CHIVALRY & SORCERY
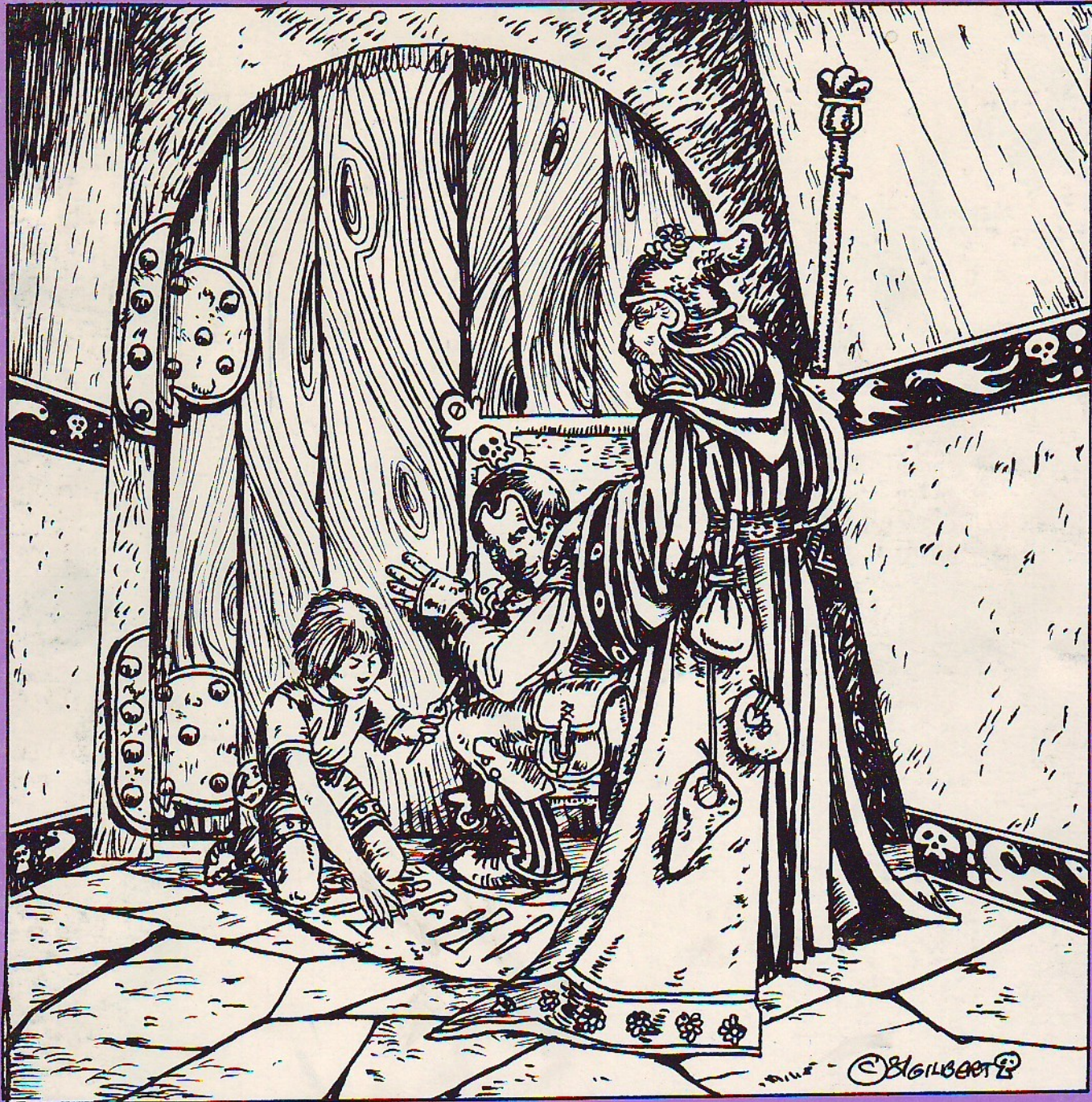# SOURCEBOOK 2

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DOORS by E.E.Simbalist

In the Middle Ages the standard doorway was about seven feet high and three feet wide. For the convenience of Game Masters some 91 different door-types have been developed to sprinkle through their worlds to confound adventurers.

THE NOTATION SYSTEM

Every door type has a shorthand notation to permit ease of recording on maps, in notes, etc.

D. . . . . .Standard Door
F. . . . . .Fortress Class Door
M. . . . . .Metal Door
DD. . . . . .Double Doors
LD. . . . . .Large Door
LG. . . . . .Large Gate
P. . . . . .Portcullus

After each letter is a number denoting **a** particular door type in that class; for instance: P-3 = portcullus number 3; five inch hardwood bars, iron reinforced, seven foot by three foot doorway covered.

DOOR RESISTANCE AND DOOR TYPES

Standard Doors

Door Type	Description	Basic Strength
D-1	1 inch Softwood 7 x 3	60
D-2	2 inch Softwood 7 x 3	100
D-3	2 inch Softwood 7 x 3	125
D-4	2 inch Softwood 7 x 3	150
D-5	2 inch Softwood 7 x 3 iron-reinforced	290
D-6	3 inch Softwood 7 x 3	200
D-7	3 inch Softwood 7 x 3	225
D-8	3 inch Softwood 7 x 3	250
D-9	3 inch Softwood 7 x 3 iron-reinforced	350
D-10	1 inch Hardwood 7 x 3	80
D-11	2 inch Hardwood 7 x 3	200
D-12	2 inch Hardwood 7 x 3	225
D-13	2 inch Hardwood 7 x 3	250
D-14	2 inch Hardwood 7 x 3 bronze-reinforced	315
D-15	2 inch Hardwood 7 x 3 bronze-sheathed	425
D-16	2 inch Hardwood 7 x 3 iron reinforced	350
D-17	2 inch Hardwood 7 x 3 iron-sheathed	500
D-18	3 inch Hardwood 7 x 3	290
D-19	3 inch Hardwood 7 x 3	300
D-20	3 inch Hardwood 7 x 3	320
D-21	3 inch Hardwood 7 x 3	340
D-22	3 inch Hardwood 7 x 3 bronze-reinforced	400
D-23	3 inch Hardwood 7 x 3 bronze sheathed	520
D-24	3 inch Hardwood 7 x 3 iron-reinforced	440
D-25	3 inch Hardwood 7 x 3 iron-sheathed	600

STANDARD FORTRESS DOORS

Door Type	Description	Basic Strength
F-1	4 inch Hardwood 7 x 3	380
F-2	4 inch Hardwood 7 x 3	400
F-3	4 inch Hardwood 7 x 3	420
F-4	4 inch Hardwood 7 x 3 bronze-reinforced	500
F-5	4 inch Hardwood 7 x 3 bronze-sheathed	620
F-6	4 inch Hardwood 7 x 3 iron-reinforced	530
F-7	4 inch Hardwood 7 x 3 iron-sheathed	680
F-8	5 inch Hardwood 7 x 3	475
F-9	5 inch Hardwood 7 x 3	500
F-10	5 inch Hardwood 7 x 3 bronze-reinforced	590
F-11	5 inch Hardwood 7 x 3 bronze-sheathed	700
F-12	5 inch Hardwood 7 x 3 iron-reinforced	625
F-13	5 inch Hardwood 7 x 3 iron-sheathed	775

METAL DOORS

Door Type	Description	Basic Strength
M-1	1 inch Bronze 7 x 3	475
M-2	V/2 inch Bronze 7 x 3	700
M-3	2 inch Bronze 7 x 3	925
M-4	2% inch Bronze 7 x 3	1150
M-5	3 inch Bronze 7 x 3	1375
M-6	1 inch Iron 7 x 3	625
M-7	1!4 inch Iron 7 x 3	925
M-8	2 inch Iron 7 x 3	1225
M-9	2V2 inch Iron 7 x 3	1525
M-10	3 inch Iron 7 x 3	1850
M-11	3!4 inch Iron 7 x 3	2200
M-12	4 inch Iron 7 x 3	2500

DOUBLE DOORS

Door Type	Description	Basic Strength
DD-1	2 inch Hardwood 7 x 3 x 2	300 (150)
DD-2	3 inch Hardwood 7 x 3 x2	300 (150)
DD-3	2 inch Hardwood 7 x 3 x2 Bronze-Reinforced	500 (250)
DD-4	2 inch Hardwood 7x 3 x2 Bronze-Sheathed	600 (300)

LARGE DOORS AND GATES

Door Type	Description	Basic Strength
LD-1	3 inch Softwood 10 x 5	450
LD-2	3 inch Hardwood 10 x 5	650
LD-3	4 inch Hardwood 10 x 5	875
LD-4	4 inch Hardwood 10 x 5 Iron-reinforced	1200
LD-5	5 inch Hardwood 10 x 5	1100
LD-6	5 inch Hardwood 10 x 5 Iron-reinforced	1450
LD-7	6 inch Hardwood 15 x 8	2000
LD-8	5 inch Hardwood 10 x 5 x2 Iron-reinforced	2400 (1200)
LD-9	6 inch Gardwood 15 x 8 x2 Iron-reinforced	4000 (2000)
LG-10	5 inch Bronze 15 x 8 x 2	6500 (3250)

PORTCULLUSES

Type	Description	Strength	Weight
P-1	3 inch Hardwood 7 x 3 Iron-reinforced	2000	300
P-2	4 inch Hardwood 7 x 3 Iron-reinforced	2450	375
P-3	5 inch Hardwood 7 x 3 Iron-reinforced	3125	445
P-4	V2 inch Iron Bars	1375	370
P-5	1 inch Iron Bars	2750	740
P-6	1 Vi inch Iron Bars	4550	1100
P-7	2 inch Iron Bars	6250	1480
P-8	5 inch Hardwood 10 x 6 Iron-reinforced	10,000	2775
P-9	6 inch Hardwood 10 x 10 Iron-reinforced	15,000	4600
P-10	3 inch Iron Bars 10 x 6	22,500	6500
P-11	4 inch Iron Bars 10 x 10	28.000	14000
P-12	5 inch Iron Bars 10 x 10	35,000	17500

SECURING DOORS

Doors may be secured by one or a combination of the following methods: locking, bolting, barring, bracing, jamming (with spikes), or by holding with physical strength.

If a door is locked, bolted, or barred, the resistance of the door to opening from the side opposite the security (locks work on both sides; bars and bolts only against the side of the door opposite the bolt or bar) is the basic strength of the door. If more than one of these locking mechanisms is used at the same time, increase the strength of the door by +10% per additional locking device used.

It is quite possible for a door to have a lock, bolt, and bar combination. Some doors could have two or three bolts, or several bars, especially large doors and fortress doors/metal doors.

Bracing with logs, timbers, etc., is possible. The brace is wedged against the door and floor, imparting a locking resistance equal to the basic strength of the door. If used in combination with a lock, bolt, or bar, a brace adds +15% to the strength of the door. One such brace may be used for every eighteen inches of door. There is a 20% chance that a battering impace will knock the timber loose on the other side of the door, with a 10% chance or replacing it before an otherwise unsecured door could swing open. There is also a chance that a timber brace will be driven through a wooden door that has sustained 50% damage to its total strength: 25% chance — 3% per inch of thickness of the door that the brace is driven through in a five minute turn of battering. Such an event reduces the strength of the door by 5d6 points, and the brace is considered useless.

Wedging with Spikes will impart a temporary locking resistance equal to 10% of the door's strength per spike used. Spikes have a 25% chance of being knocked loose by a battering impact against the door. Spikes must be wedged against the direction the door will swing open to be effective, and only one spike may be placed every six inches along the floor. Sword and dagger blades may double for spikes in an emergency, unless the space under the door is too wide for such improvised wedges. The chance of replacing a spike (if one is ready to hand) is 20% + Dexterity before a door swings open.

Blocking the door with heavy furniture, kegs, etc. If the object weighs 100 dr. (or pounds) it will impart 10% locking strength, to a maximum of fifty points. For each additional 100 dr. of blocking material, add an additional 15% or 75 points. In any event, the door's strength cannot be exceeded by the materials so used. However, the blocking material may itself be equivalent to a barricade (rate as a softwood door type, according to the nature of the blocking objects used) if it is substantial enough. A battering impact has a 20% chance of shifting such blocking material, with a loss of 2d20% of the doof s basic strength if it is secured in no other way.

Holding the door with brute strength is possible. A character leans against the portal and gains 20 points of resistance per 100 dr. (pounds) of weight — including his armour and gear, plus two points per strength point over 12. Characters with superhuman strength add 1d10 points

per 100 dr. of weight in addition to the foregoing. There is, however, a 50% chance -5% per 100 dr. of the character's weight that he will be bashed away from the door by a battering impact equal to or greater than his holding resistance. Each turn of blocking expends 1d6 fatigue points. (Note: non-C & S games in which hit-dice are used instead of body and fatigue will allow for a holding action = HD total 1d6 per five minute turn of battering, until none are left. The character will lose no actual HD points, but the HD total is used only to compute the energy levels he has before he can no longer hold the door.) Super-humans lose >2d6 when holding doors, and their chances of being battered away from a door are halved.

The resistance a door will put up is far from constant. An unsecured door, for instance, will put up no resistance and should swing open with relative ease. Of course, it could be sticking because it is rusty or the hinges are misaligned, requiring the standard opening doors dice rolls to unfreeze it. But only if a locking device is engaged will the basic strength, the hinge strength, and the strength of the engaged locking devices be used to resist entry. The moment that the securing device(s) cannot keep the door shut or the materials composing the door are shattered, the doorway will be opened.

Every door does not come equipped with all of the bolts, bars, locks, and the like which are indicated in the Door Tables. It is for the Game Master to decide whether or not they are present. For that matter, he can modify the strength of hinges, bolts, bars, and locks somewhat for variety. He can, for example, stipulate that a hinge is defective, which reduces the hinge strength proportionally, or a bar may be weakened to 50% of its apparent strength, and so on. It is similarly possible to make provision for the door itself to be damaged, thereby reducing its basic strength. Such modifications are both valid and even advisable in the case of places of mystery which have been lft untended and unmaintained for years. Locks rust. Wood rots. And so on.

REDUCING THE BASIC STRENGTH: CHOPPING
The basic strength of a door may be attacked directly (ignoring all other values) if there is any wood showing. Usually, only one or two men will have the room to chop holes through the door. The damage imparted every five minute period is:

Tool/Weapon	Softwood	Hardwood	Reinforced
Hand Axe	ViWDF x blows	%WDF x blows	nil
Woodsman's Axe	V/₂WDF x blows	1WDF x blows	ViWDF x blows
War Axe	1WDF x blows	VSWDF x blows	y.WDF x blows
Battle Axe	r/₂WDF x blows	1WDF x blows	/JWDF x blows

Damage is computed by multiplying the damage number x WDF of the character x number of blows the character possesses with heavy weapons. Magical weapons add +1 point of damage per magical increment. Superhumans add +1 WDF per level of superhuman strength. Woodsmen add 1 point of damage to each blow (for expertise).

For non-**C & S** games, assume that the character's WDF (weapon damage factor) is 1 per 3 experience levels and that he has two blows plus one per four levels of experience. Maximum blows possible in five minutes is eight. The maximum WDF per blow is eight, plus any superhuman bonuses.

BATTERING DOORS: THE RAM
The total resistance of doors may be reduced by battering. One or more characters may batter down a door by using some solid, rather massive object such as a log, heavy table, etc.

Battering is done by multiplying the roll of 1d6 x number of men using the ram x 5 in a five minute period. Heavy rams (10+ men) do 150% damage.

Improvised rams do only 50% damage and are effective only against wooden and reinforced wooden doors. Proper battering rams are required to do the job effectively!

Superhumans count as two men on a ram. Titanic strengths count as three men. Irresistable strengths count as four men, and invincibles as five men. Small characters (excluding dwarves) and small monsters such as kobolds, ores, etc. count as **H** man.

Such factors as the accessibility of the door, the size of the ram, and whether the rammers are working on stairs, etc. should be taken into account. Game Masters should not shrink from exercising discretion and modifying damage figures downward to account for difficult working conditions or inappropriate ramming weapons.

When a character is holding a door to keep it closed, a running total of the damage done whould be compared to his locking resistance. If the damage equals or surpasses his resistance in a five minute period, check for his being bashed away at 50%. Holding, it should be noted, is effective only when the locking devices have all been ruined or are not present.

BATTERING DOORS: THROWING ROCKS
C & S Mages may be able to throw rocks at a door if they possess Basic Magick Create/Detach/Accelerate porous rock or dense rock spells.

Dense rock missiles will do 10 x EDF of caster x number of volumes x 1d6 points of damage.

Porous rock missiles will do 6 x EDF of caster x number of volumes x 1d6 points of damage.

If the target is a simple wooden door, double the damage. Reinfbrced and metal doors take damage as outlined above.

If the damage is 51+% of the total resistance of the door (remaining resistance), check for a bash at +20% per volume of rock thrown. A

successful bash signifies that the door has been broken in. The missile will continue through the door, wrecking havoc.

Until the doors are broken, the spheres of rock hurled magically at the door will shatter, sending 1d6 fragments back from the door. These ricochettes are to be treated as corssbow bolts with a 10% chance of hitting anyone in line of sight and within thirty feet of the door. Also, remember that the expended rock will begin piling up at the foot of the door and may become an obstacle and even an added protection for the door. So Remove Rock from time to time.

CRITICAL HITS ON BATTERED DOORS
When a door has suffered 51+% damage, and each subsequent 10% 'loss of total strength, there is a 4d6% chance of a critical hit. The percentage chance is determined and 1d100 is rolled by the attackers. A success indicates that a hinge has given way, a locking device has failed, etc. The Game Master, at his discretion, will indicate which defense has failed. The value of that failed item is immediately deducted from the total resistance.

It should be noted that doors whose hinges have all failed will be held in place only by the resistance of the locking mechanisms. The basic strength of the door no longer applies.

BASHING DOWN DOORS
It is possible for large men, creatures, and superhumans to kick down doors — either breaking the lock, bolt, bar, etc., or dislodging spikes, blocking materials, or braces. Only one attempt is allowed per five minute turn, and a door of the following types may be so attaced with effect:

D-1 through D-14.

The chances of a successful bashing are computed as follows:

Carrying Capacity/100 + 1d6 x Strength score = Battering Impact (x 1d6 for Str. of 17+)

If the battering impact equals or exceeds the total resistance of the door, it is broken open. If the battering impact is less than the resistance of the door, the door suffers 10% of the battering impact in damage if over three points.

The character also pays 10% of his battering impact in fatigue point loss if he fails to break down the door (or HD points if no fatigue system is being used). If the character has not enough fatigue points to cover the expenditure, the remainder are lost from the body.

Characters with Constitutions under 16 will also do a Constitution CR; they must equal or roll under their Constitution scores or suffer an additional 1d6 points of damage (to the body in **C & S** or HD loss otherwise).

PORTCULLUSES
Portculluses may be chopped (wood) or battered (if metal). They may also be raised by main force:

The percentage chance of raising a portcullus one foot (checked each foot the portcullus is raised) is:

Carrying capacity of lifter(s)/weight of the portcullus

If a portcullus is defended from the other side, a lift cannot be attempted safely and no character or monster will try it unless insane or berserk (enemy will have an automatic hit).

LOCKS by E.E.Simbalist

Locks are at once the bane of adventurers and the delight of Game Masters. Locks deny easy access to treasures and escape routes, providing no end of frustration to desperate men as they attempt to penetrate the secrets of a place of mystery. Fortunately for them, most locks of the Middle Ages were large and cumbersome, with wards readily manipulable by a skilled thief. Such locks are typical of any pre-scientific technology and therefore serve as models for those likely to appear in any fantasy role-playing game, not just those taking place in a feudal setting.

LOCK TYPES & CLASSES

Locks are grouped into several basic types; door locks, padlocks, and chest/trunk/strongbox locks. Each of these types, in turn, is classified according to efficiency and security. For ease of notation in Game Masters' notebooks, the abbreviation DL is used for door locks, PL for padlocks, and CL for chest locks, followed by a class number which indicates the general degree of difficulty posed by the lock.

LOCK CONSTRUCTION

Locks will be fashioned by skilled artificers. Class 1-2 locks can be made by Blacksmiths and Armourers of superior intelligence and dexterity (IQ and Dex 13+ on a 1-20 or 3-18 scale). However, they will require a working model to copy. Class 1-6 locks may be designed and fashioned by members of the Goldsmiths' Guild. Dwarves are very handy at making locks and should be generally regarded as having the capabilities of a goldsmith (non-mage craftsman).

The real experts at locksmithing are the mage classes of Goldsmith and Mechanician, who can design and fashion locks of any class. These classes should be regarded as Locksmiths.

Non-C & S games will require the designation of some class of character as potentially having locksmithing abilities. They require superior intelligence and dexterity (13+) and should be following a trade appropriate to such work. Dwarves are the most likely character class in games not having a clear social distinction between characters.

A Locksmith can fashion a lock in 3 days + 2 days per class of lock - 1 day per three experience levels he possesses.

A Locksmith can fashion on class level of lock for every two experience levels he attains. After experience level six, he may fashion a class of lock for every experience level he attains thereafter. For example, a Locksmith of experience level 9 could make a class 6 lock.

It should be noted that characters who elect for the Thief class will never become proper Locksmiths. It is possible, however, that a character with locksmithing ability might occasionally do some thieving as a sideline.

UNDERSTANDING LOCKS

In **C & S** provision is made for 'understanding mechanisms' as an outgrowth of Wisdom. Any character with Wisdom 13+ is assumed to have a respectable mechanical aptitude and a basic 10% chance of 'understanding' the likely purpose and workings of a mechancial device - such as a lock. He has an additional +5% chance per Wisdom point over 14.

In the matter of understanding locks, several bonuses may by obtained if a character is a thief or a person with locksmithing experience:

1. Thieves add +3% to understanding locks per experience level. Locksmiths add +4% to understanding locks per experience level.

2. Thieves and locksmiths require 1-6 minutes of study to understand locks. All other elates of character require 5-30 minutes of study to understand locks.

Understanding locks is essential if a character who is not a Thief or Locksmith wishes to pick a lock. Failure to understand prevents any success at unlocking the mechanism by any means except a key.

Thieves must understand the first time they meet up with a class or type of lock they have not picked before. Failure to understand the lock prevents use of Thieving bonuses for lock-picking gained through experience, and only the basic Dexterity percentage can be used. Once a new lock class or type has been picked, the Thief will automatically understand a similar lock in the future.

Locksmiths automatically understand any lock class or type which they have learned to make. However, in the case of locks which they cannot fashion at their current experience level, they must understand in the same manner as Thieves (see above).

PICKING LOCKS

Locks present varying degrees of difficulty to those attempting to manipulate their wards. This degree of difficulty is given as a negative percentage in the Lock Tables which is deducted from the Character's chance of success at picking the lock.

All characters may apply their basic bonuses/penalties for picking locks as given for their Dexterity in C & S. For the convenience of players not using the C & S systems, the bonuses are repeated here. Also, for such players, a conversion from 1-20 Dexterity to 1-18 is provided in parenthesis.

Dexterity	Penalty/Bonus
01 (3)	-15%
02 (4)	-15%
03 (5)	-10%
04 (6)	-6%
05 (7)	-5%
06-12 (8-11)	0
13 (12)	+5%
14 (13)	+5%
15 (14)	+10%
16 (15)	+10%
17 (16)	+15%
18 (16)	+15%
19 (17)	+20%
20 (18)	+25%

Thieves and Locksmiths add the following bonuses in addition to their basic bonuses:

Experience **Level**	Bonus
01-02	+5%
03	+7%
04	+10%
05-06	+12%
07	+15%
08	+20%
09	+22%
10	+25%
11	+35%
12	+40%
13	+45%
14	+50%
15	+60%
16	+65%
17	+75%
18	+85%
19	+90%
20	+100%

In the case of role games not having an experience level system or one which is radically different from C & S, a Thief must understand each lock when he finds it, with a +20% chance of understanding those locks he has successfully opened before. If understanding occurs, roll 1d20 and find his thieving bonus in the table above - for that particular lock. This means that his chances will fluctuate considerably from lock to lock, but that could prove exciting.

The basic chance of picking a lock therefore is:

Dexterity Bonus + Experience Bonus — Penalty for Class of Lock.

This basic chance can be modified as follows:

Thieves who do not understand a new lock lose all experience bonuses.

Locksmiths who meet with a lock beyond their ability to fashion and who do not understand lose all experience bonuses.

