

# Oracle: Mystic Cave

**Area of Effect:** Within the Mystic Cave only.

**Avoidance-roll:** None.

**Charges:** 1-D100. Each time the cave is entered into, 1 charge will expend, wether the one who enters is successful or not.

**Command word(s):** None. Stepping within the cave itself will cause the enchantments of the cave to come to life.

**Damage:** None. What is encountered within the cave is what can be lethal.

**Duration:** One full encounter.

**Effect time:** instant upon entering the cave.

**Explanation:** When one steps into this cave, the cave entrance will collapse, shutting the way back out until a test is completed. After entering, and after the entrance is sealed, a voice will echo through the cavern, boldly declaring, "The test is begun."

Remember that one that goes into the Mystic Cave . . . may never return.

Roll on the following chart to see the general type of trial that will test the one who has entered vs. his or her level:



01-10: Random level 1 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1 random treasure item from the UnCommon chart in the Treasure Book (this will be a single item only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 1 point of wisdom.

Victory Reward: 1-D6 x3 black-gold and +1 point of wisdom permanently added to current wisdom.

21-30: Disarm 1 random trap. The trap level will be set at 60. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x2 modification-points

31-40: A magic overcomes the one who has entered into the Mystic Cave. Make a successful avoidance-roll vs. "Magic" or fall to a powerful sleep spell that will last for 1-D4 days. No luck can be used to avoid this magic. If magic-resistance negates this magic, the reward will double.

Victory Reward: 1-D4 random gems.

41-50: Fight yourself and win.

Victory Reward: 1-D6 full treasure checks, starting from the UnCommon chart.

51-60: Fight one random level 1 Undead.

**Victory Reward:** All the weapons you use proficiently, yet only the ones you are currently carrying, ready for battle upon your person, will gain +1 Rank. If your weapons are Rank-0, they will become magical (Rank-1). See: "Weapons, Magic" in the W section of the Basic Rules Book.

61-70: The cave stretches back into a long corridor with a side-chamber halfway through the long, dark, tunnel. Within this chamber waits a 1st level ogre. You must sneak past the entrance without the ogre taking notice of you. If you can do this, you are victorious. If you are spotted, you must defeat the ogre. Add your coordination to your % roll. The ogre will add its awareness to its % roll. If you can score higher than the ogre, you will sneak past it unnoticed. If it rolls higher than you, it will attack and you must defeat it. If you sneak past the ogre, you are victorious, and if you defeat it you are also victorious.

Victory Reward: For sneaking past the ogre undetected: One full set of magical skin (inner) armor, and one full set of magical (outer) armor. Roll this armor up in, "Armor, Magic" section of the Treasure Book.

Defeating the ogre: 2 full, random, treasure checks. Roll from the UnCommon section of the Treasure Book.

71-80: Cave transforms itself into a dungeon, in which you must clear out completely. There will be 1-D6 +2 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a dungeon created, quickly do so now, or roll again.

Victory Reward: All treasure that creatures and the dungeon itself yields up as a reward, and 1 special gem. See: "Gems" in the Treasure Book for details.

81-90: Three colored globes of light appear, hovering before you. The colors are: red, yellow and blue. They must be touched in the correct order, or 6-D6 damage will be taken to all areas of your body. The G.M. will put them in the order in which they must be touched. You may have as many chances to get the right order as you wish, but remember that you will be struck with damage each time you are wrong. If unconsciousness occurs, your test will end, and you will be thrust from the Mystic Cave. If you die, you will never be seen again.

Victory Reward: One magical ring from the R section of the Enchanted Items in the Treasure Book.

91-00: The cavern seals itself completely. Water begin filling up the chamber you are in. It fills completely in 2 turns (10 seconds). The water will remain for 3-D20 turns. If you fall unconscious, the Mystic Cave will spit you out. Death will never occur in this test, but you will lose all but the clothes you have on.

