

BJFROST

volume 1: FAERIE.



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volume 1

FAERIE

BIFROST

“The Rainbow”

“Bifrost is built of air and water and is protected by red fire on its edge. Frost giants and mountain giants ever seek to capture the bridge, so that they may ascend to Asgard and overcome the Gods.”
THE EDDA, c 1220 A.D.

“Golden king in airy regions,
Mighty one adorned with silver,
Let the air be filled with tempest.”
THE KALEVALA. RUNO XLII

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INTRODUCTION

These rules are designed for a game which takes place in an imaginary world, of a medieval or similar culture, where magic and strange, supernatural occurrences are a fact of life and which is not only populated by humans, but also by the fantastic creatures of mythology, legend and fiction. Trolls, goblins, dwarfs, giants, dragons and many others.

Each player represents an individual personality who, as warrior, wizard or combination of the two, battles his or her way across a hostile world in stirring adventures and dangerous quests, slaying monsters, leading armies into battle, winning fabulous treasures, carousing in taverns and striving with mystics and sorcerers in their dark towers.

The game must be master-minded by a referee who constructs the incidents and weaves the plots that make up the fabric of the game. A small map can be drawn and once populated with beings, a quest with a final objective can take place. On the other hand, a whole world can be created with different cultures and countries, unexplored oceans and barren wildernesses. In this world the characters may travel about in several different adventures, becoming involved in devious political intrigues, empire building and performing monumental tasks. The scope of the game is limited only by the limits of the creators' imagination and the scale by the time and effort placed into it.

In flowing robes and clinking mail you can create the stuff of legend; enter this world if you dare; you have much to gain and only your life to lose.

ORPINGTON, KENT.
4th January 1977.

G. HIGHLEY
K. WHITE
S. JOHNSON
K. MINEAR

This is the first volume of three to be published at approximately bi-monthly intervals. The three booklets together will enable players to create a complete fantasy world, but any other existing set of rules of this type can be easily used in conjunction with one, two or all of the volumes.

SETTING UP THE GAME

‘ “Begin at the beginning,” the King said gravely . . . ’ L. Carroll

(1) The Limitations of the Rules

The aim of this section is to give players some ideas about how to start a game, especially if they have not played this sort of wargame before. It must be stressed that although the rules provide for the mechanics of conducting a game, they do not provide for the design and location of any particular setting. The referee and players must design and plan just where the game is to take place. However, in a later booklet it is intended to give profuse details of an actual setting, that centred around the sub-continent of Westreim. (There may be references in the rules to this setting in preparation to its detailed description). Furthermore, not everything in the rules has to be used and players are encouraged to alter them in order to create a game more to their taste. In some cases the rules are only a guideline anyway. It is YOUR game and you should try to introduce the flavour and atmosphere of the setting that you want. Certain rates of change such as players’ progression may have to be altered if it is felt that the game is progressing too slowly, or even too fast! Above all, remember that the rules are flexible and should be bent if it is seen fit — however this does not mean that cheating is encouraged!

(2) Organisation of Game and Rules

The game must be controlled by a referee and there can be any number of players. It is not totally inconceivable that you could play without a referee but this is not recommended since many rules are administered at his discretion. In a sense, the players play against the referee, but unfortunately for the former, the latter can never lose. The referee controls all non-player characters and beings while players control only their own individual characters. Players should all be on the same “side” although when you are familiar with the rules, you may like to have opposing groups, especially if there are a large number of players. If you do have a lot of players, you will probably need more than one referee. Groups of more than, say, four players are a bit too large and people will have to spend a lot of time sitting around and waiting for the referee to deal with the others.

The choice of referee is important; he should be patient and imaginative, since he has to dream up all the situations. He should be fair or at least, equally unfair to everybody. He must be prepared to devote more time than anybody else to the game and to take the blame if the game is not a success. The referee's job is the most demanding and rewarding but a word of warning; anyone with tendencies to megalomania is not suitable for the job.

It is expected that the players will take the role of human characters but there is no reason why they should not be other intelligent creatures. If players elect not to be human, the choice of characteristics will need modification and the faculties of the chosen race will have to be given to the player.

The rules are set out in three basic booklets and Book 1 is broken down into the following sections:

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Books II and III contain rules for Creatures, Combat, Treasure, Magic, Demonology, Magical Items and Cosmic Magic.

In future booklets we intend to deal with the following subjects, generally concerned with adventuring as powerful characters and the embellishment of the basic game:

- (1) Personality of individuals and political and state intrigues.
- (2) Economic systems and resources.
- (3) Social systems, structures and cultural aspects of life.
- (4) The specific setting of the sub-continent of WESTREIM.
- (5) Rules for tabletop fantasy wargames.
- (6) Ocean voyages.

(3) Type of Game

As was stated in the introduction, the scale and scope of the game is limited only by the time that you have to spend on it. Those of you familiar with this sort of game will know how to go about creating a setting. However, if you are not, you may wish to know where to start. The game takes the form of the acting out of the adventures of a small group of characters and, in essence, will consist of a number of separate encounters, known as “incidents”. These incidents are usually between the players and hostile creatures and may or may not be related to each other in some way. They may be part of a specific quest or just a string of unrelated adventures, this is for the referee to decide; some ideas are given later on.

The first thing that you will need to do is to map out the area in which the game is to take place and locate physical terrain features. There are many ways in which this can be done and the degree of detail depends on your own plans. Then, the referee has to decide how incidents will be located and what the objective of the players is. This may be nothing more than to simply journey around and encounter other beings. More details for starting a game are given in the sections: Structure of Game and Incident Type Determination.

The type of culture and atmosphere of the environment is left up to you. Broadly speaking, it will be anything from a Dark Ages type to a late Medieval type or a combination of anything between the two. The creatures are drawn mainly from the mythology of Scandinavia and Western Europe but are also taken from other global sources and modern fiction. Specific religious systems have been purposefully omitted. It is up to the referee and players to decide what sort of religious system, if any, they want.

(4) Time

It is important to remember that the rapidity with which events occur in the game will have a significant effect on the ability of the players to recover from fatigue and wounds and to recover from the physical exhaustion caused by Spell Casting, before having another encounter. You will need to keep a track of time passing in the game and space events both in respect to time and distance between them. If encounters follow each other in quick succession, characters will get exhausted too quickly. Furthermore, players increase in power as they gain experience and provision is made in the rules for increasing power at certain rates in relation to the number of encounters made. Now, you may find that you are spending too much actual time without your characters changing significantly in their abilities. If this is the case, i.e. if you want to increase (or decrease) the amount of time spent on the game, you will have to alter the appropriate sections in the rules accordingly. The playsheets have blank spaces for doing this. Also, you may find that pure wizards become so powerful with respect to pure warriors that the latter become obsolete. If this happens, you should also alter the appropriate sections.

(5) Player Characters

One of the main problems with the game is that characters have an unfortunate habit of getting themselves torn apart by their enemies. The dilemma is that, whilst it is useless having players that are immune to death, since they cannot lose like that, you can't actually play the game in the first place without a live character. The possibility of death always exists and it is a major stroke of bad luck to a player to be killed, but it need not be the end of the game for him. Players should have at least a fair chance of survival although everybody can expect to be pushing up daisies eventually. Referees must be careful not to plan encounters which are *bound* to result in the death of the player-character. This is bad refereeing and defeats the object of the game. It is of course, always possible that a sufficiently powerful wizard could raise a dead man but this is extremely rare.

If a player's character does happen to get killed, he should be allowed to continue as a new character (possibly as a relation of the deceased) but he should be penalised by enjoying a relatively weak position in relation to those still alive. The referee should decide what level of power the new character has (although the player should determine his characteristics in the usual way) depending on the power of those still alive. If everybody gets killed off, they can all start again at the same level. You may be able to think of other ways around this problem but don't insist that a player who gets killed must leave the game entirely. Remember, if a player gets killed it is partly the referee's fault.

All players can expect to Progress and increase their powers as the game goes on. In the field of the warrior battle skills can be increased whilst in wizardry new spells can be learnt and old ones can be performed with greater success and more often. The wizards tend to become the most powerful characters, providing that they reach the top, but are weak to start off with as their spells are prone to failure due to lack of practice. Note that characters do not have to be either a wizard or a warrior; they can be both at the same time. Also, as players gain experience, they increase their charisma and personal renown—and thus receive greater respect, becoming more famous and feared. Remember also that there is no sex-discrimination in the game; characters are referred to as “he” throughout for the sake of simplicity. Rules apply equally to females.

(6) Equipment

Certain items of equipment are necessary:

- A (i) At least 6 six-sided normal dice (Faces 1 to 6)
- (ii) At least 6 six-sided average dice. (Faces 2, 3, 3, 4, 4, 5)
- (iii) At least 2 twenty-sided percentile dice, (faces 1 to 10) Two colours.
- (iv) At least 1 twenty-sided dice, (faces converted from 1-10 to 1-20).

It is advisable to paint in the digits on twenty-sided dice so that you can see the score clearly and also when making the 1 to 20 dice. For the percentile dice, count the 0 as 10 when throwing one and 00 as 100 when throwing two.

B All players, and the referee in particular, need to keep notes and records. A loose-leaf ring binder is by far the best method as sheets can be added to the appropriate sections and notes kept in the right order. Keep plenty of scratch paper for rough notes and scribble.

C Paper for maps, plans, charts, etc. Plain paper may be used but graph, hexed and other gridded paper make it much easier to pinpoint map references.

D Other items of stationery. Pens, pencils, chinagraph pencils, rulers, staplers, punches, paper clips etc. A means of measuring distances on maps will also be needed; either an opisometer or a piece of string may be used.

E Simple electronic calculators are extremely useful for some of the game mechanics. Otherwise you will need some square tables and be able to manipulate decimal figures.

F Scale models or figures are not needed but you may like to use some with a small board on which you can draw the immediate vicinity of the players when they are involved in an incident, and erase it afterwards. This helps to avoid confusion over the actual positions of individuals during encounters.

H Alcoholic beverages and multi-course snacks are invaluable in maintaining morale and keeping players going during long, hard hours of campaigning. However, the players should stop the campaign for the evening when they cannot read the dice clearly — (Dutch courage can be fatal in this game!).

Some Definitions of Terms

Incident: an event in the game in which the players have to interact with things designed by the referee for the situation.

Encounter: the same as above but applied more to creatures than to situations.

Player: a person who is in the game.

Player-character: the player's hypothetical character who is actually in the game.

Non-player character: a character actually in the game but who does not represent a player, i.e. one invented and played by the referee.

Referee: a player who does not have one specific character in the game but may have many for a short time each.

Creature: an entity existing within the game.

Monster: a creature in the game that is not of humanoid aspect.

Warrior: a character in the game whose primary ability lies in the physical areas.

Wizard: a character in the game whose primary ability lies in the intellectual areas.

Warrior-wizard: a character in the game whose abilities in the physical and intellectual areas are equal or similar.

GAME CONTENT AND SEQUENCE OF ACTION

“Plots, true or false, are necessary things, To raise up commonwealths and ruin Kings.” J. Dryden.

(1) Maps and Scales

The referee should be careful to include only as much detail as is necessary on the maps and plans. A lot of time can be needlessly wasted in drawing too detailed and complicated maps. It is important to balance the combination of area, detail and density of population. At the risk of repeating ourselves, we again point out that it is up to the players to decide upon the scale and the amount of content in the game. (Note that the players can design some of the maps, as well as the referee, so that their characters can be assumed to possess some knowledge of the local geography).

There are many ways of organising the setting; first of all, we shall consider maps and geography. Most people will prefer to make up their own maps but you must remember that the referee has to describe the terrain through which the players are passing. This map should, therefore, show enough detail for the referee to do this with confidence. At the same time, the further apart that the incidents are located, the less need there is for details of geography in between. Players should be allowed to make rough sketches of what the referee is describing and these can serve as a sort of “memory”. A set of map symbols will be a vital part of the interpretation of the geography and the referee must have a good knowledge of these; some examples are shown later. It is essential to draw maps on graph or hexed paper so that places can be accurately located. At the very least, maps should be divided into grid squares.

If the referee is “guiding” players towards a specific location, he need only map those areas where the players are going in any detail. However, even if players do not have any knowledge of the geography, the referee should have some basic idea and not make it all up as he goes along. If players are roaming at will, the referee may be able to get away with a large scale plan of the area and making detailed maps of the terrain that the players are in or approaching, a few days before the session. As a rule, you should have a map of the overall area but detailed maps of only certain areas. (Some people may wish to use existing maps, possibly O.S. maps, for relief and drainage but placing their own vegetation, roads and towns on it; this gives very good, detailed information about physical geography).

Note that the length of the game will be determined by the actual number of incidents that take place and not by the size of the area in which the game occurs. Referees should aim to spend as little time as possible on the travelling between incidents, as this can be a little tedious. If you have say, six incidents occurring on a journey of two hundred miles, it will take no longer to play than if those six incidents had occurred in two miles. However, bear in mind that characters may need time to recover from wounds and exhaustion and that the proximity of incidents will affect this.

Secondly, you will need to “populate” the area you have mapped. It will be necessary to divide an area into one of two types:

- (1) Civilisation.
- (2) Un-civilised areas and wilderness.

The civilised areas will be a small part of the area and will probably be the lands of men, although you may wish to have civilisations of other races. Adventurers can use such lands as their bases and as places of relative safety but remember that some areas will be more civilised than others. Depending on the size of your area, civilisation can consist of several countries or just part of one, or you may wish to have little or no civilisation at all. In later booklets, the subtleties of civilisation will be dealt with more fully.

The uncivilised areas will be populated with whatever creatures that you care to have there. You may care to have small pockets of civilisation within these wild areas. The referee can decide on how to populate the uncivilised areas himself or he can use the Incident Type Determination tables in Section 14 or use a combination of both. It will always be a more interesting game if the referee devises an overall plot and side-plots to incorporate in the game, rather than have just a series of unrelated incidents or adventures. Such things as quests to find or rescue treasure or missing people, searching for important magical artifacts, seeking revenge for the slaving of companions and so on; the possibilities are endless.

(2) Locating Incidents

There are several methods by which the referee can arrange for incidents to take place:

(i) Choose a location and creature(s) to live there; work out characteristics, possessions and a plan of the immediate area. This is a useful method for games in a small area, but if players never go near this spot, the incident will never occur and the referee will have wasted his time. Not only this, but it also becomes very difficult to choose creatures as you can never decide which to have next. Thus it is better to use the random Determination tables. However, for incidents which are part of a main plot, you should employ system (i).

(ii) Choose a location but do not put a specific incident there; simply mark it on the map. Next, compile a list of separate incidents (i.e. creatures or groups of creatures) and work out their characteristics and possessions. You can either have the actual type of location (i.e. cave, castle or wilderness etc.) with the list or put it on the map. you will often need a diagram of the actual location as well, especially for castles or cave systems etc. Every time the players reach a location, use the next one on the list.

(iii) As (ii) above except: give each incident on the list a number and throw dice to determine the order in which they appear.

Note that certain creatures will only be found in certain sorts of location, e.g. water nymphs by rivers and pools; so you will need several lists arranged by either location or creature characteristics.

(iv) Compile lists of incidents as above. Space them by measuring how far players travel and locate incidents at set distances one after another. You can vary these distances by throwing a dice to determine how far apart the incidents occur. For example, throw 2 normal dice and have each spot representing a mile.

(v) As (iv) above but space incidents a certain time apart; throw two normal dice and have each spot representing six hours. This is more difficult as you have to take into account the speed at which the players are travelling.

Note that all incidents should be worked out in advance by the referee as it takes a good deal of time and play will have to be stopped if the referee makes up incidents during the game.

You can use any combination of the methods above or any others that you can devise. See Incident Type Determination Rules.

(3) Game Periods

The game is not divided into specific “turns”, “moves”, “bounds” or “periods” except that the referee should keep track of GAME TIME. This is the time passing in the game itself, hours, days, weeks etc. Most periods of ACTUAL TIME, spent playing the game will cover only short spaces of Game Time. We do, however, suggest that two types of Game Period are employed and recognised:

(a) **ACTIVE PERIODS:** These are periods during which the characters are actually having adventures, incidents etc. and these will take up the bulk of Game Time.

(b) **PASSIVE PERIODS:** These are periods during which characters are not campaigning but resting for long periods, probably in civilised lands but not always. During this time, characters can spend money and purchase new equipment, hire men for new expeditions, train with weapons and find new quests to undertake. The main reason for passive Period is, however, so that wizards can undertake periods of study and learn new spells. Also the periods serve to break up the game so that characters do not carry on and on with the same adventure.



CHOICE OF CHARACTERS

“Gaudeamus igitur.” Anon.

The faculties of mankind can be broadly divided into those that are physical and those that are mental. Very rarely are men endowed with all or none of these abilities. Usually a man will have some ability to use all of the faculties, but will be more talented in some fields than in others.

In order to facilitate the selection of “credible” characters and to remove the temptation to create “supermen”, the abilities of each player-character involved in the game can be determined with the following

The physical abilities are listed under Column A and mental abilities under Column B.

A	B
STRENGTH	INTELLECT
CONSTITUTION	REASON
HEALTH	OBSERVATION
DEXTERITY	INTUITION
SIGHT	INSTINCT
HEARING	CONCENTRATION
TOUCH	ACCURACY
SMELL	WISDOM
REACTIONS	INSPIRATION
SIZE	MEMORY

Throw a 10-sided dice for each ability and keep a note of the score. Each time a 10 is thrown, a "bonus" is added to the ability amounting to another 10-sided dice throw. Only one bonus throw per ability is allowed. Thus an ability has a minimum score of 1 and a maximum of 20.

Add all the scores of the abilities in Column A together to form a Column A Total. Add all the scores of the abilities in Column B to form a Column B Total.

Taking each Total separately apply them to the following Table. The Totals are converted to an A Grading (Arabic numerals) and a B Grading (Roman Numerals).

Score	A Grading	B Grading
10-30	0	0
31-38	1	0
39-45	2	I
46-54	3	II
55-65	4	III
66-78	5	IV
79-90	6	V
91 +	7	VI

Note that the A Total is only applied to the A Grading and the B Total to the B Grading. The higher a player's A Grading is the better he is at fighting and the higher his B Grading the better he is at casting spells. However this does not mean that a player with Gradings of 0 and 1 is an imbecile, he is still a good fighter but a player with a Grading of 7 is an excellent fighter.

The individual ability scores have a bearing on many rules in the game and their effect is outlined after this section.

Once each player has been given his A and B Gradings he must decide whether he is going to specialise in the field of fighting or in the field of magic. This specialisation does not mean that a fighter cannot use magic or a wizard cannot fight providing that both his Gradings are high enough. The player should take his Gradings and apply them to the Final Abilities Table opposite. By cross-checking the A Grading along the top with the B Grading down the side, the player will select a box containing one or more sets of Gradings. The player may select any of the combinations in that box and these become his final Gradings. These are in turn applied to the Gradings Effects Table following. (Note that in the Final Abilities Table, the B Grading appears first followed by the A Grading in each of the boxes; thus a () in the first column means that player has a final B Grading of 0).

FINAL ABILITIES TABLE

	1		2		3		4		5		6		7	
I	0	1	0	2	0	3	0	4	0	5	0	6	0	7
	1	0	I	0	I	0	I	0	I	0	I	0	I	0
	0	1	0	2	0	3	0	4	0	5	0	6	0	7
I	II	0	II	0	II	0	II	0	I	0	I	5	1	6
											II	4	II	5
	0	1	0	2	I	3	I	4	I	5	I	6	I	7
III	III	0	III	0	II	2	II	3	II	4	II	5	II	6
					III	1	III	2	III	3	III	4	III	5
	0	1	0	2	II	3	II	4	II	5	II	6	II	7
IV	IV	0	IV	0	III	2	III	3	III	4	III	5	III	6
					IV	1	IV	2	IV	3	IV	4	IV	5
	0	1	III	2	III	3	III	4	III	5	III	6		
V	V	0	IV	1	IV	2	IV	3	IV	4	IV	5	V	7
			V	0	V	1	V	2	V	3	V	4		
	0	1	IV	2	IV	3	IV	4	IV	5				
VI	VI	0	V	1	V	2	V	3	V	4	VI	6	VI	7
			VI	0	VI	1	VI	2	VI	3				

Thus a player with Gradings of, for instance, II and 6, can take part in the campaign as a warrior with an A Grading of 6, or a warrior with an A Grading of 5 and a B Grading of I, allowing limited magic to be performed, or as a more powerful wizard with a B Grading of II and an A Grading of 4.

Whatever a player decides, his Gradings are applied to the Grading Effects Table that follows.

In the following table abbreviations are used as follows:

D.T.	=	Defence Total.
A.T.	=	Attack Total.
C.S.	=	Casting Score.
E.R.R.	=	Energy Recuperation Rate.

The first two terms are dealt with under the Combat Section and the second two under Magic.

GRADINGS EFFECTS TABLE

A Grading

0	=	No fighting possible unless attacked and then at minus 30 on A.T. and minus 20 on D.T.
1	=	Minus 20 on A.T.; minus 10 on D.T.
2	=	Minus 10 on A.T.
3	=	No additions or deductions.
4	=	Plus 5 on A.T.; plus 10 on D.T.
5	=	Plus 10 on A.T.; plus 15 on D.T.
6	=	Plus 20 on A.T.; plus 20 on D.T.
7	=	Plus 30 on A.T.; plus 30 on D.T.

B Grading

0	=	No casting of spells possible.
I	=	All C.S. Factors at minus 1. E.R.R. at 1/2 normal Rate. Player may choose 2 spells from 1 category.
II	=	C.S. normal. E.R.R. normal. 4 spells from 2 categories.
III	=	C.S. normal. E.R.R. normal. 5 spells from 3 categories.
IV	=	C.S. normal. E.R.R. normal. 6 spells from 3 categories.
V	=	C.S. normal. E.R.R. at 1 1/2 normal rate. 7 spells from 3 categories.
VI	=	All C.S. Factors at plus 1 E.R.R. at 1 1/2 normal rate. 8 spells from 4 categories.

The spell categories are given in the section on Magic. At this stage the players are able to choose their spells (turn to the Magic section) and equip themselves thus calculating their A.T. and D.T. (turn to the Combat section).

Throughout the rules there will be occasions on which the player will have to use his score for an ability in order to determine archery, spell casting, fatigue etc. Where in a section of the rules reference is made to an ability that appears in either Column A or B, the numerical value of that ability is used. Otherwise a 10-sided dice is thrown to calculate a new score; the rules will say when this is necessary.

TRAINING

Some Column A and B abilities can be improved by training. These are:

STRENGTH . . . DEXTERITY . . . REACTIONS
CONCENTRATION . . . MEMORY

At the referee's discretion, some self-training may be carried out on these abilities but this should not amount to more than 2 points per ability. A teacher is needed to further increase these abilities.

For the Column A abilities the teacher must have a higher Combat Total (C.T.) than the subject. (A C.T. is the A.T. + D.T. divided by 2). The formula for a 1 point increase in one of these abilities is given by:

$$30 - (\text{C.T. of Teacher} \div 20) \text{ minus } (\text{C.T. of Player} \div 20) + \text{Teacher's Ability}$$

The ability of the Teacher is on a scale of 1 to 20. The price of a teacher will depend upon his Ability. A teacher with an ability of 5 will cost 1 Gold Piece per day's training.

To increase the Column B abilities a teacher is also needed. The teacher must have a higher score than the subject in the ability that he wishes to increase. The teacher can teach at a rate of a 1 point increase per day's study until the subject has an ability score 1 below that of the teacher; he then cannot learn any more. Teachers cost about 1 Gold Piece (G.P.) per ability score from 8 to 10. For each extra point above 10 in the required ability, the teacher is entitled to an extra G.P. per day. (Thus a teacher with a Memory ability of 12 costs at least 3 G.P. per day). Teaching does not come cheap.

Probably the best method a referee can employ to calculate the Ability of a teacher is to throw a 20 sided dice.

AN EXAMPLE OF CHARACTER DETERMINATION

The player makes a list of all his character's abilities, and calculates their values randomly as below:—

	A		B
STRENGTH	3	INTELLECT	4
CONSTITUTION	3	REASON	1
HEALTH	8	OBSERVATION	3
DEXTERITY	2	INTUITION	9
SIGHT	6	INSTINCT	1
HEARING	2	CONCENTRATION	10 + 5 = 15
TOUCH	5	ACCURACY	8
SMELL	2	WISDOM	3
REACTIONS	3	INSPIRATION	9
SIZE	5	MEMORY	6
EXTRAS	0	EXTRAS for	
		CONCENTRATION	5
TOTAL	39	TOTAL	59
GRADE	2	GRADE	III

He consults the "Final Abilities" table, and finds that he has a choice between:

x 2 and
III X.

He decides to take the "higher offer" of III X, which means that his initial spell choice will be limited to 5 spells from 3 major categories — and that he will be unable to light unless attacked, and then with reduced abilities.

INDIVIDUAL ABILITIES

“Genius does what it can and Talent does what it must.” Earl of Lytton

The abilities in Column A and Column B not only go to make up the Gradings of the characters, but also have a specific effect on the game. In this section each ability is dealt with one by one and reference is made to the other sections of the rules that they affect.

STRENGTH

See: MOVEMENT, FATIGUE, ARCHERY, MOUNTED COMBAT. MOUNTED TRICKS.