Non-Thieves or Non-Locksmiths have only their Dexterity bonuses.

A Thief or Locksmith without his tools (lock picks, skeleton keys, etc.) loses % of his experience bonuses.

If a Thief or Locksmith chooses to understand a lock he is already familiar with, success brings a +10% bonus for full understanding of that particular lock. Only one attempt may be made for a given lock.

TIME REQUIRED TO PICK LOCKS
Locks present varying degrees of difficulty to those attempting to manipulate the wards. Thus, time and effort will have to be expended. The time required to pick a lock can vary from less than a minute to many minutes, depending upon the type and class of lock and the effort made. The more intense the effort, the greater the chance that a lock-picker will experience a fatigue (from deep concentration) or make a mistake:

Effort	Time Required to Pick the Lock	Fatigue Loss	Penalty
Studied	3 minutes x class of lock	0	
Hurried	2 minutes x class of lock	1 pt. x Class of Lock/4	-1d6%
Rushed	1 minute x class of lock	1 pt. x Class of Lock/3	-2d6%
Frantic	H minute x class of lock	1 pt. x Class of Lock/2	-2d6%
Desperate	H minute x class of lock	1 pt. x Class of Lock	-3d6%

In games in which characters do not have fatigue levels, players have one of two options:

1. Apply fatigue suffered to the penalty against the lock-picker (add together).

2. Apply fatigue suffered against the character's body (hit points) and reduce accordingly.

LOCK-PICKING TOOLS
Thieves and Locksmiths will tend to possess the tools of the trade. Thieves will buy a B&E (Break and Enter) Kit from the local Thieves' Guild at a cost of 5d6 GP. Honest Locksmiths can fashion their own Locksmithing Kit at a cost of 1 GP in about a week.

The kit includes a number of lock picks, skeleton keys, a coil of wire, a coil of fine cord, a cold-chisel and small hammer, and a pair of pliers. (Credit cards are not included; not only have they not yet been invented, but the locks do not work that way!)

A B&E Kit allows the Thief/Locksmith to use his full experience bonus when picking locks. If bad comes to worse, he can always use the hammer and cold-chisel.

MASTER SKELETON KEYS
Locksmiths can produce master skeleton keys once they reach experience level 10. A master key can open a lock of a particular class and type, for example, a PL-4 or padlock/class 4. The time required to fashion such a key is twice that required to construct a lock of the same type, and it increases lock-picking chances by +10% for that type and class of lock.

Such keys are expensive (black market price = 1 GP x class of lock) and cannot be readily obtained. When used, there is a good chance that the key will break in a lock if it fails to open it the first time an attempt is made, 5% x class of lock. If a key breaks in a lock, the Thief/Locksmith will have to fish it out with a chance equal to his lock-picking percentages. A B&E Kit is required to perform such an operation, especially pliers.

IMPROVISED LOCK-PICKING TOOLS
When a Thief/Locksmith does not have a B&E Kit, he may improvise with a bit of wire, etc. This reduces his experience bonus by one half. (Non-Thieves are assumed to use improvised tools when breaking in.)

ENCHANTED PASS KEYS
Mechanicians (C & S mages) can enchant a magical pass key as a simple

C & S magical device. The pass key targets on the lock at 60% (30% if the lock is itself magical) and if targeting is successful, all penalties for that lock are negated.

A total of 39 such keys would have to be enchanted to open every type and class of lock. Each key requires 3/10 dr. of gold (plus other matter) for its construction for keys of class 9+, 3/10 dr. of silver for keys of class 5-8, and 3/10 dr. of copper for keys of class 1-4. A key may be used up to seven times in one day.

If an enchanted pass key fails to target a lock, there is a 2% chance per class of the lock that it will be broken off (and ruined forever). Also, if it fails, it cannot be used again on the same lock within a 24-hour period. Such keys break in magical locks at 4% per level of the lock.

MASTER THIEVES' B&E KIT
When a Thief reaches experience level 15 he becomes a Master Thief and acquires a truly fine B&E Kit (cost is six times that of a standard kit or 150 GP). The kit contains 10 master skeleton keys for locks up to class 6, a high-grade lock pick giving a +5% advantage on one of the three types of locks (door, padlock, or chest), a cold-chisel which does double damage to locks and chains, and a wire snake with a clamp hook on one end which can be used to manipulate small objects up to ten feet away. The kit also includes a stethoscope which permits hearing clearly through doors and walls from 1-6 inches thick (roll 1d6).

Such kits may be acquired by lower class Thieves by blind chance - or by outright assassination of a Thief who has one. They may also be purchased from the local Guildmaster (if he likes you) for the increased cost of 1d6 x 150 GP. Usually, they fall into the hands of most junior Thieves by discovery — as in a place of mystery, on the remains of a Master Thief who did not make it.

KEYHOLES
Keyholes are very interesting and useful devices:

1. It is possible to look and listen through keyholes that pass right through doors. Game Masters should face reality and stop being too secretive. A good Thief will learn a lot by keyholing a situation and, unless Undead are present in the next room/corridor, any creatures on the other side will likely be heard if not seen. Thus, no checks for listening should be necessary when keyholing is going on.

2. Keyholes may be blocked by things — such as keys thrust in from the other side of the lock. A Thief has a 3% chance per experience level of knocking an obstructing key out of a keyhole so that he can go about picking the lock. Thieves with a snake (Master B&E Kit) can

use the snake to reach under the door, grapple the key from the other side, and pull it through to be used from his side! The chance of success is equal to his experience bonus for picking locks + dexterity bonus — 2% per class of the lock.

3. Spells may be fired through keyholes (generally a blind shot) of class 1 through 4.

4. Reminded of an anecdote, I recall the story of a group of anthropologists who put a chimpanzee into a room and then began observing it from a one-way mirror. The chimp had moved out of sight, so one of the anthropologists went to the keyhole to look into the room on the blind side. An eyeball was pressed up against the other side of the keyhole, looking out! Game Masters and players should take note of this lesson.

5. Keyholes will allow light to pass through from the other side and will be observed by people passing by. This is a clear tip-off that someone is in the room behind the door, etc. Game Masters should be alert to mention such facts.

6. Keyholes may be damaged because of direct attacks against the lock and may prove to be impassable to a key or lock-pick.

LOCKS WITHOUT KEYS

While most locks have keys, there are exceptions. The Chinese Box is an example, and it requires the manipulation of various parts of the box to open it. Similarly, Secret Doors could have a triggering mechanism secreted somewhere along the wall. In such instances, the mechanism must be understood to work it. If the unlocking mechanism is hidden, it must be found first and recognized for what it is.

Mechanicians will have the best chance of understanding such devices: double their understanding percentages. If they understand, the lock can be readily opened.

All others attempting to unlock such a device must understand and then pick locks as usual. Such locks will always be class 5-15. Picking the lock is manipulating the mechanism.

Further, some secret doors will require a verbal key or password like 'Open Sesame.' Usually, some clue is obtainable which can be interpreted to solve the problem.

Finally, it should be noted that some doors are intentionally designed to be locked only from one side, so their locks cannot possibly be picked from the blind side.

Lock Class	Lock Dimensions	Resistance vs Picking	% to Hit Squarely	Hit Points to Destroy	Range of Locking Resistance	Cost to Purchase	Thieves* Experience
DL-1	7 x 6	—	25%	100	100-250	2 GP	20
DL-2	7 x 6	-5%	22%	110	100-250	3 GP	30
DL-3	7 x 6	-7%	20%	125	125-250	5 GP	40
DL-4	7 x 6	-10%	18%	150	150-300	7 GP	50
DL-5	7 x 6	-12%	15%	175	150-300	10 GP	60
DL-6	7 x 6	-14%	12%	200	200-350	12 GP	70
DL-7	7 x 6	-16%	10%	250	250-400	15 GP	80
DL-8	6 x 5	-18%	9%	120	75-200	16 GP	90
DL-9	6 x 5	-20%	8%	130	75-200	17 GP	100
DL-10	6 x 5	-22%	7%	140	75-200	20 GP	110
DL-11	6 x 5	-25%	6%	150	75-200	25 GP	120
DL-12	5 x 4	-27%	5%	110	50-175	15 GP	135
DL-13	5 x 4	30%	4%	115	50-175	20 GP	150
DL-14	5 x 4	-35%	3%	120	50-175	25 GP	175
DL-15	5 x 4	-40%	1%	125	50-175	30 GP	200

Lock Class	Lock Dimensions	Resistance vs Picking	% to Hit Squarely	Hit Points to Destroy	Locking Resistance	Cost to Purchase	Thieves' Experience
PL-1	4 x 3 x 2	—	30%	100	100	2 GP	20
PL-2	4 x 3 x 2	-5%	27%	100	100	3 GP	30
PL-3	4 x 3 x 2	-7%	25%	100	100	4 GP	40
PL-4	4 x 3 x 2	-10%	23%	100	100	5 GP	50
PL-5	3 x 2 x r/₂	-15%	20%	75	75	6 GP	75
PL-6	3 x 2 x 1 ₁/₂	-18%	18%	75	75	7 GP	90
PL-7	3 x 2 x 1 ₁/₂	-20%	16%	75	75	8 GP	100
PL-8	3 x 2 x 1½	-22%	12%	75	75	9 GP	110
PL-9	2 x 2 x ₁/₂	-25%	9%	60	60	10 GP	120
PL-10	2 x 2 x 1/2	-30%	7%	60	60	12 GP	150
PL-11	2 x 2 x r/₂	-35%	6%	60	60	15 GP	175
PL-12	2 x 2 x r/2	^0%	5%	60	60	17 GP	200

Lock Class	Lock Dimensions	Resistance vs Picking	% to Hit Squarely	Hit Points to Destroy	Cost to Purchase	Thieves* Experience
CL-1	3 x 2 x 2	-5%	15%	100	3 GP	30
CL-2	3 x 2 x 2	-7%	12%	110	4 GP	40
CL-3	3 x 2 x 2	-10%	10%	120	5 GP	50
C L^	3 x 2 x 2	-15%	9%	130	7 GP	75
CL-5	3 x 2 x 2	-18%	8%	140	10 GP	90
CI -6	3 x 2 x 2	-20%	7%	150	12 GP	100
CL-7	T/z x 2 x 2	-25%	6%	70	4 GP	120
CL-8	2'/₂ x 2 x 2	-27%	5%	80	7 GP	135
CL-9	T/z x 2 x 2	-30%	4%	90	10 GP	150
CL-10	2 x r/₂ x 1 ₁/₂	-35%	3%	40	15 GP	175
CL-11	2 x r/₂ x 1 ₁/₂	-40%	2%	50	25 GP	200
CL-12	2 x r/2 x r/₂	-45%	1%	60	30 GP	250

DOOR LOCKS

Door Locks are set into the very structure of the door. They tend to be fairly easy to pick because of the large keyholes and easy access thus provided to the clumsy wards inside. Superior locks have smaller keyholes and thus increase the difficulty of ward manipulation.

PADLOCKS

Padlocks are also-quite large and rather cumbersome devices. Such locks are used to secure chains, chests, and even doors. They are more vulnerable to direct attack with weapons and tools than are door locks, and they cannot sustain the same amount of damage.

CHEST/TRUNK/STRONGBOX LOCKS

Locks on chests and the like tend to be set into the lids (although padlocks could also be used to secure them). Chest locks tend to be rather sturdy, hard to hit squarely to smash them, and very hard to pick.

CHESTS, TRUNKS, AND STRONGBOXES

The name of the game is Security when it comes to chests and their relatives. They are constructed with an eye to strength and may prove very, very difficult to smash open.

Chest/Trunk/Strongbox		Damage			% to Hit
Class	Dimensions	Points	Weight	Comments	Squarely
CB-1	$2y_a \times 3 \times 2^1/$**	150	200	2 inch hardwood; iron-reinforced	27%
CB-2	$Th \times 3 \times 2'/2$*	175	230	2'/2 inch hardwood; iron-reinforced	25%
CB-3	$2y_2 \times 3 \times 2^1/_a$*	200	260	3 inch hardwood; iron reinforced	23%
CB-4	$3x \ 3^1/2x \ 2Vz$*	250	300	3 inch hardwood; iron-sheathed	20%
CB-5	$3 \times 3X \times 2'/2'$	300	300	3 inch hardwood; iron-sheathed	18%
TB-1	$3x \ 3V2 \times 2Vz$*	40	85	1 inch hardwood, wood-bound	30%
TB-2	$3 \times 3^1/_i \times 272'$	50	100	V/z inch hardwood, wood-bound	31%
TB-3	$3 \times 3^1/2 \times 2M$,*	60	110	2 inch hardwood, wood-bound	32%
TB-4	$3 \times 372 \times 2'/2'$	80	130	2V4 inch hardwood, wood-bound	33%
TB-5	$3 \times 3V2 \times 2Vz$*	100	150	3 inch hardwood, wood-bound	35%
SB-1	8 x 12 x 6	175	25	1 inch hardwood, iron-reinforced	15%
SB-2	8 x 12 x 6	250	60	Vz inch iron	14%
SB-3	10x 16x8	300	100	Vz inch iron	13%
SB-4	10x16x8	500	200	1 inch iron	12%
SB-5	12x20x 10	750	450	V/z inch iron	10%
SB-6	18 x 30 x 18	1200	1075	V/z iron (actually a safe)	5%

* Note that all dimensions have been given in inches. Those followed by an asterisk (*) are given in feet.

SPECIAL LOCKS (Optional)

Complex locking mechanisms can be devised by Game Masters and players who require unique and frustrating security measures. Such mechanisms are the epitome of the Locksmithing art and should not be particularly common or cheap. The rules governing special locks are:

1. They must be fashioned by Goldsmiths or Mechanicians of level 10+.

2. There may be one locking mechanism in a lock per five experience levels of the maker, to a maximum of four mechanisms.

3. The locking mechanisms will be encountered in order of ascending difficulty, beginning with the apparent class of the lock.

4. The strength of the lock (damage points) is the sum of the individual mechanisms combined in it.

5. The cost of the lock is six times the cost of each of the mechanisms in it.

6. The Thief (or whoever is picking the lock) must successfully pick the lock as it appears in order to determine that it is more complex.

7. When it is discovered to be a special lock, the Thief must attempt to understand the next mechanism in order to attempt to pick it.

8. The Thief receives basic experience for each unlocking operation as if he was opening seperate locks. If he is successful on each initial attempt, he receives three times the experience. Using Mechanician* s passkeys brings only basic experience.

9. Mechanician's passkeys may be applied at the rate of one trial per 10 seconds. If the right key is used at each stage of the operation, the user will know it. Only the first attempt with the correct passkey will count as an attempt to unlock for Thieves.

The following example will illustrate these rules:

A special lock is encountered by a Thief. It appears to be a class 4 door lock, but it is actually class 4/7/8/10. The Thief gains an initial success on the class 4 lock, but the lock remains secure. He attempts to understand what has happened, and discovers that a class 7 mechanism is also present. Being a very high level Thief, he has no difficulties in unlocking it. Still the door lock remains secure. Attempting to understand again, he is unsuccessful. Normally, this would end the operation, but in such instances the Thief will be given as many attempts to understand as he requires (with a 5-30 minute time lag for each attempt). This is also the case for Locksmiths, who will have a 1-6 minute time lag for understanding attempts. Finally successful, the Thief finds that he has a class 8 mechanism to pick. He succeeds, and still the lock holds firm! Understanding is again necessary before he can find the final class 10 mechanism. With success, he receives experience for 4 locks, a total of 40 + 80 + 100 + 200 = 420 experience points. He successfully unlocked each mechansim on the first attempt as well, so he receives three times the experience or 1260 experience points. If he had failed with any of the locks on his first try, he would obtain experience only for those locks he picked on the first attempt. If he had given up before unlocking the door, no experience would have been awarded.

If the direct approach had been chosen, the resistance of such a lock would have been 50 + 250 + 120 + 140 = 660 damage points, with a percentage chance to hit squarely at 18% (class 4 lock).

The cost of such a lock to a purchaser would have been 6 x (7 + 12 + 15 + 20) = 324 GP. Clearly, considering the expense, such a lock would be used to guard only the most treasured of possessions. Incidentally, it would require 70 days to fashion. Mass production of complex devices is not a strong point with pre-industrial societies.

It is equally clear that special locks will be beyond the ability of anyone except trained Locksmiths and Thieves to understand or pick.

MAGICAL LOCKS

Mechanician Artificers and Goldsmiths who are mages may fashion locks which are completely magical. (See Simple Magical Devices in C & S for details on enchanting). Such locks may be of any size or type, but they will always be of the highest class of lock which the mage was able to fashion. The strength of such locks is double the damage points allocated to a normal lock of the same size. Also, —2% penalties per MKL of the mage will be added to the lock-Picking resistance.

Such locks will not be special locks in that only one mechanism will be inside. However, the experience factor of the mage will determine whether a Mechanician's passkey will work. If the passkey was made by a mage at a lower experience factor, it will fail. If it is at an equal or higher experience factor than the factor of the lock, it will function normally and negate all penalties on the lock upon targeting at a 50% chance. Keys at a lower experience factor, or those failing to target on the lock, will be deemed to have suffered a backfire and will be inoperable for 1d6 days. (For non-C & S games, the experience factor can be read as experience level of the mage.)

HOLD PORTAL/ASTRAL LOCK

If a Hold Portal spell is placed upon a lock, it will not open for the duration of the spell, even though the lock has been successfully picked. When the spell is exhausted, the locking effect is ended.

If an Astral Lock is placed upon a lock, it cannot be picked for the duration of the spell. The wards of the lock are deemed to be frozen and incapable of manipulation by any means. If an Artificer s passkey is used in such a lock, there is a 2% chance per class of the lock that it will be snapped off in the keyhole.

BREAKING IN   by E.E. Simbalist

When'finesse and skill don't work, locks will have to be overcome by more direct measures.

DOOR LOCK DESTRUCTION

There are several ways to attack door locks, depending upon the type of tool being used.

Tool/Weapon Used	Thickness of Wooden Door						Thickness of Reinforced Wooden Door				
	1 inch	2 inches	3 inches	4 inches	5 inches	6 inches	2 inches	3 inches	4 inches	5 inches	6 inches
Hand Axe	3d6%	2d 6%	1d6%	y,66%	'/,d6%	y,d6%	y,d6%	1d6%	y,d6%	1	1
War Axe	5d6%	3d6%	2d 6%	1d6%	1d6%	'/,d6%	1d6%	1d6%	'/,d6%	y,d6%	y,d6%
Battle Axe	7d6%	5d6%	3d6%	2d6%	1d6%	1d6%	3d6%	2d6%	2d6%	1d6%	y,d6%
Wood Axe	8d6%	6d6%	4d6%	3d6%	2d6%	1d6%	3d6%	2d6%	2d6%	1d6%	'/,d6%

Superhumans add 1d6 to their damage per level of superhuman strength Forester/Woodsmen and Elves add 1d6 to their damage.

Hardwood reduces damage to 3/4 normal. Old and/or rotting wood doubles normal damage.

There is also a chance that a character will mishandle his weapon or tool and accidentally hit the lock or a strip of metal reinforcing. The chance is 25% — 2% per experience level, checked by the Game Master at the end of each five minutes. A hit of this kind will seriously nick the weapon/tool, reducing its damage by 10% unless it is sharpened. When a weapon reaches 50% efficiency, it has a chance of being ruined if another nick occurs. It also will do 50% of normal damage if used in a fight.

Bash the Lock: Characters may choose to attack the lock itself. The various locks have a % to Hit to which the character's hit probabilities are added. For non-C & S games, assume a +3% hit probability per level of experience to a maximum of 50%. The door lock is checked once at the end of each five minutes. If it has been hit squarely, damage is assessed. In the case of one inch or two inch wooden doors, hits are automatic.

Door locks have a damage point value which is used to determine the amount of damage the lock can sustain before it fails. Until it is destroyed, it will continue to hold the door securely. Only locks with keyholes may be attacked in this manner.

Tool/Weapon Used	Resistance of the Door Lock Under Attack										
	400	350	300	250	200	175	150	125	100	75	50
Mace	2d 6%	2d6°o	2d6%	2d6%	2d6%	3d6%	3d6%	3d6%	4d6%	5d6%	6d6%
Morning Star	1d6%	1d6%	1d6%	1d6%	1d6%	2d6%	2d6%	2d 6%	3d6%	4d6%	6d6%
Flail	2d6%	2d 6%	2d6%	2d6%	2d6%	2d 6%	3d6%	3d6%	4d6%	5d6%	6d6%
War Hammer	3d6%	3d6%	4d6%	4d6%	5d6%	5d6%	6d6%	6d6%	7d6%	8d6%	9d6%
Sledge	3d6%	3d6%	4d6%	4d6%	5d6%	5d6%	6d6%	6d6%	7d6%	8d6%	9d6%
Large Club	1d6%	1d6%	2d6%	2d6%	2d6%	2d6%	2d6%	2d6%	2d6%	3d 6%	5d6%
Small Club	'/.•d6%	•;d6\\>	V,d6%	1d6%	1d6%	1d6%	1d6%	1d6%	1 d6%	2d6%	2d6%
Coid Chisel	4d6°o	4d6%	4d6%	4d6%	4d6%	4d6%	4d6%	4d6%	4d6%	4d6%	4d6%
Pick Axe	1d6°o	1d6%	1d6%	2d6%	2d6%	2d6%	3d 6%	3d 6%	3d6%	4d6%	5d6%
Crowbar	'/.d6°o		'/.•d6%	'/..d6%	1d6%	1d6%	1d6%	2d6%	2d6%	3d 6%	3d6%
Improvised Ram*	1d6°o	1d6%	1d6%	1d6%	1d6%	2d6%	2d6%	2d6%	2d6%	3d 6%	2d6%
Battering Ram*	2d6%	2d6%	2d6%	2d6%	2d6%	3d6%	3d6%	3d6%	3d 6%	3d6%	3d6%

The characteristics of the door will modify the damage done:

Wooden door 1 or 2 inches thick. . . . .+1d6 if unreinforced
Reinforced door. . . . . .3/4 damage
Metal Door. . . . . .1/2 damage
Superhumans add +1d6 per level of superhuman strength.

* Battering rams are a special case. Damage is assessed per man on the ram. Superhumans count as one man per superhuman strength level. Small creatures (excluding Dwarves, but including ores, goblins, kobolds, and the like) equal *Vi* man. Improvised rams are heavy and stout tables, timbers and the like, which are picked up on site. They have a 10% chance per turn (cumulative) or being so bashed up themselves that they cannot be used with effect. Battering rams proper are prepared siege devices with armoured heads. The number of men working a ram depends upon the size of the device (one man per two feet of length) and the physical conditions surrounding the employment of the ram. Ramming upstairs or in confined spaces reduces the effect by

Chopping Locks Out of the Door: When locks are set into wood or metal-reinforced wood doors, axes may be employed to chop around the lock. Characters do not have to aim at the lock, only the door itself, and therefore make only a roll for damage assessment. A percentage result is given, indicating the amount of the door cut away around the lock. When 101% is attained, the door has been separated from the lock:

Va. Thus, for example, ramming upstairs against a reinforced door would produce 1/2 x 3/4 damage • 38% damage.

Damage will not be assessed against a lock if it is missed. The damage is determined at the end of a five minute turn if the lock was struck squarely. In the case of battering rams, a miss is assessed against the strength of the door itself (see Doors).

As the damage is reduced, further damage is assessed against the new resistance of the lock. For example, if a 400-point lock was reduced to 350, damage would be read from the 350 column. The effects of damage are cumulative and work against the battered lock.

THE ROCK IN THE LOCK TRICK

Mages possessing the C & S Basic Magick spells for Create/Detach/Accelerate Rock may attempt to fire a tiny magical missile into the keyhole and, when the rock materializes inside the mechanism, there is a chance of exploding the lock.

The rock will be targeted inside the mechanism at 60% + the mage's bonuses — 3% per class of the lock (—5% if the lock is magical).

Successful targeting will either unlock the mechanism or jam it. Such jamming will occur at +3% per class of the lock (+5% if the lock is magical). Doors with jammed locks will leterally have to be bashed off their hinges or otherwise destroyed to gain passage. The same is true of strongboxes and chests. Padlocks will have to be attacked directly, if so jammed, by cold-chisels or other implements.