Victory Reward: Take your pick of one the following rewards the Mystic Cave will offer:

- 1 Become a fish (salt or fresh water) at will 3 times. You may stay as a fish for as long as you like. It will take 3 turns (15 seconds) to shape change into the fish of your choice and the same amount of time to change back to your natural self.
- 2 Gain the loyal friendship of one "Mer" of your choice at any time and any place as you encounter him or her. This will be a life-long, unbreakable, friendship.
- 3 Be able to breath water 3 times. The time that you will be able to breath water will be as long as you are submersed. You may share this gift with another as well.
- 4 Be able to communicate with all forms of fish 3 times for 72 hours. You may share this gift with another as well.
- 5 Be able to do the following with water 3 times:
  1. Create or Stop a rain storm
  2. Create or stop a current flow (strong enough to move or stop a ship for 24 hours);
  3. Hydrate self or other
  4. Locate ample water source quickly
  5. Stop water-spell or ability
  6. Walk on water for 24 hours.



01-10: Random level 6 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1 random treasure item from the rare chart in the Treasure Book (this will be a single item only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 2 points of wisdom.

Victory Reward: 1-D6 x6 black-gold and +2 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 x2 full treasure checks, starting from the UnCommon chart.

31-40: Cave transforms itself into a dungeon, in which you must clear out completely. There will be  $2-D6 + 1$  rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a dungeon created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the dungeon setting.

Victory Reward: All treasure that creatures and the dungeon itself yields up as a reward, and 2 special gems. See: "Gems" in the Treasure Book for details.

41-50: Goblin horde attacks! 2-D6 x4 2nd level common goblins converge on you from all sides. Defeat them all, or you will perish!

Victory Reward: All treasure that drops from the goblins will be yours, and 1-D4 +1 random enchanted items.

51-60: Disarm 2 random traps. The trap levels will be set at 80. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x3 modification-points

61-70: Resist the temptation of a vampire by pitting your mental-strength vs. mental-strength (race to four)

Victory Reward: 1-D4 magic rings (roll them up in the R section of the Enchanted Items.

71-80: A level 10 Raesia Vine attacks (with a +30 to offense (normal defense). You must defeat them.

Victory Reward: 1-D10 +2 points permanently added to your "Luck" on P.2 of your character sheet.

81-90: 1 random level Ulex Ogre attacks. You must defeat it somehow.

Victory Reward: Full set of armor, of which you may choose the type (leather, chain, scale, etc.). See: "Leather Qualities" or "Steel Alloys" in the Basic Rules Book to determine how durable this armor will be.

91-00: Enter into a tomb. Underneath a rectangular, stone grave-box, which sets upon the cold stone floor lays 2 rings if you can defeat the undead that will rise from the grave to destroy you.

Victory Reward: 2 enchanted rings. Look up the rings section in the R section of the Treasure Book to randomly roll up the magic rings.



01-10: Random level 11 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1-D4 random treasure items from the rare chart in the Treasure Book (this will be 4 single items only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 3 points of wisdom.

Victory Reward: 1-D6 x12 black-gold and +3 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 x3 full treasure checks, starting from the UnCommon chart.

31-40: Cave transforms itself into a dungeon, in which you must clear out completely. There will be  $3-D6 + 2$  rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a dungeon created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the dungeon setting.

Victory Reward: All treasure that creatures and the dungeon itself yields up as a reward, and 3 special gems. See: "Gems" in the Treasure Book for details.

41-50: Goblin horde attacks! 2-D6 x5 4th level common goblins converge on you from all sides. Defeat them all, or you will perish!

Victory Reward: All treasure that drops from the goblins will be yours, and 2-D4 +1 random enchanted items.

51-60: Disarm 3 random traps. The trap levels will be set at 100. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x4 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 1 point of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +1 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 1 point of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +1 intelligence permanently added to your characters intelligence.

81-90: Cave-in! You must dodge 1-D10 falling rocks that will cause 1-D100 +25 damage to one area of your character's body (each). For each rock that falls, the G.M. will roll an offensive % dice-roll of 1-D100 +10. You, the player, must roll a higher defensive roll (1-D100 + your coordination) in order to successfully dodge the falling rock. If you survive the cave-in, you will gain a reward as follows:

Victory Reward: 1-D10 x your level in gems.

