

Massive, ominous mist occurs in the company's path. With an attempt to pass through it, each must make a successful avoidance-roll vs. "Fear". Those who fail the avoidance-roll vs. "Fear" will not be able to pass through the mist. If, however, any of the company manages to pass within and beyond the mist, the following will happen to each. Roll separately for each company member who passes through the mist:

%Roll: Results:

- 01-05: All donned shields grade will increase 1 point. Non-magical shields will become magical.
- 06-07: Lose all character abilities for 1-D12 x 7 days.
- 08-12: All donned armors class will increase 1 point. Non-magical armor will become magical.
- 13-14: Random level sickness immediately takes effect. See: Sickness in the S section of the Basic Rules Book.
- 15-19: The rank of all readied weapons will increase 1 point. Non-magical weapons will become magical.
- 20-21: Gain the enmity of all creatures within this region.
- 22-26: One random, chargeable, item on person is fully charged. If there is none, roll again.
- 27 : Random level disease immediately takes effect. See: Disease in the D section of the Basic Rules Book.
- 28-32: Next encounter will become a friend and ally to a random company member.
- 33-34: Madness takes effect, causing person to attack his or her own company for up to 10 turns.
- 35-39: Gain full creature knowledge for the next 3 encounters.
- 40-41: Fall into a coma for 3 days.
- 42-46: Reverse in age 1-D10 Yrs.
- 47-48: Blindness occurs for 1-D10 days.
- 49-53: Random characteristic permanently increases:

%Roll: Characteristic: Points raised:

- 01-11: Awareness: 1-D4
- 12-22: Charisma: 1-D4
- 23-33: Coordination: 1-D4
- 34-44: Constitution: 1-D4
- 45-55: Dexterity: 1-D4
- 56-66: Intelligence: 1-D4
- 67-77: Mental-strength: 1-D4
- 78-89: Strength: 1-D4
- 90-00: Wisdom: 1-D4

- 54-55: Age 1-D10 Yrs.
- 56-57: Lose the proficiency of all weapons for 1-D12 x 3 days.
- 58-62: Need no sleep for 1-D12 x 3 days.
- 63-64: Body odor increase to an extreme rank (double encounter chances).
- 65-69: Need no food or water for 1-D12 x 3 days.
- 70-71: Luck decreases 1-D10 points permanently.
- 72-73: All your money turns to water.
- 74-76: All your money doubles.
- 77-78: Blood-points decrease 1-D10 points permanently.
- 79-83: Ability to charm another is bestowed for 1-D12 x 3 days. This ability can be used once per fortnight. The rulings for this ability are the same as the Enchanted Item, "Amulet, Charming" in the Treasure Book.
- 84-85: Oxygen-points decrease 1-D10 points permanently.
- 86-90: If wounded physically, mentally, or spiritually, full healing will occur instantly one time.
- 91-92: Make an avoidance-roll vs. "Sudden Death" or random area of body will be slain.
- 93-97: Gain the permanent ability to cast one random spell, once per day.
- 98 : Mental-strength increases to 200 for a duration of 1-D12 8 days. After the duration, it will increase by 1-D4 permanently.
- 99 : One extra life is granted if an avoidance-roll vs. "Sudden Death" is successful.
- 00 : Character gains the ability to avoid any situation one time (as the Enchanted Item: "Talisman, Avoidance").