If the targeting is unsuccessful, the rock is deemed to have ricochetted back in the general direction from whence it came. It has a 30% chance of hitting anyone within 30 feet and in a line of sight —2% per level of the mage who cast it (minimum 10% chance of hitting). All characters who are within range roll 1d100. If several are below the required percentage to hit, the lowest man is the one hit. Damage is assessed on the basis of 1d6 x mage's volume multiplier for magical missiles. Damage is to the body, with a 25% chance of a critical hit.

PADLOCK DESTRUCTION

Padlocks may be attacked directly whenever the weapon/tool can be properly applied. Each padlock is rated for the amount of damage it can sustain from direct attack. The % to Hit given for the particular class of padlock may be augmented by the character's full hit probability bonuses plus any bonuses for using magical weapons (+5% for each +1 to a maximum of +25%).

Only if a lock is hit squarely will it suffer full damage. Misses cause $^1/_2$ damage and have a 25% chance of nicking an edged weapon, resulting in a loss of 10% efficiency. When an edged weapon reaches 50%, it does $/_2$ damage in all cases until sharpened.

Crowbars and cold-chisels always hit the padlock.

Damage is determined at the end of each 1d6 minute period.

Weapon/Tool Used	Resistance of Padlock Under Attack										
	150	140	130	120	110	100	90	80	70	60	50
Hand Axe	y,d6%	1/,d6%	7,d6%	y,d6%	y,d6%	y,d6%	1d6%	1d6%	1d6%	1d6%	2d6%
War Axe	1d6%	1d6%	1d6%	1d6%	2d6%	2d6%	2d6%	2d 6%	3d6%	3d6%	4d6%
Battle Axe	3d 6%	3d6%	3d 6%	3d6%	4d6%	4d6%	5d6%	5d6%	6d6%	6d6%	7d6%
Wood Axe	1d6%	1d6%	1d6%	1d6%	2d6%	2d6%	2d6%	2d6%	3d 6%	3d6%	4d6%
Mace	4d6%	4d6%	4d6%	4d6%	5d6%	5d6%	5d6%	6d6%	6d6%	6d6%	7d6%
Morning Star	3d 6%	3d6%	3d6%	4d6%	4d6%	4d6%	5d6%	5d6%	5d6%	5d6%	6d6%
Flail	4d6%	4d6%	4d6%	5d6%	5d6%	5d6%	5d6%	6d6%	6d6%	6d6%	7d6%
War Hammer	5d6%	5d6%	5d6%	6d6%	6d6%	6d6%	6d6%	7d6%	7d6%	8d6%	8d6%
Sledge	4d6%	5d6%	5d6%	6d6%	6d6%	6d6%	6d6%	6d6%	7d6%	7d6%	7d6%
Cold-Chisel	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%	5d6%
Crow Bar	1d6%	1d6%	2d6%	2d6%	3d6%	3d6%	4d 6%	4d6%	5d6%	6d6%	7d6%
Pick Axe	1d6%	1d6%	2d6%	2d6%	2d6%	2d6%	2d 6%	3d 6%	3d6%	4d6%	5d6%

Superhumans add +1d6 of damage per superhuman level.

BREAKING INTO CHESTS, TRUNKS, AND STRONGBOXES

Breaking into chests is approached in exactly the same manner as breaking into doors. However, locks on iron strongboxes add 20% of the strongbox strength to their damage point total. The procedures are:

1. Chop out the Lock. This procedure is possible only with wooden trunks and iron-reinforced chests and strongboxes.

2. Bash the lock. This procedure is possible with any type of chext, trunk, or strongbox.

3. Rock in the Lock. This procedure is especially useful if a C & S mage is present.

4. Destroy the Chest. Recommended for wooden trunks, this procedure uses the bash the lock technique, only the damage is applied to the trunk as a whole at 1/3 damage. The advantage is that several characters can stand around the trunk and hit it at the same time without aiming (no % to hit rolls). Iron-bound chests may be attacked in the same manner with 1/5 damage. Iron strongboxes receive only 1/10 damage. Damage resistance over 400 appears on the table as 400.

Incidentally, battering rams cannot be used on strongboxes, trunks, or chests as they would simply push the trunk aside.

PROCEDURE FOR COMPUTING DAMAGE

Where a variable damage factor is involved, roll 1d6 and multiply the result times the number of dice indicated; eg: 4d6 = roll 1d6 and multiply the result times four. In cases where characters do not know the exact nature of the material or lock they are attacking, the Game Master alone will know the correct multiplier and will score the results secretly.

For instance, a door lock has a resistance of 350. The characters decide to attack it with a sledge hammer. They do not know the resistance of the lock and thus that they can do 3 x 1d6 or 3-18 points of damage per solid hit. They could expect a lower class of lock and higher damage and, therefore, they might spend much longer breaking in than they first anticipated. In this way, locks, doors, etc. become real MONSTERS in their own right!

WEAPONSMITHING   By Wes Ives & Edward E. Simbalist

The following section on weaponsmithing and the time required to en-
chant magical weapons is an example of how a magical system can be
applied in depth to account for such tings as the manner in which the
devices are forged, the time needed to produce them, the materials
required, and the basic costs and purchase prices that emerge from the
expenditure of time and materials needed to produce them. The results
are readily usable by C & S players, of course, but they can also serve
as a guide to players of any other **FRP** game to assist in the working
out of a fairly consistent approach to such a clearly important problem
as the cost and availablity of magical weapons.

The following table displaying the cost of enchanting a single dr. of

several useful materials, according to the MKL of the weaponsmith.
It is assumed that hte Weaponsmiths, of whatever MKL, have enchanted
their various foci and can therefore enchant 9 dr. of materials per
MKL attained. Payment is assumed to be 15 SP per day for the talents
of a Master armourer plus the payment due to a Mage of the Minor
Arcane for the exercise of his magical talents. (Note: Weaponsmiths
may enchant 3 dr. of material per MKL or 9 dr. per MKL with a focus.)

The formula used to determine the cost of enchanting the materials
is $TV/A + K$, where T = time required for enchantment from the given
BMR, V = value of the Weaponsmith's time in SP, and A = amount of
material enchanted by a Weaponsmith of a given MKL, and the K is a
constant indicating the cost of the raw (unenchanted) material per dr.
pf weight.

MKL	Steel (K =333) (BMR • 6)	Dwarvish Steel (K - 100) (BMR - 4)	Star of Iron (K -600) (BMR = 1)	Wood (K = 0) (BMR = 5)	Elvish Yew (K -17) (BMR * 3)	Temper (K = 42) (BMR = 4)	V	A
1	979	818	1029	831	628	70	20	9
2	400	400	746	348	250	54	35	18
3	208	251	680	178	143	48	40	27
4	133	196	651	113	97	46	45	36
5	101	172	640	84	78	45	50	45
6	78	155	629	65	63	44	55	54
7	69	149	628	57	58	44	60	63
8	54	136	617	43	47	43	65	72
9	48	133	616	39	44	43	70	81
10	43	128	613	33	40	43	75	90
11	39	126	612	31	38	43	80	99
12	37	124	611	29	37	43	85	108
13	33	122	609	25	35	43	90	117
14	30	118	608	22	31	43	95	126
15	29	118	607	21	31	43	100	135
16	27	116	607	20	29	43	105	144
17	25	114	616	18	29	43	110	153
18	23	114	606	17	27	43	115	162
19	22	113	605	16	27	43	120	171
20	19	110	604	13	25	43	125	180
21	17	109	603	11	24	43	130	189
22	16	108	603	10	23	43	135	198

PRICES FOR MAGICAL WEAPONS IN C & S
The derivation of the price is determined by rigorous application of the
rules for Enchantment in **C & S,** as clarified in issues of Alarums &
Excursions. We first calculated how many days it would take a Magick
User of any given MKL and astrological bonus to enchant material of
any given BMR to BMR 0 at 100%. In these calculations, summarized
in the chart, we have not considered MKUs with negative astrological
bonuses: there are cases where a MKU with a -5% or less bonus could
NEVER complete an enchantment: at the very least, such a situation
results in the MKU having to spend MUCH longer at his enchantment.
Out of pity for such MKUs, we have assumed that such persons enter
other fields of endeavor and, if they practice Magick at all, do so strict-
ly as a sideline.

Once the number of days necessar to enchant the MKU's basic amount
(defined as a number of dragons equal to his MKlvl), all that remained
was to compute the amount of time needed to enchant a single dragon;
this time, multiplied by the MKUs per diem pay from **C & S,** gave the
value of the enchanted material. Assumptions made for the purpose of
arriving at a uniform valuation for enchanted materials are: that we are
observing an average Magick User of that MKLvl — to wit, one with an
astrological bonus of 5% and no other unusual aids to his enchantment;
and that MKUs are thrifty with their time — if they can enchant four
dragons with a single spell, then they will, even if only .5 dragons are
needed for the project at hand. The excess can be sold or bartered to
another MKU, or stored against eventual use by the enchanting MKU.
Also, on items where the value of the material used exceeds the value
of the construction (see, for instance, the costs for armor), certain
anomalies are noted. It actually costs more in real terms to enchant
and construct —1 armor than to make —2 armor, and more to make —2
than —3. This is a direct result of the high costs of enchanting the
metal at low MKLs. In these cases, it is assumed that the Guild of
Weaponsmiths places artificial controls on prices, perhaps by providing
cheap enchanted steel to lower-level Weaponsmiths for use in armor.

A final assumption is that Weaponsmiths work at their level of com-
petence; a Weaponsmith will devote most of his time to making the best

items he can, and not to making items that could also be built by lower-
level Weaponsmiths. In other words, it is assumed that Weaponsmiths
of MKLvl 4 are the only ones making +3 weapons; those of lower
levels do not have the ability, and those of higher levels have better
things to do with their time.

The process as given in the final column are, one will see, considerably
larger than the costs. This is because the buyer is not, in most cases,
the first owner of an item; transportation costs and profits act to in-
crease the price substantially. A fivefold increase is, admittedly, some-
what arbitrary, but if we err, it is on the conservative side. If a character
wished to avoid the listed costs (and incidentally, the listed availability)
he could commission the item direct from the source, simply by finding
the correct level Weaponsmith (who would need to be free at the time
and not in the middle of some three or four year enchantment), suc-
cessfully influencing him (and his patron or lord, if he is a commoner
working for a feudal lord), paying him in advance, and then waiting the
requisite time. This system works fine when ordering a weapon for a
five year old son to use when he is knighted; it has its limitations if one
needs the weapon right now.

Some items are priced in the interests of completeness, against our
better judgment; one should adhere strictly to the availabilities listed,
especially the modifiers to availability for special weapons (ego wea-
pons, banes, etc.) and should recognize the existence of one of these
weapons as something very special indeed. It is, in our opinion, very
unlikely that an ego sword would consent to being sold to anyone with
the money; likewise, it is doubtful that this same sword would care
if a person the sword approves of has enough money to pay the Guild
price to the current owner, whom the sword already dislikes enough
to leave. Prices for these weapons are geven essentially for their 'Gosh,
Wow* value; a proper price for one might well be one*s Kingdom, Lf
the kingdom is big enough.

BASIC AMOUNTS OF MATERIAL NEEDED FOR WEAPONSMITHING

Weapons are composed of varying amounts of wood and steel (for the sake of simplicity, make the assumption that these are the only two materials used); the following is a chart showing the exact composition of each weapon, plus the amount of time that the weaponsmith will have to spend forging the weapon (apart from enchanting it).

Armor	Average Weight	Time
Chain Shirt	40	25
Superior Chain Hauberk	80	50
Chain Hauberk	64	40
Chain & Plate	96	75
Plate	120	120
Light Shield	2 steel/5 wood	3
Heavy Shield	5 steel/10 wood	5
Norman Helm	5	2
Open Faced Bascinet	6	3
Crusaders Helm	10	10

Using the values given here, the costs of the enchanted materials in any given weapon are computed. Refer to the next table for the costs of the materials for each level of enchantment in the weapons. The time given is the time needed to forge the weapon/armor, over and above enchantment time.

Weapon	Weight of Steel	Weight of Wood	Time
Dagger	2	-	1
Hand Axe	5	2	1
Short Sword	5	-	2
Mace	8	2	2
Light Sword	5	-	2
Scimitar	7	-	3
Sword	7	-	3
Norman War Axe	8	2	1
Knighf s Broadsword	10	-	9
Barbarian Longsword	10	—	3
War Hammer	12	3	5
Bastard Sword	15	—	5
2-Handed Sword	18	-	5
2-Handed Axe	14	3	2
Flail	15	3	5
Spear	3	4	1
Lance	6	12	1
Morning Star	15	3	5
Short Bow	-	3	3
Horse Bow	-	3	#
Longbow	-	4	12
Composite Bow	-	4	10
Light Crossbow	2	8	8
Heavy Crossbow	4	16	15
Arrow/Quarrel	.1	.15	.1
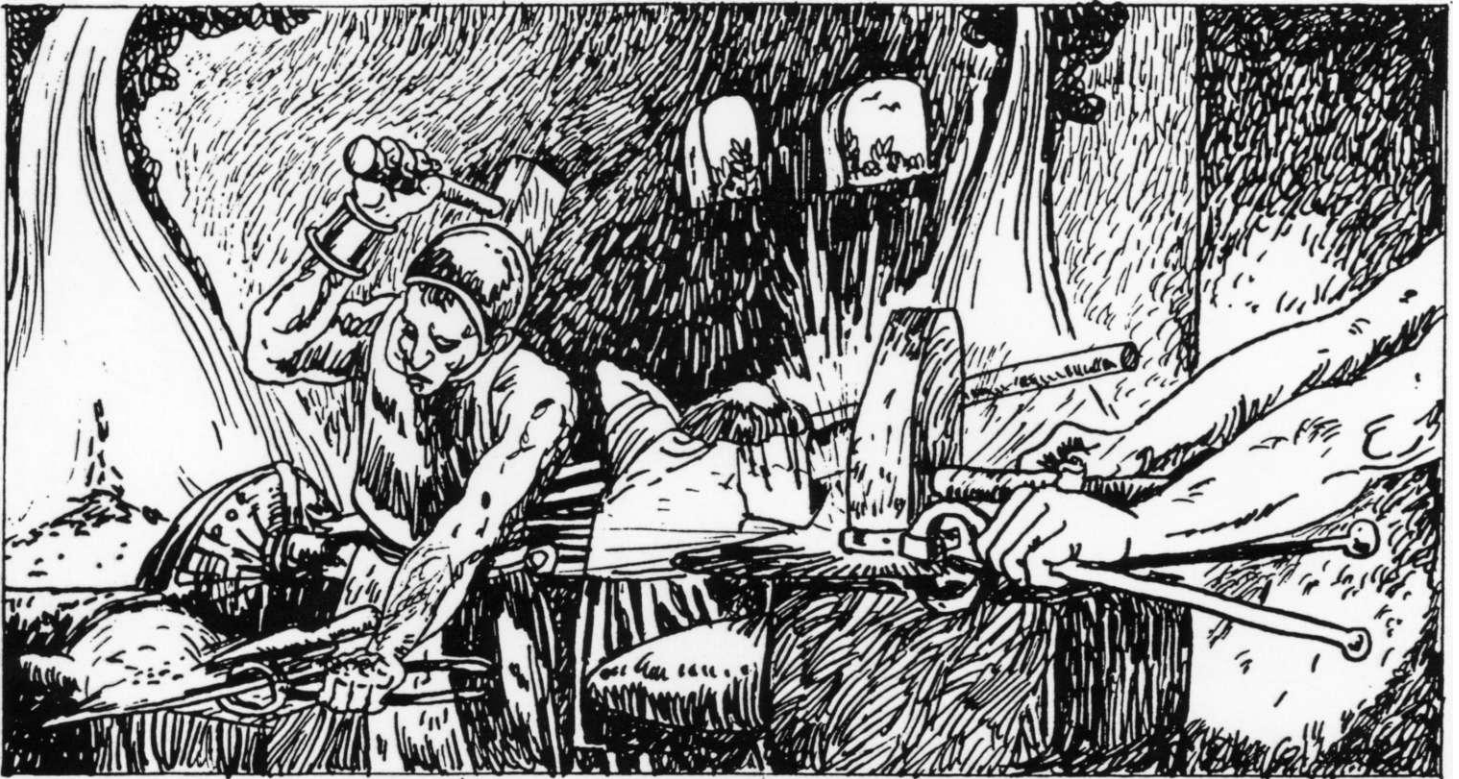
COSTS OF ENCHANTING VARIOUS ITEMS (all costs in SP)

Item	Variable Costs (for materials)			Fixed Costs			
	Wood (per dr.)*	Steel (per dr.)*	Temper (no. of doses)	Cost	Time (weeks)	Cost	Total Fixed Cost
+ 1 Arrow	38	75	0.1	5	0.05	1	119
+ 1 Weapon	348	400	3	162	3	735	897
—1 Armor	348	—	3	162	2	490	658
+2 Weapon	173	251	5	240	5	1400	1640
-1 Shield	178	251	2	96	1	280	376
-1 Helm	—	251	1	48	1	280	328
+2 Arrow	21	25	0.2	10	0.1	4	60
+ 1 Bow	143	251	5	240	5	1400	1640
+3 Weapon	113	133	14	644	14	4410	5054
+3 Arrow	15	13	0.3	16	1.75days	79	123
—2 Armor	—	133	6	276	5	1575	1851
+2 Bow	99	133	7	322	7	2205	2527
-2 Shield	84	101	4	180	4	1400	1580
-2 Helm	—	101	2	90	4	1400	1490
-3 Armor	—	78	9	396	7	2695	3091
-3 Shield	57	69	6	264	5	2100	2364
-3 Helm	-	69	3	132	5	2100	2232
+4 Arrow	9	63	0.4	19	0.5	210	261
+4 Weapon	43	136	22	946	22	10,010	10,956
+3 Bow	47	136	14	602	14	6370	6972
—4 Armor	-	48	12	516	14	6860	7376
-4 Shield	33	43	8	336	10	5250	5586
+5 Arrow	7	61	0.5	22	0.75	394	484
-4 Helm	—	43	4	168	10	5250	5418
+5 Weapon	31	126	28	1204	28	15,680	16,884
+4 Bow	40	126	21	903	21	11,760	12,663
+6 Arrow	7	61	0.6	26	1.75	980	1074
5 Bow	38	124	52	2236	52	30,940	33,176
+6 Weapon	31	246	59	2537	59	35,105	37,642
Flaming Weapon	Any previously wrought +		52	2236	52	32,760	34,996
+7 Arrow	5	61	0.7	30	5.2	3458	3554
Ego Weapon	Any previously wrought +		52	2236	52	34,580	36,812
+6 Bow	31	118	156	6708	156	109,200	115,908
+7 Weapon	21	240	163	7009	163	114,100	121,109
—5 Armor	-	25	15	645	21	16,170	16,815
-5 Shield	17	23	10	430	16	12,880	13,310
-5 Helm	17	23	5	215	16	12,880	13,095
+8 Arrow	5	60	0.8	34	10.4	8453	8552
+7 Bow	27	22	260	11,180	260	218,400	229,580
+8 Weapon	16	236	267	11,481	267	224,280	235,761
+9 Arrow	5	60	0.9	39	15.6	13,104	13,208
+9 Weapon	13	234	371	15,935	371	324,625	240,580
Dancing Weapon	Any previously wrought +		156	107,328	156	2,184,000	2,204,000
Bow of Distance	Any other bow •		156	6708	156	136,500	143,208
+ 10 Weapon	11	233	527	22,661	527	479,570	502.231
Bane Weapon	Any previously wrought +		156	107,328	156	2,271,000	2,379,000
Vorpal Blade	Any previously wrought +		156	107,328	156	2,359,000	2,466,000
Bow of Unerring Aim	Any other bow +		260	11,180	260	245,700	256,880
Holy Weapon	Any previously wrought •		364	250,472	364	5,504,000	5,754,000

* Except in the case of Arrows, all of which use .15 dr. of wood and .1 dr. of steel: therefore, the fixed costs for arrows are also the total costs including materials.

MISSILE WEAPON COSTS & PRICES

Missile Weapon Types	Cost of Production in SP	GP	Likelihood of Being Available	Selling Price Range as a % of Cost	Maximum Price (GP)
+1 Arrow/Quarrel	119	4.75	85%*	125%	6
+2 Arrow/Quarrel	60	2.40	40%**	467% + 2d 100%	16
+3 Arrow/Quarrel	123	4.92	15%	469% + 1d100%	28
+4 Arrow/Quarrel	301	12.04	05%	400% + 1d100%	60
+5 Arrow/Quarrel	484	19.36	03%	355% + 1d100%	88
+6 Arrow/Quarrel	1074	42.96	01%	366% + 1d100%	200
+7 Arrow/Quarrel	3554	142.16	0.1%	400% + 1d100%	710
+8 Arrow/Quarrel	8552	342.08	0.1%	400% + 1d100%	1710
+9 Arrow/quarrel	13,208	528.32	0.1%	400% + 1d100%	2640
+1 Longbow	2692	107.68	70%	271% + 1d100%	400
+2 Longbow	3463	138.52	35%	290% + 2d 100%	680
+3 Longbow	7946	317.84	20%	300% + 2d 100%	1590
+4 Longbow	13,783	551.32	08%	300% + 2d 100%	2760
+5 Longbow	34,348	1373.92	04%	300% + 2d 100%	6865
+6 Longbow	117,232	4689.28	01%	350% + 2d 100%	25,790
+7 Longbow	231,128	9245.12	0.1%	300% + 2d 100%	46,225
Longbow of Distance	+ 143,208	+5728.32	X0.01	300% + 2d 100%	+ 28,640
Longbow of Unerring Aim	+ 256,880	+ 10,275.20	x0.01	300% + 2d 100%	+51,375
+1 Heavy Crossbow	5532	221.28	40%	200% + 1d100%	665
+2 Heavy Crossbow	5318	212.72	15%	300% + 2d 100%	1065
+3 Heavy Crossbow	9243	373.72	05%	300% + 2d 100%	1870
+4 Heavy Crossbow	15,007	600.28	03%	300% + 2d 100%	3000
+5 Heavy Crossbow	35,555	1422.20	02%	300% + 2d 100%	7110
+6 Heavy Crossbow	118,376	4735.04	01%	350% + 2d 100%	26,040
+7 Heavy Crossbow	231,900	9276.00	0.1%	400% + 2d 100%	55,656
Crossbow of Distance	+ 143,208	+5728.32	x0.01	300% + 2d 100%	+28,640
Crossbow of Unerring Aim	+256,880	+ 10,275.20	x0.01	300% + 2d 100%	+51,375

1d20 +1 Arrows or Quarrels will be available for sale.
1d6 +2 Arrows or Quarrels will be available for sale.

Arrows **and** Quarrels fashioned and enchanted in this list are made of Elven yew and steel for i 1, +2, and +3 missiles. Elven yew and Star of Iron are used in missiles of +4 and higher. Magical missiles are usually made in groups of twenty at a time — an exception to the normal C & S rule that a Weaponsmith Mage cannot work on more than one magical weapon enchantment at a time. Prices are given per arrow or crossbow quarrel, as are costs of producing them. Note that only the first five magical increments can be applied to hit probability as bonuses (up to +25% in C & S). However, the full (+) value applies with respect to additional points of damage caused by a hit with the magical missile.

Bows are fashioned out of Elvish yew. Bows do not add their magical increment to increase hit probability; the (+) values indicate only additional points of damage delivered upon hitting a target. Also, to draw a bow eith magical properties requires additional Strength and/or Dexterity. Each (+) value also increases Bash probabilities by +3%.

Crossbows are fashioned out of Elvish yew and steel. Crossbows add % their magical increment to increase hit probability. The (+) values also indicate additional points of damage delivered by a crossbow quar-**rel when it** hits a target. Each (+) value also increases Bash probabilities **by** +4%. Only characters who specialize in the Heavy Crossbow as a favorite weapon may employ **it;** the weapon does require special skill to operate and maintain it efficiently. Such characters tend to be mercenary **men**-at-arms.

Bow/Crossbow of Distance is a longbow or **Grossbow** which has the extraordinary magical property of propelling a magical arrow much far-**ther than** would be possible otherwise. The additional distance is a function of both the **arrow being** fired and the magical bonus of the **bow.** For example, a +6 Bow of Distance fires a +5 arrow. The range is (6 + 5)/2 = 5.5 Times the range of an ordinary Longbow. For C & S weaponry, **this** is 3300 feet! The bowman must, of course, possess excellent eyesight and has to see the target to hit it at such long range. Note that **there** are no bonuses to hit probabilities when the bow is **used** ato develop extended ranges, but full damage and bash bonuses **apply.** Within normal ranges (in C & S longbows have a range of 600 feet), the **arrow** would have +5 bonuses to hit.