Example: If you are 14th level, you will get 1-D10 x14 gems as a reward for surviving the cave-in. There will be a 10% chance that each gem will be a special gem (instead of the normal type of gem as you roll them up (so check that first before you start rolling for each gem type). If you find any special gems, there will be a 10% chance that each will be magical, meaning there will be a random spell enchanted into the gem (no seeker spells). If you are a caster, by having this gem on your person, only ½ the normal spell-points (rounded down) will be used when casting this spell.

91-00: A mortally wounded warrior staggers from the depths of the cave and fallen at your feet, bleeding to death from severe flesh wounds. He falls unconscious and will perish in 2-D10 turns, unless you can keep him from dying. If you can, you will gain the following reward:

Victory Reward: Roll on the chart within Creating the Character Book, "Other Significant Features". This "Other Significant Features" will be permanent.



01-10: Random level 16 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1-D4 +3 random treasure items from the rare chart in the Treasure Book (this will be 1-D4 +3 single items only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 4 points of wisdom.

Victory Reward: 1-D6 x24 black-gold and +4 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 full treasure checks, starting from the Rare chart.

31-40: Cave transforms itself into a Labyrinth, in which you must clear out completely. There will be 22 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a labyrinth created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the labyrinth setting.

Victory Reward: All treasure that creatures and the labyrinth itself yields up as a reward, and 6 special gems. See: "Gems" in the Treasure Book for details.

41-50: Goblin horde attacks! 2-D6 x6 6th level common goblins converge on you from all sides. Defeat them all, or you will perish!

Victory Reward: All treasure that drops from the goblins will be yours, and 3-D4 +1 random enchanted items.

51-60: Disarm 4 random traps. The trap levels will be set at 120. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x5 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 2 points of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +2 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 2 points of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +2 intelligence permanently added to your characters intelligence.

81-90: Become a random undead (excluding the Morlokk and the Inninoth). If you accept this permanent transformation, you will gain the following:

**Victory Reward:** Gain the abilities of the undead you are changed into. You will serve no master (unless, of course you are forced to in the future). You will retain all current abilities of the character classes you have worked for.

91-00: Become a random vahkrin (excluding the Glyph Imp). If you accept this permanent transformation, you will gain the following:

**Victory Reward:** Gain the abilities of the vahkrin you are changed into. You will serve no master (unless, of course you are forced to in the future). You will retain all current abilities of the character classes you have worked for.



01-10: Random level 26 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 2-D4 +3 random treasure items from the rare chart in the Treasure Book (this will be 2-D4 +3 single items only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 5 points of wisdom.

Victory Reward: 1-D6 x48 black-gold and +5 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 x2 full treasure checks, starting from the Rare chart.

31-40: Cave transforms itself into a Labyrinth, in which you must clear out completely. There will be 27 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a labyrinth created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the labyrinth setting.

Victory Reward: All treasure that creatures and the labyrinth itself yields up as a reward, and 8 special gems. See: "Gems" in the Treasure Book for details.

41-50: Spiders nest! 2-D6 x4 random level random giant spiders converge on you from all sides. Defeat them all, or you will perish!

Victory Reward: All treasure that each giant spider has is yours for the taking. You will also earn 1 enchanted armor for the victory.

51-60: Disarm 5 random traps. The trap levels will be set at 140. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x6 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 3 points of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +3 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 3 points of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +3 intelligence permanently added to your characters intelligence.

81-90: Trade-skill mastery. If you have a maximum trade-skill MASTERY in any trade-skill, you will be given the task of master crafting something . . . anything.

Victory Reward: If you succeed, you will gain an automatic 3-D20 +3 trade-skill points to increase any other trade-skills up with.

These points can be divided as you wish into any of the other trade-skills you possess, so long as you have any level of mastery in them.