<i>Strength Score</i>	<i>Effect on Basic A.T.</i>	<i>May Lift</i>	<i>May Lift and Carry 100yds.</i>	<i>May Wrestle to Ground</i>
1-3	+ 10	180 lbs	130 lbs	180*
4-7	+ 20	210 lbs	170 lbs	200*
8-11	+ 30	240 lbs	200 lbs	230*
12-17	+ 40	300 lbs	230 lbs	280*
18-20	+ 50	360 lbs	300 lbs	320*

* - C.T.

Notes:

(1) The weight that may be lifted is subject to + or - up to 20%. Each time a feat of lifting is attempted throw a normal dice and a 20-sided dice. The 20-sided dice gives the percentage change which is added to the figure if the normal dice shows 4, 5 or 6 and deducted if it shows 1,2 or 3. This modified figure gives the maximum weight that may be lifted for certain.

Should the subject attempt to lift a weight that is heavier than the modified figure above use the following procedure: For every 1% increase in weight above the maximum score 1 point. Throw another 20-sided dice. If the score is higher than the number of points awarded for being heavier than the maximum, the lift is successful.

(2) If a subject is attempting to push an object along a relatively flat surface rather than lift it. add 40% to the maximum permissible shown in the “May Lift” column above. Then repeat the procedure outlined in note (1).

(3) In the “May Wrestle to Ground” column the figures refer to the opponent’s C.T. The subject will succeed in a trial of physical strength, such as a wrestling match, against an opponent with a C.T. equal to or less than that shown. (Subject to a variation of + or - up to 20%. using the method as in note 1). This is assuming, of course, that neither party uses tricks as well as strength.

CONSTITUTION

Sec: MOVEMENT, FATIGUE, SURGERY SPELL.

HEALTH

See: MOVEMENT, FATIGUE, DISEASE.

DEXTERITY

See: ARCHERY. MOUNTED COMBAT. MOUNTED TRICKS. SPELL AIMING.

<i>Dexterity Score</i>	<i>Effect on A.T.</i>	<i>Effect on D.T.</i>
1-3		
4-7	+10	+10
8-11	+20	+20
12-17	+30	+30
18-20	+40	+40

The referee must also decide what effect a high/low Dexterity Score will have on the success of actions like:

Weapon Catching, Card Tricks and Juggling. Fiddly Actions such as lock picking, etc.

SIGHT

See: ARCHERY, MOUNTED COMBAT. MOUNTED TRICKS.

VISION TABLE

	<i>Maximum Distance (yds, unless otherwise stated)</i>			
	Light	<i>Lt. Rain</i>	<i>Dusk/Hvy. Rain</i>	<i>Dark / Snow / Fog</i>
Discern Face	40	30	25	5
Discern Body	1 Mile	½ Mile	200	15
Recognise Body	400	200	50	5
Discern Separate Bodies	1 Mile +	250 Mile	250	20

This table represents the abilities of an average character, that is one with a Sight Score of 4 to 8. The table is modified by the Sight Table which appears opposite, in the case of characters with Sight Scores more or less than 4 to 8.

SIGHT TABLE

(Lt.=Light; Lt. Rn. = Light Rain; D/H.R. = Dusk or Heavy Rain).

<i>Sight Score</i>	<i>Discern Face</i>			<i>Discern Body</i>		
	<i>Lt.</i>	<i>Lt. Rn.</i>	<i>D/H.R.</i>	<i>Lt.</i>	<i>Lt.Rn.</i>	<i>D/H.R.</i>
1-3	-10	-10	-10	—200	—200	—50
4-8	No Change			No Change		
9-14	+ 10	+ 10	+ 10	+2(X)	+200	+ 50
15-20	+ 60	+40	+ 30	+ 400	+300	+ 125

	<i>Recognise Body</i>			<i>Discern Separate Bodies</i>		
	<i>Lt.</i>	<i>Lt. Rn.</i>	<i>D/H.R.</i>	<i>Lt.</i>	<i>Lt. Rn.</i>	<i>D/H.R.</i>
1-3	-100	100	-30	—	-200	-75
4-8	No Change			No Change		
9-14	+ 100	+ 100	+ 30	—	+200	+ 50
15-20	+ 250	+ 200	+ 50	—	+400	+ 100

Distances are added to the distances on the Vision Table (or subtracted); all figures in yards. Seeing in the dark, snow or fog is not affected by the Sight Score. Maximum distance for seeing separate bodies in light should be decided by the referee but should not be more than 3-4 miles.

HEARING

The following Sounds Table is based on a still day with little background noise. All figures are in yards and are the maximum distances at which the sound can be heard.

SOUND TABLE

<i>Hearing Score</i>	<i>Shout</i>	NOISES		
		<i>Talking</i>	<i>Movement</i>	<i>Faint or Stealthy</i>
1-4	250	15	8	7
5-9	300	18	12	5
10-15	400		15	8
16-20	500	26	18	12

Fog	-200	-8	12	7
Wind (with)	+ 50	+ 5	+5	+ 5
Wind (against)	100	-5	-5	-5

Loud noises such as shouts may carry even further with gales but softer noises will be drowned.

Obviously, background noises such as a campfire or conversation will help cover faint or stealthy noises and it will be more difficult to creep about unheard in a forest where there are twigs to stand on than in open grassland. The referee must use common sense in applying these rules.

TOUCH

See: ARCHERY

This is a rather arbitrary scale which governs the degree of sensitivity of touch. As it is rather difficult to quantify, the referee should use the following guidelines and apply the rules as he sees fit.

If the referee has set the players a task requiring a sensitive touch on their part, such as finding a small bump or hollow on an object that acts as a catch, he should rate this task on a scale of difficulty from 1-100. 90-100 is a very difficult task. 20-30 is easy.

As a test to see whether the player's Touch is sensitive enough to accomplish the task the referee should throw 1 20-sided dice and add to the score 4 points for every point in the player's Touch Score, (e.g. a Touch Score of 9 means that 4 x9=36 points can be added to the dice score.) If the combined total is larger than the rating score that the referee has assigned to the task, then the player succeeds.

Note that usually an object manufactured by human craft will not have a difficulty rating of more than 60. Only elves, dwarfs and other highly skilled craftsmen can produce locks, catches and other items that require a score of 90-100 to open.

Any task should be given a rating by the referee if he considers that it needs a sensitive touch.

SMELL

Again, this particular ability only becomes of importance under special conditions and it is rather difficult to draw up hard and fast rules. The following table is suggested as a guideline.

In the Table, Strong Smells include: pungent gases, smell of decomposition, creatures with powerful characteristic odours and indoors, perfumes and incenses. Faint smells include: smell of cooking, creatures with slight odours, incenses and perfumes, and natural scents such as salty smell near the sea. pine smell near pine trees etc. Smoke is placed in its own category because it will occur relatively commonly.

SMELL TABLE (all figures in Yards).

<i>Smell Score</i>	<i>Smoke</i>	<i>Strong Smells</i>	<i>Faint Smells</i>
1-4	20	30	3
5-9	50	75	5
10-15	75	110	10
16-20	100	150	25
Source is Upwind	+ 30	+ 50	+ 10
Source is Downwind		Smell is blown in Opposite Direction	

REACTIONS

See: ARCHERY, MOUNTED TRICKS.

When the players are faced with a situation which requires an immediate reaction from his character, he is given a certain amount of real time in which to decide what to do. If he has not made up his mind in the time allowed, he will be considered not to have reacted at all. The time allowed depends on the character's reaction score:

<i>Reaction</i>	<i>Real Time Allowed</i>
1-3	10secs.
4-7	12secs.
8-10	15secs.
11-14	18secs.
15-20	20secs.

Traps are given a rating from 1-10. 10 being the hardest to evade. To decide whether or not a character gets caught in the trap, use the following formula:

A trap with a rating of, for example, 7, will give a character with a reaction score of 7 a 50% chance of escaping, and those with a score of 8 will have a chance of 55%. etc. Thus, for every point on the reaction score above the rating of the trap, add 5% to the chance of escaping, and for every point below the trap rating, subtract 5% from the chance of escaping.

SIZE

See: ARCHERY.

<i>Size</i>	<i>Height</i>	<i>Reach</i>	<i>Size rating for archery</i>
1-3	5'6"	7'6"	6
4-6	5'9"	7'9"	7
7-9	6'0"	8'3"	8
10-12	6'3"	8'6"	9
13-16	6'6"	8'9"	10
17-20	6'9"	9'0"	11

Size determines target size, reactions and general considerations of height

INTELLECT

See: CASTING SCORE. BOOK./SPELL LEARNING.

REASON

See: MAGICAL RESEARCH.

This score has an effect on the spells "Cause lunacy", and "Cause Delusion", when they are performed against the character with the scores as below. They increase the magical resistance of the character as below.

<i>Reason</i>	<i>Extra M.R</i>
1-4	-
5-9	5
10-14	10
15-20	20

OBSERVATION

See: WEATHER, ARCHERY. MAGICAL RESEARCH.

Another rather difficult factor to simulate, this is best left up to the referee, with reference to the example below:

<i>Score</i>	<i>Notice when not looking/chance of seeing</i>	
1-4	Heavy tracks	50%
>10	Heavy tracks	100%
11-14	Light tracks	50%
15-20	Light tracks	100%

For characters with an Observation score above 10, special rules apply. The referee should supply the player with small clues before and during incidents. For example, if the party is chasing a hobgoblin who disappears through one of three doors, the player with the high observation score will see the door just closing" whereas the other members of the party would have to try each door in turn.

There are obviously too many situations in which this ability may be used for us to supply a useful table so the referee should interpret the ability as he sees fit.

INTUITION

See: MAGICAL RESEARCH.

INSTINCT

See: ARCHERY. MAGICAL RESEARCH.

This ability acts as a sort of in-built divination spell.
At 50 yds.:

<i>Score</i>	<i>Detect Evil/Good</i>	<i>Magic</i>	<i>Truth/Lies</i>	<i>Traps</i>
1-3	—	—		
4-7	10%	—	20%	10%
8-10	20%	10%	25%	15%
11-14	25%	15%	30%	20%
15-20	30%	20%	35%	25%

Percentages represent the chance of detecting the category as a "feeling," just before the incident. For example, if the players are approaching a wood where the referee knows an evil wizard is lurking, when they are within 50 yds. percentile dice are thrown, and the players for whom that throw is successful are told that they can sense something evil and/or magical, depending on the success of the throws.

The referee should check for Truth/Lies after a statement made by another character or player who has told a lie.

CONCENTRATION

See: WEATHER, ARCHERY. CASTING SCORE, SPELL AIMING

ACCURACY

See: ARCHERY. CASTING SCORE. SPELL AIMING,

Like Dexterity, this is impossible to quantify, but the higher the score the more likely the player is to throw accurately, set traps, etc.

WISDOM

This affects Fame and Progression, and is dealt with in that section.

INSPIRATION

See: MAGICAL RESEARCH.

When the players are *truly stumped*, the referee should check the players' Inspiration score, and throw percentile dice. If the score is less than, or equal to the figure in the table below in column 1, the player is inspired by the referee by a prod in the right direction.

If the player is not inspired, throw percentile dice again, if it is equal to or less than the score in column 2. he may tell the players if they are on the right track or not.

The referee must not, however, give the players the answer for certain.

Players may call for inspiration at any time, but the referee can refuse if (hey have not been trying hard enough or if he feels they don't deserve it. (See God's rules).

<i>Inspiration score</i>	1	2
1-4	10%	—
5-9	15%	10%
10-14	20%	15%
15-20	25%	20%

If the players are inspired, a percentile dice throw of the equivalent to column 2 will lead to the players receiving a clue from the referee.

MEMORY

See: CASTING SCORE. SURGERY.

Also a rather qualitative ability, the memory of a character will affect his ability to learn and remember spells and tricks.

It will lead to an alteration of the Knowledge Points held by a wizard, and will shorten the amount of time needed in training.

<i>Memory</i>	<i>Knowledge points</i>	<i>Time in training</i>
1-4	—	—
5-7	+5	- 5%
8-11	+ 10	- 7%
12-15	+ 15	- 10%
16-20	+ 20	12%



Beremian Khash

ALIGNMENT

"I care not whether a man is good or evil, all that I care is whether he is wise or a fool." W. Blake.

- (1) All non-player creatures have an "alignment" which takes the form of two ratings on two different scales:
 (A) GOOD TO EVIL: 1 to 7.
 (B) LAW TO CHAOS: A to G.

The alignment determines the general outlook and behaviour of creatures towards their environment and other creatures. In the case of humans and human types, it is particularly important since it is a representation of character, personality and morals (or lack of such). It is less important but still necessary for more beast-like creatures whose personalities are less intricate, for reaction purposes.

Nevertheless, players should also choose their own alignments so that reactions of other creatures to them can be determined although players never have to obey the reaction rules because they always choose their own course of action. Once a player has chosen an alignment he can, of course, decide to take action contrary to that alignment. In such a case, it is up to the referee and players to decide (preferably before the game starts) whether or not a player should be penalised for doing this. It may be felt that players should be entirely free to do as they please, on the other hand if a player has decided to take the role of a certain type of individual, it may be argued that the game's continuity may be disrupted if the player changes his character's personality. This is a matter for your own choice. See also the section on Gods.

(2) The good/evil scale is known as the BASIC ALIGNMENT and the law/chaos as the COSMIC ORDER ALLEGIANCE. Good and law are not synonymous but have close connections; the same is true of evil and chaos. There is no need to enter into a philosophical discussion of the meaning of the concepts of good and evil since they are taken for granted. However, in these rules, the basic alignment scale is intended to cover those moral ideals which are objectively either good or evil whereas the cosmic order allegiance scale is concerned more with the order of things, regardless of the rightness or wrongness of the principles. For example, we can judge the act of killing as being an 'evil' act, in a totally objective way. At the same time, if the act of killing is the execution of a murderer, we can say that such an act is 'lawful'. Usually of course, good will coincide with law and evil with chaos but the two concepts are not identical and can be divorced from each other to a certain extent. Furthermore, although we can say with some confidence that what is good is 'right' and what is evil is 'wrong', we cannot say the same of law and chaos. A statute which imposes a heavy tax on peasants may be lawful but not right or good.

The cosmic order allegiance is intended to convey the attitude of a character towards the established order of the world, the degree of respect for property rights, regulations and laws and whether he prefers peace and tranquility to disruption and anarchy for disruption and anarchy's sake. Creatures of a chaotic alignment prefer strife and confusion and constant change although they do not necessarily have to be particularly evil.

(3) As a general rule, creatures who tend towards good also tend towards law, and those who tend towards evil also tend towards chaos. There are a number of creatures who do tend towards opposite ends on the two scales but the greater the disparity, the fewer they are.

(4) Below is shown the alignment matrix which gives all possible alignments. The codes in red are common ones, those in black infrequent, and those in blue, rare.

	LAW	A	B	C	D	E	F	G	CHAOS
GOOD	1	1A	1B	1C	1D	1E	1F	1G	
	2	2A	2B	2C	2D	2E	2F	2G	
	3	3A	3B	3C	3D	3E	3F	3G	
	4	4A	4B	4C	4D	4E	4F	4G	
	5	5A	5B	5C	5D	5E	5F	5G	
	6	6A	6B	6C	6D	6E	6F	6G	
	7	7A	7B	7C	7D	7E	7F	7G	
EVIL									

(5) The referee should be careful to note that although the reaction and morale rules can be used to determine how creatures act, it is really up to him to decide upon the actions of non-player characters, within the context of their alignment rating, since he controls the non-player characters in the same way that the other players control their characters. Therefore, we give below a brief description of the basic philosophies of the various 'core' alignments.

(6) 1A/1B. Such an alignment signifies the personification of all that is good, kind and selfless, and consequently, beings who fall into this category are rare. They include such beings as unicorns, certain gods, some elves and a few totally altruistic humans such as saints and knights. Beings in this group will never refuse to aid those who need it nor attempt to harm anybody except in self defence or for a very good cause (some would even rather die than kill anybody else).

2A/2B. These are basically good but have fewer qualms about dealing with enemies as they deserve. They hate all things evil and believe that the end justifies the means, as long as the innocent do not suffer too much. Also, they have a little more care for their own security than those of alignment 1A who would give up their lives for a just cause.

3B/3C/2C. These are really concerned with their own ends but are not inclined to kill without reason and do not usually undertake especially-evil actions. They will resort to threats and even torture to achieve their ends and always attempt to make the most they can of themselves. However, when it comes to taking sides, they would side with good, providing the price is right.

4C/4D/3D. Those beings are completely neutral when it comes to a choice between good and evil. They are only out for what they can get and will do whatever is necessary to achieve their ends. They will side with anybody who is likely to bring them most benefit but will not kill simply for the sake of it.

5D/5E/4E. These beings are also largely concerned with their own ends and will prefer to use foul means rather than fair. They do not care how they achieve their ends and will kill anybody who gets in their way. They will not bother to perform evil acts simply for their own sake but only for some gain.

6E/6F/5F. Creatures of this alignment are wicked and malevolent and enjoy killing and destruction for its own sake although this may be tempered by a desire to further their own ends first. They are naturally opposed to the principles of law and good and always attempt to fight them.

7F/7G/6G. Beings of this alignment are so totally dedicated to evil and destruction that (like those of 1 A) they are somewhat rare. They exist only to perform acts of incredible depravity and wickedness and to bring about complete anarchy. They rejoice in cruelty and hate all things, especially beings of good and lawful alignments.

(7) These are only eighteen of the forty-nine possible combinations and are more or less at the same point on each of the two scales, i.e. as far from the origin on the law/good scale as on the chaos/evil scale. Not all the possible combinations are described but below are given descriptions of some alignments with disparities between the two scales.

2E/3F. Creatures around these points are basically good and will always fight evil creatures as a matter of principle but they have little respect for the law or for an ordered life. Such alignments prefer to do as they please and do not take kindly to being told what to do. They do not like to lead settled lives but will prefer to wander and have new experiences all the time. Examples of these are the good Elves and adventurers. Most players choose an alignment of this type as they are wanderers and adventurers themselves.

(8) To determine a creature's alignment, look up the alignment determination factors on the Creature Characteristics Table. Throw one average dice and deduct the score from the Basic Alignment factor to give the good/evil alignment. Throw another dice and subtract that score from the Cosmic Order Allegiance factor, a one counts as an A alignment, a two as a B, a three as a C and so on.

IT IS IMPORTANT TO NOTE THAT: a score of 0 counts as a 3 or a C: any thing above 8 counts as a 7 or G.

(9) Before determining the alignment of non-player humans, the referee should first consider the following point. The object of the game is for players to enter into conflict with non-player characters (although they will make some "friends"). These should therefore be of an opposed alignment since good and lawful beings do not usually fight each other, except in the case of national wars. We assume that players will be of a basically good alignment, although there is no reason why they should not be evil. In fact, this can make an interesting game, if there are two groups of players of opposed alignments but we do not recommend that you employ this variation until you are familiar with the rules.

The rules for determining alignments are therefore weighted towards evil and chaotic creatures and humans since these are the alignments that players want to encounter. In civilised areas, the rules for humans are the same but it should be remembered that the majority of the other inhabitants will be lawful and more good than evil. In certain situations therefore, it may be necessary to use a different system to the one given here.

(10) To determine the alignment of a human character, throw one ten-sided die and read off the appropriate Basic Alignment on the second line of the table below. Throw another ten-sided die and read off the Cosmic Order Allegiance in the same column as the first die score.

DIE SCORE (1st)	1	2	3	4	5	6	7	8	9	10
BASIC ALIGNMENT	*	3	4	5	5	6	6	6	7	7
1	A	A	A	A	A	A	A	A	A	A
2	B	B	B	B	B	B	B	B	B	B
3	B	B	B	C	C	C	C	C	C	C
4	C	C	C	C	D	D	D	D	D	D
5	C	C	C	D	D	D	D	D	E	E
6	D	D	D	D	D	D	E	E	E	E
7	D	D	D	E	E	E	E	E	F	F
8	E	E	E	E	E	E	F	F	F	F
9	F	F	F	F	F	F	F	F	G	G
10	G	G	G	G	G	G	G	G	G	G
DIE SCORE (2nd)	COSMIC ORDER ALLEGIANCE									

* Throw again, 1-5=1, 6-10=2.

(11) All members of the same group should have the same alignment or similar alignments, otherwise there will be a great deal of conflict. When you have determined the alignment of the leader of a group, use the same alignment for the other members of the group.

(12) It is beyond the scope of the rules to cover all contingencies that may occur between players and beings encountered. It is important that the referee should decide for himself what the different alignments mean, in respect to what actions beings might take in various situations and to control non-player characters accordingly. The reaction rules give a general guide to the motivation of beings at a particular time but for intelligent beings, this should be modified according to their alignments.

GODSY, GODESSES, AND THE HAND OF FATE

“The Gods help them that help themselves.” Aesop.

Each character may elect to have a god. This god is chosen by the player before the game begins, and may act as the character's helper in times of trouble and extreme stress.

However, the gods are not always well-disposed towards their worshippers, and the extent to which a god will help its follower depends on the extent to which the character has behaved “well in its sight”.

Each god has two factors attached to it—its alignment, and its power rating.

The power rating goes from 1-10; 10 being the most powerful, but also the least accessible.

The alignment score is the same as for creatures on earth.

When a player has adopted an alignment, he chooses a god with the same alignment as himself.

The deity can be one of the classical gods, or can be one concocted by the player or referee.

As well as an alignment and power rating, the god should have a dwelling place, a form, and some way of manifesting itself. Players with some sort of “speciality”, e.g. musical leanings, might choose to adopt a god more connected with his particular field.

The gods will favour a character who acts with their alignment, and will look with a disapproving eye on those who stray from their alignment. The extent of “leeway” given by a god depends on its power rating, those with a P.R. of 10 will tolerate almost no deviation.

PRAYER

A character may pray to his god in any situation. There are two types of prayer— (i) The plea for aid. (ii) The crawling prayer.

(i) The plea for aid. If this prayer is answered, the god will help the player in some way. raising a dice throw, for example, or by sending some sign to lead travellers to their destinations.

Whether or not a prayer is answered depends on the situation and how “well behaved” a character has been.

Each time a character acts out of alignment (as defined by the referee), he will receive a “black mark”. The weaker the god, the more black marks will be tolerated.

As most of the judgments on the alignment of an act are purely qualitative and subjective, it is important that the referee remains consistent throughout the campaign and gets his ideas thoroughly worked out beforehand. Thus he should not punish a player who sincerely believes that he is acting within his alignment when he performs a punishable act, When this situation arises, we recommend that a “warning sign” should appear, a thunderbolt being the most favoured, to tell the character that he is on the verge of receiving a black mark, and should watch his step.

Whether or not a prayer is answered can be determined by the table below:

POWER RATING										
Black Marks	1	2	3	4	5	6	7	8	9	10
0	30	29	27	25	23	21	19	16	13	10
1	30	29	27	25	23	21	19	16	13	10
2	30	29	27	25	23	21	19	16	13	7
3	30	29	27	25	23	21	19	13	10	4
4	30	29	27	25	23	19	16	10	7	X
5	30	29	27	23	21	16	13	7	4	X
6	29	27	23	21	19	13	10	4	X	X
7	27	25	21	19	16	10	7	X	X	X
8	25	23	19	16	13	7	4	X	X	X
9	23	21	16	13	10	4	X	X	X	X
10	21	19	13	10	7	X	X	X	X	X
11	19	16	10	7	4	X	X	X	X	X
12	16	13	7	4	X	X	X	X	X	X
13	13	10	4	X	X	X	X	X	X	X
14	10	4	X	X	X	X	X	X	X	X
15	7	X	X	X	X	X	X	X	X	X
16	4	X	X	X	X	X	X	X	X	X

The figures in the table refer to the number which must not be exceeded by a percentile dice throw in order that the prayer may be answered.

If the prayer is answered, the extent of the answer also depends on how well the player has been behaving.

Each prayer answer is given a grade from 1-10, as below:

POWER RATING										
Black Marks	1	2	3	4	5	6	7	8	9	10
0	4	4	6	7	8	9	9	10	10	10
1	3	4	5	6	7	8	9	9	10	10
2	2	3	4	5	6	7	8	9	10	10
3	2	3	4	5	6	7	8	9	9	10
4	1	2	2	3	3	4	5	6	7	8
5	1	1	1	2	2	3	4	5	6	7
6	1	1	1	1	2	2	3	4	5	6
7	1	1	1	1	1	2	2	3	4	5
8	1	1	1	1	1	1	2	2	3	4
9	1	1	1	1	1	1	1	2	2	3
10	1	1	1	1	1	1	1	1	2	2
11	1	1	1	1	1	1	1	1	1	2
12	1	1	1	1	1	1	1	1	1	1

The grades refer to the percentage success of the prayer. Throw a normal die:

- 1, 2, reduce the grade by 1.
- 3, 4, grade remains the same.
- 5, 6, increase the grade by 1.

The correlation between the grade and percentage success is shown below:

<i>Grade</i>	<i>% Success</i>
1	55
2	60
3	65
4	70
5	75
6	80
7	85
8	90
9	95
10	100

Thus, a character who prays to have all his fatigue removed, and gets an answer grade of 3 will get 65% of his fatigue removed.

