

## 9 Kingdoms Reference Tables

### Positional Modifiers

Position	Situation	Attack	Defense
Confined Space	Base Contact	-1	-1
Deep Water	Base Contact	1/2	1/2
(Treading Water	Ranged	N/A	+1
Flying	Base or Ranged	N/A	+2
Hard Cover	Ranged	-1	+2
High Ground	Base or Ranged	+1	+1
Long Range	Ranged	-1	N/A
Small Figure	Base or Ranged	N/A	+1
Soft Cover	Ranged	-1	+1
Shallow Water	Base Contact	-1	-1
Short Range	Ranged	+1	N/A

### Species

Die Roll	Black	White
2	Dragon	
3	Animal	Lizardman
4	Insect	Gargoyle
5	Snakeman	Troglodyte
6	Orq	Dwarf
7	Human	Goblin
8	Elf	Ogre
9	Feral Goblin	Lizardman
10	Centaur	Oakin
11	Snakeman	Reptile
12	Harpy	

### Armaments

Die Roll	Black	White
2	Great Axe	
3	Dagger	Wizards Staff
4	Chain Mail	Bola
5	Sword	Shield
6	Leather Armor	Hammer
7	Bow	Sword
8	Shield	Dagger
9	Hand Axe	Crossbow
10	Throwing Axes (2)	Spear
11	Hand Axe	Broadsword
12	Plate Mail Armor	

### Magical Armor

Die Roll	Black	White
2	Evisceration	
3	Shielding	Borrowed Time
4	Wound Absorption	Ferocity Protection
5	Attraction	Deflection
6	Healing	Charm Protection
7	Exposure	Protection
8	Feedback	Wounding
9	the Winds	the Twos
10	Wellness	the Automoaton
11	the Rear	the Mundane
12	Magic Protection	

### Magical Melee Weapons

Die Roll	Black	White
2	Symbiosis	
3	Spell Blast	Armor Piercing
4	Kinetics	Soul Rending
5	Swiping	the Chameleon
6	Mimicry	the Warrior
7	Wounding	Smashing
8	Weakness	Deflection
9	Elektriks	Undeath
10	Soul Stealing	Skill
11	Repel	Reach
12	Armor Shattering	

### Magical Ranged Weapons

Die Roll	Black	White
2	Symbiosis	
3	Quick Shot	Armor Piercing
4	Longshot	Soul Rending
5	Seeking	Shield Piercing
6	Farsightedness	the Chameleon
7	Wounding	Smashing
8	Weakness	Deflection
9	Elektriks	Short Shot
10	Soul Stealing	Skill
11	Repel	Momentum
12	Symbiosis	

### Boots

Die Roll	Black	White
2	Dancing	
3	Slowness	Speed
4	Drowning	Waterwalk
5	Skill	Pit Walking
6	Trap Avoidance	Sure Footedness
7	Levitation	Stonefoot
8	Flotation	Wandering
9	the Winds	Stealth
10	Parting	Crossing
11	Fancy Footwork	Fleeing
12	Attacking	

### Charms

Die Roll	Black	White
2	Mastery	
3	Quick Learning	Idiot
4	Endurance	Sharpness
5	Defenselessness	Attack
6	Crippling	Species Strength
7	Counter Charm	Counter Charm
8	Species Weakness	Speed
9	Defense	Debilitation
10	Dullness	Righteousness
11	Savant	Slow Learning
12	Incompetence	

### Chests

Die Roll	Black	White
2	Spellbook	
3	Wand	Bag of Gold
4	Cloak	Potion
5	Bag of Gold	Gloves
6	Boots	Armament
7	Empty	Bag of Gold
8	Armament	Keys (1D3)
9	Keys (1D3)	Cloak
10	Gloves	Boots
11	Spellbook	Lantern
12	Wand	

### Cloaks

Die Roll	Black	White
2	Disintegration	
3	Anti-Magic	Constriction
4	Invisibility	Permeating Stink
5	Stoneskin	Transportation
6	Darksight	Fire Protection
7	Attraction	Defense
8	Swarm Repellent	Enshroument
9	the Chameleon	Visibility
10	FOOM!	Shadows
11	Flying	Turncoat
12	Invulnerability	

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### Gloves

Die Roll	Black	White
2	Strangulation	
3	Pilfering Knowledge	Quick Strike
4	Accuracy	Tentacles
5	Mending	Quickening
6	Bladed Fingers	Climbing
7	Attacking	Slipperiness
8	Encounter Detection	Fumbling
9	Elektriks	Unmagic
10	Healing	Debilitation
11	Withering	Recharging
12	Resurrection	