Bow/Crossbow of Unerring Aim is a longbow or crossbow which has the extraordinary magical property of propelling a magical arrow with special accuracy. The hit probability can receive up to a +7 bonus (up to +35% hit probability in C & S), depending upon the characteristics of the bow, in addition to any magical bonuses for the arrows used. Even more significant, if a critical hit system is used {as in C & S), the weapon will have an increased chance of scoring a critical hit to a target struck by the arrow. The Critical Hit Mulitplier is found by adding the magick bonus of the bow to that of the arrow (if any), dividing by 2 and then multiplying the result times the basic critical hit probability of the weapon. For instance, a +6 bow and a +2 arrow have a (6 + 2)/2 = 4 times the critical hit chances of a normal weapon and arrow. In the case of normal arrows fired by a bow/crossbow of Unerring Accuracy, add 0 (arrow bonus) to the magical bonus of hte bow, divide by 2, etc. Such weapons can be employed only by characters who have specialized in their use as a favorite weapon.

Arrows/Quarrels of Bane may be fashioned in the following manner. A quantity of magical materials from the creature to be slain must be worked into the missile. Then it must be enchanted as for a Bow/Crossbow of Unerring Aim. (Cost = cost of missile + 25% of cost of a Bow/Crossbow of Unerring Aim; same for prices for customers). Such a bane will function as if fired from a Bow/Crossbow of Unerring Aim even if only an ordinary bow or crossbow is used. Its damage effects are automatically critical if it strikes home, with no glancing blows possible. Further, unless it is removed from the victim (10% chance per turn of being pulled out or knocked loose, unless cut free by a Physician performing surgery), twice the (+) value of the arrow or quarrel in damage points will be delivered to the body each turn it remains buried. Most significant, if fired from a Bow/Crossbow of Distance, the arrow will permit the bonuses of both the bow and the arrow to be added, etc., to provide a hit probability bonus, even if the victim is beyond normal range. Banes are normally fashioned to slay monsters. In lawful society a Bane against Trolls or Giants or WereWolves is regarded as quite fitting and proper; however, a Bane against a Kindred Race (Men/Elves/Dwarves/Hobbits) is akin to undeclared war against an entire race and will be viewed very dimly indeed! Further, in the latter case, usually only a particular individual will have the Bane enchanted against him.

Availability of magical bows, arrows, etc. may appear rather common to the passing glance. However, it should be noted that the percentages refer to the chance of acquiring a weapon from a Weaponsmith. Such Mage-Armourers are not commonly encountered, unlike the normal variety of armourer. Rarity thus becomes more likely. Further, in the open market, all likelihood of discovering a weapon for sale are halved in major population regions and are quartered in less populated regions,

with only +1 to +3 weapons being available. In the end, it will be the Game Master who decides upon the availability of a given weapon. If he desires them to be more common, he will adjust chances accordingly. If he desires them to be rare, again he will act accordingly.

Such matters are vital to the whole course and balance of game play, and thus, the Game Master should be the final authority on the matter, not printed random probability tables which cannot anticipate the needs and attitudes of every Game Master.

MELEE WEAPON COSTS & PRICES

| Weapon Type | Cost of Production in | | Likelihood of | Selling Price Range | Maximum |
	SP	GP	Being Available	as a % of Cost	Price (GP)
+1 Knights Sword	5212	208.48	60%	140% + 1d100%	500
+2 Knights Sword	4510	180.40	30%	354% + 2d 100%	1000
+3 Knights Sword	6789	271.56	15%	352% + 2d 100%	1500
+4 Knights Sword	12,901	516.04	05%	,381%+ 2d 100%	3000
+5 Knights Sword	18,864	754.56	02%	460% + 2d 100%	5000
+6 Knights Sword	40,867	1634.24	02%	412% + 2d 100%	10,000
+7 Knights Sword	124,409	4976.36	01%	302% + 2d 100%	25,000
+8 Knights Sword	239,201	9568.04	0.1%	323% + 2d 100%	50,000
+9 Knights Sword	344.045	13,761.80	0.1%	445% + 1d100%	75,000
+10 Knights Sword	505,731	20,229.24	0.1%	394% + 1d100%	100,000
+1 2-Handed Sword*	8272	330.88	35%	142% + 1d100%	800
+2 2-Handed Sword	6358	254.32	20%	392%+ 1d100%	1250
+3 2-Handed Sword	7673	306.92	10%	470% + 1d100%	1750
+4 2-Handed Sword**	13,729	549.16	05%	537% + 1d100%	3500
+5 2-Handed Sword	19,552	782.08	01%	567% + 2d 100%	6000
+1 Flail***	8116	324.64	40%	105% + 4d20%	600
+2 Flail	6139	245.56	20%	348% + 1d100%	1100
+3 Flail	7613	304.52	15%	392% + 1d100%	1500
Special Qualities for Weapons					
Flaming Weapon	+ 34,996	+ 1399.84	x0.1	300% + 2d 100%	+7000
Ego Sword	+36,816	+ 1472.64	x0.05	309% + 2d 100%	+7500
Dancing Sword	+2,203,968	+88.158.72	x0.01	354% + 1d100%	+400.000
Returning Weapon	+ 1,101,984	+44,079.36	x0.01	354% • 1d100%	+200,000
Vorpal Blade	+ 2,466,054	+98,642.16	x0.01	331% + 1d100%	+425,000
Holy Sword	+ 5.754.152	+230.166.08	xO.001	321% + 2d 100%	+ 1,100,000
+ Alchemetical Ruby	+ 500,000	+20.000.00	x0.1	300% + 2d 100%	+ 100,000
+ Cabbalist Runes	+ cost of spell		x0.1		

* Also 2-Handed Battle Axe or Nordic Broad Axe, Halberd and Lance of +1 to +5.
** Dwarvish or Nordic War Hammer, Norman War Axe, Mace, Flail, Morning Star, Bastard Sword, Falchions and Chivalnc War Hammers of +4 or +5.
*** Also Dwarvish or Nordic War Hammer, Norman War Axe, Mace, War Hammer, Morning Star, Bastard Sword, and Falchion of +1 to +3. See note (**) for +4 and +5 weapons.
Note also that Barbarian Longswords (+1 to +10) are the same in cost and price as Knights swords. Scimitars (+1 to +5) are at 2/3 of the knights sword cost but sell at the same price. Shortswords (+1 to +5) are at $^1/_2$ the costs and prices of knights swords. Daggers (+1 to +5) are at V* the costs and prices of knights swords. Light swords compare to scimitars.

Egos traditionally are limited to Swords - and even then, only to swords of a noble cast, like Knights Broadswords or Barbarian Longswords. Such weapons are rare in the legends, and should be distinguished from other weapons which bore names and were talked about as if they were people, but were, in fact, only weapons of great reputation. An Ego Sword is a blade literally possessed by a type of Demonic force — a personality acquired through the forging and reforging of the metal and the peculiar magicks worked upon it by the Weaponsmith as he imbues the metal with Fighting Spirit. The Ego possesses an IQ, Wisdom, and Alignment, and these are determined as for a person. Such a sword will invariably seek glory in battle and, if its combined IQ and Wisdom are even higher than its owner s, it will lead him into danger to test his worthiness to own such a fine weapon as itself. Ego Swords are intensely jealous of any other swords the owner may possess, especially magical swords. Thus, they will take advantage of the situation whenever they gain power over their owner to dispose of the hated rivals. Swords have been pawned for a fraction of their value or even thrown away in such circumstances.

Ego Swords should be understood with some sensitivity. They have personalities — which includes all that means. Such swords have definite aims and goals in life, and they will often try to manipulate a situation in order to attain their desires. Indeed, if an owner fails to take the Great Purpose for which the Ego Sword was forged into account, the sword could eventually turn on him or find itself another owner. If they do find a fitting owner, they are loyal. If stolen, they tend to prove treacherous in the hands of the thief ano will attempt either to return to their rightful owners or else find others of similar alignment to possess them. Because they have personalities, Ego Swords should never be taken for granted. In a sense, they really do not have

owners, only Sword Brothers whom they adopt as the instruments to fulfill their own destinies as Weapons of Power. If frustrated and thwarted, they fin other words, at the discretion of the Game Master) have the option of refusing to lend their Power to their owner/partners, and their powers will be withheld — hit bonuses, extra points of damage, magical spells, etc. — out of sheer spite. This is especially true for thieves and unwanted owners. Nor is it just a matter of alignments but rather of the meshing or clashing of the personality of the sword with that of its owner/partner. One thing they all demand is a share of the loot (gems, etc.) to decorate themselves and their scabbards.

Ego Sword Powers are nothing to sneer at. First, an Ego cannot be placed in any weapon that has not been thrice-forged and enchanted to at least +6 (the minimum Power that an Ego will accept as adequate). Second, it has several magical powers which operate continuously :

Detect Alignment	Detect Enemies	Detect Observation
Detect Influence		Detect Invisible

These powers have a range determined by the PMF of the Weaponsmith who enchanted the sword. Also, if the IQ and Wisdom scores are over 12, the Sword may acquire the powers of speech and may study languages as if a character. It will, if capable of speech, lobby for additional Runes of Power to be inscribed on its blade by a Cabbalist or Nordic RuneMaster; for the egotism of the Sword demands that it ever try to increase its Power and reputation. When its master is incapacitated by drunkenness or Illusions or Commands, the Sword will take command (being immune to outside interference) and do what is required to Gain Glory.
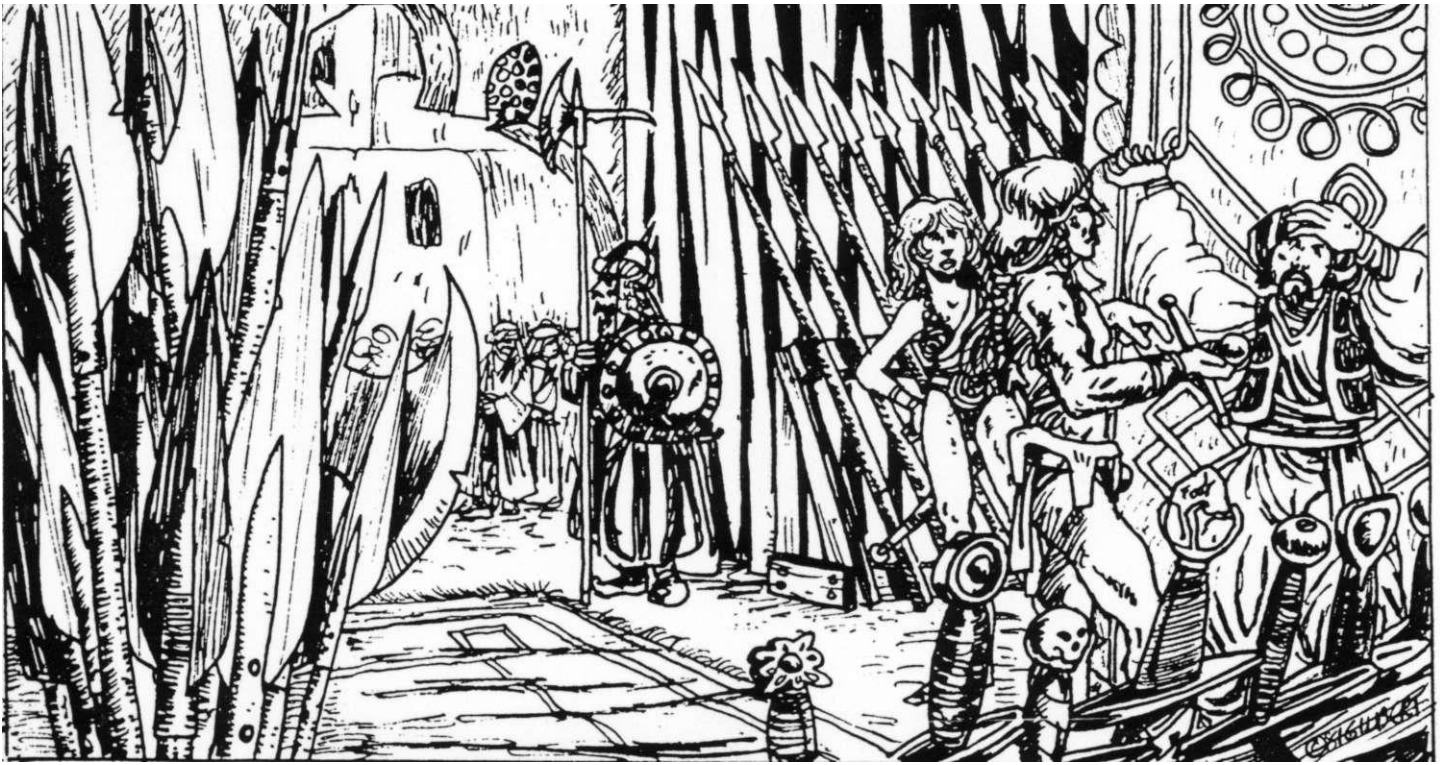
Dancing Swords are Ego Swords of +9 that not only possess all of the attributes listed above, but also can move by themselves (with the speed of a charging man). If struck from the hand, they leap back in an instant. Dancing Swords can also fight unassisted for three melee turns before returning to the hand of an owner. Once acquired, such weapons will not leave an owner willingly. Unfortunately, in one case out of three, such a weapon will be a Soul Drinker (Chaotic Alignment) and will draw 1000-20,000 experience points from the body of a victim each time that it strikes (or one experience level, whichever is preferred). Anyone slain by such a weapon has his soul drawn into the blade and cannot be resurrected. The owner of a Soul Drinker is cursed (with no chance of lifting the curse); for the weapon will one day be the cause of the owner s own death.

Vorpal Blades are +10 swords without Egos. However, so attuned are these weapons to the life forces of any opponenet that they will always score a critical hit when they strike and have an outright 20% chance of slaying the victim with each hit by beheading him.

Bane Swords are +7 to +10 Swords which have been sensitized to the life-forces of a particular creature. Indeed, in most instances, they typically appear to be ordinary +3 swords with no unusual features until they meet up with The Enemy for which they were forged to do combat. In such instances, they literally hum with Power and seem almost to leap from the scabbard or move in the hand with a will of their own. Hit probabilities against Enemies are increased by +5% per magical increment of the sword. Additional damage is inflicted at +1 point per (+) value of the weapon. Critical hit probabilities are increased by +4 per (+) value of the weapon. Worst of all for the hapless victim, there is an outright chance of 20% each time the sword strikes that the Enemy of the sword will be slain. To make matters even more complicated for the Enemy of the sword, once he Is struck by his Bane, he panics and attempts to flee, abandoning all resistance in his drive to escape. Such sword have such powerful and narrowly channeled magick placed in them that no other spells may be placed in the weapon. Also, they never will possess Egos. In the case of Bane Swords vs Trolls, they will also Flame against such creatures 50% of the time.

Holy Swords are thrice forged and thrice blessed weapons intended only for the hand of a Lawful person who intends no evil purpose. These mighty +10 weapons will never serve any man not pure in heart, pure in thought, word, and deed. It requires a Holy Relic (a legitimate part of a Saint's skeleton or hair, a piece of the True Cross, etc.), atid defends the user against all spells like a Holy Relic. It must be blessed three times by a Bishop of holy alignment on three High Holy Days, and the Relic must be placed in the pommel. The Holy Sword

'is exactly like a Vorpal Blade except that, like Excalibur, it can cut through metal like cheese. Only magical armor has full defense against it; all other armor is class 0 (in other words, bare skin type). A Holy Sword cannot be forged by a Weaponsmith with an Alignment of over 7 (in short, really Lawful). Only spells placed by Lawful Mages can be inscribed on its blade, and these can be used only against those who are in breech of the Law or who are enemies of Mankind. The weapon will refuse to leave the scabbard if the owner thinks to kill honest men (who intend him no harm). If he is attacked, however, the sword will merely disarm an opponent (a weapon parry • weapon cut clean through if not magical or struck from the hand if magical) whenever the opponent has attacked because of a misunderstanding and does not know that the owner of the Holy Sword is law-abiding too. In short, ment with the same noble and just goals tend to be prevented from injuring the owner but are not harmed. Finally, the possessor of a Holy Sword never tires in Lawful Battle with the Forces of Evil, and on half of any fatigue points lost through an enemy's successful blow against him are instantly restored.

Swords of +3 or hic/.er must be tested on the Weaponsmith s Anvil, with a 25% chance of the blade breaking (refer to the legend of Volund the Smith in Nordic/Germanic myth). Only a broken blade can be reforged, with an expenditure of 21 days of solid work. The amount of temper needed is 21 doses, so the quantity required for weapons above +3 is significantly increased. Only thrice-forged swords (they must break on the anvil twice) can be made into Ego Swords, Dancing Swords, Bane Swords, and Vorpal Blades. We are now discussing weapons that a Master Weaponsmith can be five years in the forging. Such weapons of power have only a 0.0625% chance of being made. This explains their sheer rarity.

Availability of magical weapons is a function of their Power. The rarer a weapon, the greater its Power because the amount of time and single-minded effort that goes into their forging is often more than a Weaponsmith is prepared to devote. Weapons of Power are the magnus opus of a Weaponsmith, the epitome of his skill and art, and he seldom forges more than one or two in a lifetime for some Great Purpose. MOst of his work is with +1 to +3 armaments. When using the availability probabilities, note that some values are less than 1%. For instance, there is only a 0.1% chance for a +10 Kngights Broadsword. In other words, a 1% must be rolled on 1d100; then a second roll must be 1-10% on the 1d100. If the sword is to have special properties - for example, a flaming weapon - then the second roll is multiplied by the multiplier given: 10% x 0.1 • 1% chance on the second roll of a Flaming +10 Sword.

ARMOR COSTS & PRICES

Armor Types	Cost of Production in		Likelihood of Being Available	Selling Price Range as a % of Cost	Maximum Price (GP)
	SP	GP			
— 1 Chainmail Shirt	17,533	701.32	60%	114%	800
-2 Chainmail Shirt	8296	331.84	25%	261%+ 1d100%	1200
—3 Chainmail Shirt	7586	303.44	10%	327% + 2d 100%	1600
—4 Chainmail Shirt	11,046	441.84	05%	298% + 2d 100%	2200
—5 Chainmail Shirt	20,565	822.60	02%	286% + 2d 100%	4000
— 1 Chain Hauberk	27,658	1106.32	60%	108%	1200
-2 Chain Hauberk	12,163	486.52	20%	260%+ 1d100%	1750
—3 Chain Hauberk	10,283	411.32	05%	408%o+ 2d 100%)	2500
—4 Chain Hauberk	13,248	529.92	02%	455%+ 3d 100%	4000
—5 Chain Hauberk	22,815	912.60	01%	357% + 3d 100%	6000
— 1 Superior Hauberk	34,408	1376.32	60%	113%	1550
—2 Superior Hauberk	14,741	589.64	15%	282%+ 1d100%	2250
—3 Superior Hauberk	12,081	483.24	05%	421% + 2d 100%	3000
—4 Superior Hauberk	14,716	588.64	02%	494% + 4d100%	5000
—5 Superior Hauberk	24,315	972.60	01%	471% + 3d 100%	7500
— 1 Platemail Armor	41,683	1667.32	40%	108%	1800
—2 Platemail Armor	17,994	719.76	10%	247% + 1d100%	2500
—3 Platemail Armor	14,704	588.16	05%	412% + 2d 100%	3600
—4 Platemail Armor	17,234	689.36	^.02%	470% + 4d100/	6000
—5 Platemail Armor	27,465	1098.60	01%	419% + 4d100%	9000
— 1 Plate Armor	52,858	2114.32	30%	109%	2300
-2 Plate Armor	23,211	928.44	07%	250% + 1d100%	3250
—3 Plate Armor	19,051	762.04	03%	410% + 2d 100%	4650
—4 Plate Armor	21,536	861.44	02%	470% + 4d100%	7500
—5 Plate Armor	33,015	1320.60	01%	414% + 4d100%	10,750
-1 Heavy Shield	3611	144.44	75%	107% + 3d 20%	240
-2 Heavy Shield	3175	127.00	40%	193% + 2d 100%	500
-3 Heavy Shield	3579	143.16	20%	324% + 2d 100%	750
-4 Heavy Shield	6506	260.24	05%	340% + 2d 100%	1400
-5 Heavy Shield	14,170	566.80	01%	294% + 2d 100%	2800
— 1 Bascinet Helm	1954	78.16	40%	113%+ 2d 20%	120
—2 Bascinet Helm	2106	84.24	15%	227% + 2d 100%	360
—3 Bascinet Helm	2826	113.04	08%	195% + 3d 100%	560
—4 Bascinet Helm	5901	236.04	05%	208% + 3d 100%	1200
—5 Bascinet Helm	13,578	543.12	01%	160% + 3d 100%	2500

Costs of Armour are based upon a standard character of 160 dr. weight. Larger characters require proportionately more armor, and costs and sales prices are also increased in proportion. For example, a 200 dr. man would need armour 200/160 • 1.25 more extensive. This increases costs and price by 125%. Similarly, smaller characters need proportionately less armor and costs are accordingly reduced in proportion.

Availability is assumed for the size of the character asking, to avoid complications. Thus, if a 400 dr. Hero just happened to find a —3 hauberk in stock, it is just his size. It might be that the Weaponsmith has to make a few alterations, but it is assumed that he has the material on hand to perform the task. As in the case of weapons, armor becomes increasingly hard to find as its protective qualities increase.

Mithril Armor will provide -7 protection. However, such armor is so rare that one should not even contemplate purchasing it on the open market. The cost would be incredible as well, requiring the resources of a kingdom to finance even the fashioning, let alone the purchase of it. If a suit of Mithril is ever found, the chances are only 1% that it will fit anyone in the party (each checks). To have it altered costs five times as much as a suit of —5 plate armor, provided that such alterations can be made downward to a person smaller than the armor was fashioned for; larger characters will have to find a Mithril mine to obtain the extra metal required to forge the additional links or plates.

DETERMINING SPELLS FOR NON-PLAYER
MAGICK USERS   by Wes Ives

The following system is for use in determining the exact spells available to a NPC mage. The system takes into consideration the MKU type, KkL, and the availability of the spells.

Refer to the following table:

Concentration Level of Mage	Number of Spells Learned During this Span	Average Total Learned During this Span	Limit: Highest Casting Level Learnable
1-10	CL x .2	2	2
11-20	+ (CL - 10) x .2	2	3
21-40	+ (CL - 20) x .2	4	4
41-75	+ (CL - 40) x .25	9	5
76-125	+ (CL - 75) x .33	17	6
126-200	+ (CL - 125) x .4	30	7
201-300	• (CL - 200) x .4	40	8
301-400	+ (CL - 300) x .5	50	9
401-450	+ (CL - 400) x .6	30	9
451-500	+ (CL - 450) x .5	25	10
501-600	+ (CL - 500) x .6	60	11
601-700	+ (CL - 600) x .6	60	11
701-800	+ (CL - 700) x .8	80	11
801 +	+ (CL - 800) x .8	80	11

To find the number of spells a NPC mage should roll for, locate his Concentration Factor in the appropriate column. He will receive rolls due to all previous CLs, as well as some fraction of the average due to his most recent experience. EXAMPLE: Assume a mage has 60 Concentration Factors (600,000 experience points). He will roll for two spells, not higher than second level (as determined by the first line) PLUS two spells of not more than thrid level (as per the second line) PLUS four spells of not more than fourth level (third line) PLUS some fraction of the nine fifth level or lower spells due by the fourth line. This final fraction is found by subtracting forty from the CL (60) and multiplying the result by .25, for a total of 20 x .25 = 5 more spells, none of which may be higher than fifth level.

Thus, in our example, the mage will roll for 13 spells, under varying limitations on the possible levels thereof.

To find the exact spells, roll first for the Spell Category. The distributions of spells among the various MkTypes is found on Chart 1. When the type of spell has been found, then proceed to that spell type chart and roll again. The spells have been grouped according to increasing difficulty, where difficulty is measured by the sum of the BMR and Casting Level. To the left of the index numbers of each spell chart are the LIMIT numbers: all spells of that type which are at or below the LIMIT number require at least that LIMIT number be possessed by the MKU in order for him to learn it. If an MKU should roll a spell number which is above his limit, he simply rolls again until he gets an acceptable spell. It is the MKU's choice as to whether to roll on the same type table, or to try for a different type altogether.