These percentages can also be interpreted qualitatively, thus a character who prays to be helped when he is falling off a cliff and gets a score of 5 could, for example, either be helped for the first 75% of the fall and dropped the next 25%, or else let down slowly, but not slowly enough to prevent injury.

If a character prays for something the referee considers to be excessive, for example, a tripling of his A.T., the chance of it being answered is reduced to a half of what it was, and there is also a chance of the prayer backfiring. This chance is a percentage, decided by subtracting the original chance of the prayer being answered from 50. For example, the chance of the excessive prayer of a character with a god with a P.R. of 6 and 5 black marks is $50 - 19 = 31\%$.

When a prayer backfires, the opposite of what was prayed for will occur, thus in the above example, the prayer's A.T. could possibly be reduced to half of its original value.

However, it is in the god's interest to keep the player alive, so the missing points will be returned, but not until after a wound has been sustained.

(ii) CRAWLING PRAYERS

To perform these prayers, the character will pray to his god, saying what a wonderful, powerful, wise, brilliant god it is. Some gods will fall for this flattery, others will not. The referee should decide, before the game begins, whether or not the god is the impressionable type or not. The more powerful a god is, the less likely he is to be taken in by this adulation.

The chance of one of these prayers being accepted depends on how many prayers the character has performed within the last week:

No. of Prayers in Last Week	POWER RATING									
	1	2	3	4	5	6	7	8	9	10
0	100	100	100	100	100	100	100	100	100	90
1	90	90	90	90	90	90	90	90	80	70
2	70	70	70	70	70	70	70	60	50	40
3	50	50	50	50	50	50	40	30	20	10
4	30	30	30	30	30	20	10	8	7	6
5	20	20	20	20	10	8	7	6	5	4
6	10	10	10	10	8	7	6	5	4	3
7	8	8	8	7	6	6	5	4	3	2
8	7	7	6	5	5	4	3	2	2	1
9	6	4	4	3	3	2	2	1	1	X
10	5	3	3	2	2	1	1	1	X	X
11	3	2	2	1	1	1	1	X	X	X
12	2	1	1	1	1	X	X	X	X	X
13	1	1	1	1	X	X	X	X	X	X
14	1	1	X	X	X	X	X	X	X	X

If a crawling prayer is accepted, it knocks off one black mark, or, if there are no black marks to be knocked off, it increases the chance of a prayer being answered by 1-10% (throw a 10-sided die). A “thank you” prayer after the god has helped a character out of a tight spot stands a 10% better chance of being heard.

As I have said before, it is in the god’s interests to keep the character alive, and for this reason, a prayer in a life-or-death situation stands a 20% better chance of being answered. However if this prayer is answered, the character automatically gains 5 “grey marks”. These act as black marks, but can only be removed by sacrifice (see next section). They do not count towards “automatic punishment”.

METHODS OF NEGATING BLACK MARKS

This can be done in two ways:

(I) **Repent.** The character can promise never to do things against his alignment again. To determine whether he is believed or not, throw a normal die:

Black Marks	POWER RATING									
	1	2	3	4	5	6	7	8	9	10
0	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1	4
2	1	1	1	1	1	1	1	1	1	6
3	1	1	1	1	1	1	1	5	5	6
4	1	1	1	1	1	3	4	6	6	6
5	1	1	1	2	3	4	5	6	6	X
6	1	1	2	3	4	5	6	X	X	X
7	2	2	3	4	5	6	6	X	X	X
8	3	3	4	5	6	6	X	X	X	X
9	4	4	5	6	6	X	X	X	X	X
10	5	5	6	6	X	X	X	X	X	X
11	6	6	X	X	X	X	X	X	X	X
12	6	6	X	X	X	X	X	X	X	X

The number in the table refers to the lowest number scored which will mean that the god has accepted the repentance.

Thus a character repenting with a god with a P.R. of 3, and 8 black marks will have to throw a 4, 5, or 6 to be accepted by his god.

If a repentance is accepted by a god, all of that character's black marks are removed.

If, however, the character acts badly once more, next time he repents, he will be treated as if his god has a P.R. three points higher than it was originally (i.e. 1-4, 4-7, 7-9. etc.) never exceeding 10. He is also likely to be punished. (See Punishment).

(2) **SACRIFICES** Each god demands a certain sacrifice. The type of sacrifice will be determined before the game, and will vary depending on the alignment of the god involved. Examples could be:

Killing of a creature with a different basic alignment other than that of the god.

Doing a good deed involving putting oneself out.

No advantage must be gained by the character from the sacrifice. Thus if a character decides to donate the victim of a combat to his god. he must receive no combat points or skill points from this combat, or doing a very good deed at immense personal risk would involve no increase in fame.

Other sacrifices could include: Inflicting pain on self. Killing calves, lambs, goats, chickens, etc. and not eating them. (living money to the poor. And so on.

If a character has difficulty in performing a sacrifice, he may get a "bit of a hand" from the god, but this should only occur in situations when, if there was no interference the character would die.

For each sacrifice, the character redeems one black or grey mark.

Large sacrifices could involve the redemption of more than one mark.

A sacrifice which doesn't involve a great enough cost to the character will not be accepted.

AUTOMATIC PUNISHMENT

When a character has been awarded the amount of black marks equal to 15 minus the P.R. of the god (i.e. 10 for a god with a P.R. of 5). he qualifies for punishment.

There is a 50% chance that he will be punished. Every time he incurs another black mark, the check is repeated, still at 50%.

The punishment could take the form of a disease, or curse. The extent of the punishment depends on the number of black marks the character possesses.

BATTLES BETWEEN GODS

When a character meets an opponent, and both pray and get their god's support, a battle between the gods results. Neither character receives any help until the god's combat is resolved.

At every strike between the combatants, the battle between the gods manifests itself in the form of something like a thunderclap, lightning flash, etc.

To resolve the combat, use the following table.

P.R. of God	P.R. OF OPPONENT									
	1	2	3	4	5	6	7	8	9	10
1	50	60	65	70	75	80	85	90	95	99
2	45	50	60	65	70	75	80	85	90	95
3	40	45	50	60	65	70	75	80	85	90
4	35	40	45	50	60	65	70	75	80	85
5	30	35	40	45	50	60	65	70	75	80
6	25	30	35	40	45	50	55	60	65	70
7	20	25	30	35	40	45	50	55	60	65
8	15	20	25	30	35	40	45	50	55	60
9	10	15	20	25	30	35	40	45	50	55
10	2	10	15	20	25	30	35	40	45	50

The figure in the table is the number which must be exceeded for that god to win the battle. In the case of a draw, the battle continues.

When a god is defeated, he no longer has any influence on the character he was fighting for. The characters A.T. and D.T. drop by 10 (regained as F.P.S.).

The victorious god can help his character in (he way decided, and to the same extent as before.

The character whose god has been defeated may become miraculously converted to the victorious god. in which case the combat must cease.

No convert is ever refused.

If another god is interfering with a god's character, the chance of a prayer being answered is increased by 50%, and there is a 30% chance that it will join in of its own accord.

“FREE HAND”

A character may pray for help without minding what form the help takes. In these cases there is a 10% increase in the chance of a prayer being answered, but there is a 50% chance of the help coming in an inconvenient form, leaving vast scope for the referee's imagination.

MANIFESTATIONS

Gods do not often manifest themselves, they will only do so when a character has been particularly well behaved, or possibly during a battle between gods.

If a character sees his god he is greatly honoured and should immediately go and burn a few lambs or make some such gesture of veneration.

A character qualifies for a manifestation when he has not received a black mark in a year of campaigning actively, or 10 years of dormancy, but even then he may not receive one until he completes a quest or adventure, or dangerous journey.

The manifestations of the powerful gods will be more spectacular than those of the weaker gods.



SOCIAL POSITION

(or how much do you get from your father?)

"It is a wise father that knows his own child." W. Shakespeare, *Merchant of Venice*.

Characters are taken to represent the cream of their race in respect to physical and intellectual abilities and thus have the potential to become great wizards and mighty warriors. Unfortunately, this innate superiority is not always reflected in a character's social background. To determine this social background, throw two percentile dice and read off the result on the table below. Then determine the father's income by multiplying the income factor by the result of the number of average dice shown.

<i>Percentile Dice Throw</i>	<i>Father's Status</i>	<i>Income Factor (Value in G.P.)</i>	<i>No. of Ave. Dice</i>
1-9	UNKNOWN	-	-
10-18	PEASANT	5	1
19-43	RETAINER, SOLDIER, SEAMAN	12	1
44-63	CRAFTSMAN, TRADESMAN	20	2
64-78	MERCHANT	60	2
79-88	KNIGHT, SQUIRE	80	1
89-95	LESSER NOBLE, BARON	75	2
96-99	MAJOR NOBLE, LORD, DUKE	120	3
100	ROYAL FAMILY	300	5

Throw two more percentile dice to determine character's position within the family.

<i>Percentile Dice Score</i>	<i>Position</i>
1-25	FIRSTSON
26-50	SECONDBORN
51-75	THIRDBORN
76-95	FOURTH or YOUNGER SON
96-100	CUTOFF WITHOUT A PENNY

Being, regrettably, an unenlightened male chauvinist world, daughters use the same tables as above, but halve the figure in the Bestowal Table.

Use the Bestowal Table to determine how much money a player receives at the start of the game. The figure shown is the percentage of father's income. Disregard any amount less than half a gold piece (which is equal to 5 silver pieces). All players including those who have unknown parents and those cut off without a penny have at least 5 silver pieces with which to start off the game. If players are broke and cannot borrow from a richer companion the referee should provide the means by which they can earn enough money to buy a few essential items of equipment. This will delay the start of adventures for those unfortunate enough to be poor.

FATHER'S BESTOWAL TABLE

<i>Father's Status</i>	<i>First Son</i>	<i>Second Son</i>	<i>Third Son</i>	<i>Fourth Son</i>
PEASANT	6%	5%	4%	3%
RETAINER	8%	7%	6%	5%
CRAFTSMAN	6%	5%	4%	3%
MERCHANT	5%	4%	3%	3%
KNIGHT	5%	4%	3%	2%
LESSER NOBLE	5%	4%	3%	3%
MAJOR NOBLE	4%	3%	2%	2%
ROYALTY	2%	2%	1%	1%

WIZARDS OF GRADE V or VI

If a player is a wizard of grade V or VI he is potentially one of the most powerful characters in the game. Such people are assumed to have spent their youth studying the magic arts from an academic point of view, under the guidance of an older wizard. Wizards are well-known for their somewhat obscure backgrounds and origins, a notion which they tend to encourage as it makes them more mysterious and helps to boost their egos. These people will have been disunited from their families for a long time and will be sent out into the world by their teachers to

practice their lore and consequently will have little money. These players roll one average dice to determine the number of gold pieces that they have at the start of the game. However, they may have a magical item of some sort. To determine this, throw two percentile dice and consult the table below.

<i>Percentile Dice Score</i>	<i>Magical Items</i>
1- 30	0
31- 65	1 First Level
66- 90	1 Second level
91-100	1 Third Level

To determine the nature of the item use the rules in the appropriate section on Magical Items.

PRICES AND EQUIPMENT

“You pays your money, you takes your choice.” Punch Magazine 1846.

When they are in a position to do so, especially at the beginning of an adventure, players may wish to purchase items of equipment in towns and cities. Items of military equipment and horses will be hard to come by in villages and remote places. If they are available at all in such places they are liable to be either relatively more expensive, old or of poor quality. The referee should make allowances for these factors. Although it is impossible to equate modern prices with those of a medieval Economy, for the purposes of this game a Gold Piece (G.P.) is equal to a £20 note; most people never see one.

Within the game, 1 G.P. equals 10 Silver Pieces (S.P.) and 1 S.P. is worth 50 Copper Pieces (C.P.) (Or Bronze Pieces). In other words, the relative value of copper or bronze in terms of silver is 1/50 and of silver in terms of gold, 1/10. If you have more than one country in your game, you may wish to alter the metal content in different national coinages, so that different types of coin of the same metal have different values in terms of the relative values shown above. More of this financial skulduggery in the forthcoming Economics rules!

A general guide is given below of the prices of various items and their Load Points. (L.P. . . . see the section on Fatigue).

<i>Item</i>	<i>Price</i>	<i>L.P.</i>	<i>Item</i>	<i>Price</i>	<i>L.P.</i>
Single Handed Sword	8S.P-4G.P	3-4	Mace	5S.P	2-3
Double Handed Sword	1G.P-5G.P	5-7	MorningStar	5S.P	2-3
Single Handed Axe	5S.P	3-4	Flail	5S.P	2-3
Double Handed Axe	8S.P	5-7	Guisarm	6S.P	3-5
Dagger	2S.P	1	Halberd	6S.P	3-5
Longbow	4S.P	1-2	Whip	3S.P	1-2
Quiver	1S.P	1	Conical Helmet	5S.P	1-2
10 Arrows	1S.P	1	As above + nose-guard & neck-guard	7S.P	1-2
Crossbow	8S.P	2-3	Helmet with Visor	9S.P	2-3
10 Quarrels	1S.P	1	Leather Helmet	3S.P	1
Short Spear	3S.P	2-3	Mail Coif	7S.P	1
Long Spear	4S.P	3-4	Short Mail Coat	2G.P	5-6
Lance	8S.P	3-5	Long Mail Coat	3G.P	7-8
Javelin	2S.P	2-3	Footspurs	2S.P	0
Mail Leggings	1G.P	1	Belt	1S.P	0
Pair of Mail Gloves	7S.P	1	Scabbard (Sword)	2S.P	1
Breast or Back Plate	2G.P	2-3	Scabbard (Dagger)	1S.P	0
Plate Armour legs or arms	2G.P	1-2	Tinderbox	30C.P	0
Plate Armour Complete	9G.P	11-14	Torch	20C.P	1 per 5
Leather Jerkin	5S.P	1	Leather Backplate	2S.P	1
Leather Leggings	4S.P	1	Lantern	40C.P	1
Leather Gloves	2S.P	0	Lantern Oil (for 1 hour)	5C.P	0
Large Shield	8S.P	3-4	Blanket	40C.P	1
Small Shield	5S.P	2-3	Cloak	1S.P	1
Leather Horse Armour	2G.P	5-8	Food (1 man/1 day)	15C.P	1
Plate Horse Armour	10G.P	15-20	Overnight Lodging (*)	40C.P-1G.P	—
Mail Horse Armour	6G.P	9-15	Water Bottle (1 day)	30C.P	0
Saddle	1G.P	2-3	Pint of Ale (Foaming)	1C.P	—
Saddlebags	2S.P	1			

* Overnight's lodging can vary from a stable at the lower end of the price range to a city tavern with plush feather beds at the higher end; prices of accommodation, and of other items are largely at the discretion of the referee. Haggling over prices is encouraged!

Add 1 L.P. for every 5 sundries carried. (Items with an L.P. of 0).

HORSES

Horses can be of three types regarding size:

(i) Light (18-21) (ii) Medium 20-22) (iii) Heavy (21-24)

Figures in brackets refer to the section on Mounted Combat.

Horses are on a scale of 1 to 5 in respect of quality, which will affect movement rates. The price of a horse will depend upon its quality. In the table below the prices are in G.P.

Horse	QUALITY				
	1	2	3	4	5
Light	2	3	4	5	6
Medium	3	4	5	6	7
Heavy	4	5	6	7	8
Thoroughbred	-	-	-	10	15
Warhorse					

The effect of a horse's Quality on Movement etc. is dealt with under the Movement section.

The Control Class is also determined for each horse when it is bought. For horses this is Control Class A, B or C. This is determined randomly except that thoroughbred warhorses are always Control Class A and the referee should weight the dice to suit the type of horse that is being bought, e.g. an old nag is more likely to be Control Class A than a young colt. The effect of the various Control Classes is dealt with under the section on Mounted Combat.

It is assumed that all players own the clothes and boots that they are standing in; if characters wish to buy items that are not on the list, the referee must decide upon the price and Load Points of that item.

MAP MOVEMENT

*With an host of furious fancies whereof I am commander,
With a burning spear, and a horse of air, to the wilderness I wander. Anon.*

Although players may have some knowledge of the area they are in, they should not be allowed to see the referee's notes or maps. The referee should always sit at the head of the table and it may be a very good idea to construct a small screen which he can put in front of his maps and notes.

The process of map movement can be tricky and there are different methods that you can employ.

(i) The simplest way is for players to have an actual map and show the referee the way they are going. He will then tell them when and where incidents occur. You will need two sets of maps for this (instead of the usual one) and you will also cut out the travelling element in the game which a skilful referee can make very interesting.

(ii) The referee describes the terrain which players can see, they tell him where they are heading and the referee describes new features as they come into view. The referee should not describe every last detail, it is not after all, a sight-seeing trip. When players approach an incident the referee, to a certain extent, will have to guide players to it. This can be done by either location on logical communication routes or by making the location seem quite promising during the referee's description. The referee should be careful not to give the game away too soon, surprise attacks can be very interesting. If the area is not a totally unexplored wilderness, players may have some knowledge of the geography and should be allowed to keep rough maps for themselves.

(iii) Make a board divided into grid squares and covered with clear adhesive film. The referee draws on the board, in chinagraph pencil, all features that the players can see from any one point. As players cross the terrain, the referee draws on new features as they come in sight.

You will doubtless be able to devise other methods, possibly using maps divided into "hexes".

MOVEMENT RATES FOR LAND JOURNEYS

The Movement Rate Table shows the approximate speed with which players move overland in miles per day. This will be altered by the effects of fatigue and allowance should also be made for non-human player-characters who may have different speeds. Use the speeds given on the Creature Characteristics Table to determine the rate of movement in relation to humans.

If the rate is 0 or negative the terrain is impassable.

NOTES FROM TABLE

(1) Add together Strength, Constitution and Health Factors; for every one point above 20 add 1 mile per day to basic rate. For every point below 10 deduct 1 mile per day from basic rate.

(2) Speed of horses will vary according to the quality. Quality is determined when they are purchased, see Prices Section. Horses have 5 quality grades:

- 1 . . . minus 3 from basic.
- 2 . . . minus 1 from basic.
- 3 ... No change.
- 4 . . . plus 1 on basic.
- 5 . . . plus 3 on basic.

The referee should decide how long it takes players to cross rivers depending on their width and depth and the type of boat used. If players attempt to swim across rivers they should not be allowed to carry heavy or cumbersome equipment. They will also obtain Fatigue Points.

	BASIC MOVEMENT	ROADS					CROSS COUNTRY															
		CLASS		TERRAIN			TERRAIN					VEGETATION					MARSHY		WEATHER			
		GOOD	BAD	FLAT	LOW HILLS	STEEP HILLS	FLAT	UNDULATING	HILLS	UPLANDS	MOUNTAINS	THIN WOOD	THICK WOOD	FOREST	GRASS	UNDER GROWTH	MARSH	BOG	SWAMP	LIGHT RAIN & GALE	HEAVY RAIN & FOG	SNOW
MAN ON FOOT ¹	14	+6	+3	+5	0	4	+5	+3	+1	0	-3	-1	-3	-6	+2	0	-4	-6	-9	-1	-2	-5
ON LIGHT HORSE ²	25	+5	+2	+6	+3	0	+5	+3	+1	-2	-4	-2	4	9	+3	+1	-6	-9	-15	-1	-3	-7
ON HEAVY OR ₇ MEDIUM HORSE ²	20	+5	+2	+4	+1	-1	+4	+2	0	-3	-6	-3	-6	-12	+2	+1	-8	-12	-18	-1	-4	-8
PACK HORSE	15	+4	+2	+1	-1	-2	+2	0	-1	-2	-3	-2	-4	-9	+2	0	6	-9	-15	-1	-3	-7
WAGONS	14	+3	0	+2	0	-2	+1	0	-1	-3	-5	-5	-6	-8	-2	-4	-5	-7	10	1	-5	8

MAP SYMBOLS

Some suggestions for map symbols are as follows: Many of them are obvious but we include them for the sake of continuity.

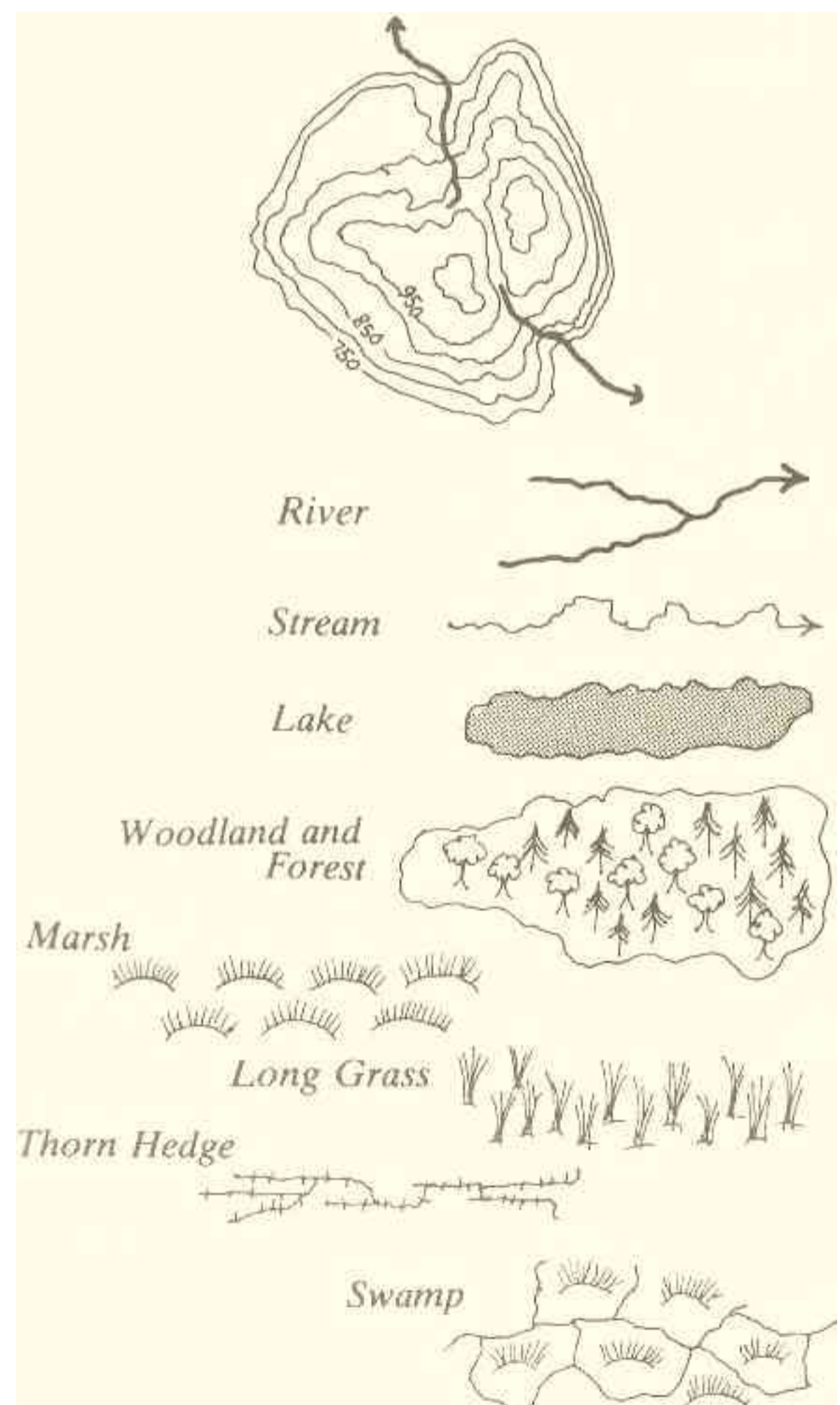
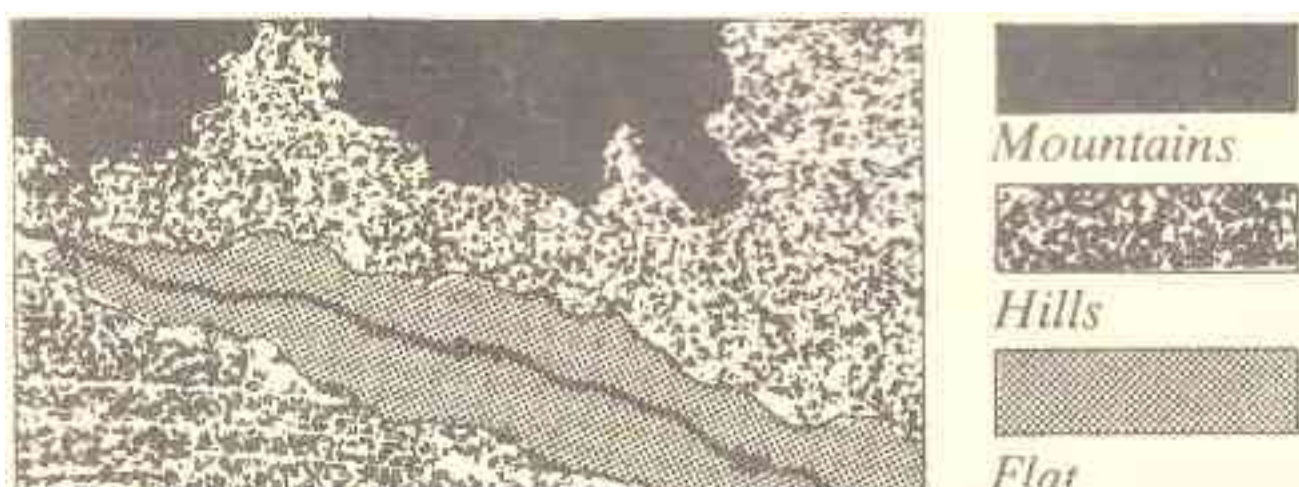
Relief:

Contours: These are lines which join all points of the same height. The closer together, the steeper the slope since each contour represents a fixed height interval. For those of you not familiar with the interpretation of contours, study an O.S. map. Note the shape of valleys and be careful not to get drainage flowing along the hill tops! The larger the scale, the greater the height interval between contours.