You can also further develop any trade-skill in which you have an existing mastery in, but only if it is already at maximum chance (note that this can indeed increase your trade-skill mastery into a current 2nd, or higher, mastery).

Note: If you have no mastered trade-skills, roll again ignoring this roll.

91-00: A random enchanted weapon appears and attempts to slay you. It will match your defense and offense +10

Victory Reward: If you can avoid this weapon's attack 20 times in a row, without being wounded, you will win this enchanted weapon for your own.



01-10: Random level 32 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 3-D4 +3 random treasure items from the rare chart in the Treasure Book (this will be 3-D4 +3 single items only).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 6 points of wisdom.

Victory Reward: 1-D6 x98 black-gold and +5 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 x3 full treasure checks, starting from the Rare chart.

31-40: Cave transforms itself into a Labyrinth, in which you must clear out completely. There will be 32 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a labyrinth created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the labyrinth setting.

Victory Reward: All treasure that creatures and the labyrinth itself yields up as a reward, and 10 special gems. See: "Gems" in the Treasure Book for details.

41-50: Scaleworm attack! 1 random level Scaleworm bursts forth from the floor of the cave and attacks to the death! Defeat it, or you will perish!

Victory Reward: All treasure within the Scaleworm is yours for the taking. You will also earn 1 enchanted weapon.

51-60: Disarm 6 random traps. The trap levels will be set at 160. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x7 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 4 points of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +4 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 4 points of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +4 intelligence permanently added to your characters intelligence.

81-90: 3 Secrets in the Wilderness will happen. If all 3 secrets in the wilderness are not something negative or a detriment to your character in any way, you will gain the rewards of them, and also the following:

Victory Reward: 1 random relic. See: "Relics" in the Treasure Book.

91-00: A pool of crystal clear water rises from the center of the cavern floor. Also, a creature of equal level rises up before you and the pool. You must defeat this creature to win the chance to drink from this pool. If you drink from it, one of the following will happen:

%Roll: Result from drinking from the pool:

- 01-02: Extra life granted if slain (no Dithinoh check)
- 03-04: Gain 1 random adventurer spell and all prerequisites to have that spell.
- 05-06: Become a random undead and be thrust out of the cave instantly. You will be stripped of all your character abilities and spells unless they perfectly align with any your current abilities and spells.
  
- 07-08: Your damage-points will double, and with each level attained thereafter, the points you normally place into each area of your character's body sections will be at x2.
  
- 09-10: Gain 1 random adventurer ability and all prerequisites to have that ability.
- 11-12: Become a random vahkrin and be thrust out of the cave instantly. You will be stripped of all your character abilities and spells unless they perfectly align with any your current abilities and spells.
  
- 13-14: You develop a 05-60% venom-resistance (roll 1-D12 x5).
- 15-16: Your blood-points will double.
- 17-18: Gain 1 random seeker spell and all prerequisites to have that spell.
- 19-20: Gain 1 random trade-skill and all prerequisites to have that trade-skill.
  
- 21-22: You are poisoned with black-widow venom (see: "Giant Black Widow" in the S section fo the Creatures Book for details on this venom and its effects.

- 23-24: Your oxygen-points will double.
- 25-26: Your ability points will double
- 27-28: Add 1-D20 +6 points to any characteristic of your choice.
- 29-30: Your spell-points will double.
- 31-32: Gain 1 random divine favor and all prerequisites to have that divine favor.
- 33-34: Gain the power to transform into the creature you defeated to win a drink from this pool.
- 35-36: Gain the ability to speak with any creature 1 / moon for 1 hour (720 turns).
- 37-38: The drinker will become permanently invisible and intangible, unable to communicate with all creatures but one (which will be randomly rolled up by the G.M. What items that are presently upon the drinker of the pool will fade away.
  
- 39-40: The drinker will never be thirsty again.
- 41-42: The drinker will never be hungry again.
- 43-44: Gain 2-D10 base damage-points permanently.
- 45-46: Gain a +1 on all avoidance-roll permanently.
- 47-48: Die unless you can make a successful avoidance-roll vs. "Death". Luck may be used to succeed, but will be lost forever.
  