Basic Magick: When rolling for Basic Magick, a MKU has several options He can elect to roll randomly and take the spell he rolls, or he can elect to learn another spell of the same element and form of that element (i.e., Dust or Smoke) as one he already has. In this case, the spell received will be, in order: Remove, Detach, Accelerate, Concentrate, Amplify, Intensify, Affix. This application of the element must be at or below the MKU's LIMIT number. If, when rolling for a new, random Basic Magick spell, the MKU rolls a Basic Magick spell in which he does not have the requisite Create spell, then* the spell received is a Create spell of that type. (Always assuming that the Create spell is below the LIMIT number for the mage, otherwise roll again.)

Note that there is not type labelled COMMUNICATION/TRANSPORT: so many of these spells are available only to certain types of MKU that they are included under the Specialized Subtype heading.

A mage may always elect to roll on the Specialized Subtype chart for his MKU type, assuming he is capable of learning the spells thereon.

Should a mage at any time roll, as a received spell, any spell which he already possesses, he gets NO spell, and forfeits that roll.

EXAMPLE: Continuing with the CL 60 mage from above. This mage is a Cabbalist.

First, two rolls are made with the LIMIT number • 2.

A roll of 85 on the Cabbala line of Chart 1 yields Black Magic as the first spell. Since the limit number for the lowest Black Magic Spells is 3, a reroll is made. This time, a 35 indicates a Basic Magick spell. Turning to the Basic Magick tables, we see that a Limit Number of 2 will cause any roll resulting in directions to tables 4-8 to result in a reroll. The first roll here is a 52, which directs us to Table 2. Note that all of Table 2, Basic Magick, is at Limit Number 2, so any spell received will be final. The next roll, an 84, indicates the spell Affix Light/Dark. However, since this is the first spell the Cabbalist has learned in the element of Light, the spell becomes Create Light/Dark.

The next spell begins again on Chart 1. this time the roll is an 07. Turning to the Detection spells, we roll a 90, which directs us to Table 2 under Detection. A further roll of 86 is just barely within the spells allowed for Limit Number 2, so the spell Detect Observation is added to the Cabbalists list.

The next spell will be with Limit Number 3. Rolling on Chart 1, we roll a 55, a Command Spell. A roll of 22 on the Command spells table directs us to Table 1 under Command (we could have just as easily skipped this roll since Table 1 is the only ;able under Command spells with spells haveing Limit Numbers accessible to our Cabbalist), where the Cabbalist rolls a 35 and receives Charm Person.

The next roll is a 22. This calls for a Basic Magick spell. The Cabbalist wishes to pursue the study of light and darkness, so, since he already has the Create Spell (and could not have specified without having it), he automatically receives Remove Light/Dark without any further rolls.

The Limit Number of the Cabbalist is now 4, as he rolls a 90. This time he will be able to use the Black Magick spell so indicated, and being basically a scummy person, he grabs for it. The first roll on the Black Magick tables is a 98, and must be rerolled since the Limit Number for Table 3, Black Magic, is 5. The next roll is 38, directing us to Table 1, where a further roll of 19 yields a Corrupt Food/Water spell.

The next roll, a 99, leads to Ancient Lore! The following roll is a 55, and the subsequent roll of 03 on Table 1, Ancient Lore, adds Noise to the list of spells for the Cabbalist.

For the next spell, the Cabbalist wants to learn a Special Subtype spell. Thus, there is no initial roll to determine the type, since an MKU may always elect to learn a Special Subtype spell. The roll is 32, and the Cabbalist now knows the spell Fly.

On the next roll, the Cabbalist wishes to continue learning Special Subtype spells: thus a further roll on that table is a 19, adding Astral Projection to the list of the Cabbalist. Had the roll been one higher (a 20), then the Cabbalist would have gotten NO spell whatsoever, since he already knows Fly.

The Limit Number now becomes 5. The Cabbalist will make a total of five rolls with this Limit Number, at which time he will have learned all the spells he will know, and is ready for action.

Note that the spell assignment can be done without regard to Limit Numbers when one wants to know what scrolls might be in a deserted ruin, or they might be used with Limit Numbers when a mage has a scroll in his possession with a spell on it (in this case, add one to the Limit Number of the Mage: he might be holding the scroll for someone else, or may have just stolen it from someone more powerful).

Type	Detection	Special	Basic Magick	Command	Illusion	Black Magick	Demon Summoning	Ancient Lore	Spirit
Primitive	01-19	20-24	25-65	66-72	73-84	85-95	96-00	00	—
Drug Trance	01-15	16-30	31-50	51-60	61-70	71-90	91	92-00	_
Dance/Chant	1-00 (7 x lvl. 1, 3 x lvl. 2, 1 x lvl. 3; all other spells cast by totem)								
Shaman	01-11	12-13	14-43	49-60	61-80	81-90	91-95	96-00	—
Medium	roll again to determine type of guide, spells are per type of guide								
Alchemist	01-20	21-25	26-35	_	—	86-00	—	—	01-04
Astrologer		01-00	—	_	_		—	—	05-07
Diviner	—	01-00	_	_	_	—	—		08-09
Hex Master (Coven)	01-12	13-13	19-50	51-56	57-67	68-89	90-95	96-00	10-21
Hex Master(Solitary)	01-12	13-19	20-62	63-69	70-80	81-90	91-95	96-00	22-25
Evil Priest	01-10	11-15	16-39	40-57	58-77	78-91	92-95	96-00	26-29
Artificer	01-15	_	16-76	_	_	77-89	90-95	96-00	—
Enchanter	01-10	11	12-41	42-63	64-83	84-91	92-95	96-00	30-48
Conjurer	01-11	_	12^2	43-57	58-82	83-91	92-95	96-00	49^2
Thaumaturgist	01-10	11	12-36	37-51	52-31	82-91	92-95	96-00	63-73
Necromancer	01-10	11-25	26-58	59-78		79-90	91-95	96-00	74-82
Power Word	01-10	11-13	14-38	39-64	65-85	86-91	92-95	96-00	83-92
Cabbala	01-10	11-15	16-47	48-62	63-82	83-91	92-95	95-00	93-95
Sacred Square	01-11	12-15	16^9	50-63	64-82	83-91	92-95	96-00	96-00

Note that the type of spirit guide is rolled for on the right hand column and the type of magick used by that guide is in the far left hand column under the entry for Type. Once the type of guide is determined, the spell is rolled for as usual under the MKU type of the guide.

COMMANDS
01-57. . . . . .Table 1
58-86. . . . . Table 2
87-00. . . . . .Table 3

COMMANDS - TABLE 1
Limit Number of 1
01-20. . . . . .Awaken
21-40. . . . . Charm Person
41-60. . . . . .Sleep
Limit Number of 2
61—68. . . . . .Charm Small Animal
69-76. . . . . Clumsiness
77-84. . . . . .Hold Small Animal
85-92. . . . . .Muscle Spasm
Limit Number of 3
93-96. . . . . .Command Small Animal
97-98. . . . . .Hold Large Animal
99-00. . . . . .Animal Messenger

COMMANDS - TABLE 2
Limit Number of 4
01-16. . . . . .Command Large Animal
17-31. . . . . .Hold Person
32-46. . . . . Summon Animal
47-61. . . . . .WP - Deafen
Limit Number of 5
62-69. . . . . .Hold Monster
70-77. . . . . .WP - Stun
Limit Number of 6
78-80. . . . . .Rage
81-83. . . . . .Bravery
84—86. . . . . .Confusion
87-89. . . . . .Demoralization
90-92. . . . . .Hate
93-95. . . . . .Love
96-98. . . . . Mesmerize
Limit Number of 7
99. . . . . .Geas
00. . . . . .WP - Weaken

COMMANDS - TABLE 3
Limit Number of 8
01-21. . . . . .Forgetfulness
22-41. . . . . .WP - Bl»ne
Limit Number of 9
42-51. . . . . .Enchanted Sleep
52-61. . . . . .Great Command
62-71. . . . . .WP - Blast
Limit Number of 10
72-75. . . . . WC - Air
76-79. . . . . .WC - Earth
80-83. . . . . .WC - Water
84-87. . . . . .WC - Fire
88-91. . . . . .Lyre of Apollo
92-95. . . . . .Pipes of Pan
96-99. . . . . .Star of Alexander
Limit Number of 11
00. . . . .(01-20). . . . . .Miracles 1-3
00. . . . .(21-40). . . . . .Miracles 4-5
00. . . . .(41-60). . . . . .Miracles 6-7
00. . . . .(61-30). . . . . .Miracles 8-9
00. . . . .(81-00). . . . . .Miracles 10-11

ILLUSIONS

01-57. . . . . .Table 1
58-86. . . . . .Table 2
87-00. . . . . .Table 3

ILLUSIONS - TABLE 1
Limit Number of 1
01 — 10. . . . . .Blurred Image
11-20. . . . . .Detect Illusion 1
21-30. . . . . .Dispel Illusion 1
31-40. . . . . .Sleight of Hand
41-47. . . . . .Wall of Fog
Limit Number of 2
48-52. . . . . .Cloud of Dust
53—57. . . . . .Deafness
58-62. . . . . .Detect Illusion 2
63-67. . . . . .Dispel Illusion 2
68-72. . . . . .Dispel Fatigue
73-77. . . . . .Illusory Script
78-82. . . . . .Delusion
Limit Number of 3
83-85. . . . . .Detect Illusion 3
86-87. . . . . .Dispel Illusion 3
88-90. . . . . .Diminish
91-92. . . . . .Growth
93-95. . . . . .Hall. Landscape 3rd
96-97. . . . . .Mirror Self
98-00. . . . . .Trustworthiness

ILLUSIONS - TABLE 2
Limit Number of 4
01-11. . . . . .Detect Illusion 4
12-22. . . . . .Dispel Illusion 4
23—33. . . . . .Hypnotic Spiral
34—43. . . . . .Illusory Image
44—53. . . . . .Projected Image
54-63. . . . . .Hall. Landscape 4th
Limit Number of 5
64-68. . . . . .Detect Illusion 5
69-73. . . . . .Dispel Illusion 5
74-78. . . . . .Disguise
79—83. . . . . .Phanstamal Landscape
84—88. . . . . .Phantasmal Weather
Limit Number of 6
89—91. . . . . .Detect Illusion 6
92-94. . . . . .Dispel Illusion 6
95—97. . . . . .Shadow Forces
98—00. . . . . .Shadow Monsters

ILLUSIONS - TABLE 3
Limit Number of 7
01-16. . . . . .Detect Illusion 7
17-32. . . . . .Dispel Illusion 7
33—48. . . . . .Phantasmal Forces
49—63. . . . . .Phantasmal Monsters
Limit Number of 8
64-70. . . . . .Dispel Illusion 8
71—77. . .. . Djinn Creation
78-84. . . . . .Fairy Gold
85-91. . . . . .True Sight
Limit Number of 9
92-94. . . . . .Dispel Illusion 9
95-97. . . . . .Spectral Monsters
98. . . . . .Dispel Illusion 10
99. . . . .„. . . . . .Nightmare
Limit Number of 11
00 (01-25). . . . . .Chaotic Landscape
00 (26-50). . . . . .Dispel Illusion 11
00 (51-75). . . . . .Protection
00 (76-00). . . . . .World Riddle

ANCIENT LORE
01-57. . . . . .Table 1
58-86. . . . . .Table 2
‚87-00. . . . . .Table 3

ANCIENT LORE - TABLE 1
Limit Number of 1
01-15. . . . . .Noise
16-30. . . . . .Hold Portal
31-44. . . . . .Night Vision
45-58. . . . . .Hear
59—72. . . . . .Ventriloquism
Limit Number of 2
73-79. . . . . .Astral Lock
80-36. . . . . .Knock
87-93. . . . . .Silence
94-00. . . . . .Farsight

ANCIENT LORE - TABLE 2
Limit Number of 3
01-12. . . . . .Heal
13—23. . . . . .Growth/Diminuation
24-35. . . . . .Haste
35-45. . . . . .Speed
46-56. . . . . .Strength
57-67. . . . . .Water Breathing
Limit Number of 4
68—73. . . . . .Command Plants
74-79. . . . . .Legend Lore
80-85. . . . . .Reflect
86—91. . . . . .Shapechange
Limit Number of 5
92-94. . . . . .Doppleganger
95-97. . . . . .Gaseous Form
98—00. . . . . .Regeneration

ANCIENT LORE - TABLE 3
Limit Number of 6
01—25. .Interdimensional Labyrinth
26-50. . . . . .Magick Jar
Limit Number of 7
51-60. . . . . .Control Weather
61-70. . . . . .Move Earth
71—80. . . . . .Super Concentration
81-90. . . . . .Vitality
Limit Number of 8
91-95. . . . . .Teach
96-00. . . . . .Immortality

9%

DETECTION
01-75. . . . . .Table 1
76-00. . . . . .Table 2

DETECTION - TABLE 1
Limit Number of 1
01-06. . . . . .Alignment
07-13. . . . . .Altitude
14-20. . . . . .Life
21-26. . . . . .Magick
27-33. . . . . .Metal
34-40. . . . . .Secret Door
41-46. . . . . .Shifting Wall
47—53. . . . . .Sloping Passage
54-60. . . . . .Small Trap
61-66. . . . . .Suspicious Room
67-73. . . . . .Traps
74-80. . . . . .Tracks
81-87. . . . . .True North
88-94. . . . . .Distance
•95-00. . . . .;. . . Volume
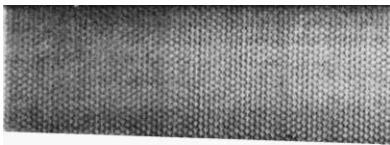
DETECTION-TABLE 2
Limit Number of 2
01 — 11. . . . . .Enemies
12-22. . . . . .Evil
23-32. . . . . .Good
33—43. . . . . .Invisible Presence
44-54. . . . . .Jewels
55-64. . . . . .Poison
65-75. . . . . .Old Tracks
76—86. . . . . .Observation
Limit Number of 3
87-91. . . . . .ESP
92-96. . . . . .Find the Path
Limit Number of 4
97—98. . . . . .See the Invisible
99-00. . . . . .Sense the Hidden

BLACK MAGICK
01-57. . . . . .Table 1
58-86. . . . . .Table 2
87-00. . . . . .Table 3

BLACK MAGICK - TABLE 1
Limit Number of 3
01—16. . . . . .Cause Minor Wound
17—32. . . . . .Corrupt Food/Water
33-50. . . . . .Evil Prayer
51-66. . . . . .Slow
67—82. . . . . .Weakness
83-00. . . . . .Black Mass

BLACK MAGICK - TABLE 2
Limit Number of 4
01 — 11. . . . . .Curse: Non-fatal Disease
12—22. . . . . .Curse: Misfortune
23—33. . . . . .Curse: Fatal Disease
34-45. . . . . .Create Poison
46—56. . . . . .Create Tainted Water
57—67. . . . . .Create Wine/Drunkeness
68—78. .Inflict Grevious Wound
79-89. . . . . .Empathic Self-cure
90—00. .Summon Werewolves

BLACK MAGICK - TABLE 3
Limit Number of 5
01-20. . . . . .Finger of Death
21—40. . . . . .Summon WereTiger
41—60. . . . . .Possession
Limit Number of 6
61—70. . . . . .Damnation
71—80. . . . . . . *. .Evil Eye
81-90. . . . . .Unholy Strength
Limit Number of 7
91—95. . . . . .Invocation
96-00. . . . . .Sacrifice
BASIC MAGICK
01-38. . . . . .Table 1
39-70. . . . . .Table 2
71-86. . . . . .Table 3
87-92. . . . . .Table 4
93-96. . . . . .Table 5
97-98. . . . . .Table 6
99. . . . . .Table 7
00. . . . . .Table 8

BASIC MAGICK - TABLE 1
Limit Number of 1
01-08. . . . . Create Sand
09-16. . . . . Detach Sand
17-24. . . . . .Remove Sand
25-32. . . . . .Create Dust
33-40. . . . . Detach Dust
41-48. . . . . .Remove Dust
49 ~ 56. . . . . Detach Smoke
57-63. . . . . .Create Light/Dark
64-70. . . . . .Remove Light/Dark
71-73. . . . . *. . . . . Create Fire
74 ~ 76. . . . . Detach Fire
77-79. . . . . Create Smoke
80 — 82. . . . . Detach Light/Dark
83-85. . . . . Affix Light/Dark
86-88. . . . . .Create Fog
89—91. . . . . Remove Fog
92-94. . . . . .Detach Air
95-97. . . . . .Create Mag. Fire
98-00. . . . . .Remove Mag. Fire

BASIC MAGICK - TABLE 2
Limit Number of 2
01—12. . . . . .Remove Smoke
13-24. . . . . .Affix Sand
25-36. . . . . .Affix Dust
37-48. . . . . Create Spray
49-60. . . . . .Remove Spray
61-72. . . . . Detach Fog
73-84. . . . . Affix Fog
85-88. . . . . Amplify Dust
89-92. . . . . .Accelerate Dust
93-96. . . . . .Create Air
97-98. . . . . Detach Magic Fire
99-00. . . . . Affix Magic Fire

BASIC MAGICK - TABLE 3
Limit Number of 2
01-12. . . . . .Affix Smoke
13-25. . . . . .Detach Spray
26-37. . . . . Affix Spray
38-50. . . . . .Create Water
51—62. . . . . Remove Water
63-69. . . . . .Concentrate Dust
70-75. . . . . .Affix Fire
76-82. . . . . Amplify Smoke
83-88. . . . . .Create Flame
89-94. . . . . Detach Flame
95-00. . . . . Affix Flame

BASIC MAGICK - TABLE 5
Limit Number of 4

01-16	Affix Air
17-32	Create Porous Rock
33-48	Remove Porous Rock
49-64	Concentrate Sand
55-80	Detach Water
81-87	Detach Heat/Cold
88-94	Affix Heat/Cold
95-97	Intensify Smoke
98-00	Accelerate Magick Fire

BASIC MAGICK - TABLE 6
Limit Number of 5

	Amplify Spray
15-28	Accelerate Spray
29-42	Concentrate Spray
	Create Dense Rock
50-56	Remove Dense Rock
	Affix Water
	Remove Ice
77-80	Amplify Fire
	Accelerate Fire
	Amplify Heat/Cold
88	Accelerate Light/Dark
	Intensify Light/Dark
	Accelerate Flame
	Concentrate Air

BASIC MAGICK - TABLE 7
Limit Number of 6

	Amplify Water
29-40	Create Ice
	Affix Ice
	Detach Porous Rock
	Affix Porous Rock
	Intensify Magick Fire
	Concentrate Water
	Accelerate Water
	Concentrate Porous Rock
	Concentrate Ice
	Intensify Fire
	Accelerate Heat/Cold
DO (01-50)	Intensify Flame
M (51-00)	
	All Water

3ASIC MAGICK - TABLE 8
Limit Number of 7

01-08	Detach Dense Rock
09-16	Affix Dense Rock
17-24	Amplify Dense Rock
25-34	Accelerate Dense Rock
35-42	Concentrate Dense Rock
43-50	Amplify Porous Rock
51-60	Accelerate Porous Rock
61-68	Amplify Ice
69-78	Accelerate Ice
79-82	Intensify Heat/Cold
83-87	Create Poison Gas
88-92	Detach Poison Gas
93-96	Affix Poison Gas
97-98	Accelerate Poison Gas
99	Concentrate Poison Gas
00(01-50)	
00(51-00)	All Earth

DEMON SUMMONING

Limit Number **of 2**	
01-40	Gargoyle
Limit Number **of 3**	
41-72	Imp
Limit Number **of 4**	
73-88	Lesser Balrog
Limit Number **of 5**	
89-93	Greater Balrog
Limit Number of 6	
94-96	Great Elemental
Limit Number of 7	
97-98	Djinn of the Ring
Limit Number **of 8**	
00 (01-44)	Djinn of the Lamp
Limit Number of 9	
00 (45-71)	Demon de f Enfer
Limit Number **of 10**	
00 (72-89)	Fallen Angels
00 (90-99)	Powers
00 (00)	Principalities

SPELLS FOR SPECIAL CATEGORIES OF MAGICK USERS

NECROMANCERS

01-80	Table 1
81-99	Table 2
00	Table 3

NECROMANCERS - TABLE 1
Limit Number **of 1**

01—16	Command Undead
17-32	Create Skeleton
33—48	Create Zombie
49-62	Control Ghoul
63—70	Astral Projection
71-78	Astral Vision
79-86	Fly
Limit Number of 2	
87-90	Fear
91-94	Speak with the Dead
95-96	Passwall
97-98	Telepathic Command
99-00	Teleport

NECROMANCERS - TABLE 2
Limit Number **of 3**

01-23	Panic
24-45	Secret of Life & Death
Limit Number **of 4**	
46—67	Paralysis
68-78	Levitation
79-89	Teleportal
90-00	Projected Self

NECROMANCERS - TABLE 3
Limit Number **of 7**

01—50	Summon Demonic Warriors
51 . . . 99	Terror
Limit Number **of 11**	
00(01-25)	Command Gt. Undead
00 (26-50)	Command Shadows, Phantoms & Spect.
00 (51-75)	Command Ghosts
00 (76-00)	Great Ring

ASTROLOGERS & DIVINERS
Limit Number **of 1**

01-20	Locate Object
21-40	Locate Person
41-60	Detect Alignment
61—80	Detect Experience
81-00	Detect BIF (DIV-TRACE)

DRUG TRANCE
Limit Number of 1
01—40 . . . . .Astral Projection
41-80 . . . . Astral Vision
Limit Number of 2
81-00 . . . . .Telepathy

SHAMEN
Limit Number of 1
01—37 . . . . .Astral Projection
38-73 . . . . Astral Vision
Limit Number of 2
74-91 . . . . .Telepathy
Limit Number of 3
92-00 . . . . .Rope Trick

ENCHANTER
Limit Number of 2
01-65 . . . . .Passwall
Limit Number of 3
66-00 . . . . Magick Carpet

THAUMATURGIST
Limit Number of 2
01—00 . . . . .Telepathic Command

HEX MASTERS

SOLITARY
Limit Number of 1
. . . . .Astral Projection
. . . . Astral Vision

. . . . .Passwall
. . . . .Teleport

. . . . Magick Carpet
. . . . .Teleportal
Lii: of 4
98 . . . . .Projected Self

COVLM
Limit Number of 1
01-31 . . . . .Fly
32—62 . . . . .Communicate
Limit Number of 2
63-88 . . . . .Teleport
Limit Number of 3
89-96 . . . . .Teleportal
Limit Number of 4
97-00 . . . . .Projected Self

EVIL PRIEST
Limit Number of 1
01-28 . . . . .Astral Projection
29-55 . . . . Astral Vision
56-82 . . . . .Fly
Limit Number of 2
83-91 . . . . .Teleport
Limit Number of 3
92-97 . . . . .Teleportal
Limit Number of 4
98-00 . . . . .Projected Self

CABBALA/SYMBOLIST
Limit Number of 1
01-19 . . . . .Astral Projection
20-38 . . . . .Fly
Limit Number of 2
39-48 . . . . Passwall
49—58 . . . . .Telepathic Command
59-68 . . . . .Telepathy
69-78 . . . . .Teleport
Limit Number of 3
79—83 . . . . .Astral Connection
84-88 . . . . Magick Carpet
89-93 . . . . Rope Trick
94-98 . . . . .Teleportal
Limit Number of 4
99-00 . . . . .Projected Self

MEDIUMS
Limit Number of 1
01-23 . . . . Astral Projection
24-45 . . . . Astral Vision
46—67 . . . . .Clairaudience
68— 89 . . . . .Clairvoyance
Limit Number of 2
90-00 . . . . .Telepathy

POWER WORD
Limit Number of 2
01-23 . . . . .Passwall
24-47 . . . . .Teleport
Limit Number of 3
48-59 . . . . .Levitate
60-71 . . . . .Magick Carpet
72-83 . . . . .Rope Trick
84-95 . . . . .Teleportal
Limit Number of 4
96-00 . . . . .Projected Self

MAGIC SQUARE
Limit Number of 1
01-27 . . . . Astral Projection
28-53 . . . . Astral Vision
Limit Number of 2
54-65 . . . . Passwall
66-79 . . . . .Teleport
Limit Number of 3
80-85 . . . . .Levitate
86-91 . . . . .Rope Trick
92-97 . . . . .Teleportal
Limit Number of 4
98-00 . . . . .Projected Self

AVAILABILITY AND POWER OF RUNES
ON WEAPONS AND SCROLLS By Wes Ives

Weapons may have runes placed on them by Cabbalists working with a Weaponsmith or by Nordic Weaponsmiths and Mages. The following tables provide guidelines for randomly determining the chance for such Runes of Power to be inscribed on a swordblade, the power of the magical inscriptions, and the type of inscriptions.