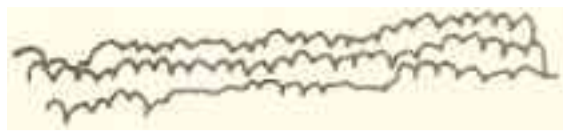
Pictures: If you do not wish to use contours, you can use picture symbols.



Coloured Areas: A simple form of the contour principle is to have different coloured areas to represent different types of terrain, e.g. black for mountains, brown for hills, green for flat and undulating areas.



Cliffs



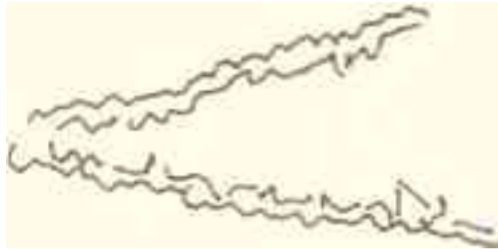
Burial Mound, Barrows



Magic Fountain



Ravine



Standing Stones, Circles



Dimensions Portals



Cave Entrance



Dykes



Walled City



Sink Hole, Pot Hole



Ditch



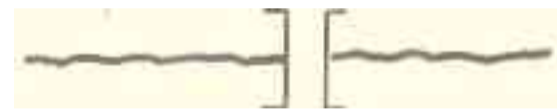
Walled Town



Spring



Bridge



Town without Wall



Whirlpool



Ford



Village



Road



Stepping Stones



City without wall



Track



Path used by certain creatures only e.g. Elves



Single Building



(Castle, Tower, Manor, Farm, etc.)

Path



Magic Well

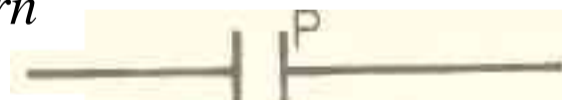


Symbols for plans of buildings, castles etc.

Wall with parapet



Postern



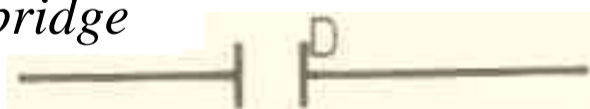
Tower



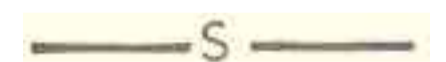
Single Wall



Drawbridge



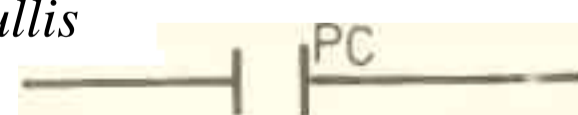
Secret Door



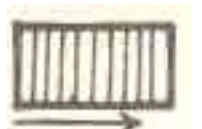
Door/Gate



Portcullis



Steps



(Arrow shows 'up' direction)

CAMPAIGN SURVIVAL

“Piglet said that the best place (to dig a Very Deep Pit) would be somewhere where a Heffalump was, just before he fell into it, only about a foot further on.” A. A. Milne, Winnie-the-Pooh.

It is assumed that players will always be able to find adequate supplies of fresh water unless they are in deserts or other arid regions. However, if players run out of food (note that the referee should keep a check on supplies) whilst in the wild, they may forage for game, etc. If players run out of both food and money, whilst in civilised lands, they will have to either beg, borrow or steal. If the latter is the case, they incur the wrath of local inhabitants and the referee should take appropriate action.

To determine how much game can be caught, use the following table:-

Throw one average die for each man, using a bow, spending a whole day hunting. Add or subtract the number shown in the appropriate box.

BOWMANSHIP RATING	PLAIN	HILLS	WOODLAND
1 -2	-4	-2	0
3-5	-1	+1	+2
6 - 10	+1	+3	+4

Bowmanship Ratings above 10 are counted as 10.

The final score gives the volume of game caught, each unit will last one man for three days. Throw one normal die to determine how many arrows are lost per man.

Throw one normal die for each man spending a whole day either fishing or using snares.

FISHING	SNARES		
	Plain	Hills	Woodland
-3	-5	-4	-3



Clash at Cair-Lodar

FATIGUE TABLE

		MILES																																				
		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	32	33	34	35	36	37
CONSTITUTION	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	8	8	9	9	10	10	11	12	13	14	15	16
	2	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	8	8	9	9	10	10	11	12	13	14	15
	3	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8	9	9	10	10	11
	4	0	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	8	8	8	9	9	9
	5	0	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	8	8	8
	6	0	0	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8
	7	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7
	8	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	7
	9	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6
	10	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6
	11	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	6	6
	12	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
	13	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5
	14	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5
	15	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5

FATIGUE

“I haven't got time to be tired.” Emperor Wilhelm I

Every action that a player performs contributes to his “degree of tiredness” or Fatigue. All the major “items of work” that may be undertaken by a player earn him “Fatigue Points”. These Fatigue Points have an effect on the player’s A.T. and D.T., from which they are directly deducted. The player regains his full A.T. and D.T. by rest and sleep.

The Fatigue Point system is based on a man walking. (Riding leads to only ¼ of the Points being awarded for travelling a certain distance).

The number of Fatigue Points (F.P.) are allotted as for the different actions being performed, and thus depend on:

- (a) The distance travelled (walking).
- (b) The speed of travelling (walking).
- (c) The terrain moved over (walking).
- (d) The player’s Constitution.
- (e) Weather.
- (f) Weight carried.
- (g) Other actions performed.

(a) DISTANCE TRAVELLED

The accompanying Fatigue Table shows the Constitution of the player along the side and the mileage along the top. To determine the number of F.P. awarded use the row corresponding to the Constitution of the player in question and as he walks every mile or part of a mile (or rides every 4 miles) cross-check to find how many F.P. the player has incurred: i.e. a player with Constitution 6 walks 7 miles, for this he receives 1 F.P. Walking 10.1 miles would give him 2 F.P.

(b) SPEED OF TRAVEL

The faster the player travels, the more fatigue he incurs. The effect is simulated by a reduction in that player’s Constitution score, temporarily. Note that the table of speeds has been designed for walking men.

<i>Speed (m.p.h.)</i>	<i>Reduction</i>	<i>Speed (m.p.h.)</i>	<i>Reduction</i>
0 to 3	0	6	5
4	1	7	7
5	3		

Above 7 m.p.h. the movement is classified as sprinting, which is dealt with later.

When a player ceases to move at a relatively high speed, i.e. above 3 m.p.h., his Constitution score returns immediately to his original value. However, if through slowing down the Constitution and Mileage cross-check on a number of F.P. lower than the number already incurred then the referee should move along the row until he finds the first mileage column with the number of F.P. incurred and carry on from there. For example, a player with a Constitution of 5 moves at 5 m.p.h. until he has travelled 8 miles, then he slows to 3 m.p.h. Whilst moving at 5 m. p. h. he subtracts 3 from his Constitution making it 2; on the "2" row, moving 8 miles results in 2 F.P. On slowing down, the player's Constitution returns to 5 but it will be seen that moving 8 miles on the 5 row results in only 1 F.P. The referee must then move along the 5 row until he comes to the first 2 (at 10 miles) and carry on from there.

(c) TERRAIN EFFECT

The type of terrain travelled over will also affect the number of F.P. awarded. The terrain types have the same effect in reducing the Constitution score of the player moving over them.

<i>Terrain Type</i>	<i>Reduction</i>	<i>Terrain Type</i>	<i>Reduction</i>
Flat or down hill	0	Road	0
Up medium hill or down steep hill	2	Grass	0
Up steep hill or down v. steep hill	3	Thick Grass/Rock	1
Up v. steep hill	4	Gorse/Wood/Scrub	2
Sand/Forest/Marsh	3	Sand/Forest/Marsh	3
		Mud/Snow	
		Ice	4-7

Effects are cumulative; thus movement through forest in snow means a reduction of 5-8. Roads negate the effect of the other terrain types except for mud, snow and ice.

(e) EFFECT OF WEATHER

Weather also has the effect of temporarily lowering the Constitution score. All effects are cumulative, i.e. if it is snowing in a high wind and cold add the reductions for each. i.e. 4+2+2.

<i>I</i>		<i>II</i>		<i>III</i>	
<i>Weather Type</i>	<i>Reduction</i>	<i>Wind Type</i>	<i>Reduction</i>	<i>Temperature</i>	<i>Reduction</i>
Light Rain	1	Calm or Light	0	Below Freezing	3
Medium Rain	2	Medium	1-	Cold	2
Heavy Rain/Sleet	3	Strong	2	Cool	1
Snow/Hail	4	V.Strong	3	Equable	0
Clear	0	Gale	4	Warm	1
		Hurricane	5	Hot	2
				Very Hot	3

(f) WEIGHT CARRIED OR LOAD

Naturally, the greater the weight carried by a character, the more tired he is going to be.

All objects are based on 1 load point (L.P.) per 3 pounds weight.

Thus:

A Sword is worth	3-4 L.P.
Mail Coat	10-15 L.P.
Helmet	2 L.P.
Clothes	2-3 L.P.
Dagger	1L.P.

20 G.P. weigh 1 L.P.

30 S.P. weigh 1 L.P.

40 C.P. weigh 1 L.P.

The effects of "overloading" are to increase the amount of fatigue points given by multiplying the amount normally given by a factor given below.

The factor depends on the strength and constitution of the character.

The strength factor is added to the constitution, and the resulting figure used in the table below:

		STRENGTH & CONSTITUTION							
		2-4	5-8	9-12	13-16	17-20	21-24	25-28	29-
LOAD POINTS CARRIED	39	40	41	42	43	44	45	46	1¼
	43	44	45	46	47	48	49	51	1½
	47	48	49	50	51	52	53	56	1¾
	51	52	53	54	55	56	57	60	2
	55	56	57	58	59	60	61	64	2¼
	59	60	61	62	63	64	65	69	2½
	63	64	65	66	67	68	69	72	2¾
	67	68	69	70	71	72	73	76	3
	71	72	73	74	75	76	77	80	3¼
	75	76	77	78	79	80	81	84	3½
	79	80	81	82	83	84	85	88	3¾
	82	83	84	85	86	87	88	91	4
	85	86	87	88	89	90	91	94	4¼
	88	89	90	91	92	93	94	97	4½
	90	91	92	93	94	95	96	99	4¾
	91	92	93	94	95	96	97	100	5

* When lifting a load of these weights, a number of F.P. is allotted just for lifting the load, according to the table below.

<i>F.P. multiplied by</i>	<i>F.P. allotted for lifting</i>
4	1
4¼	2
4½	2
4¾	2
5	3

For example, a character with a strength of 5 and constitution walks for 4 miles with a load of 61 L.P. :-

Strength+Constitution= 13

F.P. multiplied by 2¼.

Normal F.P. allotted=1.

Actual F.P. allotted=2¼ × 1=2¼.

If he engages in combat carrying this load, and would normally receive 3 F.P., he now receives:

$3 \times 2\frac{1}{4} = 6\frac{3}{4} = 7$ F.P.

A character with 0-5 Load points only will halve all F.P. incurred.

(g) OTHER ACTIONS

(i) Holding Breath

Players may hold their breath for a certain time without suffering any extra fatigue. This time is equal to:

(Constitution + Strength + Health) × 3 = No. of Seconds.

If players attempt to hold their breath for a longer time than the score above allows them they will incur F.P. as follows:

<i>Extra Time (Secs.)</i>	<i>F.P.</i>	<i>Extra Time (Secs.)</i>	<i>F.P.</i>
1-5	1	21	26
6-9	2	22	33
10-12	3	23	41
13-14	4	24	50
15	5	25	60
16	6	26	71
17	8	27	83
18	11	28	97
19	15	29	112
20	20	30	130
		+ 1	+150

(ii) Swimming

These F.P. values are based on an unloaded man swimming at 2 m.p.h. If the man is carrying a load add the number of L.P. directly to the number of F.P. For sprint swimming quadruple all F.P. and double all L.P. for each 1 m.p.h. or part of, above 2 m.p.h.

All F.P. are cumulative.

<i>Distance (Yds.)</i>	<i>F.P.</i>	<i>Distance (Yds.)</i>	<i>F.P.</i>
Up to 40	0	200	5
50	1	250	5
70	1	300	5
90	1	400	12
100	1	500	15
150	5	+ 100	+ 15

Thus an unloaded man swimming 190 yards would incur $0+1+1+1+1+5+5=14$ F.P. With 8 L.P. a 190 yard swim would incur $8+0+1+1+1+1+5+5=22$ F.P.

For swimming in strong currents or rough seas the referee should decide himself just what extra penalties he should inflict but he is advised to make them fairly stiff.

(iii) Climbing

These values are based on an unloaded man climbing a vertical face at the rate of 50 feet in 5 minutes. If a climb is attempted at a faster rate or on dangerous surfaces or with inadequate equipment both the risk of falling and fatigue increase. Generally, referees should check for a possible fall every 50 feet. Referees may wish to devise their own method for checking this but a quick method is to express the number of F.P. the player has amassed as a fraction of his C.T. This will give the probability of falling, i.e. a man with C.T. 200 has 20 F.P.; his chance of falling is thus $20/200 = 1/10 = 10\%$; throw a percentile dice, a score of 10 or less means that the player has fallen. F.P. are awarded as follows:

<i>Time Spent Climbing</i>	<i>F.P.</i>	<i>Time Spent Climbing</i>	<i>F.P.</i>
5 min.	1	120 min.	8
10 min.	1	150 min.	9
15 min.	2	180 min.	10
20 min.	3	210 min.	11
25 min.	4	240 min.	12
30 min.	5	270 min.	13
60 min.	6	300 min.	14
90 min.	7	+30 min.	+ 1 on previous

All F.P. are cumulative; i.e. a player climbing for 70 minutes will incur $1 + 1+2 + 3 + 4 + 5 + 6 + 7 = 29$ F.P.

Climbing at double speed incurs quadruple F.P. and the increased risk of falling. Players are advised to minimise their risks before starting a climb by having ropes and other climbing gear.

(iv) Sprinting

Sprinting is defined as moving at speeds greater than 7 m.p.h. To the number of F.P. incurred should be added the number of L.P. that the player is carrying, while sprinting per minute.

<i>Speed (m.p.h)</i>	<i>Dist. Moved/min.</i>	<i>F.P./min.</i>
8	235 yds.	3
9	264 yds.	5
10	293 yds.	10
11	323 yds.	15
12	352 yds.	20
13	381 yds.	30
14	411 yds.	40
15	440 yds.	50

Add to F.P. for each successive minute at the particular speed. Referees should increase the F.P. at their discretion when the players are moving over rough terrain. Note players are not allowed to specify what speed they wish to move at but must tell the referee that they wish to reach a certain point within a certain time or must say "I want to run faster than the monster chasing me."

REST AND SLEEP

Rest is defined as “conscious inaction”. Players receive minus 1 F.P. for each period of 5 minutes that they are resting. Thus a ½ hour rest will give the player 6 F.P. back. All the players are allowed to do to qualify for resting is sit and talk or the referee may allow strolls of a few yards. Players may not cook and rest at the same time but they may eat.

Sleep is defined as “unconscious inaction”. Players receive 2 F.P. for each period of 5 minutes that they are sleeping, for the first hour. Every 5 minutes after this the player regains 3 F.P. until he wakes up.

Note that during rest the players will be conscious of what is going on around them but, unless aided by magic, they will not when they are asleep.

REMEMBER: F.P. are deducted from the basic C.T. of the player, not from the C.T. calculated after additions for arms, clothes etc. Thus, if a player’s basic C.T. is reduced to 0 by loss through F.P. he is not able to move and is in fact in a coma, so he cannot incur any more F.P. but may have his C.T. further reduced by other means (i.e. wounds). This will, of course, result in his death. Whilst in coma he will regain F.P. as for sleep above providing that he is not prevented from doing so by illness, starvation or some other privation.

FOOD AND DRINK

Referees may wish to develop a more complicated system if they wish but if they reduce the player’s constitution by 1 every time he does not eat for a day and after a week of starvation reduce the player’s Strength by 1 per day he remains unfed, this will suffice.

Drink has the same effect except that the Constitution is reduced by 3 and Strength is reduced by 1 per day after 2 days drought.

“There is a tavern in the town.” Anon.

DRINK (An aside on Alcoholic Beverages)

There is a basic assumption that all players in a village, town, city or one-inn-hamlet will, when faced with inaction, tend towards inebriation (players not intimately familiar with the atmosphere and culture of the Public House should either head for their local or turn to the section entitled Taverns).

The effect of alcohol on players gives referees yet another way to demonstrate their ingenuity. Effects include:

(1) Players with little courage may gain sudden bravery and fight under unfavourable odds. Whether they succeed or not is another matter.

(2) Players who are naturally brave may suddenly realise just what they are risking and may run away when opposed by armed assailants.

(3) Matters requiring a degree of dexterity, i.e. fighting, riding, doing astounding match tricks, walking between tables whilst clutching eight jacks of foaming ale, etc., are not performed with the same degree of skill

(4) Speech may become slurred leading to misunderstandings over change from a round, 60 pints of beer rather than 16, garbled information etc.

Referees should watch carefully as the contents of players’ purses are swiftly converted into drink and may wish to watch the players plunge through the successive stages beneath. Just when a player passes from one stage to another depends upon the referee who should in turn look at the amount drunk, the time and how used the player is to this sort of thing.

(I) **Moderately Hazy.** Player will feel silly if questioned by authority. No effect on fighting abilities, referee should use his discretion over archery if attempted.

(II) **Merry.** Players show tendency to sing and laugh at nothing. Also show an inability to take fights seriously and may find that their sword gets stuck in their scabbard.

(III) **Aggressive.** Alignment may temporarily increase. Players tend to attack total strangers with bottles chairs, table legs, etc. for no apparent reason. Providing that the intended victim is not in the same state he will usually be able to evade such attacks.

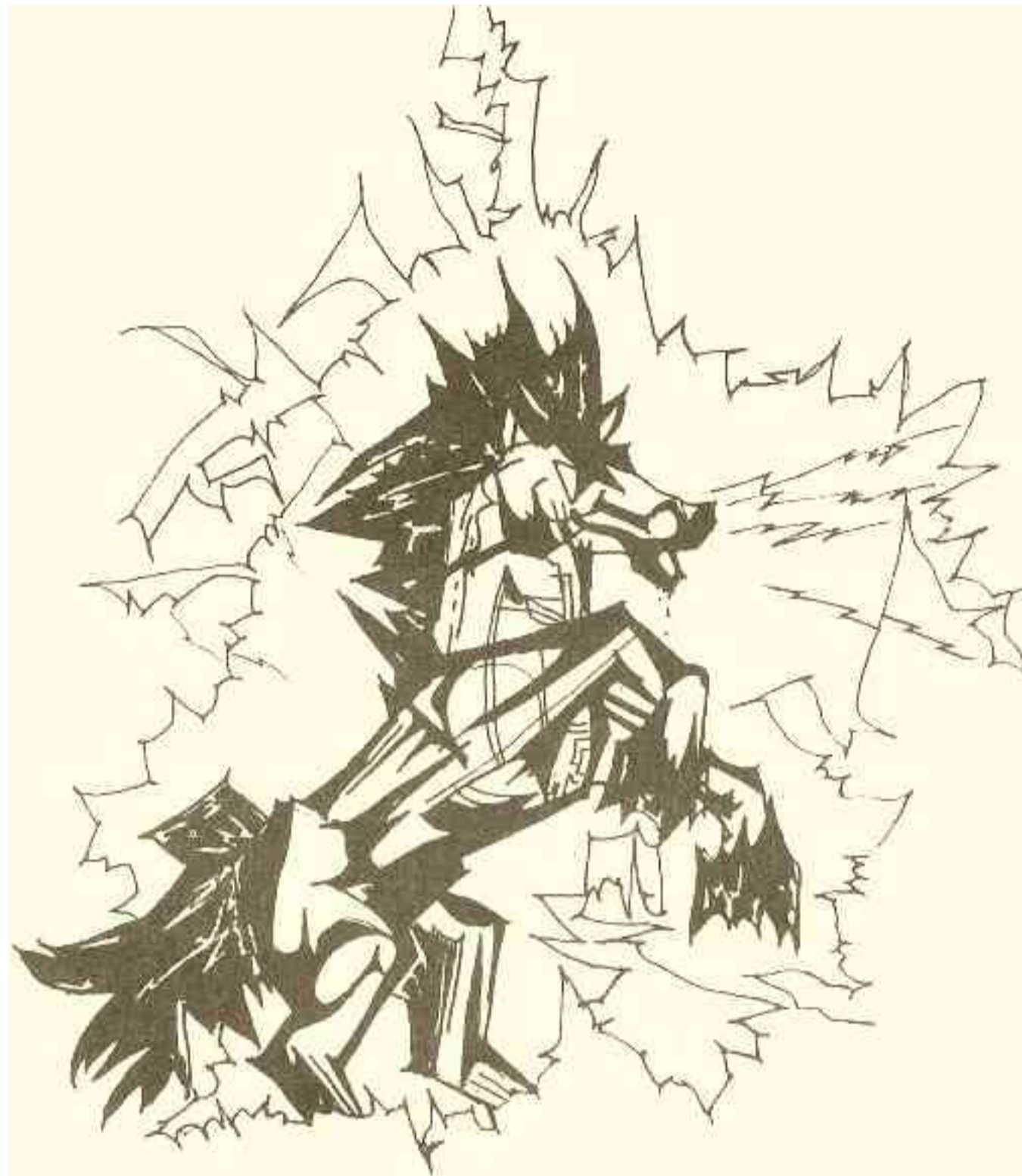
(IV) **Inebriated Discretion.** Player may realise how drunk he is and attempt to leave. He might fall over or collapse in the process but may be aided by any other player who is not in state IV or V himself.

(V) **Smashed.** Player may attempt to be violent but will lack the ability to inflict damage on anyone but himself. Visual focussing impossible, speech unintelligible, movement erratic and random and possible nausea. Usual position assumed is one of prostration under a table or bench.

F.P. FOR DRINKING

The first pint of beer or nip of spirits has no effect but the second pint of beer, cider, glass of wine, nip spirits give 1 F.P., the third, 2 F.P.; the fourth, 3 F.P. and so on.

It is left to the referee to devise his own method for simulating a hangover.



DISEASE AND ILLNESS

“The remedy is worse than the disease.” F. Bacon.

The diseases are listed under three headings:

- 1) Tropical. Only in tropical climates.
- 2) Temperate. Only in temperate climates.
- 3) Urban. In urban conditions anywhere (inc. social diseases).

TROPICAL

- | | | |
|--------------------|-----------------------|---------------------|
| 1. Abscesses. | 2. Eye-worm. | 4. Anaemia. |
| 5. Appendicitis. | 8. Black-water Fever. | 9. Botulism. |
| 15. Diarrhoea. | 17. Dumdum Fever. | 18. Dysentery. |
| 19. Elephantiasis. | 21. Five-day Fever. | 22. Food Poisoning. |
| 23. Gangrene. | 26. Hepatitis. | 28. Beri-Beri. |
| 30. Lockjaw. | 31. Malaria. | 34. Mud Fever. |
| 36. Parrot Fever. | 40. Q-Fever. | 41. Rabies. |
| 44. Smallpox. | 47. Typhoid. | 48. Typhus. |
| 50. Yellow Fever. | | |

TEMPERATE

- | | | |
|------------------------------|-----------------------|----------------------|
| 1,3. Jaundice. | 4,5,6. Arthritis. | 7. Asthma. |
| 9, 10. Bronchitis. | 12. Chickenpox. | 13. Cholera. |
| 14. Common Cold. | 15. 16. Diphtheria. | 18,20. Encephalitis. |
| 22,23,25. Gripe. | 26,27. Influenza. | 28,30,32. Measles. |
| 33. Meningitis. | 35. Mumps. | 37. Pleurisy. |
| 38. Polio. | 41,42. Scarlet Fever. | 43. Shingles. |
| 44,47,48,49. Whooping Cough. | | |

URBAN

1,3,4,5,6,7,9,10,11. Bubonic Plague.
 25,26,27,28,29. Leprosy.
 41,42,43,44,45. Syphilis.
 47,48,49.

12,13,14,15,16,18,20,23,24. Gonorrhoea.
 30,32,33,35,37,38,39. Puerperal Fever.
 46. Cancer.

The rules for illness will seem complicated but as they are used only rarely the referee will not often have to implement them. However, the referee should be familiar with the section on recovery from disease as this includes the rules covering recovery from wounds.

Any character is susceptible to illness and disease. Whether they catch diseases and how those diseases affect them is determined by the following tables:

The referee should check at least once per game week (more often if conditions are especially insanitary or dangerous to health) to see if any of the player/characters have fallen ill. The health score of each character is used to determine whether he catches a disease and also the number of diseases to which he is naturally immune.

