60 minutes. Swelling, sweating, violent spasms.
arsenic	16	1-24 hours. Searing pain, vomiting, violent diarrhea.
belladonna	16	2-48 hours. Rapid heart beat, impaired vision, hallucinations, convulsions.
cyanide	20	1-15 minutes. Dizziness, convulsions, fainting.
dragon venom*	20**	1-5 minutes. Speedy, maddening pain, extraordinary hallucinations.
mushrooms	15	6-24 hours. Violent stomach cramps, vomiting, hallucinations, jaundice.
noidel berries	15	1-2 hours. Lassitude, sweating, crescendo of pain shortly before death.
scorpion sting*	9	1-2 days. Intense pain, weakness, hemorrhaging.
spider bite*	8	1-6 hours. Chills, sweating, nausea.
strychnine	20	10-20 minutes. Violent muscle contractions, asphyxiation.
viper venom*	16	15-60 minutes. Convulsions, respiratory failure.
wine of Bakshaan	no POT x5 roll.	1-2 hours. Hallucinations, plus madness if failed POW

* POT values for living things are averages, and can vary widely by health, age, or sex within the same species.

SPELLS CATEGORIZED

SPELLS OF WAR

Hell's Armor (1-4)
 Hell's Bulwark (1-4)
 Hell's Hammer (1-4)
 Hell's Razor (1-4)
 Hell's Sharp Flame (1-4)
 Hell's Talons (1-4)

SPELLS OF DOING

Bonds Unbreakable (3)
 Breath of Life (1)
 Buzzard Eyes (1)
 Demon's Ear (1)
 Demon's Eye (1)
 Heal (2)
 Liken Shape (4)
 Make Fast (1)

Make Whole (4)
 Midnight (1)
 Moonrise (1)
 Rat Vision (1)

SPELLS OF BEING

Fury (1)
 Muddle (1)

SPELLS OF THE UNSEEN WORLD

Brazier of Power (4)
 Chain of Being (4)
 Chaos Warp (4)
 Curse of Chaos (4)
 Field of Law (4)
 Four-In-One (2-8)
 Membrane of Law (3)

Pox (1)
 Refutation (1-4)
 Summon BL/PL (5)
 Summon Demon (1)
 Summon Elemental (1)
 Undo Magic (1-4)
 Ward (3)
 Witch Sight (3)

SPELLS OF THE CHARACTERISTICS

Horns of Hionhum (1-3)
 Plasticity of Balo (1-3)
 Sinew of Mabelode (1-3)
 Soul of Chardros (1-3)
 Speed of Vezhan (1-3)
 Suppleness of Xiombarg (1-3)

Visage of Arioch (1-3)
 Wisdom of Slortar (1-3)

SPELLS OF THE ELEMENTS

Bounty of Straasha (4)
 Flames of Kakatal (4)
 Gift of Grome (4)
 Wings of Lassa (4)

SPELLS OF AUGMENTATION

Cloak of Cran Liret (1-4)
 Span of Cran Liret (1-4)
 Sureness of Cran Liret (1-4)
 Tread of Cran Liret (1-4)

SPELL SUMMARY

EACH EFFECT LASTS FOR THE DURATION OF THE SPELL.