The presence of magical runes on a blade (as opposed to mere inscriptions which have no magical powers as such) is directly related to the hit bonuses of the weapons concerned. Swords are most likely to have Runes of Power. Use the following progressions:

Sword:	+ 1 = 5%	+2 = 10%
+3 • 30%	+4 = 40%	+5 = 50%
+6 = 80%	*vl* = 90%	+8 up = 100%

Other:	+ 1 = 5%	+2 = 1-%
+3 = 15%	+4 = 25%	+5 = 40%
+6 • 60%		+ 7 = 90%

Weapons of +5 or better may have several runic inscriptions. Ego Swords always have the five spells outlined for them under Melee Weapon Costs and Prices. Others may also be present. It is up to the Game Master to decide on the number of Runes on such high-level Weapons of Power (there could be one per magical increment, beginning at +5 or even more).

Scrolls and Books can also be randomly determined by using the following tables. Scrolls typically have a single spell. Books may have from five to twenty-five pages (5 + 1d20), each with a spell. Such scrolls and books can be enchanted (spells have power and may be used if they can be read correctly; but serious backfire problems can arise if failure occurs) or not; the importance of such materials to a Mage is his opportunity to learn new spells from such writings. Some protections may also be placed on the books, in particular, to prevent unauthorized use. (Mages are typically jealous of their secrets!)

Scrolls and books may also be mere accounts of spells — explanatory, but having no magick power as such. These are good for learning a spell.

POWER OF THE CASTER
roll 1d100 • 1/25,000 x the cost of the weapon

Result	MKL	Concentration Level
01-12	1	2 + 1d2
13-25	2	4 + 1d6
26-37	3	9 + 1d6
38-50	4	14+ 1d6
51-62	5	20 + 1d10
63-75	6	30 +1d10
76-87	7	40 + 1d10
88-100	8	J0+ 1d25
101-112	9	75+ 1d25
113-125	10	100 + 1d25
126-137	11	125 + 1d25
138-150	12	150 +1d50
151-167	13	200 + 1d50
168-175	14	250 + 1d50
176-187	15	300+ 1d50
188-200	16	350+ 1d50
201-212	17	400+ 1d50
213-225	18	450+ 1d50
226-237	19	500 + 1d100
238-250	20	600+ 1d100
251-270	21	700+ 1d100
271 +	22	800 + 2d 100

The Personal Magick Factor (PMF) of the caster is found be doubling the MKL and adding 1d10 to the total; a MKL 3 caster would have a PMF of 2 x 3 + 1d10 or anywhere from 7 to 16.

Note that the result of 1d25 is found by 1d100/4 and retaining all fractions. Similarly, 1d50 is 1d100/2 and retaining all fractions.

The Experience Level of the caster is 10,000 x Concentration Level.

NUMBER OF RUNES
roll 1d100 + 1/25,000 x cost of weapon

Result	Number of Runes
01-50	1
51-75	2
76-87	3
88-93	4
94-97	5
98-99	6
100+	roll twice and add, with 100+ indicating a reroll.

This table, like all others presented herein, is subject to any revision the Game Master desires. It is only a model guide.

TYPE OF RUNES
Roll 1d100

Roll	Type of Rune
-20-10	Detection
11-40	Basic Magick
41-50	Ancient Lore
51-60	Black Magick*
61-70	Command
71-80	Illusion
81-00	Protection**

* If MKU is not MKL 5 or better, reroll.
** As an Amulet of protection, except that htis is a rune. Protection is only rolled once per weapon; after this result has been attained once, subtract 20 from all subsequent die rolls. For a complete discussion of protection Runes, see the following section.

PROTECTION RUNES
These are the Cabbalistic equivalent of Amulets of Protection. They have an Experience Factor equal to the Concentration Level of the casting mage, in addition to an Age Bonus. The Age Bonus is determined by, first, rolling 1d100 on the following table;

Roll	Modifier
01-10	+0
11-25	+20
26-60	+35
61-75	+52
76-85	+70
86-93	+95
94-97	+ 113
98-99	+138
(1)00	+ 171

The Age of the Protective Rune is then determined by rolling 1d100 plus the Modifier just obtained and referring to the Power of the Caster table: the number given in the column labelled Concentration Level is the Age of the Rune. A Rune gains one Experience Factor for every five years of age.

COSTS OF RUNES
Protection Runes add 1,000 SP to the purchase price for every Experience Factor. Other Runes are priced according to the MKL of the caster: (All costs are listed in thousands of SP)

MKL 1 • 32	MKL 12 = 74
MKL 2 - 35	MKL 13 = 78
MKL 3 = 38	MKL 14 = 83
MKL 4 = 40	MKL 15 = 87
MKL 5 = 42	MKL 16 = 91
MKL 6 = 46	MKL 17 = 95
MKL 7 = 50	MKL 18 = 98
MKL 8 = 56	MKL 19 = 102
MKL 9 = 62	MKL 20= 110
MKL 10 = 66	MKL 21 = 115
MKL 11 = 70	MKL 22 = 125

This cost is called the Basic Cost. Every rune listed has a Multiplier which varies according to the availability of the spell and its power. The Basic Cost times the Multiplier is the amount that the particular Rune adds to the purchase price of an item.

THE RUNES

Having determined the category of the Rune, roll on each corresponding table to find the specific Rune and its cost multiplier. If the MKL of the caster is not equal to or above the given minimum, roll again for another spell in the same category. Remember: the Total Cost added to the purchase price is found by multiplying the cost of that MKL's Runes times the Cost Multiplier. Thus, a Detect Enemies Rune by an MKL 8 MKU would cost 56 x 2 or 112,000 SP.

* Combines detect spells for Shifting Walls, Sloping Passages, Small Traps, Suspicious Rooms, and Traps.

Although the authors recognize the fact that many players may use this material to modify games other than **Chivalry & Sorcery,** these spells and those mentioned in all other tables are **Chivalry & Sorcery** magick spells, and they should not be confused with spells from any other game which may have similar names (but radically different properties). Some spells in **Chivalry & Sorcery** have no equivalents in any other FRP magick systems.

DETECTION RUNES

Die Roll	Rune: Detect-	Cost Multiplier
01-07	Alignment	1
08-09	Altitude	1
10-12	**Life**	1
13-27	Magick	1
28-32	Metal	1
33-43	Tracks	1
44-46	Distance	1
47-57	Direction	1
58	Volume	1
59-68	Dungeon Set*	3
69-75	Secret Doors	1
76-79	Enemies	2
80-81	**Evil**	2
82-83	Good	2
84-85	Invisible Presence	2
86	Jewels	2
87-89	Poison	2
90-92	Old Tracks	2
93-95	Observation	2
96	ESP	3
97-98	Find the Path	3
99	See Invisible	4
100	Sense Hidden	4

BASIC MAGICK RUNES

Die Roll	Rune Type	2nd Roll	Rune	Multiplier	MKL Minimum	Components of Combination Runes
01-06	Rock	01-75	Wall of Rock	2	3	Cr (wall)
		76-00	Wall of Rock II	6	5	Cr, Am, Cn
07-11	Ice	01-38	Wall of Ice	3	5	Cr (wall)
		39-50	Wall of Ice II	6	5	Cr, Am, Cn
		51-88	Coating of Ice	3	5	Cr (sheet)
		89-00	Coating of Ice 11	6	5	Cr, Am, Cn
12-15	Rain	01-75	Rain	1	1	Cr
		76-00	Heavy Rain	2	1	Cr, Am, Cn
16-17	Part Water	-	-	4	3	Rm, Dt, Ac
18-21	Fog	01-75	Fog	1	1	Cr
		76-00	Dense Fog	2	1	Cr, Am, Cn
22-33	Normal Fire	01-50	Ignite	1	1	Cr (spark)
		51-00	Firewall	1	1	Cr (wall)
34-52	Magick Fire	01-31	Firewall	3	5	Cr (wall)
		32-43	Firewall II	8	7	Cr, Am, In
		44-56	Fireball	8	7	Cr, Dt, Ac
		57-87	Flame Blast	3	5	Cr (beam)
		88-00	Flame Blast II	8	7	Cr, Am, In
53-66	Light	01-44	Light	1	1	Cr (sphere)
		45-66	Light II	6	5	Cr. Am
		67-78	Sunburst	17	7	Cr (wall), Am, Ac, In
		79-00	Lantern	6	5	Cr (sphere), Af, Am
67-70	Darkness	01-60	Darkness	1	1	Rm (sphere)
		61-88	Darkness 11	6	5	Cr (sphere), Am
		89-00	Stygios	16	7	Rm, Am, Ac, In
71-81	Heat	01-37	Heat Area	3	5	Cr (sphere)
		38-46	Cook Area	12	11	Cr, In, Am
		47-82	Magnifying Glass	3	5	Cr (sphere)
		83-00	Magnifying Glass 11	10	9	Cr, Am, Cn
82-92	Cold	01-35	Chill Area	2	3	Rm (sheet)
		36-50	Freeze Area	12	11	Rm, In, Am
		51-85	Crystallize	2	3	Rm (sphere)
		86-00	Crystallize 11	12	11	Rm, Am, In
93-98	Air	01-37	Air	2	3	Cr (sphere)
		38-47	Wall of Air	8	7	Cr, Cn
		48-84	Wind	2	3	Cr (beam)
		85-96	Wind II	4	7	Cr, Cn. Ac
		97-00	Tornado	16	12	Rm, Am, Dt, Cn
99-00	Gas	01-75	Gas	6	11	Cr (sphere)
		76-00	Gas II	14	13	Cr, Cn, Am

This listing does not exhaust the possibilities of Basic Magick, of course. If one wishes to add additional spells to this list, the algorithm used for determination of the Multiplier was MKL Cost times Casting Level for single spells and 2 times MKL Cost times the Highest Casting Level for combinations of 2 or 3 spells. Four times the MKL Cost x Highest Casting Level was used for combinations of four spells.

Any time that **a** Create Rune is rolled, either separately or as part of a combination, there is a 1-75% chance that the corresponding Remove Rune is also present: if it is present, there is no additional cost.

COMMAND RUNES

Die Roll	Rune	Multiplier	MKL Minimur
01-32	Awaken	1	1
33-^0	Charm Person	1	1
41-48	Sleep	1	1
49-54	Charm Small Animal	2	e
55-64	Clumsiness	2	3
65-66	Hold Small Animal	2	3
67-80	Muscle Spasm	2	3
81-84	Command Small Animal	3	5
85-88	Hold Large Animal	3	5
89-91	Command Large Animal	4	7
92	Hold Person	4	7
93-94	Summon Animal	4	7
95	Hold Monster	5	9
96-00	roll again:		
	01-30 Berserker Rage	9	
	31-60 Bravery	9	
	61-68 Confusion	9	
	69—88 Demoralization	9	
	89-91 Hate	9	
	92-93 Love	9	
	94—98 Mesmerism	9	
	99-00 Geas	20	

ANCIENT LORE RUNES

Die Roll	2nd Roll	Rune	Multiplier	MKL Minimum
01-54	01-10	Noise	2	
	11-25	Hold Portal	2	
	26-60	Night Vision	2	
	61-90	Hear	2	
	91-00	Ventriloquism	2	
55-82	01-15	Astral Lock	4	3
	16-30	Knock	4	3
	31-65	Silence	4	3
	66-00	Farsight	4	3
83-91	01-25	Healing	8	5
	26-55	Haste	8	5
	56-60	Speed	8	5
	61-65	Growth/Diminuation	8	5
	66-95	Strength	8	5
	96-00	Water Breathing	8	5
92-97	01-50	Command Plants	12	7
	51-00	Reflection	12	7
98-00	01-75	Regeneration	25	9
	76-96	Interdimensional Labyrinth	40	11
	97	Control We3ther	100	13
	98	Move Earth	100	13
	99	Super Concentration	100	13
	100	Vitality	100	13

ILLUSION RUNES

Die Roll	2nd Roll	Rune	Multiplier	MKL Minimum
01-50	01-16	Blur	1	1
	17-32	Detect Illusion & Dispel III. I	2	1
	33-48	Wall of Fog	1	1
	49-58	Deafness	2	3
	59-64	Cloud of Dust	2	3
	65-80	Detect & Dispell Illusion II	4	3
	81-94	Dispel Fatigue	2	3
	95-00	Delusion	2	3
51-75	01-14	Trustworthiness	4	5
	15-43	Detect & Dispell Illusion III	8	5
	44-50	Diminish	4	5
	51-60	Growth	4	5
	61-80	Hallucinatory Landscape III	4	5
	81-00	Mirror Self	4	5
76-87	01-20	Hypnotic Spiral	8	7
	21-55	Detect & Dispell Illusion IV	16	7
	56-85	Hallucinatory Landscape IV	8	7
	86-00	Projected Image	8	7
88-94	01-30	Disguise	12	9
	31-50	Phantasmal Weather	12	9
	51-91	Detect & Dispell Illusion V	24	9
	92-00	Phantasmal Landscape	12	9
95-00	01-70:	01-35 Shadow Forces	18	11
		36-70 Shadow Monster	18	11
		71-00 Detect & Dispel Illusion VI	36	11
	71-95	01-35 Phantom Forces	21	13
		36-70 Phantom Monsters	21	13
		71-00 Detect & Dispell Illusion VII	42	13
	96-00	Truesight plus Dispel Illusion VI	48	15

BLACK MAGICK

Die Roll	2nd Roll	Rune	Multiplier	MKL Minimum
01-54	01-40	Slow	5	5
	41-70	Cause Minor Wounds	5	5
	71-90	Weakness	5	5
	91-00	Evil Prayer	5	5
55-80	01-60	Inflict Grevious Wound	12	7
	61-90	Empathic Self Cure	12	7
	91-00	Summon Werewolf	12	7
81-94	01-50	Finger of Death	20	9
	51-00	Summon Weretiger	20	9
95-99		Unholy Strength	30	11
00	−	Evil Eye	30	11
	−			

PRICES & AVAILABILITY OF ALCHEMETICAL MATERIALS   by Wes Ives

ITEM	PRICE IN		Availability
	SP	GP	
Chemicals & Potions (1 dose)			
Philosophical Sulfur	280	11.2	40%
Magick Oil	60	2.4	30%
Philosophical Salt	1200	48	25%
Philosopher's Ash	31,000	1240	05%
Aqua Vitae	13,000	520	10%
Water of Regeneration	24,000	960	02%
Potion of Lengevity	13,000	520	01%
Waters of the Wise	250	10	40%
Water of Emerald	25	1	25%
Water of Sapphire	150	6	15%
Water of Ruby	500	20	10%
Water of Diamond	600	24	05%
Stars of Metals (and Minimum Quantity for Enchanti nent: Price is for a Minimum Quantity)			
Fixed Mercury (.1 Dr.)	4000	160	01%
Platinum (.1 Dr.)	65,000	2600	03%
Gold (.1 Dr.)	5000	200	05%
Silver (.2 Dr.)	1000	40	07%
Copper (.4 Dr.)	800	32	09%
Iron (1 Dr.)	600	24	15%
Ture Lead (10 Dr.)	5000	200	20%
Essences of Metals (1 dose)			
Fixed Mercury	1000	40	05%
Platinum	12,000	480	10%
Gold	5000	200	20%
Silver	800	32	35%
Copper	500	20	45%
Iron	500	20	50%
True Lead	300	12	65%
Alchemetical Gems			
Emerald	3500	140	05%
Sapphire	9000	360	05%
Ruby	25,000	1000	05%
Diamond	32,000	1280	05%
Philosopher's Stone (inert)	350,000	14,000	01%
Homonculi			
Animal	50,000	2000	01%
Human	100,000	4000	01%
Monster	65,000	2600	01%
New Monster	200,000	8000	01%

PRE-ENCHANTED MATERIALS

	Per dragon Price	
Original BMR	In SP	In GP
0	550	22
1	900	36
2	1300	52
3	1750	70
4	2200	88
5	2650	106
6	3150	126
7	3550	142
8	4150	166
9	4700	188
10	5250	210

The Price is in addition to the cost of the raw material.

Availability of any given substance is (the regular availability) times (1 divided by the Minimum Amount in Dragons) times (1 divided by the BMR + 1). If the Minimum Amount is less than 1 Dr, then 1/MA is defined as equal to 1.

Example: Dwarvish Steel has a BMR of 4, a Minimum Amount of 3 Dr, and is available 20% of the time. The chance that some pre-enchanted Dwarvish Steel is handy is (.2) times 1/3 times (1/5) or 1.33, rounded off to 1%.

MAGICAL ITEMS   by Phil McGregor

CLINGFIRE LIQUID

This is a mgaically activated and intensified incendiary liquid similar to Greek Fire - but of a potency at least an order of magnitude greater. As the name implies, it will cling to whatever it hits and cannot be removed by any normal means — as it simply spreads itself to the surface of the object which is being used to remove it and starts to burn that object. Each 1/10th dragon vial will do 20 + 3-30 points of damage to whatever it hits for a number of minutes equal to the MKL of the Alchemist who created it. Clingfire is so potent that it will burn through anything, given time — of course, it will burn through organics at a much faster pace than it would burn through non-organic materials. (The individual GM must determine the speed at which it burns through non-organic materials.) Nothing (see below for exception) will put out a Clingfire fire until the damage causing capability of the Clingfire is exhausted — it can burn even in airless environments as it is self-oxidizing. When available, it comes in vials of glass that are designed to shatter when thrown onto a hard surface — so beware of treating them roughly as Clingfire will start to burn as soon as it comes into contact with air — it does not need heat or flame to start it off.

Production: The production of Clingfire can only be undertaken by an Alchemist of MKL 7 or better - as it can only be distilled by taking it through a Stage II Alchemetical process. Unlike normal Alchemetical operations, this one requires that all the needed materials be enchanted to BMR 0 at 100% before being put through the process. Materials required are: Oil (BMR 6), Sulfur (BMR 2), Phosphorus (BMR 4), Saltpeter (BMR 4), and Quicklime (BMR 5).

If at any stage of the process the process fails (see Advanced Alchemetical Operations in Chivalry & Sorcery), then there is a 100% chance that the glass retort used for the process will shatter and let loose the partially refined products - which will do damage as a Fireball of Magick Fire of 1 Volume per stage per volume (5 dr.) of materials being processed (i.e. 11—20 points/stage/volume of processed materials). Since the Alchemist must be in close attendance at the end of each phase, it means that the Alchemist will be subject to such an attack.

The chance of the glass retort shattering is reduced by 25% for each time the retort is enchanted with the Formlock Spell (as if the retort was a Simple Magical Device) — up to a maximum of three times (or a minimum 25% chance of the retort shattering). For each volume (.1dr of each constituent material, as mentioned above) or .5 dr., 1-3 times 1/10th dragon vials of Clingfire will be produced.

Byproduct: From the ash remaining after the completion of the above process, the Alchemist can fashion a number of 1/10th dragon vials of Glowfire liquid, equal to half his MKL per .5 dragon of materials originally processed by simply mixing it with a dose of Great Waters of the Ruby. Glowfire will emit a strong daylight strength light for a number of days equal to 10 x MKL of the Alchemist performing the process. 1/10th dragon of Glowfire is equal to the light of the brightest oil lanp for lighting purposes. When the charge of the liquid is exhausted, it may be reactivated for a period equal to the original period of activation by heating it in a crucible - there being a 75% + MKL of Alchemist chance of this being done successfully (or 25% + half MKL of MKU; or 10% + 1/10th Level of non-MKU).

Glowfire Liquid can be used to coat non-porous objects — but it will not dry on them, it will merely form a wet film. If a porous material, including human or other types of flesh, comes into contact with it, it will be absorbed and will turn that object/person into a lamp (living or otherwise) for the remaining activation period.

Protection: By using some of the ash as an ingredient in an Amulet of Protection (see Amulets of Protection in Chivalry & Sorcery) the amulet will become an Amulet vs. Clingfire (only vs. Clingfire) and will cause all Clingfire hitting the wearer to be treated as normal fire as far as damage is concerned and will allow it to be extinguished as if it were normal fire.

DRAGON'S TEETH

These are prepared by Necromancers only, though they may be used by anyone (even non-MKUs). They are simply the teeth of a Dragon with a Create Skeleton spell cast on them as if they are Simple Magical Devices — but 1—6 + MKL of the caster Teeth may be enchanted at one time. A Shape Change spell will also have to be cast on them. To use DragorYs Teeth, simply plant them in the earth and pour wine or brandy on them — they will sprout into a fully grown skeleton in 1-3 minutes (90% chance of a type I, 10% chance of a Type II). If, however. Wine of Drunkeness is used, there is a 90% chance that a Type II Skeleton will result and only a 10% chance of a Type I.

MAGICK WHETSTONE

This item can only be enchanted by a Weaponsmith Artificer. It requires the use of Granite (BMR 6) in its construction — but is otherwise treated as a Focus (see Chivalry & Sorcery) and must be enchanted as such. There are two types — one weighing 10 dr. and a portable model weighing only .5 dr. The ten dragon version will enable an Artificer to put an edge onto a non-magical blade that will give it To Hit and Damage bonuses equal to half the bonuses he could enchant into a blade at that level/MKL. The portable version will only allow an edge equal to one quarter of the Artificer's bonus to be put on (minimum of +1). However, there is a cumulative chance that the blade will shatter, as it is not made to take such a high-powered edge. The chance of shattering is equal to 2% per (+) bonus per sharpening if done by an Artificer, or 5% per plus Bonus per sharpening if done by a non-Artificer. The edge put on the blade is never permanent, it will be dulled at the rate of —1 per critical hit by the weapon until it reaches normal. Also, note that the sharpness of the blade does not make the weapon magical, it may not, therefore, hit creatures that may only be hit by magical weapons.

STAR SAPPHIRE

This requires a Dwarf-cut Sapphire which must first be enchanted to BMR 0 at 100% per the rules for enchanting simple magical devices. Once this is done, it must be soaked in Great Waters of Sapphire — requiring 1 dose of that material per 50 cts; this soaking must last for a time equal to (30 — MKL of creator) x Number of doses in days. Once these processes are complete, the Sapphire must have a Light spell cast on it once per 10 cts. of weight. Once this is done the device will project light in a beam (like a flashlight) 10 feet ahead per 10 ct. of weight of the sapphire. It may also have Truesight cast on it by further soaking it in Great Waters of the Ruby at the rate of one dose per 25 cts. of weight after the initial Light spell has been imprinted on it. It must then have Truesight cast on it once per 10 cts. of weight - it then projects Truesight as per the Light beam above. The Truesight beam is projected at all times while the Light beam is projected at night or in darkened places only.

CRYSTAL OF POWER

This is a battery which stores Fatigue points - but for the purpose of casting spells only. A Magick battery contains a variable amount (according to size) of Fatigue Points, which will enable an MKU to cast spells at no fatigue loss, as long as fhey have enough points left to cover the normal cost of casting the spell. A Crystal of Power can contain up to ten fatigue points per one inch of diameter and is used by the MKU holding it so that it touches his bare flesh during the spell casting. The device is a ball of enchanted galss that seems to be filled with a softly glowing yellow-green mist.

To construct a Crystal of Power, the following ingredients are required: 2/10 dr. of glass per one inch of diameter, 1/10 dr. of silver, 1/10 dr. of zinc, and 1/10 dr. of Acid plus three other materials — all of which must be enchanted as per the rules for enchanting Simple Magical Devices. The Crystal of Power is very fragile and, if dropped, there is a 50% plus 10% per twelve inches dropped chance that it will shatter and leak out all remaining Fatigue Points. It may be recharged, when exhausted, by the MKU simply concentrating over it — by doing this he can recharge it at the rate of 1 FP for each 2 FPs he uses to concentrate with.

WATER BALL

This is of similar construction to the Crystal of Power, but the glass sphere is silvered on the inside, a process that turns the outer surface into a very effective mirror. On the top is a small button, and on the bottom is a small mesh covered circular opening (mesh of platinum). When the button at the top is depressed, pure water (distilled) will gush out at a rate depending upon the size of the Water Ball. For each one inch of diameter it will produce .1 to 1 flagon of water, depending upon the relative water content of the air, as determined by the GM and the general weather conditions — per minute. The maximum size of a Water Ball is ten inches in diameter.