<i>Health Score</i>	<i>Chance of Illness</i>	<i>Effect on Duration Score</i>	<i>Immune (No. of)</i>
1	16.6% (1 in 6)	+ 1	1
9	10.0% (1 in 10)	0	2
3	8.3% (1 in 12)	0	3
4	5.0% (1 in 20)	0	4
5	2.5% (1 in 40)	-1	5
6	1.6% (1 in 60)	-1	6
7	1.3% (1 in 80)	-2	10
8	1.0% (1 in 100)	-3	15
9	0.5% (1 in 200)	-4	25
10	Immune*	—	All*

• Immune to all diseases except: 11, 14, 23, 27, 29, 41. No-one may be immune to these diseases. For characters with a health score of 10 use the same chances for a health score of 9 but disregard any disease determined randomly unless it is one of the six above.

If the chance of illness does come up the referee determines randomly using one of the three tables of conditions that applies. (He should have previously determined to which diseases, if any, the character is immune: this should also be done randomly). (The player should not know what diseases he is immune to).

Once the disease has been selected the referee should refer to the following tables which contain Durations, Fatality Rates, Loss of Health Rates and Recovery rates.

TABLE A

<i>Disease No.</i>	<i>Duration Grp.</i>	<i>Fatality Grp.</i>	<i>Loss Phases</i>	<i>Recovery Phases</i>
1	10	2	1 1 1 1	1 - - -
2	10	2	1 1 1 1	1 - - -
3	5	3	1 2 4 7	1 2 2 2
4	7	3	1 3 5 5	1 1 1 2
5	3	8	1 4 7 9	1 2 3 3
6	10	N/A	1 2 3 5	N/A
7	10	4	1 2 3 4	0 1 1 2
8	4	7	2 3 4 7	4 2 1 -
9	1	9	10 10 10 10	3 3 4 -
10	3	2	1 2 3 3	1 1 1 -
11	3	9	1 3 5 10	5 2 2 1
12	3	9	1 2 3 5	1 2 2 2
13	9	7	1 3 6 10	- 2 3 5
14	9	2	- 1 1 1	1 - - -
15	3	1	1 3 3 3	3 - - -
16	4	6	1 3 5 9	1 2 3 3
17	3	5	1 2 3 4	3 1 - -
18	7	3	2 4 5 5	4 1 - -
19	8	9	1 2 3 5	- 1 2 2
20	3	5	2 4 6 7	1 1 2 3
21	2	8	1 3 4 6	4 1 1 -

<i>Disease No.</i>	<i>Duration Grp.</i>	<i>Fatality Grp.</i>	<i>Loss Phases</i>	<i>Recovers Phases</i>
22	2	4	5 6 6 6	5 1 - -
23	3	10	2 4 7 10	1 2 3 4
24	4	3	1 2 3 4	1 1 2 -
25	2	2	1 2 3 3	2 1 - -
26	4	4	1 3 5 7	2 2 3 -
27	2	2	- 1 2 2	1 1 - -
28	7	N/A	1 4 6 8	4 3 1 -
29	10	10	1 3 5 8	N/A
30	4	10	2 7 8 9	5 3 1 -
31	4	8	1 6 2 7	4 2 1 -
32	3	3	1 2 3 4	1 1 1 1
33	5	8	1 5 7 9	1 2 3 3
34	2	9	1 1 1 10	10 - - -
35	3	3	1 1 2 2	1 1 - -
36	1	10	10 1 1 10	- - 10 -
37	3	6	1 3 5 8	4 2 1 1
38	10	5	1 2 4 7	1 2 2 2
39	2	8	1 2 6 10	5 5 - -
40	2	4	1 2 4 6	4 2 - -
41	3	10	1 1 3 7	4 2 1 -
42	5	5	2 4 6 8	4 3 1 -
43	9	N/A	1 2 3 4	1 1 1 1
44	4	7	1 3 5 9	1 2 3 3
45	8	6	1 2 4 7	1 1 2 3
46	10	9	1 3 6 10	1 2 3 4
47	3	8	2 4 7 10	2 2 3 3
48	4	7	1 4 6 8	2 2 2 2
49	4	3	1 1 4 6	1 1 2 2
50	2	6	1 3 5 8	4 2 1 1

EFFECT CHART

PHASES

	1	2	3	4	5	6	7	8	9	10
ATTACK TOTAL	-10	-15	-20	-25	-40	-60	-80	-100	200	-All
DEFENSE TOTAL	-5	-5	-10	-10	-20	-30	-40	50	-200	-All
CONCENTRATION		-1	-1	-1	-2	3	-4	-4	-5	-6
OBSERVATION		-1	-1	-1	-2	3	-3	-4	-5	-6
REACTIONS		-1	-1	-2	-2	-3	-3	-4	-5	-6
STRENGTH		-1	-1	-2	-2	-3	-4	-4	-5	-6
FATIGUE POINTS *	+0.1	+0.2	+0.3	+0.5	+1.0	+1.5	+2.0	+4.0	+10.0	+20.0
ENERGY LEVELS LOST	-1	-3	-5	-8	12	-20	-30	-40	-100	-All
HEALTH			-1	-1	-1	-1	-2	-2	-2	-3
CONSTITUTION				-1	-1	-1	-1	-2	-2	-3

* The figures for Fatigue Points are multiples. Thus a player in Phase 9 will suffer 10 times the normal number of F.P. added to any F.P.

<i>Duration Grp.</i>	<i>Length of Illness</i>	<i>Fatality Grp.</i>	<i>Fatality Rate</i>
1	Up to 1 Day	1	0%
2	Up to 1 Week	2	1%
3	(LW) Also L. Wound Up to 1 Fortnight	3	5%
4	Up to 4 Weeks (MW) Med. Wound	4	10%
5	Up to 6 Weeks (HW) Heavy Wound	5	15%
6	Up to 8 Weeks	6	20%
7	Up to 12 Weeks	7	25%
8	Up to 26 Weeks	8	50%
9	Up to 1 Year	9	90%
10	Over 1 Year	10	100%

After the duration group has been calculated (with correction of health score) the general length of illness is taken as above. The referee now throws a percentage dice. The result gives the time before the illness becomes critical and the rules for fatality must be implemented.

E.g. A character with a health score of 7 has contracted hepatitis (disease 26). From the chart opposite it can be seen that the Duration Grp. and Fatality Grp. are both 4. However a health score of 7 reduces the Duration Grp. by 1 making it 3. Thus the disease will run its course inside a fortnight. The referee throws 43 with the %age dice. 43% of 14 is (approx.) 6. This means that the crisis for the illness will come on the 6th day. On the 6th day the referee throws the %age dice again; any score of 10 or under means that the character has died. After this the character (if still alive) may begin to recover. (N.B. the fatality grp. may be affected by the character's constitution score).

Up to the crisis the character's condition will obviously deteriorate. This is dealt with by the Loss Phase figures in conjunction with the Effect Chart. (See later). The period of deterioration is divided into 4 Loss Phases. When applied to the Effect chart this will give the deductions suffered by an ill character. Each Loss Phase lasts for ¼ of the time taken to reach the crisis. Thus in the example given above the first Loss Phase will last from 0 to 36 hours after contraction of illness, the 2nd from 36 to 72 hours and soon until the crisis. The effect for Loss Phases is *not* cumulative.

Assuming that the player survives the crisis point he will begin to recover. The time taken to recover is the duration of the illness less the time taken to reach the crisis. This time is again divided into 4 phases: Recovery Phases.

THE EFFECTS CHART

This table is used to work out the effect on a character of a disease. The referee should refer to the column on Table A entitled Loss Phases, corresponding to the disease in question. There will be 4 figures or spaces and figures. These correspond to the 4 loss phases and they refer to the figures along the top of the Effects Chart. Thus when the figure 3 appears in the column the player with the illness suffers the effects listed under 3 in the Effects Chart.

The same Effects Chart is used during the recovery period. After the player survives the crisis, if he does survive it, the referee should consult Table A again and refer to the column entitled Recovery Phases. The 4 figures or spaces in this column also correspond to the 4 recovery phases, but they do *not* refer to the figures along the top of the Effects Chart. Instead they correspond to the number of columns on the Effects Chart that the player can move, to the left. Thus if a player after the crisis is on column 8 on the Effects Chart and the first recovery phase has the figure 2 in it the player now suffers the effects under column $8-2 = 6$, and so on until recovery is complete.

WOUNDS

Wounds are directly related to the *Effects Chart* (see previous table). However there is no crisis point and recovery begins from the time that the wounded player rests and allows, with the aid of bandages, the wound to heal. Recovery phases are 1 column per phase except in the case of a heavy wound in which the first phase recovers two columns.

The referee should make the illnesses as “interesting” as possible by describing symptoms etc. and can use his imagination on the symptoms of the more exotic diseases.

Players are advised to take to their beds when they contract an illness and only move when ill under forced circumstances, in this way they minimise their risks.

There are 4 wound types — Light, Medium, Heavy and Mortal. They are treated as diseases as follows:

	<i>Duration Gp.</i>	<i>Fatality Gp.</i>
Light	2	—
Medium	3	—
Heavy	5	—
Mortal	7	7

With wounds, recovery phases occur by moving one or more columns to the left from the initial loss phase, on the effects chart.

	<i>Initial Loss Phase</i>	<i>Recovery Phase</i>
Light	1	1 - - -
Medium	3	1 1 1 -
Heavy	5	2 1 1 1
Mortal	6	3 2 1 1

The crisis point for a mortal wound is reached immediately on the infliction of the wound.

The recovery from light and medium wounds is simple and straightforward, however, recovery from heavy and mortal wounds is more complex.

The first recovery phase is assumed to begin one hour after the infliction of the wound. While recovering, if the sufferer is allowed to move, there is a chance that the wound might re-open, thus setting back its recovery by one recovery phase for heavy wounds, and two recovery phases for mortal wounds.

The chances are shown below.

Recovery Phase:	1st	2nd	3rd	4th
Heavy	75%	35%	15%	5%
Mortal	90%	40%	20%	10%

The percentile dice should be thrown once per hour (or part of) of movement.

The chance is halved if the wounded character is carried on a stretcher, or something similar, and reduced by a quarter if he is helped by another character.

It is doubled if the character is treated roughly in any way. and increased by a half again if he is subjected to knocking around, e.g. in a carriage, on horseback, etc.

If the wounds are not treated within a certain amount of time, they increase in effect to act like the next class of wound, e.g. light becomes medium.

The “critical periods” in which bandages of some sort must be applied, are as follows:

	<i>Critical Period</i>	<i>Chance of Success</i>
Light	1 hour	90%
Medium	30 mins.	80%
Heavy	10 mins.	70%
Mortal	3 mins.	60%

If a mortal wound is not treated, it becomes two mortal wounds.

The “chance of success” refers to the chance that the bandage, tourniquet, etc. applied, will work, if it is applied by the character himself.

If it is applied by another character, the chance of success is increased by 5% for every wisdom point the character has.

Special effects of Mortal Wounds:

If a character receives a mortal wound which is not immediately fatal (i.e. reduces his A.T. and D.T. to zero), there is a chance that he will not be able to continue with the combat in which he is engaged.

Throw percentile dice to decide on the immediate effect of the wound.

<i>Score</i>	<i>Effect on Character</i>
1-50	Character falls to floor—unconscious.
51-65	Unable to attack/defend. (50% chance of either).
66-80	Drops to ground, conscious.
81-100+	Able to continue.

Add 5 to the score for every point over 5 on the character’s Constitution score.

If a player faints he will usually be presumed dead by his opponent, and will wake up 30-60 minutes later. If he receives no medical attention, he will usually find himself dead.

HEALING POTIONS

These are of five types:

- A** Reduce the chance of death from mortal wound by a figure from 1-10% (depending on the potion).
- B** Enables the wounded character to be moved with no chance of the wound opening.
- C** Reduces recovery phases to go by 1.
- D** Prevents infection.
- E** Increases chance of bandage etc. working to 100%.

DEATH FROM MORTAL WOUNDS

The death from a mortal wound will occur sometime in the first recovery phase of the injury, if it happens at all. and the referee should work out the exact time of death in advance, but he should not inform the players of their comrade's imminent demise, merely hint at the fact that, for example "he doesn't look at all well this morning" etc. This will lead to added tension, while the members of the group go dashing off to find a magical potion of some sort.

Infection

Chance of infection:

Light	2%
Medium	5%
Heavy	10%
Mortal	20%

This infection will usually be Gangrene (Disease 23). with a fatality group of 8 for light and medium wounds, 9 for heavy wounds and 10 for mortal wounds.

However, there is a further 10% chance that the infection will take the form of Lockjaw (Disease 30). which has a fatality group of 10 for all wounds.

Infection can be prevented by cauterising, this will reduce the A.T. and D.T. of the sufferer by another 10 and 15 respectively.

Infection can be cured by the liberal use of potion D (available from any good apothecary).

There are 10 types of this potion. 1-10. 10 being the best (and most expensive).

Type	Length of Course	Chance of Success
1	1-10 weeks	20%
2	1-9 weeks	30%
3	1-8 weeks	40%
4	1-7 weeks	50%
5	1-6 weeks	60%
6	1-5 weeks	70%
7	1-4 weeks	75%
8	1-3 weeks	80%
9	1-14 days	85%
10	1-7 days	90%

LONG-TERM EFFECTS OF WOUNDS

Light and medium wounds have no long-term effects.

The long-term effect of a wound depends on what part of the body is affected.

To determine the position of a wound, use the rules explained in the Archery Section (Book 2).

HEAVY WOUND

- Arm - 1 from strength. +1 on combat fatigue points.
- Stomach/Chest - 1 from strength. -1 from constitution.
- Head/Throat - 1 from constitution.

MORTAL WOUND

- Arm -2 from strength. -5 from A.T./D.T.' +1 on combat fatigue.
- Stomach/Chest -2 from strength. -2 from constitution. -1 from health.
- Head/Throat 25% chance of losing an eye/ear. Scarred face. -2 from constitution.
- Leg/Thigh -1 from constitution. -1 from strength. Walk with a slight limp.
- Leg 25% chance of losing 1-5 toes.

Heavy and mortal wounds leave a disfiguring scar.

Mortal wounds will also have an immediate effect depending on where they are landed, e.g. a wound in the leg will make the recipient fall over.

DOCTORS

The presence of a doctor, or someone with academic learning (medicine) will reduce the chance of death by 10-15%, and will halve the length of the first recovery phase.

The effects of wounds are cumulative, the wounds will all heal at the same time, but the A.T. etc., will recover as if the wounds are healing in the order of the worst wound first.

MORTAL WOUNDS INFLICTED ON NON-PLAYER CHARACTERS AND MONSTERS

Non-player characters will react in the same way as the players.

Monsters, i.e. non-humanoid creatures, will react in the same way as men with the following alterations to the percentile dice throw:

Creatures of size 20-30	+5%
Creatures of size 31-50.....	+10%
Creatures of size 51 -70.....	+20%
Creatures of size 71-100.....	+35%
Creatures with C.T.400-500.....	+10%
Creatures with C.T. 501-600	+20%
Creatures with C.T. 601-	+30%

Thus, a creature size 64. with a C.T. of 432, receives a mortal wound, throws a score of 98 on percentile dice, adds 20 for his size, and 10 for his C.T., giving a total of 128. As this total is above 81, the creature will fight on.

* It is assumed that all mortal wounds which cause a limb etc. to drop off will be fatal.



Sword of the Barbarian

THE INCIDENT TYPE LOCATION TABLES

“When shall we three meet again; in thunder, lightning or in rain?” W. Shakespeare. Macbeth.

As outlined in the section entitled “Locating Incidents”, the referee will find it much easier to determine the creatures in an incident randomly rather than choose them himself. The Tables provide a quick and simple method for doing so.

The referee should consult these tables when he has determined that the players should have an encounter. The first three tables are known as Area Tables and the others as the Incident Type Tables. The Area Tables are consulted first.

These Tables classify the land that the incident takes place in into one of three types:

- (1) Civilised.
- (2) Uncivilised.
- (3) Wilderness.

Civilised Areas are defined as those regions that are relatively densely populated, i.e. in an “advanced” country, around settlements etc.

Uncivilised Areas are those regions that are known to humans but are sparsely populated.

Wilderness Areas are those regions previously undiscovered by humans. Of course, there may always be humans found in a Wilderness as other adventurers, hermits, tribes of savages etc.

(Analogies may be drawn to Early-Medieval times. Most of England would be classified as Civilised. Mid-Wales and the Highlands of Scotland would be classified as Uncivilised while the continent of N. America would be Wilderness.)

The referee must decide which of these Areas the players are in and where civilisation ends and uncivilised areas begin. The referee may find that large natural boundaries such as wide rivers, mountain ranges etc. make excellent civilisation boundaries.

It is useful to point out at this stage that the tables have been designed so that players are far more likely to meet a powerful creature in a Wilderness than in a Civilised Area. This allows players to increase their abilities by having adventures in Civilised Areas before daring the dangers of the Wilderness. This does not mean, of course, that the players will definitely not meet a powerful creature in a Civilised Area.

Once the referee has decided upon the Area Type, he throws a 20-sided dice. This will tell him which of the Blocks to use, either 1-14, 14-19 or 20. Once the Block has been selected the referee should consult his maps to see which Terrain Type the incident is in, i.e. wood, plain, desert, etc. Naturally, it is impractical to list every feature of geographical terrain separately, so specific features are grouped under the major headings found along the top of the Tables. A more detailed list appears below.

(1) Burial Places and Ancient Monuments.

Includes: Mounds, barrows, standing stones and circles, obelisks, cairns and hill carvings + graveyards, shrines, tombs, crypts and burial-grounds.

(2) Woods and (3) Forests.

These two categories have been separated so that there is a distinction between widely spaced trees in “light” woods and the closely spaced “dark depths” of the deep forests. The edges of forests should be classified as woods. Includes: Glades, clearings, thorn hedges, pathways and hollow trees.

(4) Plains and Open Hills.

Includes: Grassland, tall grasses, pathways, copses, hedges, hollows and dells.

(5) Mountains and High Uplands.

Includes: Plateaux, caves, grottoes, faults, cliffs, gorges, ravines, ledges and natural rock bridges.

(6) Marsh and Swamp.

Includes: Sedge, reed, peat bog, fen, mangrove swamp and quicksand.

(7) Rivers, Lakes, Ponds and Pools.

Includes: Water edges, whirlpools, springs, fords, stepping-stones, sink holes, islands, eyots, cut-offs and bridges.

(8) Caves.

Includes: Caves, caverns, grottoes, cave systems and underground streams.

(9) Buildings.

Includes: Castles, towers, manor houses, farms, houses, gardens, wells, mazes, watergates, tunnels and any other dwelling place created by an intelligent creature + any of the above in a ruined condition or concealed as something else.

(10) **Deserts.**

Includes: Sand, rock, stony deserts, dunes and oases.

(11) **Frozen Waste.**

Includes: Tundra, ice-fields, glaciers and crevasses.

(12) **Sea Coast.**

Includes: Dunes, shifting sands, sea-cliffs, underwater caves, cliff-paths, off-shore islands, rocks, beaches and rock pools.

Other features that the referee may wish to use occasionally, and place in the category of his choice, include:

Deltas, volcanic springs, plugs, lava flows, mud pools, volcanoes, geysers, ditches, dykes, fosses, quarries, ghost-towns, earth-circles, hill-forts, stone platforms, tors, beacons, canals and sea walls.

Much of this is self-explanatory but a few of the Terrain Types need further explanation.

(1) **Bindings.**

Unless the building in question is a ruin, it is unlikely that it will be occupied by an unintelligent monster or creature that normally does not live in a structure. An intelligent creature may of course keep a monster inside an occupied building as a “pet” but manticores or basilisks etc. should not normally frequent buildings out of choice.

(2) **Terrain Features that fall into more than one Category.**

The referee may be faced with an incident that takes place in a cave in a forest, or a burial place on the coast or something similar. In this case he should use the cave and burial place columns respectively. The Terrain Types; Caves; Burial Places and Ancient Monuments; Buildings; always take precedence over any surrounding Terrain Type.

(3) **Rivers, Lakes, Ponds and Pools and Sea Coast.**

For these two Terrain Types it should be obvious to the referee which creatures actually live in the water and those that are merely passing along the edge. Thus a Kraken is actually in the sea while a centaur appears on the coast.

Once the Block and Terrain Type have been selected, the referee should throw a 20-sided dice. The score will give him the Creature Group that the incident involves i.e. Elves, Worms, Giants etc.

The referee should then go to the Incident Type Table corresponding to the Creature Group just determined. Here will be found the names of the individual races within the Creature Group and the same list of Terrain Types as before. The referee throws a 20-sided dice and the score will correspond to a particular creature. Underneath the score will be found a Letter Coding, from A to G, this refers to the size of the group of creatures involved and this can range from 1 to 250+. The Letter Codes are set out below. (Should a Creature Group contain a large number of creatures, such as Powerful Miscellaneous, it will be sub-divided into sub-blocks and the referee will have to throw a 20-sided dice in order to determine which sub-block to use, before going through the procedure above).

LETTER CODINGS

Letter Codings refer to groups below: throw a Normal Dice; the result will refer to the number of creatures or instructions to throw another dice or instructions to go to another Letter Coding and repeat the procedure.

	Dice Throw	No. of Creatures		Dice Throw	No. of Creatures
A	1 - 4	1	E	1	1
	5 - 6	2		2	2
B	1 - 2	1	3	Throw Average D	
	3 - 6	2	4	4	
C	1 - 2	1	5 - 6	Go to Group F	
	3 - 4	2	F	1	Throw Normal D
	5	3		2	Throw 10-sided D
	6	Throw Average D		3 - 6	Go to Group G
D	1	1	G	1 - 2	11-30
	2 - 3	2		3 - 4	31 50
	4	Throw Average D		5 - 6	Go to Group H
	5-6	4	H	1 - 2	50 - 150
		3 - 4		151 -250	
		5 - 6		Refs Discretion	

There follows an example determination of the creatures involved in an incident. The players are in Deep Forest in a Wilderness area. Consulting the Area Table entitled “Wilderness” the referee throws a 20-sided dice and scores 16. This refers him to the Block beginning “Half-Humans” and ending “Undead”. He throws a percentile dice and scores 32. This corresponds to the Creature Group entitled “Miscellaneous”.

AREA TYPE TABLE: UNCIVILISED

	Burial Places and Ancient Monuments													
	Woods													
	Deep Forest													
	Plains and Open Hills													
	Mountains and High Uplands													
	Marsh and Swamp													
	Rivers, Lakes Ponds and Pools													
	Caves													
	Buildings													
	Deserts													
	Frozen Wastes													
	Sea Coast													
Dwarfs	1-5	1-5	1-6	1-5	1-14	1-4	1-7	1-18	1-12	1-7	1-10	1-8		
Elementals	6-8	6-9	7-10	6-8	15-17	5-7	8-20	19-22	13-21	8-12	11-14	9-15		
Elves	9-15	10-30	11-33	9-16	18-20	8-12	21-32	23-26	22-32	13-15	15-17	16-24		
Giants	16-20	31-35	34-37	17-20	21-30	13-18	33-35	27-40	33-41	16-20	18-29	25-29		
Goblins	21-30	36-42	38-45	21-28	31-50	19-36	36-39	41-55	42-49	21-30	30-49	30-39		
Half-Humans	31-37	43-48	46-51	29-39	51-57	37-43	40-41	56-62	50-56	31-40	50-54	40-50		
Human Types	38-45	49-55	52-57	40-49	58-64	44-49	50-59	63-70	57-62	41-47	55-59	51-60		
Nymphs & Spirits	46-55	56-70	58-74	50-59	65-68	50-58	60-75	71-73	63-74	48-52	60-63	61-73		
Trolls	56-65	71-77	75-80	60-64	69-79	59-70	76-80	74-87	75-82	53-60	64-73	74-79		

The referee now goes to the Incident Type Table entitled "Miscellaneous". Here he will find that the Creature Group has been sub-divided into two Sub-Blocks, so he throws a 20-sided dice and scores a 9. Thus, he takes the first Sub-Block and finds the Deep Forest column, then throws a 20-sided dice, scoring 2. This corresponds to the Gargoyle. The Letter Coding B shows that when he throws a 6 on a normal dice, the incident consists of two gargoyles.

If the referee wishes to create incidents with creatures from more than one Creature Group he should either go through the procedure twice (or more) or work out the incident by himself. Note that some races are extremely antipathetic to each other (e.g. dwarfs to elves) or are unsociable to anything and everything they meet (e.g. rock monsters).

Note also that if players wish to stay alive they will have to run away from some of the incidents they meet. If players do take on a situation that the referee knows is impossible he should try and have them captured, so that they are at least kept alive. This does not give the players a reason to carry out one dangerous deed after another safe in the knowledge that the referee will only have them captured. Any attempt to do so should result in the players being left to a particularly nasty fate at the claws of the creature they have too cockily taken on. (Non-intelligent creatures will only take prisoners if ordered by an exterior agency).