- 49-50: Gain 1-D20 ability points permanently.
- 51-52: Gain 1-D20 spell points permanently.
- 53-54: Gain 3-D20 +9 modification-points.
- 55-56: Gain 1 level.
- 57-58: Gain the ability to breath water and air.

- 59-60: Gain the damage-reduction of 1 for your body. If Something hits you, 1 point will be subtracted from the damage.
- 61-62: Gain +1 physical attack. This can be used 1 / 24 hours.
- 63-64: Gain +1 spell cast. This can be used 1 / 24 hours.
- 65-66: Gain +1 ability invoked. This can be used 1 / 24 hours.
- 67-68: Within the pool, the drinker will see a ring. Roll up the most powerful of 10 rings in the R sections of the Enchanted Items section of the Treasure Book.
- 69-70: Gain 2 levels.
- 71-72: Gain a permanent +1-D10 on all chances to know a riddle.
- 73-74: Gain a permanent +1-D10 on all chances to know about legends.
- 75-76: Gain a permanent +1-D10 on all chances to know about a certain creature.
- 77-78: Gain the ability to become 91% invulnerable to physical attacks. Invoke time is Instant. This can be invoked instantly and will last for 1 turn per 25 levels advanced.
- 79-80: Gain the ability to become 91% invulnerable to mental attacks. Invoke time is Instant. This can be invoked instantly and will last for 1 turn per 25 levels advanced.
- 81-82: Gain the ability to become 91% invulnerable to spiritual attacks. Invoke time is Instant. This can be invoked instantly and will last for 1 turn per 25 levels advanced.

- 83-84: You are granted the ability of telepathy. This ability can be used 1 / 24 hours. Invoke time: Instant. Telepathy duration: 1 turn (5 seconds) x your level.
- 85-86: You gain the ability of a minor regeneration (your wounds will heal at x2 the normal amount of time).
- 87-88: Gain the ability to see invisible things. This ability will take 3 turns (15 seconds) to invoke and will last for 1 turn (5 seconds) per 10 levels advanced. Useable 1 time / fortnight.
- 89-90: Lose your ability to speak forever.
- 91-92: Gain the power of Mortal Compassion. Take on 50% of another's wounds. Usable at will.
- 93-94: Gain 3 levels.
- 95-96: Gain 360° sight (meaning, character will be able to see completely around him or herself at all time).
- 97-98: Gain the ability to chance into any creature at will once you have physically touch (not struck by, but touched by you). It will take 1 turn (5 seconds) to change into that creature. You will actually become that creature, only keeping the characteristics of intelligence and wisdom. It will take 3 turns (15 seconds) to shift back to your normal self, but you must remain that creature for at least 24 hours.

99-00: Nothing happens, but the next time the player desires something it will happen if a certain word is said before his or her verbally desired want. Example: Once Jacyth drank from the water, as the G.M., I wrote down the wagon. After she says the word, "wagon", the next time she desires something . . . it will happen.

The desired will happen naturally if at all possible (not like a wish or something miraculously happening -- then again it could be instantaneous . . . this would be the discretion of the Game Master.

Victory Reward: For defeating the guardian of the pool, you will gain all treasure that it way have as well as something from the list above.



01-10: Random level 42 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1-D4 +1 random treasure checks. Start rolling on the rare chart in the Treasure Book (this will be full treasure checks).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 7 points of wisdom.

Victory Reward: 1-D6 x196 black-gold and +6 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 full treasure checks, starting from the Legendary chart.

31-40: Cave transforms itself into a Labyrinth, in which you must clear out completely. There will be 37 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a labyrinth created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the labyrinth setting.

Victory Reward: All treasure that creatures and the labyrinth itself yields up as a reward, and 12 special gems. See: "Gems" in the Treasure Book for details.

41-50: Ryagg! See: "Jahtha, Ryagg" for full details on this encounter. Have fun!

Victory Reward: To be determined by the G.M.