### Pits

Die Roll	Black	White
2	Bottomless	
3	Filled In	Water
4	Rough Stone	Filled In
5	Filled In	Earth
6	Smooth Stone	Filled In
7	Filled In	Water
8	Rough Stone	Filled In
9	Filled In	Earth
10	Smooth Stone	Filled In
11	Filled In	Water
12	Spikes	

### Potions

Die Roll	Black	White
2	Swallowing	
3	Endurance	Anti-Magic Serum
4	Healing	Luck
5	Water Breating	Iron Will
6	Acid Splash	Nitro
7	Poison	Anti-Venom
8	Identify	Awareness
9	Regeneration	Curiosity
10	Blindness	Wellness
11	Fury	Babbling Fool
12	Proficiency	

### Spellbook

Die Roll	Black	White
2	Calling	
3	Transport	Stun
4	Turnabout	Counter Charm
5	Shroud of Darkness	Counter Spell
6	Shroud of Mist	Force Field
7	Healing	Freeze
8	Incantation of Wellness	Invisibility
9	Elemental Sight	Levitation
10	Discharge	Repel
11	Syphon Charges	Spell Blast
12	Stun	

### Traps

Dice Roll	Black	White
2	Bear Trap	
3	Guillotine	Dud
4	Dud	Flame Jet
5	Net	Dud
6	Dud	FOOM!
7	Poison Dart	Dud
8	Dud	Hobbler
9	Snare	Dud
10	Dud	Sticky Trap
11	Poison Gas	Dud
12	Corrosive Acid	

### Wands

Dice Roll	Black	White
2	Drain	
3	Potion Making	Repel
4	Disarm	Turnabout
5	Counter Spell	Psychic Liberation
6	Counter Charm	Darkness
7	Light	Identify
8	Discharge	Healing
9	Spell Blast	Reveal
10	Unmagic	Absorption
11	Combat	Stun
12	Proficiency	

### Basic Interior Creatures

Die Roll	Black	White
2	Uh Oh!	
3	Tenterhook (1)	Giant Snake (1)
4	Giant Scorpion (1)	Giant Centipede (1)
5	Giant Beetle (1D2)	Troglodyte (1D3)
6	Skeleton (1D3)	Giant Spider (1D2)
7	Giant Ant (1D2)	Zombie (1D6 + 3)
8	Giant Rat (1D3 + 1)	Giant Bat (1D2)
9	Feral Goblin (1D3)	Troll (1D2)
10	Giant Slug (1)	Werm (1)
11	Blurch (1)	Gibbering Mass (1)
12	Uh Oh!	

### Uh Oh!

Die Roll	Black	White
2	Dragon (1)	
3	Basilisk (1)	Fungix (1)
4	Manticore (1)	Giant Scorpion (1)
5	Gibbering Mass (1)	Tenterhook (1D2)
6	Giant Scorpion (1)	Shambling Horrid (1D3)
7	Mummy (1D3 + 1)	Zombie (2D6 + 3)
8	Giant Spitter (1D2)	Rootless (1D3)
9	Blurch (1D2)	Gibbering Mass (1)
10	Giant Centipede (1D3+1)	Werm (1D2)
11	Minotaur (1D3)	Manticore (1)
12	Basilisk (1)	

### Basic Exterior Creatures

Die Roll	Black	White
2	Giant Scorpion (1)	
3	Ape (1)	Werm (1)
4	Crocodile (1)	Wolf (1D3)
5	Giant Spider (1D2)	Giant Ant (1D3)
6	Dog (1D3)	Panther (1)
7	Giant Rat (1D3+1)	Bear (1)
8	Horse (1)	Troll (1D2)
9	Giant Bat (1D2)	Giant Snake (1D2)
10	Shambling Horrid (1)	Giant Wasp (1)
11	Rootless (1)	Giant Centipede (1)
12	Giant Scorpion (1)	

### Uh Oh!

Die Roll	Black	White
2	Dragon (1)	
3	Basilisk (1)	Fungix (1)
4	Manticore (1)	Giant Scorpion (1)
5	Feral Goblin (1D6)	Ghoul (1D6)
6	Wolf (1D6)	Giant Ant (1D6)
7	Ghoul (1D6+3)	Bear (1D3)
8	Werm (1D2)	Ogre(1D3)
9	Giant Bat (1D6 + 1)	Giant Spitter (1D3)
10	Giant Centipede (1D3)	Giant Wasp (1D3)
11	Giant (1)	Giant Beetle (1D6)
12	Harpy (1)	