AREA TYPE TABLE: CIVILISED

	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Desert	Frozen Wastes	Sea Coast	
1-14	Men	1-50	1-65	1-60	1-70	1-70	1-65	1-60	1-80	1-75	1-85	1-80	1-75
	Lycanthropes	51-75	66-75	61-75	71-80	71-85	66-80	61-75	81-100	76-90	86-100	81-95	76-85
	Nymphs & Spirits	76-100	76-100	76-100	81-100	86-100	81-100	76-100	91-100	—	96-100	86-100	
15-19	Dwarfs	1-10	1-8	1-12	1-8	1-20	1-6	1-8	1-16	1-13	1-10	1-12	1-12
	Elves	11-25	9-35	13-50	9-26	21-30	7-10	9-24	17-24	14-31	—	—	13-31
	Giants	26-32	36-42	51-60	27-32	31-48	11-27	25-32	25-40	32-45	11-25	13-35	31-37
	Goblins	33-52	43-54	61-74	33-42	49-64	28-38	33-47	41-60	46-51	26-49	36-54	38-45
	Half-Humans	52-59	55-70	75-83	43-64	65-68	39-49	48-70	61-66	52-60	50-59	55-62	46-70
	Human Types	60-68	71-80	84-90	65-82	69-75	50-73	71-85	67-72	61-75	60-69	63-70	71-90
	Trolls	69-75	81-90	91-96	83-90	76-89	74-89	86-100	73-90	76-86	70-75	71-85	91-97
	Undead	76-100	91-100	97-100	91-100	90-100	90-100	—	91-100	87-100	76-100	86-100	98-100
20	Dragons	1-12	1-8	1-10	1-5	1-15	1-6	1-5	1-17	—	1-13	1-14	1-8
	Elementals	13-25	9-20	11-21	6-17	16-21	7-14	6-15	18-22	1-15	14-22	15-24	9-17
	Giant Animals	26-45	21-40	21-40	18-40	22-49	15-45	16-50	23-55	16-35	28-42	25-44	18-39
	Miscellaneous	46-52	41-50	41-53	41-50	50-51	46-56	51-59	56-66	36-66	43-54	45-59	40-51
	Powerful Miscellaneous	33-60	51-55	54-60	51-55	60-65	57-62	60-65	67-74	67-80	55-64	60-69	52-59
	Wild Animals	61-80	56-90	61-95	56-97	66-85	63-80	66-94	75-89	81-92	65-88	70-89	60-92
	Worms	81-100	91-100	96-100	98-100	86-100	81-100	95-100	90-100	93-100	89-100	90-100	93-100

	Undead	66-90	78-85	81-86	65-67	80-84	71-83	81-83	88-91	83-96	61-75	74-79	80-83
	Wild Animals	91-100	86-100	87-100	68-100	85-100	84-100	84-100	92-100	97-100	76-100	80-100	84-100
	Men	1-37	1-33	1-30	1-40	1-20	1-20	1-23	1-31	1-50	1-15	1-15	1-35
15-19	Giant Animals	38-50	34-49	31-49	41-53	21-55	21-58	32-46	24-49	51-60	16-35	16-40	36-49
	Lycanthropes	51-69	50-64	50-62	54-70	56-60	59-61	47-59	50-56	61-73	36-38	41-44	50-59
	Miscellaneous	70-100	65-100	63-100	71-100	61-100	62-100	60-100	57-100	74-100	39-100	45-100	60-100
	Dragons	1-8	1-15	1-19	1-6	1-17	1-10	1-10	1-20	1-6	1-14	1-9	1-15
20	Powerful Miscellaneous	9-74	16-85	20-83	7-85	18-80	11-75	11-85	21-75	7-90	15-82	10-80	16-86
	Worms	80-100	86-100	84-100	86-100	81-100	76-100	86-100	76-100	91-100	83-100	81-100	87-100

CREATURE GROUP TABLES

	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Pools and Ponds	Caves	Buildings	Desert	Frozen Waste	Sea Coast
ELVES												
Sidhi	—	1 C	1 E	1 B	1-2 D	1 A	1 B	1 B	1-2 E	1-5 C	1-6 D	1-3 E
Sindarin	—	2 E	2 F	2-4 D	3-5 C	2 A	2-3 D	2 B	3-5 E	6-10 D	7-11 D	4-6 D
Faenori	—	3-4 D	3 E	5-11 E	6 B	3-4 B	4-5 D	—	6-8 D	—	—	7-9 E
Alfari	—	5-8 E	4 E	12 G	—	5 A	6 G	—	9 C	—	—	10-11 D
Pixies	—	9-11 E	5 E	13 B	7 C	6 B	7-8 D	—	10 C	—	—	12 c
Leprechauns	1	12-13	6	14-15	8 ALL	7 "B"	9-10	3	11	—	12	13
Brownies	—	14-15 F	—	16 D	9 D	8 C	11-12 C	—	12-14 E	—	—	14 D
Lucifugi	2 A	—	7 F	—	10 A	9 A	—	4 A	15 A	11-12 A	13-14 A	—
Malsiari	3-8 C	16-17 C	8-13 F	15-17 C	11-14 E	10-14 E	13-15 D	5-10 E	16-18 D	13-20 D	15-19 C	15-16 D
Yorthki	9-20 E	18-20 D	14-20 F	18-20 D	15-20 E	15-20 E	16-20 D	11-20 E	19-20 E	—	20 D	17-20 D
Eldren	FOR WESTREIM GAMES ONLY: SEE REFEREE'S NOTES											
Visiri												
DWARFS												
Blue	—	1 D	1 D	1 C	1-6 F	—	1 C	1-4 E	1-5 D	1-5 E	1-8 E	1-7 D
Red	—	2-5 E	2-3 D	2-5 D	7-11 F	1-2 C	2-3 C	5-11 F	6-11 D	6-9 D	9-11 D	8-12 D
Brown	—	6-10 E	4-6 D	6-11 D	12-13 E	3-6 D	4-11 D	—	12-13 C	—	12 C	13-14 C
Black	1-20 E	11 D	7-11 E	12-14 D	14-18 F	7-19 E	12-14 D	12-18 F	14-19 E	10-19 D	13-18 E	15-18 D
Gnomes	—	12-20 E	14-20 F	15-20 E	19-20 E	20 D	15-20 E	19-20 E	20 D	20 C	19-20 D	19-20 D

CREATURE GROUP TABLES

GIANTS	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Pools and Ponds	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Hill G	1-16	1-14	1-13	1-12	1-7	1-7	1-6	1-7	1-6	1-5	1-7	1-6
	← ALL "A" →											
Stone G	17-19	15-16	14-15	13-16	8-10	8-9	7-9	8-10	7-11	6-8	8-10	7-9
	← ALL "A" →											
Mist G	-	-	16-17	17-18	11-13	10-14	10-12	11-12	12	-	11	10-12
	← ALL "A" →											
Frost G	-	-	-	-	14 A	15 A	-	13-14 A	13 A	-	12-16 A	-
Fire G	-	-	-	-	15 A	-	-	15-16 A	14 A	9-14 A	-	-
Cloud G	-	-	-	-	16-18 A	-	-	17 A	15 A	-	17 A	13 A
Storm G	-	-	18 A	-	19-20 A	-	-	18 A	16 A	15 A	18-19 A	14 A
Imp G	Always controlled by exterior agency; for chance meeting i.e. adventurers coming across I.G. on mission; use Ref's discretion.											
Aegir	-	-	-	-	-	16-18 A	13-17 B	-	-	-	-	15-19 D
Cacus	-	-	-	-	-	-	-	19 A	17 A	16-19 A	-	-
Cyclopes	-	17-18	19	19	-	19	18-19	20	18	-	20	20
	← ALL "A" →											
Oni	20	19-20	20	20	-	20	20	-	19-20	20	-	-
	← ALL "A" →											
LYCANTHROPEs												
Were-Wolves	1-10	1-6	1-4	1-10	1-10	1-8	1-6	1-9	1-14	1-18	1-12	1-3
	← ALL "A" →											
Were-Bears	11	7-12	5-11	11-14	11-18	9-11	7-13	10-16	15	-	13-18	9-11
	← ALL "A" →											
Were-Tigers	-	13	12-14	15	19	-	14	17-19	16	-	-	12
	← ALL "A" →											
Were-Rats	12-20	14-15	15-16	16	-	12-19	15	-	17-19	19-20	-	13-16
	← ALL "A" →											
Were-Boars	-	16-20	17-20	18-20	20	20	16-20	20	20	-	19-20	17-20
	← ALL "A" →											

CREATURE GROUP TABLES

	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Pools and Ponds	Caves	Buildings	Desert	Frozen Waste	Sea Coast
GOBLINS												
Kulgai	1-3	1-3	1-2	1-4	1-5	1-3	1-4	1-4	1-3	1-4	1-3	1-4
	← ALL "F" →											
Urucks	4-6	4-6	3-4	5-8	6-9	4-7	5-8	4-6	4-6	5-6	4-5	5-7
	← ALL "F" →											
Oglarai	7-9	7-9	5-7	9-12	10-13	8-11	9-11	9-12	7-10	7-8	6-7	8-11
	← ALL "F" →											
Hobgoblins	10-12	10-13	8-11	13-15	14-16	12-14	12-15	13-14	11-15	9-12	8-11	12-14
	← ALL "A" →											
Kobolds	13-15	14-15	12-16	16-17	17-18	15-17	16-17	15-16	16-17	13-14	12-15	15-16
	← ALL "F" →											
Gnolls	16-17	16-18	17-20	18-19	19-20	18-19	18-20	17-18	18-19	15-20	16-19	17-19
	← ALL "F" →											
Suarts	18-20	19-20	-	20	-	20	-	19-20	20	-	20	20
	← ALL "F" →											
Half-Goblins	Westreim Games only; See Referee's Notes											
TROLLS												
Ogres	1-3	1-2	1-4	1-5	1-4	1-4	1-6	1-4	1-14	1-7	1-4	1-8
	← ALL "A" →											
Stone T	4-5 C	3-6 C	5-7 B	6-7 B	5-8 C	5-7 A	7-9 A	5-8 A	15-16 B	-	5-6 A	9-12 A
Cave T	6-7	7	8-9	8	9-10	8-9	10	9-13	17	-	7-9	13
	← ALL "A" →											
Hill T	8-14 B	8-13 B	10-15 B	9-15 A	11-16 C	10-13 B	11-15 A	14-17 C	18 A	8-12 A	10-12 B	14-17 B
Green T	15-18 C	14-19 C	16-18 D	16-19 B	17-18 D	14-17 D	16-18 A	18 E	19-20 C	13-20 A	13-16 B	18-19 A
Mara	19-20	20	19-20	20	19-20	18-20	19-20	19-20	20	-	17-20	20
	← ALL "A" →											
Northern T	Westreim Games only; See Referee's Notes											

REA TYPE TABLE: WILDERNESS

	Burial Places and Ancient Monuments																			
Dragons	1-8	1-10	1-12	1-16	1-10	1-5	1-6	1-13	1-14	1-9	1-7	1-8								
Dwarfs	9-16	11-17	13-18	7-12	11-29	6-12	7-12	14-23	5-12	10-14	8-13	9-14								
Elementals	17-20	18-20	19-21	13-16	30-33	13-16	13-19	24-25	13-16	15-18	14-17	15-19								
Elves	21-29	21-35	22-40	17-27	34-36	17-21	20-29	26-28	17-24	19-20	18-20	20-29								
Giant Animals	30-35	36-44	41-50	28-37	37-42	22-39	30-36	29-34	25-34	21-34	21-37	30-37								
Giants	36-38	45-50	51-55	38-42	43-55	40-45	37-42	35-42	35-49	35-39	38-43	38-42								
Goblins	39-45	51-60	56-65	43-50	56-67	46-59	43-49	43-54	50-63	40-49	44-54	43-49								
Trolls	46-62	61-66	66-72	51-56	68-79	60-67	50-55	55-69	64-73	50-59	55-67	50-57								
Wild Animals	63-80	67-87	73-85	57-90	80-89	68-83	56-89	70-84	74-87	60-84	68-85	58-91								
Worms	81-100	88-100	86-100	91-100	90-100	84-100	90-100	85-100	88-100	85-100	86-100	92-100								

15-19	Half-Humans	1-8	1-9	1-8	1-10	1-7	1-6	1-11	1-5	1-10	1-5	1-4	1-9	
	Human-Types	9-16	10-19	9-18	11-19	8-14	7-11	12-21	6-10	11-19	6-11	5-9	10-19	
	Miscellaneous	17-29	20-34	19-37	20-39	15-44	12-43	22-45	11-44	20-46	12-49	10-51	20-42	
	Nymphs & Spirits	30-49	35-59	38-64	40-52	45-49	44-49	46-59	45-47	47-53	50-52	52-54	43-54	
	Powerful Miscellaneous	50-70	60-91	65-89	53-95	50-90	50-87	60-96	48-87	54-82	53-84	55-88	55-95	
	Undead	71-100	92-100	90-100	96-100	91-100	88-100	97-100	88-100	83-100	85-100	89-100	96-100	
	Men	1-75	1-79	1-77	1-84	1-83	1-79	1-84	1-80	1-90	1-86	1-84	1-89	
	Lycanthropes	76-100	80-100	76-100	85-100	84-100	80-100	85-100	81-100	91-100	87-100	85-100	90-100	
	20													

CREATURE GROUP TABLES

UNDEAD	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Pools and Ponds	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Zombies	1-3 E	1-2 A	1 D	1-4 D	1-2 A	1-5 D	1-3 A	1-2 A	1-3 E	1-4 D	1-2 C	1-5 C
Skeletons	4-6 E	3-6 D	2-4 D	5-8 D	3-6 E	6-8 D	4-7 C	3-7 E	4-8 E	5-11 E	3-6 D	6-11 D
Mummies	7-8 C	7-10 A	5-8 A	9 A	7-9 A	9 A	8-10 A	8-10 C	9-11 C	12-17 C	7-9 A	12-13 A
Mould Monster	9	11-13	9-12	10-11	10	10-11	11	-	-	-	-	14
← ALL "A" →												
Vampires	10-11 E	14-15 A	13-15 C	12 A	11-12 A	13 A	-	-	12-16 E	-	10 A	15-16 A
Ghosts	13-15 E	16 A	16 A	13 A	13 A	14-16 A	12-17 A	11-14 A	17-18 E	-	11-14 A	17 A
Ghouls	16-17 E	-	-	-	14-15 E	17 D	-	15-17 E	19 E	-	-	18 C
Wights	18 E	17-18 A	17 A	14-17 A	16-17 A	18 A	18 A	8 C	-	-	15-17 A	19 A
Wraiths	19 E	19 A	18-19 A	18-19 A	18-19 A	19 A	19 A	-	-	-	18-19 A	20 A
Liches	20	20	20	20	20	20	20	18-20	20	18-20	20	-
← ALL "A" →												
HALF-HUMANS												
Centaurs	1-2 A	1-5 D	1-6 E	1-7 C	1-6 C	1-2 A	1-3 B	1-3 A	1-4 A	-	-	1-3 C
Mer-Folk	-	-	-	-	-	3-5 E	4-9 E	-	-	-	-	4-10 E
Water-Men	-	-	-	-	-	6-8 E	10-15 E	-	-	-	-	11-16 E
Fauns & Satyrs	3-4 A	6-12 E	7-11 E	8-14 D	7-13 A	9-12 A	16-18 A	4-9 A	5-10 A	-	1-2 A	17-18 D
Satyr-Demon	5-17	13-17	12-18	15-17	14-17	13-15	19	10-11	11-13	1-3	3-6	19
← ALL "A" →												
Lizard Men	18-20 D	18-20 A	19-20 A	18-20 A	18-20 D	16-20 E	20 A	12-20 E	14-20 D	4-20 E	7-20 E	20 B

CREATURE GROUP TABLES

GIANT ANIMALS	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Spiders	1-3	1-3	1-4	1-2	1-3	1-2	ALL "A"	1-3	1-5	1-9	1	-
Beetles	4-5	4-5	5	3-4	4-5	3	ALL "A"	4	6-8	10-12	2-6	-
Ants	6-7	6-7	6	5-6	6	ALL "E"	-	5	-	13-14	-	-
Scorpions	8 A	8 A	7-8 A	7 A	7 A	4-5 A	1-2 A	6 A	9 A	15-17 D	7 A	-
Bees	-	9 E	-	8-9 E	8-9 E	-	-	-	-	-	-	-
Snakes	9-10	10	9-10	10-11	10-12	6-8	3-6	7-9	10-11	18	-	1-2
Lizards	11-12	11	11-12	12-13	13-14	9-10	7-9	10-12	12-13	19-20	8	3-5
Crabs	-	-	-	-	-	11-12 E	-	-	-	-	-	6-14 E
Owls	13 A	12 A	-	14-16 A	15-16 A	13 A	-	-	14 A	-	9-14 A	-
Hogs	14 A	13-14 C	13-14 D	17 A	17 C	-	-	13 A	-	-	-	-
Weasel/ Stoat/Rat	15-16 D	15-17 A	15-16 C	18 A	18 A	-	-	14-15 D	15-18 A	-	15-17 D	-
Centipedes	17-18	18-19	17-18	19	19	14	10-12	16-17	19-20	-	18-20	15-17
Toads	19-20	20	19	20	20	15-17	13-16	18	-	-	-	-
Leeches	-	-	20 A	-	-	18-20 A	17-20 A	19-20 A	-	-	-	18-20 A

CREATURE GROUP TABLES

HUMAN TYPES	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes, Pools and Ponds	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Marsh Wiggles	-	-	-	-	-	1-10 A	1-7 A	-	-	-	-	1-4 A
Pine-People	-	1-7 E	1-10 E	-	-	-	-	-	-	-	-	-
Lyblacks	1-9	8-14	11-15	1-4	1-8	11-14	8-10	1-10	1-8	1-4	1-3	5-7
	← ALL "G" →											
Half-Men	10-12 D	15-16 C	16-17 D	5-9 A	9-12 D	15 D	11 A	11-12 E	9-11 E	5-8 D	4-9 D	8-9 D
Neanderthals	13 A	17 A	18 D	10-14 C	13-16 E	16-17 A	12-13 D	13-16 E	12-14 A	9-11 A	10-13 D	10-11 E
Wraith-Folk	14 E	-	-	15 E	17-18 E	-	-	17 E	15-16 E	12-14 E	14-15 E	-
Ice-Phantoms	-	-	-	-	19 E	-	-	1	-	-	16-20 E	-
Darters	15-17 E	18 D	19 D	16-17 D	-	18 D	14 D	18-19 E	17-18 E	15-16 D	-	12 D
Doppelgangers	18-20	19-20	20	18-20	20	19	15	20	19-20	17-20	-	13
	← ALL "A" →											
Sea-Humans	-	-	-	-	-	20 E	16-20 E	-	-	-	-	16-20 E
WILD ANIMALS												
Wolves	1-11	1-12	1-12	1-9	1-9	1-2	1	1-3	1-9	1-6	1-14	1-9
	← ALL "F" →											
Lions	12-13	13	13-14	10-11	10-11	-	2	4-8	10-11	7-9	-	10-11
	← ALL "E" →											
Tigers	14	14	15	12	12	-	3	9-14	12-13	10-11	-	12
	← ALL "A" →											
Boars	15-16	15-17	16-18	13	-	-	4	15-17	14-15	-	15-16	13-14
	← ALL "A" →											
Bears	17	18-20	19-20	14	13-15	3-4	5	18-20	16-18	12	17-19	15
	← ALL "A" →											
Alligators	-	-	-	-	-	5-18 E	6-18 E	-	-	-	-	16-18 E
Eagles	-	-	-	15-17	16-18	-	19	-	19	13	20	19-20
	← ALL "E" →											
Vultures	18-20	-	-	18-20	19-20	19-20	20	-	20	14-20	-	-
	← ALL "F" →											

CREATURE GROUP TABLES

MIS-CELLANEOUS	Burial Places and Ancient Monuments	1																		
	Woods	1																		
	Deep Forest	1																		
	Plains and Open Hills	1																		
	Mountains and High Uplands	1-2																		
	Marsh and Swamp	1-3																		
	Rivers, Lakes Ponds and Pools	1																		
	Caves	1-2																		
	Buildings	1																		
	Desert	1-2																		
Frozen Waste	1																			
Sea Coast	1																			
Medusa	2-3 C	1 A	1-2 B	1 A	3-5 D	4-5 C	1-3 B	3-4 C	2-4 C	3 C	1-3 D	2-4 C								
Gargoyle	4-5 D	2-4 C	3-6 D	2-3 C	6-7 E	6-8 D	4-7 C	5-7 D	5-8 D	4 C	4-7 C	5-7 D								
Clakar	6-9	-	-	-	-	9-13	8-9	-	-	-	-	-	-	-	-	-	-	-	-	
Barragoon	10 C	5-7 E	7-9 E	4-8 D	3-10 E	14 D	10-12 E	8-10 E	9-11 E	-	6-9 E	9-11 E								
Apemen	11-12	8-10	10-12	9-12	11-12	15	13-15	11-12	12-13	5	10	12-13								
Ballander	13 A	11-13 B	13-14 C	13 B	13 C	-	-	-	-	6-8 D	-	-								
Silent Lion	-	-	-	-	-	-	-	-	14-15 A	9-14 A	-	-								
Sphinx	-	14 C	15 D	14 B	-	16 C	-	-	16 D	15 D	-	-								
Nagas	-	-	-	-	-	-	-	-	-	-	-	-								
Elemnon	14 B	15-18 C	16-17 D	15-19 B	14-18 C	17-18 D	16-20 B	13-17 B	17-18 B	16 A	11-16 C	15-19 C								

Shadows	15-20	19-20	18-20	20	19-20	19-20	-	18-20	19-20	17-20	17-20	20
	E	C	D	A	C	D	-	E	D	A	B	B
Lammasu	-	1-2	1-3	1-3	1-2	-	1-2	1-2	1	1-4	1	1-3
	-	←	←	←	←	←	←	←	←	←	←	←
Canell	-	3	4-5	4-6	3-6	1-3	3-4	3-5	2-3	5	2-4	4-5
	-	←	←	←	←	←	←	←	←	←	←	←
Hwui 'Trai'	1-8	4-5	6-7	7-8	7-10	4-7	5-6	6-7	4-6	6	5-6	6
	-	←	←	←	←	←	←	←	←	←	←	←
Pheleror	-	6	8	9	11	8-9	7	8-10	7	7-9	7-8	7
	-	←	←	←	←	←	←	←	←	←	←	←
Folespen	-	7	-	-	12	-	-	11	8-10	10-11	-	8
	-	A	-	-	A	-	-	A	A	A	-	A
Stirge	9-13	8-9	9-13	10-12	13-15	10-14	8-10	12-14	11-13	12	9	9-11
	D	C	E	B	C	D	B	E	E	A	A	D
Craemon	14-15	10-13	14-16	13-14	16-17	15-17	11-17	15-16	14	-	10-11	12-14
	-	←	←	←	←	←	←	←	←	←	←	←
Yeti	16	-	-	15	18-19	-	-	17-18	15-17	-	12-18	-
	A	-	-	A	A	-	-	B	C	-	E	-

CREATURE GROUP TABLES

MISCELLANEOUS (Continued)	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Bessorem	17-19 B	14-17 B	17-18 C	16-17 A	-	18-19 C	18-20 A	19 D	18-19 C	13-15 B	19 B	15-17 B
Doomdog	20	18-20	19-20	18-20	20	20	-	20	20	16-20	20	18-20
← ALL "A" →												
WORMS												
Rot-Worm	1-14	1-13	1-11	1-17	1-8	1-15	1-14	1-11	1-16	1-3	1-4	1-13
← ALL "A" →												
White-Worm	15-20 B	14-19 A	12-18 B	18-20 A	9-13 B	16-20 B	15-20 A	12-15 B	17-20 A	4-9 A	5-7 B	14-20 A
Ice-Worm	-	-	-	-	14-15 A	-	-	10 A	-	-	8-16 A	-
Cancer Caterpillars	See Referee's Notes; Specific Situation only.											
Rock Monster	-	20	19-20	-	16-20	-	-	17-20	-	10-20	17-20	-
← ALL "A" →												
POWERFUL MISCELLANEOUS												
Siren	1	1-2	1-2	1	-	1-3	1-5	-	1-4	-	-	1-8
← ALL "A" →												
Cockatrice	2	3-4	3	2	1-2	4-5	6	1-2	5	1-3	-	9
← ALL "A" →												
Wyvern	3	5-6	4-6	3-6	3-5	6-8	7-8	3-5	6	4-7	1-3	10-11
← ALL "A" →												
Basilisk	4	7-8	7-9	7-9	6-9	9-11	9	6-8	7	8-11	4-7	12
← ALL "A" →												
Gorgon	5-7	9-11	10-12	3-12	10-12	12-13	10	9-13	8	12	8	13
← ALL "A" →												
Manticora	8	12-13	13-15	13	13-16	14-16	11-12	14-17	9	13-14	9-13	14-15
← ALL "A" →												
Sand Spider	-	-	-	-	17-18 A	-	-	18 A	10 A	15-17 A	-	16 A
Genie	-	14 A	16 A	14 A	-	-	13-15 A	-	11-13 A	18 A	14-15 A	17 A
Djinn	9-10	15-16	17-18	15-17	19	17-18	16-18	19	14-16	19	16-17	18
← ALL "A" →												
Living Statue	11-20 A	17-20 A	19-20 A	18-20 A	20 A	19-20 A	19-20 A	20 B	17-20 D	20 B	18-20 B	19-20 A