51-60: Disarm 6 random traps. The trap levels will be set at 160. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x8 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 5 points of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +5 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 5 points of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +5 intelligence permanently added to your characters intelligence.

81-90: Four colored globes of light appear, hovering before you. The colors are: red, yellow, purple and blue. They must be touched in the correct order, or 6-D6 damage will be taken to all areas of your body. The G.M. will put them in the order in which they must be touched. You may have an many chances to get the right order as you wish, but remember that you will be struck with damage each time you are wrong. If unconsciousness occurs, your test will end, and you will be thrust from the Mystic Cave. If you die, you will never be seen again.

Victory Reward: One Oracle, randomly rolled from the Treasure Book.

91-00: Pit your mental-strength against that of nature and win. Nature will have a 100 mental-strength.

Victory Reward: Communicate with nature 1 / moon for 1 hour (720 turns).



01-10: Random level 62 creature attacks. Roll a random creature from a random region. See: "Regions, Random determination of:" in the Basic Rules Book to see what region you will roll this creature from. Make sure to exclude any creature that this character would not have a chance against.

Victory Reward: 1-D4 +3 random treasure checks. Start rolling on the legendary rare chart in the Treasure Book (this will be full treasure checks).

11-20: One riddle asked. A successful avoidance-roll vs. "Wisdom" will indicate the correct answer. One guess (roll) only. Luck cannot be used. If you fail, you permanently lose 8 points of wisdom.

Victory Reward: 1-D6 x392 black-gold and +7 points of wisdom permanently added to current wisdom.

21-30: Fight yourself and win.

Victory Reward: 1-D6 x2 full treasure checks, starting from the Legendary chart.

31-40: Cave transforms itself into a Labyrinth, in which you must clear out completely. There will be 42 rooms that must be completely cleared to the best of your ability. G.M.: If you do not have a labyrinth created, quickly do so now, or roll again. See: "Regions, Random Determination of:" in the R Section of Basic Rules Book for the labyrinth setting.

Victory Reward: All treasure that creatures and the labyrinth itself yields up as a reward, and 14 special gems. See: "Gems" in the Treasure Book for details.

41-50: Baxter! See: "Jahtha, Baxter" for full details on this encounter. Have fun!

Victory Reward: To be determined by the G.M.

51-60: Disarm 6 random traps. The trap levels will be set at 160. Look at the avoidance-rolls on page #1 of your character sheet to determine the roll needed to successfully disarm this trap if you are not a thief class. If you are a thief class, you may use your abilities. Also read up on traps in the T section of the Basic Rules Book for the random determination of traps and the information concerning each trap.

Victory Reward: 1-D10 +3 x9 modification-points

61-70: Make a successful avoidance-roll vs. "Mental-attack" or lose 6 points of mental-strength permanently. You cannot use luck to succeed.

Victory Reward: +6 mental-strength permanently added to your characters mental-strength.

71-80: Make a successful avoidance-roll vs. "Intelligence" or lose 6 points of Intelligence permanently. You cannot use luck to succeed.

Victory Reward: +6 intelligence permanently added to your characters intelligence.

81-90: Five colored globes of light appear, hovering before you. The colors are: red, yellow, purple, green and blue. They must be touched in the correct order, or 6-D6 damage will be taken to all areas of your body. The G.M. will put them in the order in which they must be touched. You may have an many chances to get the right order as you wish, but remember that you will be struck with damage each time you are wrong. If unconsciousness occurs, your test will end, and you will be thrust from the Mystic Cave. If you die, you will never be seen again.

Victory Reward: Two Oracles, randomly rolled from the Treasure Book.

91-00: 2 Ykor appear and attack.

Victory Reward: All treasure from the Ykor and 1-D6 Legendary treasure checks.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** Only one creature at a time can enter into this cave. If more than one steps into this cave, nothing will happen.

**Preparation:** Merely walking into this cave will expend 1 charge from the Mystic Cave and will begin the test.

**Range:** Within the cave only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** 25,000 white-gold per charge.