The construction of a Water Ball is as per a Simple Magical Device — but it requires that two of the seven required materials be 2/10 dr. of glass per one inch of diameter, plus V, dr. of Platinum wire per one inch of diameter. Once it is completed, it must have an Intensify Cold spell cast on it, and this will ensure that it will work 10—100 plus MKL of caster times before requireing a recharge.

POTIONS OF ADDICTION

This is an additive that can be mixed with normal magick potions as a form of booby trap. One dose of this will mix with two doses of normal potions to make three doses of addictive potions. For each dose of a potion treated in this way, there is a (60% — Constitution) chance that a character taking it will become addicted. If he does, one dose per day of the same type of potion (as far as its intended magical effect goes) must be taken to avoid withdrawal symptoms — which will result in Pain (this dose need not be of an addictive potion). For each hour without the needed fix of potion, the Pain Threshold of the character will be reduced by (25% — Con) and an immediate roll must be made to see if the character exceeds his new pain limit (if he does, see the rules in C & S Sourcebook for the effects). Once the pain threshold is reduced to 0 or less, there is a (25% — Con.)% chance per hour that the character will lose one point of Constitution permanently (at least until cured of the addiction). If the character has a Constitution reduced to zero, he or she dies in agony as a result of the withdrawal effects — even if resurrected there is a (100 — Con.)% chance that he/she will still be addicted. To cure the addiction, one of the following must be used/applied on the addict:
Great Cure (Clerical Miracle 16 — one attempt only)
A dose of Universal Antidote
A dose of the Specific antidote for that potion (see below)
Once a cure is effected, the character will regain Constitution points at the rate of one point per month — but 20% (minimum of one point or round down) will be permanently lost — unless the addiction was cured by the Great Cure, in which case, 100% of the lost Constitution points will be regained.

Note that the dose of potion used to avoid withdrawal symptoms will have no other effect — it will require a second dose of the same sort of potion to gain any magical benefit that would normally be provided by that potion.

Ingredients: The following ingredients must be used in the process of enchantment (which is done as per a Simple Magical Device): Opium and Black Lotus Essence. Each batch of the potion will result in 1—3 + 1/5 MKL of caster doses of the Addictive additive, plus 1—3 doses of the Specific antidote (which, when mixed with the same sort of potion as the addictive ingredient is will produce two doses of specific antidote).

POTION OF SLEEPLESSNESS

This is not, as it would seem by the name, an insomniacs' curse, rather it is a magical form of pep-pill. Each dose will enable a character to go without sleep for a number of hours equal to the MKL of the maker, at the end of that period a further dose must *be* taken or the user will fall into a coma-like sleep for a number of turns equal to the time his waking period was extended. There are, however, dangerous effects of going without sleep for too long — for each day beyond the second without sleep, a character will lose a number of Fatigue Points equal to one per day beyond the second (thus, on day 3 he would lose one FP, on day 4 he would lose 2 points, etc. These points are lost permanently until the character gets some sleep). For each day beyond the third there is a (25 — Int. + 5 per day)% chance that the character will have to roll on the Mental Health Table (see **C & S**) — with a roll of 01—25 giving one phobia check. If the chance of having to make this check ever reaches 100%, then there is a 10% chance that each of the phobias and ailments (except Hemophilia) he has rolled to that point

will become permanent. (Once a character's Fatigue Point total has reached zero, there is no further effect in this area. That is, Body points are never lost through lack of sleep alone.)

This potion also gives the character a save versus all Sleep spells or potions equal to half the MKL of the creator (roll on 1d20).

Ingredients: As per a Simple Magical Device but one of the ingredients must be a Black Rose bloom.

MAGICK HORSESHOES

These horseshoes are designed for use by Warhorses and they may only be made by Weaponsmith Artificers. They are constructed exactly the same way as magical swords but never shatter. They may be made up to +8, but they may never be the equivalent of Flaming or Ego Swords. A set of four shoes will take as long to make as a sword of the same (+) bonus. Only Intelligent horses may use such shoes to full effect immediately, other warhorses take 1—6 months to learn to use each plus (thus an unintelligent horse would take 8—48 months to learn to use a set of +8 horseshoes effectively — though, after 1—6 months it could use them as +1, after 2—12 months as +2, etc.).

MAGICK CONTAINER

This is simply a container of any size or shape, and of any material, that has been enchanted as a Simple Magical Device and has then had the Dimension Distorter spell cast on it to enchant it again (for the second time) to BMR 0 at 100%. This results in the internal dimensions of the container being multiplied by the MKL of the creator at the time of the enchantment (or less, if this is desired) with no change to the external dimensions or to the weight of the container. There is no limit to the external dimensions of the container — beyond that of the time needed to enchant the materials required. Living creatures may be put inside (as long as the dimensions of the exterior opening will allow this, as the size of the opening does not change). Since most of the potential contents are really in another dimension, the container can, at most, weigh no more than what could be packed into a normal container of the same external dimensions.

MAGICK ROPE

This is a Simple Magical Device whose primary ingredient is a length of rope. This is firstly enchanted as normal with the other six necessary materials to BMR 0 at 100%, and then must be further enchanted with the following two spells: Growth, Inanimate and Shape Change, Inanimate. Once this is done, to BMR 0 at 100%, for each spell, the rope will have the following abilities:

1. Grow, on a verbal command, to a length equal to its normal length times half the creator*s MKL at the time of creation. The weight and strength of the rope will remain unchanged by this spell.

2. Turn one or both ends rigid so that they can be used as grapnels.

3. The ability to knot itself around any protrusion it is thrown at at the rate of 5% chance per MKL of the creator.

4. Fight/Move as a Giant Snake — doing constriction damage only, for a number of turns equal to the MKL of the creator. If killed, it loses all magical powers.

CAPE OF GLIDING

This is a cape of silk lined with the finest wool cloth for warmth. Apart from functioning as a normal cloak in all respects, this Cloak may also act in a most unusual fashion. When the correct command is given, the cloak will become rigid and take on a triangular shape, and the fastenings will turn into a body harness slung beneath it. The harness will take one character only, and, in this state the cloak becomes a semi-magical Hang Glider which can stay airborne for differing periods of time, depending on the Wind strength (see **C & S Sourcebook**).

Wind Strength	No. of Turns Airborne	Speed (Max.)
None	Equal to MKL of creator	250m/turn
Light	MKL + $^1/_2$ Dex. of Flier	500 + Dex. x 5m.
Brisk	MKL + Dex. of Flier	1000 + Dex. x 10m.
Blustery	MKL + 2 x Dex. of Flier	1500 + Dex. x 20m.
Gale	MKL + 3 x Dex. of Flier	3000 + Dex. x 50m.

If the cloak is enchanted with Levitate, the speed or the duration can be double normal (but not both).

There is, however, a chance that the flier will lose control and crash to the ground, taking 1—6 points of damage for each (10 + Dex.) meters fallen. The Cloak will have a minimum altitude of 10% of its current speed in meters. The chance of losing control also depends upon Wind speed:

Wind Strength	Chance of Control Loss
None	0%
Light	5 - Dex.%
Brisk	10 - Dex.%
Blustery	20 - Dex.%
Gale	40 - Dex.%

Ingredients: Silk and Woolen cloth, plus five other ingredients as per all Simple Magical Devices. Once the basic cloak has been enchanted to BMR 0 at 100%, it must be further enchanted to BMR 0 at 100% with Rigidify and, optionally, with Levitate.

MESSAGE RING RECORDER
This is a flat, circular ring of smooth, polished surface that, when spun on its edge (like a top) speaks with the voice of the person who has impressed the message on it. The message may be no longer than (5 x MKL of creator) in the number of words it contains. To impress a message on the ring, an MKU must concentrate over it as if he/she were casting a spell, with a cost in Fatigue points as if he were doing just that with no magical aid (i.e. minus 10% from FP). A non-MKU may impress a message at five times the normal cost (i.e. minus 50% from FP). A message so impressed may only be erased by the original sender, or by some trusted companion to whom he has entrusted the ability to do so (each particular Message Ring Recorder has a specific word of erasure that will affect it only).

Ingredients: The Ring must be enchanted as a Simple Magical Device and one of the ingredients must be Star of Silver.

MAGICK NEGATOR
This is a seemingly normal focus (see Chivalry & Sorcery), but three of the materials required in its construction are True Lead, Fixed Mercury, and Mithril. Once the basic enchantment (as if it were a Focus) is complete, the Magick Negator has a 5% chance per 2MKL of its creator (at the time of its creation) of negating all spells cast at or within a sphere equal in radius to that applicable to the Spell Range for an MKL equal to that of the creator (again, at the time of its creation). If the Magick Negator is successful in negating the spell, then the spell will be totally ineffective and will not work at all. Even if it does not negate the spell, it will reduce the Targeting chance for that spell by an amount equal to half its negation abilities (drop all fractions). It has a maximum negation ability of 50%, however, for each MKL of the possessor (as it is reached, even after the device has been completed) it may have one spell known to the possessor imprinted on it (by enchanting that spell onto it as if it were a Simple Magical Device), and this spell will always-be totally negated (100% negation). Inside the field of effect, even the possessor must attempt to overcome the negation ability of the Magick Negator. The Magick Negator may be temporarily deactivated (really shielded) by placing it within a container lined with lead (which will shield it for 1—10 minutes) or True Lead (which will shield it indefinitely).

FIELD DRESSING
This is a linen bandage that has been enchanted as a Simple Magical Device. Once placed on a wound it has the following effects:

1. It automatically Staunches Wounds, even Uncontrolled Bleeding.

2. It prevents the infection of the wound (Septicaemia, Peritonitis, and Gangrene as per C & S Sourcebook).

3. It reduces the chance of wounds reopening by 50%.

It may be used to treat only one wound and may not be reused. Also, multiple wounds require multiple dressings.

Ingredients: One ingredient must, of course, be a linen strip or bandage, another must be Common Mould (Bread Mould = Penicillin!). Note that Physicians and Chirurgeons may prepare such a dressing by rolling their Medical ability as a percentage.

WARDS MAJOR
These are a set of eight ivory cubes about one half inch on a side — four are white in color and four are black. To be used they must first be activated, which is done in the following manner:

1. Set them in pairs of one black and one white cube (they must not touch at this stage) and each must then be touched by the MKU — a process taking one turn to complete.

2. Once this has been done, the black and white components of each pair must be joined together by the MKU — expending 5% of his Fatigue per pair (20% total). This process causes them to become magnatized to each other and merge into a greyish-silver color. At this point a full turn is required to utter the necessary words to complete the construction of the Ward.

Once this total process has been completed, the Ward will remain operative for a number of hours equal to the MKL of the initiator of the process. While it is operative, the wards may only be touched by the person who activated them — and they will possess the following abilities:

1. Acting as an inpenetrable shield against all magical or physical attacks. It may only be penetrated by an MKU of superior MKL to the activator — and only at a 5% chance per MKL of superiority (this will also be the chance of targeting a spell into the interior of the Ward) — the chance of penetration may be increased by 1% per 2 Fatigue Points expended in such an attempt.

2. Acting as a Focus in all respects — for the activator (for as long as it remains active).

3. It may have any spell cast on it — and this will then remain active as long as the ward is active (eg. it may have Sleep cast on it and this would affect all in the spell range of the caster as long as the Ward was active).

Ingredients: Wards Major are enchanted as Magical Devices of Power and require as base materials bones of either the Dragon or Unicorn for the white cubes, and bones of the Balrog for the black cubes.

PIPES OF FEAR
These may be constructed only by Mechanician Artificers. They consist of a seemingly ordinary flute-like tube which is capable of producing ultra-low frequency (subsonic) levels of sound — especially in the fear inducing frequencies. So, when blown, they will be able to cause all within range (equal to the spell range of the maker) to check morale immediately and with an unfavorable modifier of 5% per MKL of the creator of the Pipes. Since they are not really magick, they are not lessened in effect by any resistance a character might have versus magick, and they are always automatically targeted versus all within range. Only characters with above average levels of intelligence will have any resistance to these Pipes at all — at 5% per point of Intelligence they possess over 10. Even if they resist it, this only reduces the effect on morale checks by half. These Pipes must be enchanted as Simple Magical Devices.

ARMOR POTION
This is a clear liquid produced as a Simple Magical Device. When mixed with scrapings of any type of armor and drunk, it will cause the consumers' skin to become as strong as the armor class in question — even if magical armor! Yet it will still remain flexible as normal skin. This effect will last for 5 x (MKL of creator) minutes and the potion must be drunk within one hour of being mixed with the armor scrapings or it will go sour and lose all powers. Remember, however, that such skin could be a mixed blessing; for instance, if a bad gash is received, how can Armor Class 10 be stitched?

Ingredients: The Mercury of the Star of Iron plus Dragon Blood must be included among the incredients for this potion.

VAMPIRE MIRRORS
These are ordinary seeming mirrors of any shape or size which have been enchanted as Sinrple Magical Devices. These mirrors will show no reflection of characters in general (or, alternatively, those meeting specific requirements, such as those of Intelligence 12+, etc.) — thereby intimating that they are vampires. Similarly, they will show the reflections of Vampires. Alternately, they will show reflections of both normal characters and vampires. Such mirrors must be enchanted with the spell Disguise (Illusion of the Fifth Circle) to BMR 0 at 100%.

Ingredients: One of the seven ingredients must be Star of Silver at the rate of .1 dragon per square foot of the reflective surface of the mirror.

MONSTER SEEDS

These are small black spheres shot through with streaks of silver. They are, in reality, magically reduced/dehydrated monsters — just add water (or wine, if you prefer drunken monsters) and in 1—6 minutes they grow to full size. They do not automatically obey the person who frees them — though they will be favorably disposed toward them (but, only if he is not the MKU who imprisoned them). Add +5 to the reaction die of the monsters when reacting to those who freed them. There is a 25% chance (double if the imprisoning MKU releases them) that the monster will be annoyed, giving a —5 to reaction dice. All sorts of monsters, except undead, may be found in this state.

Construction: To construct such a seed, the MKU must make a potion as a Magical Device of Power in which the spell Diminish (level 3 Ancient Lore) and Word of Power: Paralyze (Command of the Seventh Circle) are imprinted. One of the ingredients must be Aqua Vert (Waters of the Wise), which in this case will not increase the number of doses produced. One dose will reduce a single monster of any size to a Monster Seed in 1—6 minutes.

ANIMAL SEEDS

As above, but the potion has been used on non-intelligent animals. Such animals are always extremely angry when released — attacking automatically. There is no way of telling Animal Seeds from Monster Seeds.

CORDOFGAROTTING

This is a Thievish item and may only be produced by a Weaponsmith Artificer. It is a magical garotte (a strangling cord with wooden handles for a better grip) and requires the use of cured Dragonskin (Dragon-leather) for the braided cord and of Entish or Elvish woods for the Handles. It is enchanted as a Simple Magical Device. For each two MKLs of the creating Artificer, the Garotte may have +1 added to its To Hit chances and damage. Its base To Hit chances are as for a Thieves Dagger (rear attack) on the Non-Fighter table. If a critical hit is scored, there is a chance equal to the Critical Hit Percentage minus 10% per Armor Class of the target over 0 that the neck will be broken, resulting in instant death or, if the roll fails to secure this, in unconsciousness for a number of turns equal to the level of the thief (or half the level of a non-thief). The thief may choose to take it easy to avoid breaking a victim's neck — in which case rolling for a broken neck will only result in a period of unconsciousness twice as long as normal (only Thieves may utilize this option) — in such a case both base To Hit and Critical Hit chances are reduced by 10%. Once the damage done by the garotte has used up all the Fatigue Points of the victim, the victim will become unconscious (if not already so) for a number of minutes equal to half the level of the Thief or one quarter the level of a non-thief. If strangling is continued beyond this point, Body Points are used up — and death will eventually result from strangulation.

ARROW OF RETURNING

This is a normal seeming arrow/bolt that has been enchanted by a Weaponsmith Artificer in the accepted manner. However, it has no magick To Hit/Damage pluses — instead it has a 15% chance per plus bonus the Artificer could have enchanted onto it that it will return to the quiver of the firer after hitting/missing its target — it will cause normal damage and must be enchanted as a Simple Magical Device.

MAGICK WOOMERA

Also known as an Atl-Atl — a spear throwing device. This may only be made by a Weaponsmith Artificer — as a Simple Magical Device. It increases the range of spears and javelins by 25% and will also increase their accuracy by +1 for each 4 MKL of the Artificer creating it. This does not mean that the missile becomes magical, it does not — but the accuracy with which it is targeted is increased.

RING OF QUESTIONS/MANY ANSWERS

This is a plain metallic band engraved with the scale of Justice and the blind goddess as a crest. Both rings require the following ingredients: Waters of the Wise (Aqua Verti), Great Water of Emerald, Great Water of Sapphire, Star of Gold, and Fixed Mercury (optional in the Ring of questions, but a necessity in the Ring of Many Answers). The Ring of Questions is enchanted as a Magical Device of Power. Both rings rnust be enchanted with the spell Word of Power: Answer (Command of the Fourth Circle). The Ring of Questions has as many charges as are placed on it, while the Ring of many Answers has as many as are placed plus a recharge ability of one per day. The possessor of these rings is allowed to ask Questions of the Gods (the GM) and these are answered according to the length of answer required (as decided by the asker - i.e. the asker decides the amount of detail desired). Even if not answered, the asking of a Question uses a charge. Questions requiring a simple yes/no answer are answered 100% of the time; those requiring a one sentence answer (of 2-5 words) are answered 80% of the time. Those requiring a 2 sentence answer are answered 50% of the time, and those requiring longer answers are answered 25% of the time. The Ring of Many Answers may, instead of the above ability, have the ability to answer one yes/no question per Concentration Level of the possessor.

In any case, the GM should be careful to make the answers as literal as possible — and to use every ambiguity of the question to twist such an answer. For that matter, it might be a good idea to couch all but yes/no answers in terms of a riddle or a snippet of rhyme — with the usual chance of misunderstanding the obscure references usually found in such (there might be a chance equal to the chance of no answer being given of an answer in the form of a riddle/rhyme.) Answers to questions about possible future events will always be in such an obscure form — preferably with a multiplicity of possible meanings (after all, even the Gods do not know what the future will bring for certain).

ASSASSIN'S BLADE

This blade may be any form of edged weapon, and may only be made by a Weaponsmith Artificer. It is a form of Thrice Forged sword and must be thrice cursed in the process (each curse requiring its use in the human sacrifice at a different Black Mass). Once this is done it will have the following abilities:

1. When used to strike from behind its To Hit and Damage pluses are doubled — and it will cause an automatic Critical Hit.

2. If, at any time, given a twist before being withdrawn from a wound (1% chance per level of Thief or ½% per level of non-Thief) it will leave a splinter of metal in the wound that will halve the healing rate and double the chances of septicaemia, peritonitis, and gangrene developing. It will also halve the chances of a Physician/Chirurgeon healing such a wound.

Such a blade will be a minimum of +8 To Hit/Damage plus one +1 per MKL over 20 of the creating Weaponsmith Artificer.

PERFUME OF LUST

This is a Simple Magical Device and its prime ingredients are: Wine of Drunkeness and Musk. It is an extremely volatile liquid and will evaporate rapidly if not kept in a sealed container. One dose will result in enough to fill ten cubic feet. All beings (except Undead) within the area of effect are immediately smitten with feelings of uncontrollable lust and will stop whatever they are doing to engage in heterosexual (or if no member of the opposite sex is available, homosexual) intercourse. Since this is not magick in the strictest sense of the word, the magick resistance of a character is irrelevant, though certain chemicals and drugs allow immunity (e.g. Alcohol in large quantities will result in immunity - and drunkeness!).

POTION OF KNOWLEDGE/ARCANE KNOWLEDGE

These potions are the essences of a deceased (through whatever means) character's skill in the relevant areas. They are created by taking the ground up brain and spinal cord of the character in question and mixing it with the needed materials to turn it into either a Simple Magical Device or a Magical Device of Power. As a simple device, it imprints knowledge of one skill (from the section on Making a Living in Chivalry & Sorcery) or one spell per dose into the brain of the user. A spell will be good for one use (even if the user is not a MKU) and skill in the profession will last for a number of days equal to the MKL of the caster. As a Device of Power it will imprint permanent knowledge in the area of skill or spell — which may then be used as if the character had learned them in the normal fashion. There is no limit to the number of spells/skills that may be learned in this manner unless they all come from a single brain — in that case there is a 5% chance (cumulative) per dose taken that the dead character's personality (Intelligence/Wisdom/Alignment) will take over the user — but only in the case of a Magical Device of Power type dose.

Creation: In the enchantment process, 1 skill/spell per MKL of the MKU enchanting the potion may be distilled. This is, however, a random process, thus, the exact skills/spells so distilled will be determined randomly by the GM. This applies only if it is being enchanted as a Simple Magical Device. If it is being enchanted as a Device of Power, 2 skills/spells per MKL of the enchanter may be distilled and these may be chosen.

BAG OF ENOUGH
This is a simple lefther food bag that has been enchanted as a Simple Magical Device and has then had Create Food/Drink (Level 4 Ancient Lore) cast on it to BMR 0 at 100%. Once this is done the bag will always contain enough food for one person for one meal. When consumed, there will again be enough for the next meal — and for up to three meals per day. Food from such a bag is always neutral in its effects.

ALCHEMIST'S WEED
This requires as components Seaweed (which must be enchanted as a Simple Magical Device) and then have the spell Change Plants (Level 5 Ancient Lore — similar to Command Plants of Level 4 Ancient Lore, but may cause a change in the basic nature of the plant). This results in the creation of a hybrid version of the seaweed, which is sterile, but which will produce the specified elements from sea/salt water (such huge amounts must be processed that it is only feasible to use them in large bodies of salt water). Some elements that may be extracted are Hydrogen (gaseous). Iron, Sodium, Magnesium, Aluminum, Gold, Silver, Platinum, Iodine, etc. Each plant will live for a length of time in weeks equal to the MKL of the creator and will produce 1 dr. per MKL of non-precious materials or .1 dr. of precious materials per day.

CIRCE PLANTS
These are Rose bushes that are enchanted as above, but as Magical Devices of Power. Once created they will reproduce a number of seeds equal to one fifth of the MKL of the creator each (25 - MKL of maker) years. They are unique because the produce an emotion producing pherome instead of their normal scent — and as such, are useful in diplomatic and other affairs. There are various types which are mostly differentiated by the color of the flower they bear:

Crimson: deep, instinctive level sexual passion.
Pink/Blue: desire for marriage and to be obedient to spouse.
Blood Red: unreasoning hatred of the opposite sex and/or bloodlust.
Green/Yellow: unnatural, almost paralyzing fear, it may actually cause death due to its intensity in some cases.
Deep Blue: sadness/fatality in all actions.
White: apathy, sense of safeness, will lay down and die because of total apathetic attitude to all stimuli.

These flowers may be saved against by rolling a number equal or less than half their intelligence on 1d20. If the save is not effective, the affected character will not even realize that anything unusual was caused by the Roses (he will put the effects down to some other reason). Every time the character comes near such a plant and fails to save against it there is a 5% cumulative chance (if it is the same type of plant) that the effects of the pherome last permanently, otherwise they last for a number of minutes equal to the MKL of the original creator. If the effect does become permanent, only a Clerical Cure Disease or a dose of Universal Antidote will cure the affliction. A spell of Dispell Magick will not work due to the chemical nature of the effect.

COIN OF RETURNING
This is an ordinary seeming coin that has been enchanted as a Magical Device of Power and had Teleportal cast on it. It differs from other coins by teleporting itself back to the last owner if spent or stolen. It may, however, be given freely by the possessor to a new person, who will then become the person to whom it teleports back. Also, if the owner dies, it will attach itself to the first person to pick it up. It is thus a great thing to have when you are down to your last coin.

Ingredients: Copper coins require Star of Copper as a base; Silver coins ..require Star of Silver as a base and Gold coins require Star of Gold.