CREATURE GROUP TABLES

CREATURE GROUP	POWERFUL MISCELLANEOUS (Continued)											
	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Deserts	Frozen Waste	Sea Coast
Hydra	1	1	1-2	-	1	1-3	1	1-2	-	1-3	1	1-2
Chimera	2-4	2-3	3-5	1-2	2-4	4-5	2	3-5	1	4-8	2-5	3
Titan	-	-	6 A	-	5-8 A	-	-	6 A	2-5 A	9-10 A	6 A	-
Shriek	5-12	4-8	7-9	3-8	9-10	6-7	3-6	7-9	6-9	11	7	4-5
Glenoin	13-16	9-13	10-13	9-11	11-13	8-12	7-11	10-12	10-12	12-15	3-12	6-8
Minotaur	17-19	14-16	14-17	12	14	13-14	12-13	13-16	13-16	16-17	13-16	9
Kraken	-	-	-	-	-	-	14 A	-	-	-	-	10-13 A
Sea Serpent	-	-	-	-	-	15 A	15-16 A	-	-	-	-	14-18 A
Unicorn	20	17-19	18-19	13-16	15-16	-	17-18	-	17	-	-	19

	Pegasus	-	20	20	17-20	17-20	16-20	19-20	17-20	18-20	17-20	17-20	20
	Hippogriff	1 A	1-2 A	1-3 C	1-2 B	1-5 E	-	1-2 A	1 A	1-2 B	1-2 B	1-3 A	1-3 B
	Roc	-	3 A	4-5 C	3-4 B	6-8 D	1-2 A	3-4 B	2-3 C	1-2 B	3-5 D	4-5 C	4-8 E
	Griffon	2 A	4-5 B	6-7 D	5-6 A	9-11 C	3-4 A	5-8 A	4-5 A	3-5 A	6-7 D	6-8 B	9-10 C
	Harpy	3-5	6-7	8-9	7-8	12	5-7	9-10	6-9	6-8	8-10	-	11-14
							ALL "F"						
11 - 15	Salamander	-	-	10 A	-	13 A	-	-	10 A	9 A	11-15 A	-	-
	Eastern Oyre	6-7	8-9	11-13	9-12	14-16	8-10	11-14	11-14	10-15	16-18	9-11	15-17
							ALL "A"						
	Will-O-Wisp	8-16	10-12	14-15	13-15	-	11-16	15-17	-	16	-	12-14	18-19
							ALL "A"						
	Orboid	17	13-16	16-18	16	17-18	18	18	15	17-18	19-20	15-16	-
							ALL "A"						
	Hogue	18-20	17-20	19-20	17-20	19-20	19-20	19-20	16-20	19-20	-	17-20	20
							ALL "A"						

CREATURE GROUP TABLES

POWERFUL MISCELLANEOUS (Continued)	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes, Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Eldonir	1-2 E	1-3 D	1-4 E	1-3 A	1-3 D	1-2 A	1-3 A	1-2 A	1-3 A	1-2 A	1-3 C	1-3 A
Giant Slug	3-10	4-6	5-6	4	4-5	3-9	4-7	3-6	4-6	-	-	4
Aerol	-	7	-	5-8	6-10	-	8	-	7	3-7	4-7	5-1
Twiner	11-13	8-10	7-9	9	11-12	10-11	9-10	7-9	8-10	8	8-9	10-11
Brain Drainer	14-15	11-13	10-12	10-11	13	12-13	11-12	10-11	11-13	9	10	12-13
Shaggy Beast	-	14 A	13 A	12 A	-	14-15 A	13-16 A	12 A	-	-	-	14 A
Battle Cattle	-	15	14-15	13-15	14	-	17	-	-	-	11-13	15
Fire Wizard	16	16-17	16	16-17	15-18	16-17	18	13-18	14-18	10-19	14-16	16-17
Ultimate Monster	See Referee's Notes; Specific situation only.											
Peryton	17-20	18-20	17-20	18-20	19-20	18-20	19-20	19-20	19-20	20	17-20	18-20
DRAGONS												
Fire-Drake	1-2	1-3	1-5	1-3	1-4	1-3	1	1-6	-	1-10 A	-	1 A
Cold-Drake	3-5	4-7	6-8	4-6	5-11	4-8	2-4	7-10	-	-	1-12 A	2-10 A
Lesser-Worm	6-15	8-16	9-13	7-18	12-15	9-18	5-15	11-14	-	11-16	13-17	11-16
Great Worm	16-20	17-20	14-20	19-20	16-20	19-20	16-20	15-20	1-20	17-20	18-20	17-20

16 20



INCIDENTS INVOLVING MEN

“Fabrum esse suae querique fortunae.” Appius Caecus.

Men are treated as a special category because they can be of many different types and have a wide range of powers and abilities. When the referee has found an incident involving men, he should determine the type of men by throwing two percentile dice and checking the score in the appropriate Area and Location column of the Incident Type Tables for MEN. These are found just after the Incident Type Tables. To determine the number of men appearing, use the same system as for other types. All men have an Intelligence Level of 4, except for magicians and seers, who have a Level of 5. Also, all characters who have an Intellect Score of 7 or more are counted as Level 5.

Determine the Alignment of Men by using the system described in the section on Alignments except for seers and minstrels; for these two types, throw one average dice instead of the 10-sided dice and use the result for the first score.

Use the Men Characteristics Table to determine various other features. Throw a normal dice to determine both Reaction and Morale Type; look down the column corresponding to the dice score and along the row corresponding to the Man Type, to arrive at the appropriate Morale and Reaction Type. Throw two percentile dice and if the score is equal to or greater than the figure shown in the Female Determination Column, then the subjects are actually women; in the case of “Lord and Retainers” only the “Lord” becomes a “Lady”; female warriors and barbarians will be Amazon Types; female magicians will be witches and so on. Throw another two percentile dice and if the score is equal to or greater than the figure shown in the Mounted Incident Determination Column then the men (or women) are on horseback. Lords or Ladies themselves will always be mounted.

To determine the Combat Total of a man, take the basic score of the appropriate Type for the Area in which the Incident is located; the actual Combat Total will vary from Incident to Incident and to determine this use the following system: Throw one 10-sided dice and if the score is 5 or 6, the C.T. remains the same as in the Tables, for each point above 6, add 5% to the C.T., and for each point below 5 deduct 5%. Thus a score of 9 indicates an increase in the basic C.T. of 15%. If the score is 1 or 10, throw the dice again—and either add or subtract a further 5% for each point. Thus a score of 10 followed by a 3 indicates an increase of $20+15=35\%$.

Next, determine what proportion of the party are armed with bows (including 10 to 15 arrows) by throwing a normal dice and finding the score in the column showing the actual proportion. No specific rules are given for other items of equipment carried by men but a rough guide to the armour type is given. Finally, if the men are shipborne, determine the type of vessel used by throwing a 20-sided dice and find the figure in the appropriate column. It is assumed that the Incident Locations, “Rivers and Lakes” and “Sea Coast” which give rise to Incidents involving Men will involve shipborne men.

In the case of Incidents in these Locations involving creatures other than men, it is assumed that the creatures are found on the shoreline and not in vessels. However, some humanoid creatures, especially elves, possibly dwarfs and even goblins, may be found using vessels in which case the referee should decide upon the

vessel type. If the referee finds that he has located men on a very small lake or unnavigable waterway they will not then be ship-borne and he should use the surrounding Terrain Type as the Location.

DWELLING PLACES

All men found in "Buildings" are assumed to live there permanently. Men in certain other locations may live there permanently. To determine if this is so, throw a 10-sided dice and use the Dwelling Place Table. If the score is equal to or above the figure in the appropriate box the men live in that Location i.e. they have a camp or some other form of dwelling such as a cave.

MEN-TYPES

The following notes give a few specific rules but mainly pinpoint the differences between man types.

(1) Warriors and Adventurers.

These are of the same types as warrior-players and will nearly always be roving or wandering in search of fame and adventure. They will therefore always be willing to take part in a good fight for the sake of it. However, they will also always be willing to co-operate with those who can help them win treasure and other prizes. They cannot always be trusted to take only their fair share of the spoils which, due to their rather spartan life-style, is usually squandered on strong drink and fair women. They may usually be found in taverns, houses of ill-repute or anywhere where alcoholic beverages may be purchased.

(2) Lords and Retainers.

These Incidents involve a titled personage and his (or her) retainers. To determine the rank of Lord throw a 20-sided dice, the score indicates the rank as follows: 1, 2=Squire. 3, 4, 5 = Knight. 6, 7, 8, 9, 10= Baron. 11. 12. 13. 14=Earl. 15, 16, 17=Count. 18, 19=Duke. 20= Royalty, King, Queen, Prince etc. The rank of the Lord determines the extent of his lands, wealth and power. (Specific rules pertaining to rank will be developed in later booklets). If the referee wishes to develop such an Incident, he may use the rank as a basis.

The objective of Lords is to protect and enlarge their lands, and to increase their personal power and fortunes. When an Incident occurs the referee should throw a normal dice; a score of 3 or more indicates that the Lord is found within the boundaries of his own lands, unless it is in a building, in which case it will always be his own dwelling. If a Lord is not in his own lands then he may be on an adventure of some sort. If players commit acts which are illegal in the eyes of the local Lord, such as poaching game, breaking bye-laws etc. then the Lord will punish them if they cannot argue their way out of the situation. If the Lords reaction is worse than "Guarded" (See Reaction rule's), then he will attempt to exact a toll, a fine or hamper the players in some other way, such as throwing them in his dungeon. Lords are usually extremely proud and haughty, and if players are not respectful the referee should regard this as a "Hostile" reaction. Lords of Lawful Alignments tend to respect learned men while those of Chaotic Alignments respect skill at arms. All Lords love to hear news, especially of other Lords.

(3) Mercenaries.

Mercenaries may be hired by anybody who will pay them more than the next man. The average rates of pay per mercenary per week are 2-4 gold pieces depending upon their ability (i.e. combat total). The referee should determine whether or not the mercenaries are working by throwing one normal dice, the following scores indicate that they are: 4, 5, or 6 in civilised areas; 5 or 6 in uncivilised areas; 6 in the wilderness. Mercenaries who are currently employed will not usually be concerned with players unless the players try to interfere with them. However, players or anybody else who offer to pay will usually be able to secure their services. Mercenaries who are unemployed are usually willing to work for anybody who can pay a reasonable price but until they find an employer they are usually to be found in an ugly mood. Mercenaries have little concern for local laws and customs, have a contempt of authority (except for their own Captains) and few scruples. They will always desert an employer when the money runs out.

(4) Barbarians.

Barbarians have a tendency towards destruction and love nothing better than burning, raping and pillaging. Those found at sea are known either as Vikings or Reavers. Barbarians always have great respect for courage and warriors skilled in arms. They are very wary of magic and will never quite trust a magician but in some cases they may be persuaded to follow a proven great warrior. They have a great lust for treasure and the prospect of such will drive them into foolhardy and rash actions. Barbarians are not subtle people, they are easily duped but once wronged they make implacable enemies.

(5) Knights.

Knights devote their time exclusively to quests and adventures of the most dangerous kind. This explains why their careers are often terminated rather prematurely. The referee should throw a normal dice, a score of 4, 5 or 6 indicating that they are currently engaged in a quest. A knight who is on a quest will not waver from it

unless they encounter an adventure which they deem worthy of their attention. Knights not engaged on a quest will always be grateful to somebody who can tell them of a suitable adventure. Knights are highly principled but rather naive, have extremely good manners (even if evil) and enjoy only fair fights. Once a knight has committed himself to a quest only death will prevent him from completing it, this includes revenge on those by whom he has been wronged (or duped).

(6) Robbers.

The prime concern of robbers is to steal as much loot as they can without risking their necks unduly. Those of good or lawful alignment are assumed to have been unjustly outlawed and will engage in the traditional "taking from the rich and giving to the poor." Robbers found at sea will be Pirates or Corsairs. It is very rare for robbers to pay any attention to people who have nothing of value. Robbers do not usually bother to kill those they rob unless it is absolutely necessary or unless they are of evil and chaotic alignments, in which case they take great delight in this sort of thing anyway. Robbers are compulsive liars and tricksters: a Detect Truth/Lies spell needs double the number of Energy Levels it would normally require when attempted on a robber.

(7) Wizards.

To determine the number of Energy Levels that a non-player wizard possesses take a basic figure of 5 for those found in civilised areas, 40 for those in uncivilised areas and 70 for those in the wilderness. Then, throw a 10-sided dice and add 5 Energy Levels for each point scored. Depending on the score and the Location a further increase may occur. Throw the 10-sided dice a second time and add a further 5 Energy Levels for each point scored, if the first dice throw was 10 in Civilised Areas; 9 or 10 in Uncivilised Areas and 8, 9, 10 in Wilderness Areas.

Now, determine what spells a wizard has using the Random Spell Determination Table B and the Knowledge Point/Energy Level Table. Use the Random Spell Determination Table as described in that section and make a note of the number of Knowledge Points for each spell. As each spell is determined keep a running total of the number of Knowledge Points and continue to add spells until the addition of one more spell would make the total greater than the number of Knowledge Points allotted for the number of Energy Levels. To determine the wizard's Casting Score (Basic Score + Practice Points) for each spell add the total of two 20-sided dice to 30. Wizards may possess Magical Items, referees should check for this under the section on Treasure.

The motivations of wizards are usually closely linked to their Alignment but they all desire knowledge and learning.

(8) Merchants.

Merchants are usually to be found on journeys concerned with their trade. Sometimes merchants will be carrying goods of great value such as gold, silver, precious materials etc., otherwise they are assumed to be carrying various other goods, such as cloth, wine, spices, etc., which will not usually be of interest to the players. To test whether the merchant is carrying treasure, the referee should throw 2 percentile dice; a score of 96-1(X) in Civilised Areas, 91-100 in Uncivilised Areas and 81-100 in Wilderness Areas, indicates that treasure is being carried (See Treasure rules). Merchants will rarely be on foot, they usually have pack-horses or wagons, except when they are water-borne. Merchants sometimes have armed escorts, if the party contains more than just the one merchant, the others may be guards; to test for guards, throw two percentile dice, the following scores indicate that the rest of party is armed: 95-100 in Civilised Areas (85-100 if carrying treasure); 75-100 in Uncivilised Areas (60-100 if carrying treasure); 50-100 in Wilderness Areas (25-100 if carrying treasure). The C.T. of the guards is calculated in the same fashion as for "Lord's Retainers".

Merchants may have news from areas through which they have been travelling. Determine the direction from which the merchant has come in the same way that wind direction would be determined (See Weather Rules). If players are on a road or track the referee should throw a normal dice; a score of 1, 2, 3 indicates that the merchant is coming towards the players; 4, 5, 6 indicates that the merchant is heading in the same direction as the players and depending on the relative speed of the two parties either the merchant will overtake the players or vice versa. (Note: This method for determining the direction of travel should be used on all other types of encounter, unless special conditions apply). The referee should examine his maps and see whether or not the merchant's route passes close to other incidents already marked. If this is so then the merchant is likely to have knowledge and may tell, or sell, this information to the players.

(9) Priests.

The actual religions to which priests belong are to be dealt with in a later booklet, at this point all that needs to be calculated is which spells the priest may use and which alignment he is of. This is done in the following way; firstly, determine the alignment in the normal way, then determine the spells using the following table:

Throw a 10-sided dice for each spell, if the score is equal to or above the figure shown for the appropriate Basic Alignment then the priest has that spell.

SPELLS

<i>Alignment</i>	<i>Physical Medicine</i>	<i>Psychic Medicine</i>	<i>Protection Evil/Good*</i>	<i>Purify Food Water*</i>	<i>Detect Good/Evil</i>	<i>Conjure Demon</i>	<i>Necro- mancy</i>	<i>Communi- cate with Animals</i>
1,2	10	9	2	9	8	—	—	10
3	10	10	4	10	8	—	—	10
4	10	10	—	10	7	—	—	7
5	—	—	4	10	8	9	9	10
6,7	—	—	2	9	8	7	8	10

* The protection from Evil spell as it appears in the magic rules, counts as a Protection from Good spell for priests of Alignments 5, 6, 7.

Purify Water/Food counts as Poison Water/Food for priests of Alignments 5,6,7, and priests of Alignment 4 can both purify and poison food and water.

Spell groupings marked thus refer to categories of spells. Priests may have one spell out of each of these categories determined by the Random Spell Determination Table B.

Priests have a Casting Score of 100 for each spell in their repertoire and a number of Energy Levels equal to the sum of the basic Energy Level requirements of their spells. For example a priest with a Purify Food/Water spell and a Magic Circle spell will have 25 Energy Levels.

The main purpose of priests is to further the aims of their own Alignment, or religion. They will probably try to convert players not already of their own creed although reactionary and particularly zealous priests may consider unbelievers to be infidels, therefore unsavable, and will attempt to destroy them.

(10) Seers.

This group of characters include soothsayers, hermits and other recluses who tend to live in solitary and lonely places. They have certain spells which are determined in the following way; throw two percentile dice, a score of 1-70 indicates that they have a Divination of Future spell with a Casting Score of 100 and a number of Energy Levels equal to 50+ 1-100 (Throw 2 percentile dice); a score of 71 -85 indicates that they have one spell from the Psychic Medicine category (Determine which one by using Random Spell Determination Table B), they will have the equivalent number of Energy Levels as the basic number for that spell and a Casting Score of 100; a score of 86-100 indicates that they have a deep and profound understanding of one or more of those subjects included in the category Academic Knowledge e.g. history, languages, tunes, etc. This is left to the referee's discretion.

Seers will usually appear to be extremely erudite and wizards will find it easier to communicate with them than warriors will. Seers may possess alarming, eccentric or rather distasteful habits, such as living in a barrel, inhaling pungent fumes or not changing their clothes for years on end.

(11) Minstrels.

Minstrels wander about from place to place telling stories, recounting legends, reciting poems and plays and singing songs. They always know a great deal about what is going on in the world. Minstrels or bards are very eloquent, lucid and perceptive; they can usually go straight to the heart of a matter and because of their great skill in weaving tales it is very difficult to tell when they are lying. Detect Truth/Lies spells used against minstrels require 3 times the normal required. Minstrels may be able to charm people with their songs; to test whether or not the minstrel can do this throw two percentile dice; if the score is greater than the Magic Resistance of the subject, then the charming has succeeded. Also the greater the difference between the dice throw and the Magic Resistance, the greater the effect of the spell. The song with which the minstrel charms his subject contains the message that the minstrel wishes to convey, for example, he may wish the subject to fall asleep or he may wish him to believe a piece of information that is false. Minstrels possess the equivalent of a Rhetoric Spell as detailed in the Demonology section and the equivalent of a Detect Truth/Lies spell with a Casting Score of 100 and $30 + 3 \times 20$ -sided dice score Energy Levels.

The referee should determine which direction the minstrel has come in the usual manner. The minstrel is likely to have wide knowledge of incidents and news from the vicinities through which he has been travelling. It is up to the referee to decide which incidents a minstrel is likely to have heard of, for instance, minstrels (and of course, other people) are much more likely to have come across large noisy parties and wide-ranging beings than creatures who live secretly and keep themselves to themselves. Minstrels are especially useful to the referee as a means of providing clues, help, hindrance and so on to the players.

THE EFFECT OF ALIGNMENT ON NON-PLAYER HUMANS.

The motivations and objectives of the different types of men described above should always be interpreted, by the referee, in the context of their Alignment. The referee should not hesitate to introduce other types or mix the existing types of men, as he wishes. The rules have been designed to be as flexible as the referee who uses them. The referee should endeavour to give each type, and each subject within that type, an individuality and to ensure that the characters he has created have some sort of definite purpose.

HUMAN GROUP TABLES: CIVILISED AREAS

MEN	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Warriors/ Adventurers	1-20	1-15	1-23	1-10	1-15	1-25	1-10	1-8	1-3	-	-	1-15
	ALL "D"											
Lords and Retainers	21-25	16-20	24-27	11-25	16-28	26-28	11-15	9-11	4-64	-	-	16-20
	ALL "E"											
Mercenaries	26-27 A	21-25 E	28-29 D	26-35 E	29-33 D	29-30 A	16-23 E	12-18 A	65-68 D	-	-	21-27 E
Barbarians	28	26-27	30-35	36	34-37	31-35	24-27	14-21	-	-	-	28-34
	ALL "C"											
Knights	29-31	28-34	36-45	37-42	38-45	36-40	28-29	22-23	69-72	-	-	35-36 C
	ALL "C"											
Robbers/Thieves	32-37 E	35-59 E	46-57 F	43-53 C	46-68 E	41-61 A	30-42 E	24-71 E	73-74 B	-	-	37-60 E
Wizards	38-48	60-76	58-76	54-59	69-79	62-79	43-44	72-83	75-85	-	-	-
	ALL "A"											
Merchants/ Traders	49 C	77-84 B	77-79 A	60-79 D	80-88 C	80-84 A	45-97 D	84 A	86-89 C	-	-	61-97 C
Priests	50-74 C	85-89 B	80-83 A	80-90 C	89-91 C	85-89 A	98 B	85-86 A	90-98 C	-	-	98-99 A
Seers	75-94	90-92	84-95	91-92	92-95	90-96	99	87-99	99	-	-	-
	ALL "A"											
Minstrels	95-100	93-100	96-100	93-100	96-100	97-100	100	100	100	-	-	100
	ALL "A"											

HUMAN GROUP TABLES: UNCIVILISED AREAS

MEN	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Warriors/ Adventurers	1-23	1-18	1-24	1-15	1-18	1-20	1-15	1-10	1-2	-	-	1-18 D
Lords and Retainers	24-25	19-21	25-26	16-20	19-22	21-22	16-19	11	3-49	-	-	19-21 E
Mercenaries	26 A	22-24 E	27 E	21-24 E	23-25 E	23 A	20-21 E	12 A	50-51 E	-	-	22-28 E
Barbarians	27-37 C	25-31 D	28-31 E	25-35 D	26-49 F	24-34 C	22-29 D	13-25 F	-	-	-	29-50 D
Knights	38-49	32-42	32-45	36-39	50-63	35-42	30-35	26-27	52-62	-	-	51-52 C
Robbers/Thieves	50-59 F	43-45 F	46-49 F	40-55 E	64-73 E	43-51 A	36-50 E	28-38 E	63 E	-	-	53-75 E
Wizards	60-76	66-80	50-89	56-70	74-90	52-88	51-59	39-93	64-95	-	-	76-77 A
Merchants/ Traders	-	81-86 B	90 A	71-88 B	91-92 B	89-92 A	60-97 B	-	96 B	-	-	78-98 B
Priests	77-87 B	87-90 A	91-93 A	89-92 B	93-94 B	93-94 A	98 B	94 B	97-98 C	-	-	99 A
Seers	88-98	91-95	94-98	93-94	95-96	95-98	99	95-99	99	-	-	-
Minstrels	99-100	96-100	99-100	95-100	97-100	99-100	100	100	100	-	-	100 A

HUMAN GROUP TABLES: WILDERNESS AREAS

MEN	Burial Places and Ancient Monuments	Woods	Deep Forest	Plains and Open Hills	Mountains and High Uplands	Marsh and Swamp	Rivers, Lakes, Ponds and Pools	Caves	Buildings	Desert	Frozen Waste	Sea Coast
Warriors/ Adventurers	1-25	1-20	1-25	1-20	1-22	1-20	1-25	1-15	1-5	1-25	1-12	1-20
Lords and Retainers	26	21	26	21-32	23-34	21	26-30	16	6-57	26-28	13	21-22
Mercenaries	27	22	27	33-35	35-36	22	31-32	17	58-59	29	14	23
Barbarians	28-38 C	23-35 F	28-33 F	36-52 G	37-64 G	23-30 C	33-66 G	18-30 F	—	30-59 G	15-57 G	24-76 G
Knights	39-45	36-46	34-45	53-65	65-75	31-45	67-69	31-32	60-64	60-63	88	77-78
Robbers/Thieves	46 E	47-49 E	46 E	66-73 F	76-78 E	46 A	70-79 E	33 F	—	64-79 F	89 F	79-84 E
Wizards	47-89	50-58	47-89	74-90	79-93	47-94	80-89	34-89	65-100	80-90	90-99	85-89
Merchants/ Traders	—	—	—	91-95 A	94 A	—	90-100 A	—	—	91-96 C	—	90-100 A
Priests	90 A	91 A	—	96 A	95 A	95 A	—	—	—	—	—	—
Seers	91-100	90-99	90-100	97-98	96-99	96-100	—	90-100 A	—	97-100 A	100 A	—
Minstrels	—	100 A	—	99-100 A	100 A	—	—	—	—	—	—	—
Chance of Location being man's Dwelling Place	DWELLING PLACE TABLE Throw 10-sided dice; score = or above; location is dwelling place.											
Barbarians	—	7	9	9	7	7	—	3	—	7	—	—
Robbers/Thieves	9	6	10	10	8	7	—	2	—	9	—	—
Wizards	8	8	5	9	7	6	—	2	—	8	—	—
Priests	10	10	—	—	—	10	—	6	—	—	—	—
Seers	7	6	4	8	7	5	—	2	—	7	—	—