<i>Spell (magic points)</i>	<i>Effect</i>		
Bonds Unbreakable (3)	immobilizes victim, MP:MP.	Liken Shape (4)	target assumes aspect of another person or animal, does not change SIZ.
Bounty of Straasha (4)	creates small flood.	Make Fast (1)	glues together two smallish inanimate things.
Brazier of Power (4)	creates reservoir of magic points.	Make Whole (3)	repairs an inanimate thing of moderate size.
Breath of Life (1)	grants breathable air.	Membrane of Law (3)	creates impenetrable membrane.
Buzzard Eyes (1)	control carrion bird & see through its eyes.	Midnight (1)	creates an area of darkness.
Chain of Being (4)	pools peoples' MPs to summon a demon or elemental.	Moonrise (1)	creates a floating globe of light.
Cloak of C.L. (1-4)	Hide skill +20 percentiles per MP.	Muddle (1)	disorients target, MP:MP.
Chaos Warp (4)	permanently endows target with a demonic ability.	Plasticity of Balo (1-3)	adds or subtracts 3 SIZ per 1 MP.
Curse of Chaos (4)	endows target with Chaotic quality and possibly Chaotic appearance.	Pox (1)	lowers target 1D6 MP, MP vs. MP.
Demon's Ear (1)	whisper to another who can be seen without aid.	Rat Vision (1)	control rodent and see through its eyes.
Demon's Eye (1)	each MP doubles the closeness of what can be seen.	Refutation (1-4)	defends MP:MP against Undo Magic.
Field of Law (4)	Lawful caster creates touch-range field where other spells and demon abilities do not work.	Sinew of Mabelode (1-3)	adds 3 STR per 1 MP.
Flames of Kakatal (4)	creates hovering flame.	Soul of Chardros (1-3)	adds 3 POW per 1 MP.
Four-In-One (2-8)	those with pure motives combine to form a single silvery champion.	Span of C.L. (1-4)	Jump skill +20 percentiles per 1 MP.
Fury (1)	enrages target, who attacks twice per round with +5 DEX.	Speed of Vezhan (1-3)	adds 1 MOV per 1 MP.
Gift of Grome (4)	creates small avalanche of earth.	Summon Beast-Lord or Plant-Lord (5)	must be cast in order summon a Beast-Lord or Plant-Lord.
Heal (2)	adds 1D3 hit points per wound.	Summon Demon (1)	must be cast in order to summon a demon.
Hell's Armor (1-4)	1 point of armor per 1 MP.	Summon Elemental (1)	must be cast in order to summon an elemental.
Hell's Bulwark (1-4)	1 point armor to shield per 1 MP.	Sup. of Xiombarg (1-3)	adds 3 DEX per 1 MP.
Hell's Hammer (1-4)	1 point damage for blunt weapon per 1 MP.	Sureness of C.L. (1-4)	Climb skill +20 percentiles per 1 MP.
Hell's Razor (1-4)	1 point dam. with edged weapon per 1 MP.	Tread of C.L. (1-4)	Move Quietly skill +20 percentiles per 1 MP.
Hell's Sharp Flame (1-4)	1 point damage with impaling weapons per 1 MP.	Undo Magic (1-4)	cancels per MP Bonds Unbreakable, Bounty of Straasha, Flames of Kakatal, Fury, Gift of Grome, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of Lassa, Witch Sight.
Hell's Talons (1-4)	1 point dam. with natural weapon per 1 MP.	Visage of Arioch (1-3)	adds 3 APP per 1 MP.
Horns of Hionhum (1-3)	+3 CON per 1 MP.	Ward (3)	creates magical alarm.
		Wings of Lassa (4)	creates air, a blast of wind.
		Wisdom of Slortar (1-3)	adds 3 INT per 1 MP.
		Witch Sight (3)	evaluates magical entities and situations.

COMBAT SUMMARY

attack	parry	result
hits	intercepts	Attacker's blow is deflected.
hits	misses	Defender is hit and may lose hit points.
misses	—	Defender maintains his guard; defender's player need not roll.
fumbles	—	As per attacker's miss above, plus attacker rolls on fumble table.

ATTACK AND PARRY MATRIX

ATTACK	PARRY	CONSEQUENCE
impale	critical	Defender blocks damage, no result.*
impale	success	The attack slips by enough to do ordinary damage and ignores armor.
impale	failure, fumble	The attack ignores armor, does double damage; if defender fumbles, also roll on fumble table.
critical	critical	Defender blocks damage, no result.*
critical	success	Attack hits hard enough to do ordinary damage, armor defends normally; if parrying with weapon and not a shield, lower weapon hit points by 4.
critical	failure, fumble	Attack does double damage, armor defends normally; if defender fumbles, also roll on fumble table.
success	critical	Parry succeeds; lower attacker's weapon hit points by 2 if not a shield.
success	success	Defender blocks damage, no result.*
success	failure, fumble	Attacking blow does normal damage, armor protects normally; if defender fumbles, also roll on fumble table.
failure	—	No damage, no effect; play continues.
fumble	—	Attacker rolls on fumble table.

THE RESISTANCE TABLE

ACTIVE CHARACTERISTIC

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	
19	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	
20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	
21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	
23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	
24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	
25	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	
26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	
27	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	
28	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	
29	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	
30	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	
31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	