Not in civilisation

MEN: CHARACTERISTICS TABLE

	REACTION TYPE						MORALE TYPE						FEMALE	HORSED	CIVILISED AREAS	UNCIVILISED AREAS	WILDERNESS AREAS
	1	2	3	4	5	6	1	2	3	4	5	6					
Warriors	1	2	2	3	4	5	1	3	4	4	5	5	100	60	300	425	625
Lords & Retainers	2	3	3	4	4	5	1	3	3	4	4	5	95 ²	50	180	290	420
Mercenaries	2	2	3	3	4	5	3	4	4	4	4	5	—	65	250	3/5	550
Barbarians	1	1	2	2	2	3	1	1	3	4	4	5	97	75	200	310	500
Knights	3	3	3	4	4	5	5	5	5	5	5	5	—	5	330	475	700
Robbers, Thieves	1	1	2	2	2	3	1	1	2	2	3	3	100	75	130	300	440
Wizards	2	3	3	4	4	5	1	4	4	5	5	5	70	70	100	200	300
Merchants, Traders	3	4	4	4	5	5	2	2	2	2	3	3	—	20	40	90	150
Priests	1	2	3	4	4	5	1	1	2	2	3	4	85	70	50	100	250
Seers	3	3	3	3	3	3	2	2	3	3	3	4	50	—	30	80	110
Minstrels	2	2	2	3	3	3	1	2	2	3	3	4	—	90	100	275	400

Throw 1 Normal Dice Throw 1 Normal Dice Throw %age Dice; if equal or above. Character is Female Throw %age Dice; if equal or above, Character is Mounted AVERAGE COMBAT TOTAL

Proportion of Party Armed with Bows

	0	½	¼	ALL
Warriors	1-2	3-4	5	6
Lords & Retainers	1-2	3-4	5	6
Mercenaries	1	2-4	5	6
Barbarians	1	2-3	4	5-6
Knights	1-5	6	—	—
Robbers, Thieves	1-2	3-4	5	6
Wizards	—	—	—	—
Merchants, Traders	—	—	—	—
Priests	—	—	—	—
Seers	—	—	—	—
Minstrels	—	—	—	—

Throw Normal Dice

USUAL TYPE OF ARMOUR
Heavy Mail
Mail/Leather
Mail/Sometimes Plate
None/Mail/Leather
Plate/Sometimes Mail
Non/Leather
—
—
—
—

RANK OF LORD AND COMBAT TOTAL	CIVILISED AREAS	UNCIVILISED AREAS	WILDERNESS AREAS
Squire	220	330	460
Knight	300	420	580
Baron	360	480	640
Earl	400	540	700
Count			
Duke			
Royalty			

AVERAGE COMBAT TOTAL

	4 VESSEL - SEA					VESSEL - RIVER etc.	
	GALLEY	FIGHTING CARRACK	MERCHANT CARRACK	LONGSHIP	SAILING SLOOP	LONG BOAT	SAILING SLOOP
Warriors	1-2	3-8	9-10	11-14	15-20	1-5	9-20
Lords & Retainers	1-6	7-13	14-16	17-19	20	1-15	16-20
Mercenaries	1-7	8-14	15	16-19	20	1-16	17-20
Barbarians	1-3	—	—	4-18	19-20	1-18	19-20
Knights	1-2	3-5	6-14	15	16-20	1-10	11-20
Robbers, Thieves	1-5	6-13	—	14-19	20	1-15	16-20
Wizards	1-2	3-4	5-6	7	8-20	1-3	4-20
Merchants, Traders	1-5	—	6-16	17-18	19-20	1-4	5-20
Priests	1	2	3-18	19	20	1-3	4-20
Seers	—	—	—	—	—	1-2	3-20
Minstrels	—	—	—	—	1-20	1	2-20

Throw 20-sided Dice

Throw 20-sided Dice

Notes on Table:

- (1) C.T. of Retainers only; for C.T. of Lord, first determine rank then consult "Rank of Lord and Combat Total" Table.
- (2) Only Lord is female, e.g. is a Lady-Retainer will be male, except for hand-servants. (Lady is ALWAYS horsed).
- (3) Only a general guide—left to referee but plate armour will usually only be worn by mounted men.
- (4) Specific rules for ships and navigation will be dealt with in a later book.



Beyond the mountains of the East.

MORALE AND REACTIONS

“Mistrust first impulses; they are nearly always good.” C. M. de Talleyrand.

There are two conditions affecting the actions taken by creatures, they are:

Reaction type.

Morale score.

The following reaction rules are only a basic guide to the referee, and should be used flexibly. It is beyond the scope of the rules to allow for all the different possible conditions which might occur, and the referee should therefore give careful consideration to all prevailing circumstances when determining the actions of creatures.

The greater the intelligence of the creature, the greater should be the referee’s role in determining its actions, possibly going against the somewhat arbitrary directions given in the following rules. This would be especially important if the players and the creatures they encounter can communicate with each other.

Reactions are determined by Alignments and “Reaction types”. These are found in the “Creature Description” tables, but the “Reaction Types” are described below:

Reaction

<i>Type</i>	<i>Description</i>
1	Impulsive — act quickly and erratically to situations.
2	Impetuous — react with little heed for the consequences.
3	Stable — react according to the situations.
4	Cautious — react carefully and slowly.
5	Wary — extremely cautious and careful.

When players first encounter a creature or group of creatures, the creatures' initial reaction is given by the following table. Compare the creature's Alignment and Reaction type and roll one average die. The letter shown in the table refers to one of the five basic reactions.

Creatures with intelligence level 1 always attack.

(1) INITIAL REACTION

REACTION TYPE

ALIGNMENT						Dice Score	1	2	3	4	5
							2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5
1A 2B	1B 2C	1C	1D	1E	1F	2A	A A A A	A A A B	A A B C	A A B C	A B B B
1G 3C	2D 4A	2E 4B	2F 5A	2G 5B	3A 6A	3B	A A C C	A B B C	A B B C	B B B C	B B B B
3D 5C	3E 6B	3E 7A	3G	4C	4D	4E	A C D E	A C D E	B C C D	B C C D	B B C D
4F	5D	5E	6C	7B	7C		D E E E	D E E E	C D D E	C D D D	C D D D

REACTIONS

A Friendly — converse, offer help, aid, advice, show signs of peaceful intentions.

B Guarded — neither friendly nor hostile, reserved manner, will wait and see what other side does.

C Hostile — unfriendly, insult or threaten other side.

D Aggressive — openly hostile, draw weapons, threaten attack.

E Attack — combat or offensive magic.

The above reactions are split into very broad categories as it is impossible to specify all the possible reactions that could occur.

The referee must use his discretion when deciding what the creatures actually do.

The reactions indicate the attitude of the creatures towards the characters, but these attitudes may be modified by other factors.

Although creatures may wish to attack characters, they may be afraid to do so. Therefore the directives of a morale test always override the reactions given in the reaction test. If creatures get an 'E' (attack) reaction, they will only do so if a morale test is in their favour (i.e. if they get better than "Continue Combat"). Also, creatures with an intelligence of 3 or more will not attack unless they think that they have a chance of winning, i.e. they will not attack if heavily outnumbered, or if they *know* their opponents to be great warriors or powerful wizards. These creatures, in an uncertain situation will only attack on a morale verdict of "fight until slain".

It will not always be necessary to perform a morale test once the referee is familiar with the rules.

If the reaction given is other than "Attack", the referee must play the role of the creatures and conduct any conversation with reference to their intelligence. He may then decide to determine any subsequent reactions himself or to rely on the table following. This table gives the creatures' subsequent reaction, which depends on the players' attitude to them. The referee must define the characters' reaction in terms of the reactions described for creatures in the previous table.

Read along the line giving the player's reaction, and the creatures' reaction type, to the column showing the creatures' previous reaction. Roll an average die and find the new reaction in the appropriate column.

For example: A group of characters come across a group of goblins who make threatening gestures at them from a safe distance (Reaction C).

The characters decide to attack. The referee defines this as a reaction D.

The goblins reaction type is, say, Impetuous (Type 2). The referee looks down the far left-hand column until he reaches the line referring to characters' reaction and reaction type 2, he rolls an average die, scoring 4.

The initial reaction of the goblins was C, thus their subsequent reaction becomes E, and they attack.

CREATURES' PREVIOUS REACTIONS

		A	B	C	D	E
		2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5
CHARACTER'S REACTION	CREATURES' REACTION TYPE					
A	1	A A A C	A A B C	A B C C	A B C D	E E E E
	2	A A A B	A A B B	A B C C	B C C D	E E E E
	3	A A A A	A A A B	A A B C	A B C D	E E E E
	4	A A A B	A A B B	A B B C	B B D D	D F E E
	5	A A A B	A B B B	B B C C	B C C D	D E E E
B	1	A A B C	A B C D	A C D E	C D E E	E E E E
	2	A A B B	A B C D	A C D D	B C D E	E E E E
	3	A A A B	A B B C	B C C D	C D D E	E E E E
	4	A A B B	A B B C	B B C D	B C D D	E E E E
	5	A B B B	B B B B	B B C C	C C D D	D E E E
C	1	A C D E	C D D E	D D E E	D E E E	E E E E
	2	C C D E	B C D E	D D D E	D E E E	E E E E
	3	B B C D	B B C D	C D D E	C D E E	E E E E
	4	A B C C	B B C C	C C D E	C D E E	E E E E
	5	B C C C	B B B C	C C C D	C C D E	E E E E
D	1	A D E E	D E E E	E E E E	E E E E	E E E E
	2	D D E E	D D E E	D E E E	E E E E	E E E E
	3	D D D E	D D E E	D D E E	D E E E	E E E E
	4	D D D E	D D D E	D D D E	D D E E	E E E E
	5	D D D D	D D D D	D D D E	D D E E	E F E E
E		All Reactions = E (Except special cases. Saints etc.)				

In the reaction tests we assume the characters to be at least moderately good. If this is not the case, the referee will have to exercise his judgment to a greater extent.

A morale check is performed by the referee whenever he needs to test whether a creature will attack or when he needs to test what a creature does after it has been engaged in combat or attacked by a wizard. A test should be performed for each individual, but it may be easier to do a collective test. In this case the referee will have to appraise the group as a whole, averaging out the effect of wounds.

All creatures have a morale rating as follows (They are found in the Creature description tables in book 2)

- 1 Erratic — could do anything.
- 2 Poor — not very brave at all.
- 3 Average — quite brave.
- 4 Good — pretty brave.
- 5 Excellent — very very brave indeed.

The morale rating for men is to be found in the incident type determination tables for men.

To test a creature's morale, take the basic score shown on the table below, then add or subtract points according to the conditions applying.

Morale Rating	Score on a Normal Dice.					
	1	2	3	4	5	6
1*	-1	+1	+1	+1	+2	+3
2	1	1	2	2	3	3
3	1	1	3	3	4	4
4	3	3	4	4	5	6
5	4	4	5	5	6	7

* For this group only. Throw the number of normal dice indicated and count positive or negative as shown

Add or subtract as below:-

Won previous round of combat	+1	Light wound sustained	-1
Defending lair/habitat	4-3	Medium wound sustained	-2
Defending own territory	+3	Heavy wound sustained	-4
Defending own treasure hoard	4-3	Mortal wound sustained	-6
Outnumbered more than 2 to 1	-2	Surprised when attacked	-3
Leader killed	-3	Suffering from magic used by	
Leader wounded	-1	enemy*	
Own side lost more than enemy	-2	Goblin and Troll races in sunlight	--4

* Depends on effect of spell, at least -1, more at referee's discretion.

EFFECT OF MORALE THROW:

<i>Total Score</i>	<i>Morale Reaction</i>
-5 or less	Flee, or surrender if flight impossible.
-2 to -4	Retreat, but fight if pursued.
-1 to 4	Continue combat, but do not pursue.
5 to 7	Continue combat or pursue.
8 +	Fight until slain or overpowered.

Once a creature gets "Fight until slain", it will not need another morale check, and will fight to the bitter end.



Peledron.

WEATHER

“Blows the wind today, and the sun and the wind are flying” R. L. Stevenson

Weather conditions may have a considerable effect upon the game. Adverse conditions will hamper movement, bright sunlight reduce the morale of Goblin races, rain will reduce the effectivity of fire-creatures and so on.

The rules provide a method of forecasting a simple weather pattern which accounts for any conditions that are likely to influence the course of the game. It will only be necessary to plan the weather pattern for active periods of game-time and it may be felt that it is only worthwhile doing so for days when incidents actually occur.

The weather pattern is determined on the basis of a 21-day cycle. To determine the number of days on which a particular condition occurs, in each cycle, consult the following table, (Weather Chart).

(i) Throw one average dice and add or subtract the factor shown on the table, corresponding to the desired climate and season, to give the number of days that the weather condition will occur on, within the cycle. (If the table reads 0, do not change the dice score; if the table reads NONE, that condition will not occur).

Note down the result and repeat the procedure for the second weather condition and so on, beginning with “Light Rain” and finishing with “Sun Obscured”.

(ii) Turn to the Weather Cycle Chart in the playsheets and plot the weather on each day in the following manner.

Each condition tends to occur in spells of several days, though this is not always the case. Throw a 20-sided dice to determine on which day in the 21-day cycle a particular weather condition begins. Then throw one average dice to determine how many days that condition lasts. Mark off on the Chart each day on which that weather condition occurs until all of the pre-determined number of days are accounted for. If there are more days left of that weather condition than the average dice throw, throw the 20-sided dice again to find out when another period of that condition begins. Repeat this procedure until all the days on which that condition occurs have been used up. Then begin to plot the next weather condition in the same manner making sure that subsequent conditions do not occur on the same days as the conditions already plotted, *except* in the case of “sun obscured” which can be plotted on the same day as any other condition and “gale” which can be plotted on the same day as any other weather condition except “fog”.

If conditions start late in the cycle and go over the 21-day mark, carry that condition over into the next cycle, at the beginning.

Do not plot more days of a condition than have been allotted at (i).

On a day when “snow” occurs the sun will automatically be obscured.

The effect of each weather condition on the game is outlined later and in the particular rule sections that they have a bearing on.

WEATHER CHART

CLIMATE	SEASON	LIGHT RAIN	HEAVY RAIN	SNOW	FOG	GALE	SUN OBSCURED
Warm Temperate (1)	Spring	-3	3	NONE	NONE	NONE	-3
	Summer	NONE	NONE	NONE	NONE	NONE	NONE
	Autumn	-3	-3	NONE	-3	-3	-2
	Winter	-2	-3	NONE	3	-3	0
Warm Temperate (2)	Spring	-1	-1	-3	-3	-2	-2
	Summer	-1	-2	NONE	NONE	NONE	0
	Autumn	0	-1	NONE	-2	-2	+2
	Winter	0	+1	4-1	-1		+1
Cool Temperate	Spring	+1	0	-1	-1	-1	+1
	Summer	0	-2	NONE	NONE	-3	-1
	Autumn	+2	+1	-2	4-1	0	4-2
	Winter	+1	+3	4-8	4-3	4-2	4-5
Dry Desert	Spring	NONE	NONE	NONE	NONE	-2	NONE
	Summer	NONE	NONE	NONE	NONE	-2	NONE
	Autumn	NONE	NONE	NONE	NONE	-2	NONE
	Winter	NONE	-1*	NONE	NONE	-2	NONE

*Throw a normal dice first. If the score is a six. then carry on with procedure, otherwise take 1 * as NONE.

CLIMATIC REGIONS

The four regions are broadly based on the climatic regions of Europe and North Africa.

(1) **Warm Temperate.** This corresponds to the climate of the Mediterranean coastlands and is dry all year round with hot summers and mild winters.

(2) **Warm Temperate (2).** This corresponds to central European latitudes, including the British Isles, and has warm summers and cool, wet winters.

(3) **Cool Temperate.** This is the type of Northern European latitudes and is cold and wet all year round with a good deal of snow in winter.

(4) **Dry Desert.** This region has no rain during the year although there may be short, heavy downpours in some years. It will usually be of the hot, sandy or rocky type but might possibly be located in Northern latitudes and would therefore be cold.

The designer of the maps and general geography (usually the referee) must decide upon the composition and location of climatic regions which should cover quite large areas of land. Since all the areas included in one particular region would not each experience exactly the same weather conditions, it is advisable to have several sub-regions and calculate a separate cycle for each, at any point in time.

SEASONS

It is important that the game be based on a specific calendar. This need not be a 365 day year with 12 months but could have any number of time periods equivalent to days, weeks and months, within reason. However, it is easier to use a conventional calendar as one can usually obtain old diaries or work out the future calendar if the campaign is to cover more than one year with greater ease.

The seasons should be carefully organised if using a 52-week year, because a season would last 13 weeks whereas 4 weather cycles are only 12 weeks long. To get round this, one could have 2 seasons 14 weeks long and 2 seasons 12 weeks long.

WEATHER EFFECTS

For the sake of simplicity, weather conditions are assumed to occur either for a significant part of those days determined by the previous rules or, to occur not at all. This is a rather arbitrary way of considering weather effects but anything more realistic would lead to unnecessary complications. If a condition is found to occur on a certain day, the effects described below should be implemented by the referee.

(i) Light Rain

- Movement reduction as shown on Movement Chart.
- Visibility effect as shown on Visibility Chart.
- Player's Observation Scores reduced by 2.
- Light Tracks Obliterated.

(ii) Heavy Rain

- Movement reduction as shown on Movement Chart.
- Visibility effect as shown on Visibility Chart.
- Player's Observation Scores reduced by 4.
- Heavy Tracks obliterated but tracks made after rainfall more visible.
- Player's Health Score temporarily reduced by 1.

(iii) Snow

- Movement reduction as on Movement Chart.
- Visibility effect as shown on Visibility Chart.
- Player's Observation Scores reduced by 4.
- All Tracks Covered until snowfall has ceased then tracks made become more visible.
- Snow remains on the ground for 1 day per day on which snow fell (e.g. snow fell for 3 days—snow lies on the ground for 3 days).
- When calculating dice throw for Campaign Survival—deduct 1.

(iv) Fog

- Reduction of Movement as shown on Movement Chart.
- Visibility effect as shown on Visibility Chart.
- Sound effect as shown on Sounds Chart.
- Possibility of Loss of Bearings.

LOSS OF BEARINGS TEST

Players will not lose their bearings if they are on a track or road or if they are heading on a compass bearing and possess a compass. Otherwise test for loss of bearings as follows:

Each player in the party concerned adds his Concentration score to his Observation score. The player with the highest total throws a 20-sided dice. If he throws a figure equalling or that is higher than the score needed in the table below then the party does *not* lose its bearings.

<i>Cone. + Obs. Score</i>	<i>20-sided Dice Throw Needed</i>
2-5	16
6-10	12
11-15	7
16-20	4
21 +	2

If the player fails to make the score the party loses its bearings and the referee should lead them off of their intended path by up to 30 degrees to left or right.

This test should be undertaken every 1 mile (+ or - 200 yards) that the party moves in fog.

(v) Gale

Movement Reduction as shown on Movement Chart.

Dust Storm in Deserts.

Snow + Gale leads to a blizzard. Compound the effects of these 2 categories.

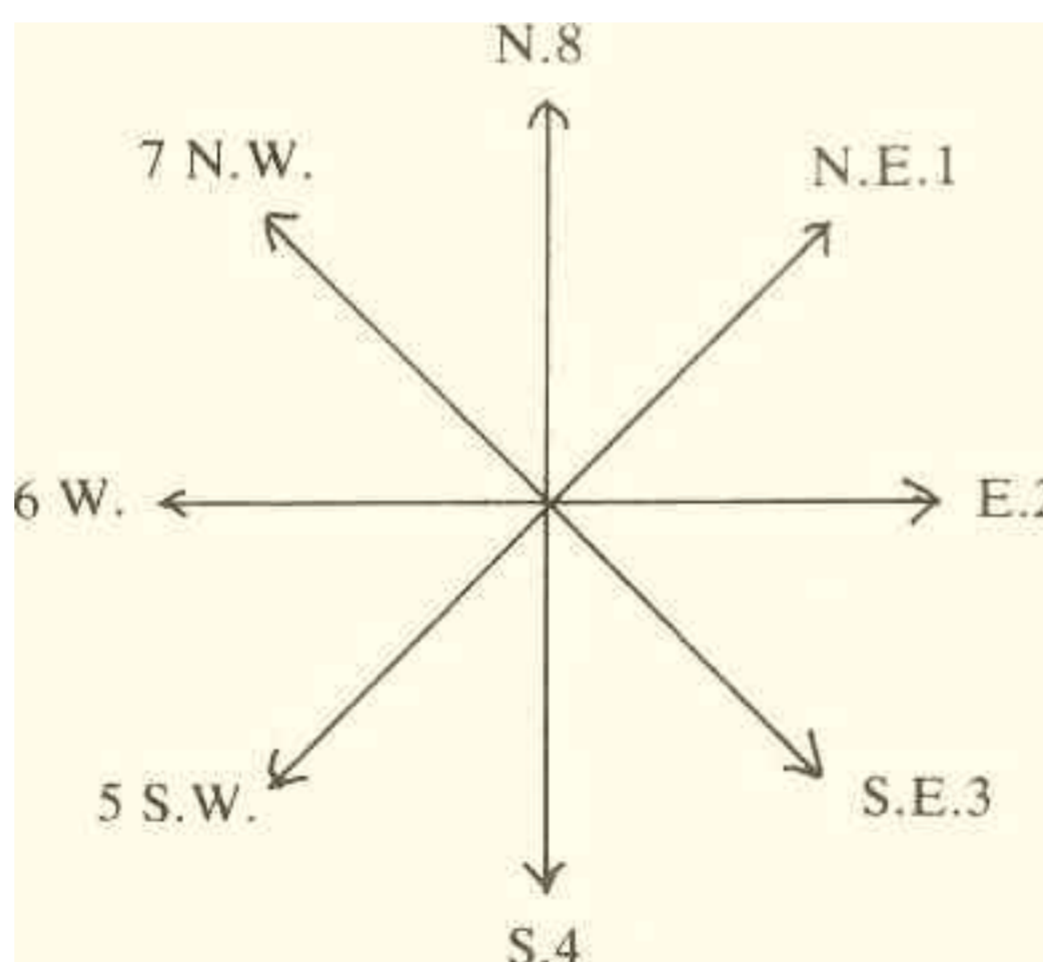
No Archery possible.

(vi) Sun Obscured

Morale Effect on certain creatures. (See Creature Descriptions).

Note that it is left to the referee to provide a wind when necessary. It is very rarely dead calm but conversely, the wind has little bearing on the game except as a gale, which has been already dealt with. However, the referee may have to tell the players in which direction the wind is blowing on a certain day so that they will know how to get downwind, which way gases will dissipate, which way sounds will be carried and so on.

Throw a 10-sided dice; if the result is a 9 or 0, throw again. Apply the result to the rose below.



Throw a normal dice. The result shows the number of days that the wind blows from the selected direction. After this number of days has run out, test again.

Note also that certain creatures will act to a lesser or greater effect in rain and snow. This is dealt with under their "biographies" in the Creature Descriptions.

PROGRESSION AND ADVANCEMENT

“Nor Fame I slight, nor for her favours call. She comes unlooked for, if she comes at all.” Pope.

Player-characters will increase their powers and will often amass wealth as the game continues. After fairly lengthy periods of campaigning players may be able to hire retainers, acquire lands, build houses and castles and even indulge in political intrigue. Rules for this aspect of the game will be introduced in later booklets. There are four main ways in which players may increase his personal powers.

(1) Skill with Arms

(i) Players may increase their Combat Total by engaging in hand-to-hand combat, by the stated formula:

$$\frac{(C.T.)^2}{(A.T. + D.T.) \times 5}$$

They will therefore be able to fight increasingly powerful creatures as the game goes on.

(ii) By Training with a teacher players may increase some of their physical attributes, i.e. Strength, Dexterity, Reactions, Concentration and Memory.

(iii) The more practice that a player gets in the use of a specific weapon the more Weapon Skill Points he receives, thereby increasing his ability with that weapon.

(iv) Physical powers may be changed by magic thereby affecting skill at arms, amongst other things.

MAGICAL ABILITY

(i) Wizards will increase the number of Energy Levels that they possess after performing spells, depending upon the success of the spell and the number of Energy Levels used.

(ii) A wizard's Casting Score is increased when he performs a particular spell by gaining Practice Points for that particular spell.

(iii) Wizards may learn new spells by finding spells in books, through tuition by another wizard and from their own experiments and research.

(iv) As wizards gain Energy Levels they also gain Knowledge Points which govern their capacity to learn spells.

(v) Certain spells may increase the number of Energy Levels that a wizard has, thus increasing his powers.

(vi) Both wizards and warriors may use magical artifacts as a supplementary source of power.

(3) Wealth

Players will generally win a certain amount of treasure in various forms such as coins, gems, jewellery and other items of monetary value. Players will need to stash this wealth while they are actively campaigning and may use it during passive periods to purchase lodgings, food, equipment and entertainment. Players will need only a small amount of ready cash while they are on a campaign.

Players who amass a great deal of money will be able to afford to equip lavish expeditions, hire troops, build castles, etc.

(4) Fame

Whilst playing the game players will not only increase in physical powers and material wealth but the news of their deeds and exploits will spread far and wide. Players may become famous or even infamous. Their aid may be sought or names be feared by those who have heard rumour of their feats. They will command respect and will be held in awe by lesser beings. Rules concerning the spreading of fame and news will be dealt with in a later booklet.