CHAMELEON CLOAK
This cloak requires the following materials for its construction: raw (white) Silk for the outer material; raw bleached wool for the inner material; and most importantly, 6 + 1 enchanted dyes for the finishing process. Each Dye must be enchanted separately as a Simple Magical Device. Six are ordinary colors and one is either Jet Black or Snow White. The colored dyes are applied to the silk outer material in a splotchy, camouflage pattern, while the White or Black is applied to the inner woolen lining. Once the dying process is complete, the whole cloak must have Hallucinatory Landscape (an Illusion of the Third Circle) cast on it 6 + 1 times — it is then ready for use. When worn as a normal cloak, secured only by a throat clasp, it has no unusual properties. However, when secured down the front and with the Hood in place over the head, it becomes active. In this state, the outer side (if facing outward) acts as a magical version of a Chameleon skin — the result being a —1 modifier to any blow being struck at the wearer (even by missiles) for each MKL of the maker of the Cloak — but only between dawn and dusk. This outer side is ineffective at night. The inner surface, if turned outward and if dyed black, acts in the same fashion at night and in dark places. If, however, it is dyed White, it is useful only in Snow/Arctic environments, but for both day and night use. Note that due to the peculiar angle of the sun at Dawn and at Dusk, the Cloak is completely useless for approximately ninety minutes per day (about 45 minutes at Dawn and 45 minutes at Dustk).

AMULET OF NIGHT VISION
The amulet consists of a Catseye (a semi-precious stone) enchanted as a Simple Magical Device with the spell Amplify Light. It enables the wearer to see in the dark as if he/she were an animal with night vision. If enchanted a second time (as if from the original BMR) with the spell Intensify Light, it acts with even greater efficiency, the range of effective vision then increases to the Spell Casting Range of the creator (not the User). It can only see in a line of sight and cannot enable the user to see invisible objects or through illusions, etc.

TANGLEVINES
These are a hybrid strain of creepers and thorns whose seeds are enchanted with Growth Plant and Plant Control as Simple Magical Devices (10 x MKL of caster seeds may be enchanted per batch). The hybrid strain must, however, first be bred and this takes 26 — Intelligence months to accomplish, but, once developed, an unlimited supply of the basic seeds is available. Anyone may use these by simply placing them in soil and water. One seed will grow to fill 500 cubic feet in one turn — and will continue to grow for a number of turns equal to 1/5 of the MKL of the creator on barren ground or equal to H of his MKL on fertile ground (to be classified by the GM). Anyone caught in such a tangle will suffer immediate damage of 1d10 points plus 1 point per MKL of the creator of the tangles per turn as he attempts to cut his way out unassisted. Such damage can only be inflicted on the fatigue of a character — and once this is exhausted, so is he. At that point he must rest and regain his strength for further hacking and slashing.. In any case, the Tanglevines die after a number of hours equal to the MKL of their creator and, at that time, wither away to a point where they merely form an obstruction to traffic (they cause no further damage at that point). To cut through one volume of vines takes 25 - Strength of the cutter minutes. If more than one is cutting, add half the strength of all involved, with the proviso that it takes a minimum of five minutes to cut through a volume of Tanglevines, no matter how many men are cutting.

LYTTA SPORES
These are similar to the Tanglevines above in that they are a hybrid strain of a fungi normally found only in ancient tombs. They are enchanted in the same way as Tanglevines, with Growth Plant and Plant Control as Simple Magical Devices (10 x MKL of enchanter Spore sacs may be enchanted as one Device). The hybrid strain must, as with Tanglevines, first be bred, a process taking 36 - Intelligence months. Once available a supply of MKL of grower Spore sacs will be available each month, but during Spring and Summer only. During this period of growth they require the application of one dose of Magick Fertilizer (a Simple Magical Device in potion form) per month to produce spore sacs. These Sacs are of a leathery, skin-like material which, though tough enough to resist accidental opening, can be opened readily. Inside the Sac are the Lytta Spores.

To activate the spores it is only necessary to* throw the open sac onto the ground with force, the spores will then be explosively expelled in all directions. The Spores are extremely tiny and are, thus, readily carried long distances by air currents. On contact with any form of nutrient (from fertile, or not so fertile, soil to animal or human flesh) these spores burt into lightning like growth — at the rate of 1000 cubic feet per turn. They initially grow for a number of turns equal to the MKL of the creator, a rate of growth which is extended for 1 — 10 turns (determined by the GM) for each significant source of nutrients they encounter. Every turn the fungus explosively expells spores for 10—100 feet in all possible directions, and these spores act exactly as the original spores expelled. However, the Gungi/Spores will grow only for a maximum period, no matter how much nutrient is available, equal to 10 x MKL of the creator turns. Once growth has stopped, the fungi simply die, and form little in the way of an obstruction to movement (they tend to disintegrate into dust when touched if dead). Any source of nutrient, especially living tissue, is literally consumed instantly if unfortunate enough to come into contact with Lytta Spores, but only if they are breathed into the lungs or alight onto a fresh wound (or slightly bloody bandage). Breathing Lytta Spores is definitely unhealthy.

NEWS CONVEYANCE by Phil McGregor

In the Medieval period, there was no regular means of conveying news or of sending personal communications as we enjoy today. There were, however, special courier services run on a private basis and which were available to those who could afford them. But, such services were expensive, and , consequently, only large business concersn, major banks, governments, and a few extremely wealthy individuals could afford to avail themselves of these services. The rules given below will detail the cost, speed and safety of such services, whether land or sea based.

LAND COURIER SERVICES

There are several forms of such services. The cheapest is Rumor which costs nothing. However, any given rumor will only travel at the rate of 4d.10 miles per day (roll every day until it arrives at its destination) and this rate is reduced to half during rainy or cold weather, and is further reduced to 1d6 miles per day in snow.

The next cheapest form of sending a message by land is to go to the local market and/or bank and enquire about any merchants who might be travelling in the required direction. There is a 6d10% chance that there are such merchants — halved in winter, and doubled if the destination is on a major trade route. The cost of such services will be 1GP per letter (which may be no bulkier than something easily concealed in the garments of a merchant) and it will travel at a rate of 18 + 2d10 miles per day (halved in rainy/cold weather and reduced to 2d10 miles per day in snow).

The most reliable, and most expensive, method of sending messages by land is by hiring a private courier (either from a specialist Courier business or through a bank). The cost of such a service will vary according to the speed of delivery desired, as listed below:

Speed/day	Cost/day
80 miles	.15 GP
60 miles	.10 GP
40 miles	.5 Qp

This is the base speed of travel and it will be reduced by 25% during heavy or torrential rains or reduced by 30—50% by snow. Travel through a war zone, or through bandit infested areas will double the cost from the listed costs above.

SEA COURIER SERVICES

Travel by sea was much quicker than any other normal form of transport during the Medieval period. However, it did suffer from some unique risks. The rules given below are a quick system to reflect these uncertainties (those wishing more detail can individually plot out a ship's movement by using **Bireme & Galley,** available from **FGU).** The quick system is given below:

Base Speed/Day	Cost/Day
160 miles	20 **GP**
120 miles	.12 **GP**
80 miles	.8 **GP**

However, this base speed will be modified according to the table below. These modifications represent varying wind speeds and other factors:

Die Roll	Modifier
01-05	-50%
06-15	-25%
16-30	-10%
31-70	.0%
71-85	+10%
86-95	+25%
96-99	+50%
(1)00	+100%

Note that ships with auxiliary oar power may ignore rolls of 01—05 and reroll until a higher result is obtained. Also, remember that there is always a chance that a ship will be lost for various reasons — the chances for this happening are given in the **C** & **S Sourcebook.**

JACQUERIE
or YOU' TOO CAN BE A REVOLTING PEASANT by Phil McGregor

In the Medieval world, peasants were generally little regarded by their rulers. Even the best of the Feudal Lords only treated them with consideration as long as it cost them nothing, if it was going to threaten their prerequisites it had no chance of being adopted at all. Thus, most peasants were reasonably content with their lost for if their lord treated them harshly, it was mostly in a just fashion, and, after all, he was the only thing protecting them from the depredations of bandits and robber barons. As long as their lord treated them fairly they had little incentive to protest about their lot. If, however, they were treated to harshly or taxed too heavily, thye could become a-roused against their rulers, but even then, it was only when they were in the direst of straits. Once they were aroused, they were a force to be feared, as they had little respect for the code of Chivalry. They had only one objective, to kill as many of the now hated noblemen as was possible. The results of such an uprising could be truly horrendous, as the peasantry were not too choosy about who they killed. Any member of the gentry was a potential target — whether a rich townsman or merchant merely travelling through the area, or a member of a noble house. No person of such origins, not even women and children, were safe, which is much of the reason the Jacquerie was so feared.

Of course, when the peasants were finally defeated, there was always an equally horrendous reaction on the part of the nobility, though this was usually confined to the ringleaders. Nonetheless, the aftermath of such a rebellion was not the time to be born a peasant!

Given in the sections below are rules for treating the Jacquerie, to cover the chances of one occuring, the course of the rebellion, and its aftermath.

THE JACQUERIE FACTOR
A Jacquerie uprising occurs when a variety of factors coincide to make the lot of the peasantry even more unbearable than usual. The major determining factors are several, including both those of a mechanical nature (such as the food prices and their rise above normal, the tax rate as a percentage above the normal five percent, and the cost of manufactured goods over the normal price scale) as well as those of a more personal nature (the Charisma and Alignment of the Lords involved). All these factors are combined in the formula given below to determine the Jacquerie Factor.

F = the percentage by which food prices are above normal.

M = **1/10** of the percentage by which manufactured goods are above the normal prices.

T = **10** for each **1%** increment above the normal 5% tax rate that taxes are being levied at.

AF = Alignment Factor by the following table:

Alignment	Modifier
1.	-30
2-3.	-20
4-6.	-10
7-10.	-5
11-14.	+5
15-17.	+10
18-19.	+20
20.	+30

C = Charisma (Exceptional Charisma, **21** or over, gains a bonus of five points per point on top of normal charisma).

(F + M + T**)/3** + AF - C - Jacquerie Factor.

Example: TAke the worst case example, **F = 160,** M = **180/10 (18),** and T • **50.** This gives us **(160 + 18 + 50)/3 = 76.** Assume that the lord has an Alignment of **20** (giving an AF of **+30**) and a Charisma of **20.** This means that the formula is completed as follows:

76 + 30 — 20 @ 86% chance of a Jacquerie. If the lord had an alignment of **1,** the result would be **76 -30 - 20 • 26%** chance of a Jacquerie.

THE COURSE **OF** THE JACQUERIE
Once the rebellion has started, it must first be determined how many of the peasants take up arms. The amount will depend upon what they feel to be the importance and extent of their grievances - and so it is directly related to the Jacquerie Factor as determined above. The relationship is set out in the following table:

Jacquerie Factor	Peasantry	Yeomen
01	1d10%	1d6%
02-05	10+ 1d.10%	2d.6%
06-15	10 + 2d.10%	3d .6%
16-30	20 + 2d.10%	4d.6%
31-50	20 + 3d.10%	5d.6%
51-70	30 + 3d10%	6d.6%
71-85	30 + 4d.10%	7d.6%
86-95	40 + 4d.10%	8d.6%
96-99	40 + 5d.10%	9d.6%
(1)00	50 + 5d.10%	10d.6%

As can be clearly seen from this table, peasants are more revolting than yeomen. This is because Yeomen will be generally less affected by dire circumstances than the peasantry and they will have more to lose if (when!) the Nobility return to wreak vengeance. Similarly, although not shown on the table above, some of the Sergeantry will join the peasants, but most will not as they are really part of the system and usually have more to lose by destroying it. Typically, 1% of the Sergeantry will rebel for each d.6 rolled to determine the number of Yeomen rebelling.

Once the percentage of the various social classes that are rebelling has been determined, look up the section on Designing a Feudal Nation (Chivalry & Sorcery) or Instant Manors & Baronial Holdings (Swords & Sorcerers) and apply this percentage to the number of peasants available.

DEATH TO THE NOBLES!
The major aim of the uprising is to kill as many nobles as possible (though those with a good record of good treatment of the peasantry are likely to be spared or given time to flee the area), and to do this, the peasantry will attempt to gain entry to their Lord's dwelling as a first aim. The first aim will thus be to either seize the gate or to storm the walls if that fails. The basic chance of seizing the gates is 60%, and of storming the walls (first attempt only) also 60%. Of course, if the Lord in question has been preparing for such an event (sending out double normal patrols — reducing the garrison by 50%), he may reduce these chances to 25% and 40% respectively. However, he will find that 10-60% of the extra patrols have been caught outside the castle (50% chance they have been massacred and 50% chance they have been forced to flee elsewhere) so he will be facing an angry mob of peasants with far less than his full garrison. Of course, if the peasants do not succeed in taking the castle, then they have avanishingly small chance of successfully besieging it. In fact, they will be unable to build siege engines and will either have to starve the defenders into submission or use fire to burn out the defenders (rules covering these aspects of sieges can be found in Chivalry & **Sorcery).**

If the noble in question is a player character, and is outside his castle, he has a 60% chance of being attacked by all nearby peasants and only a 25% chance of regaining his castle through the lines of peasants already surrounding it (if it has not already been taken). Otherwise, he would be well advised to flee to some other place of safety.

REVENGE
After 2-12 days, any castles not carried in the initial assaults will recover from the shock and will attempt to smash the treacherous rabbie in open battle. They will sortie out from the castle and bring any remaining besiegers to battle (use the mass action rules from C & **S** or the Strategic Warfare System from **Swords & Sorcerers** to determine success). If they break the siege on their castle, they will move on other besieged castles and attempt to break the sieges and increase their strength so that they can totally crush all peasant resistance. If they prove unable to crush the peasantry, or if, by some miracle, all the castles in the region are taken by the peasants, then the nearest nobles from domains unaffected by the Jacquerie will come to the assistance of the remaining Nobles with 50% of their available Feudal Reguralrs (they do not want the rot spreading and will prefer to destroy it as far from home as possible). Even hereditary enemies will so assist - though they may also use this as an occasion to pick up a few choice pieces of real estate as well.

Once all the besieged castles have been relieved, then their combined forces will attempt to bring the peasants to battle and destroy them — there is, however, a **50%** chance that the peasants will not fight on the Nobles' terms and will, rather, choose ground suited to their own abilities rather than those of the Knights (the chance is **75%** if the region in question is heavily wooded or hilly). In such a case, there is pnly a **60%** chance per month (non-cumulative) that they will be able

to bring the rebels to ground. Any survivors of this final battle will flee into the hills/woods and carry on a guerilla type war from there until finally rooted out (how long this takes is up to the Lord(s) in question and their ability to maintain feudal forces in the field for long enough to complete the job).

THE AFTERMATH
All the leaders of the rising will be executed as traitors. Any Sergeant who joined will be tortured to death for his part. The Lords involved in causing the rebellion will be well advised to rectify (as far as is possible) the factors which led to it or the King will be forced to step in and may even force them to grant concessions. A King may even replace such lords with other (though this will generally be his son or a close relative of the Lord as blatant removal of lords and random replacement would alienate all royal vassals and could well be political suicide for the monarch).

All those ringleaders who manage to escape will be condemned in absentia and will find that they will be pursued by all the agents of the King/Nobles for the rest of their lives — unless they immediately flee the country.

Note that if a region is already rebelling under the leadership of a local lord (due to increased laxation — see Taxation in the Inflation rules of C & S Sourcebook **3),** then that lordship will not be affected by a Jacquerie rebellion.

EXPANDED STRATEGIC WARFARE SYSTEM
by Phil McGregor

Many people enjoy the role playing aspects of a historical or fantasy campaign, yet do not wish to spend the money or time needed to fight out the larger conflicts that add so much spice to such campaigns. This results in a very much curtailed enjoyment of the politico-military aspects of a campaign — as those player characters who control military forces (no matter how small) cannot do anything with them except at the grossest tactical level. This set of rules is intended to enable Game Masters and players to overcome this problem by allowing them to realistically simulate battles and wars by using only paper and pencil. Thus, the need for expensive and difficult to paint armies of lead miniatures is completely done away with.

Those of you who possess the Swords & Sorcerers expansion to C & S will recognize the basis of these rules as being the Strategic Warfare System by Wes Ives. This set of rules is, however, greatly expanded and designed to cover more unit types and greatly expand the realism of the actual process of resolving the outcome of a given battle.

POINT VALUE DETERMINATION
The first thing that must be done is to determine the actual Point Value of a given soldier so that the total point value of the army he belongs to may be determined. To do this the soldier must be classified in four different areas to enable the Point Value Determination system to be used accurately. The four different areas are:

1. Troop Type: Is the soldier infantry or cavalry?

2. Troop Class: This Class is determined by the armor the soldier wears (and his mount wears, if cavalry) and is based on the classifications given in C & S which are repeated here:

LC: Light Cavalry are troops mounted on Light Horses and wearing nor armor/carrying no shields (Armor Class 0 or 1).

MC: Medium Cavalry are troops mounted on medium horses and wearing Armor Class 2—5 but having no shield, or carrying a shield but no armor.

HC: Heavy Cavalry are troops mounted on large warhorses and wearing Armor Class 5—6 and carrying a shield, or wearing Armor Class 7—' with no shield.

AC: Armored Cavalry are troops mounted on large warhorses and wearing Armor Class 7—8 while carrying shields.

HAC: Heavy Armored Cavalry are troops mounted on large warhorses that are protected by quilted, leather, or mail barding. The riders all wear Armor Class 7—9 and carry shields.

SHAC: Super Heavy Armored Cavalry are troops mounted on large warhorses that are protected by a combination of mail and plate barding. They wear Armor Class 9—10 and carry shields.

LI: Light Infantry are unmounted troops who are equipped similarly to Light Cavalry.

MI: Medium Infantry are unmounted troops similar to Medium Cavalry in equipment.

HI: Heavy Infantry are unmounted troops similar to Heavy Cavalry in equipment.

HAI: Heavily Armored Infantry are troops simMar to Armored Cavalry in equipment who fight on foot.

SHAI: Super Heavy Armored Infantry are troops similar to HAC or SHAC in equipment.

3. Morale Class: This depends upon the battle experience of the soldier in question and is based upon the classifications in C & S

Type A: Veterans who have had much experience and enjoyed battle-field success. Average level of 15+.

Type B: Veterans who have been in a number of campaigns and who consequently possess considerable experience. Average level of 8—15.

Type C: Average troops who have some experience, but who have not distinguished themselves in battle. Average level of 1-8. This includes semi-trained regulars or badly paid/somewhat untrustworthy mercenaries.

Type D: Green, Poor or Disaffected troops. Troops having a minimum of training and experience, or troops having some grievance such as bas pay or leadership. Typical examples are unpaid mercenaries, peasant levies during the harvest or plowing seasan.

4. Training: This is not the amount of training, as such, but more the type of training. That is, each of the levels noted are a quantum jump above or below each other in the quality of the training given.

Regulars: Troops who are paid for and controlled by a central government and who are consequently full-time soldiers who do nothing but train in the military arts and skills.

Semi-Regulars: Troops who are paid for and controlled by a central government, but who do not train full-time, though significant training in the military arts and skills is provided.

Irrigulars: Troops who are not usually paid for and controlled by a central government and who, though military experience might be considerable, have little formal training in the military arts and skills.

Also, lumped in with the above training classifications are the following classifications, which may be combined with each other as well as with the above classifications.

Elite: Troops who are the personal bodyguard of the general or ruler of a country. A strict limit of one major unit (though this may have sub-units) per country.

Fanatic: Troops who are, for whatever reason, not afraid (although they do not generally seek it) of death in battle or as the result of wounds caused in battle. There is no real limit as to how many troops in a given army may be of this type — except historical limitations.

To give some idea of the application of the above classes, the following examples are given (the list-is not intended to be exhaustive):

Regulars: Imperial Roman Legionaries, Spartan Hoplites, Macedonian Phalangites and Companion Cavalry, Byzantine troops.

Semi-Regulars: Athenian Hoplites, Republican Roman Legionaries, the best class of Japanese Samurai.

Irregulars: All Medieval troops except Swiss Pikemen and Landsknechts who would be almost semi-regular in most respects), most Greek Hoplites, most Roman Auxiliaries, most Barbarians.

Elite: Praetorian Guard, Domestici et Protectores (Late Roman Empire) Varangian Guard (Byzantine Empire), Mongol Keshik Cavalry, Medieval Military Orders (Knights only).

Fanatic: Saracen troops (in the early period of expansion). Viking Berserkers, Japanese Samurai, the best of the Medieval Military Orders.

CAVALRY POINT VALUES

1st Class Troops	point value
SHAC	35
HAC	25
AC	20
Morale	
A	+10
B	+5
C	+0
D	- 5
Training	
Regular	I Q
Semi-Regular	+5
Irregular	+0
Fanatic	+5
Elite	Y.V.W \ \Yi\\\\ *6

2nd Class Troops	Point Value
HC.	.15
MC.	.10
LC.	.7
Morale	
A.	+5
B.	+3
C.	+0
D.	- 3
Training	
Regular.	+5
Semi-Regular.	+3
Irregular.	+0
Fanatic.	+3
Elite.	+3

INFANTRY POINT VALUES

Troop Class	Point Value
SHAI.	.15
HA	1. .10
HI.	.5
MI.	.3
LI.	.2
Morale	
A.	+5
B.	+3
C.	+1
D.	+0
Training	
Regular.	+2
Semi-Regular.	+1
Irregular.	+0
Fanatic.	+2
Elite.	+3

Note that the above values are not absolute. They can (and should) be modified to meet specific cases — especially different styles of fighting between two otherwise equal opponents. For example, a Spartan Hoplite would be classes as an A Class HI of Regular training, giving a Point Value of 12; yet a Roman Legionary of the Imperial period would have the same classification — yet in a fight there is no doubt that due to the Roman tactical unit organization superiority, the Roman would win with all other things being equal. In such a case, the problem arises from culture shock, thus, the Regular training of the Spartan would not be classified as such in Imperial Roman terms. It might be semi-regular at best, and probably closer to Irregular. This would give a revised Point Value for the Spartan of 10, something closer to the real comparative values of the two types. Of course, this sort of problem will arise most often when troop types from widely separated (chronologically and culturally) milieus are interacting. Troops from the same time period and culture will need no modification among themselves.

This means, in terms of the example already given, that the Spartan is worth 12 points in his home era, but if matched with Imperial Roman troops (from 500-600 years in the future to the Spartan), he is only worth 10 points. For this reason, it is best not to, in campaign terms, mix different historical eras. In such cases, the Game Master msut make the final ruling on relative point values of troop types.

ADDITIONAL POINTS FOR WEAPON TYPES
These points are added to the base values as determined above.

Weapon Type	Point Value
A Archer w/ Lt. Crossbow.	+2
B Archer w/Lt. Crossbow.	+2
A Archer w/Heavy Crossbow.	+3
A Archer w/Longbow.	+3
A Archer w/Composite bow.	+3
B Archer w/Longbow.	+2
B Archer w/Composite bow.	+2
A Arquebusier.	+5
A Military Artificer.	+4
Per Springnal.	+75
Per Large Siege Engine.	+150
Per Small Siege Engine.	+50
Per Small Bombard.	+100
Per Large Bombard.	+250

NON-STANDARD TROOP TYPES
These are troops from non-human races aw well as magically raised and controlled types. Point values are as below:

Troop Type	Class	Point Value
A Dwarf	HA I	18
B Dwarf	HA I	16
C Dwarf	HA I	12
D Dwarf	HA I	10
A Elvish	HA I	25
A Elvish	HI	20
A Elvish	MI	16
B Elvish	HI	16
B Elvish	MI	13
C Elvish	MI	10
D Elvish	LI	8
A Warg Cavalry	LC	12
B Warg Cavalry	LC	10
C Kobold	MI	2
D Kobold	LI	1
A Trollish	HAI	60
B Trollish	HAI	55
C Trollish	HAI	50
D Trollish	HAI	40
A War Elephant	SHAC	110
B War Elephant	HAC	100
A Mage	LI	75/MKL
Griffin	SHAC	+90*
Hippogriff	SHAC	+75*
A Centaur	HC	50
B Centaur	MC	40
A Hobbit	HI	7
A Hobbit	MI	5
B Hobbit	MI	4
C Hobbit	MI	3
C Hobbit	LI	2
D Hobbit	LI	1
A Uruk-Hai	HI	12
B Uruk-Hai	HI	10
C Uruk-Hai	HI	6
D Uruk-Hai	HI	5
D Uruk-Hai	MI	4
C Goblin/Orc	HI	3
D Goblin/Orc	MI	2
D Goblin/Orc	LI	1
A Giant	HI	75
B Giant	HI	65
C Giant	HI	55
D Giant	HI	45
A Heavy Chariot	HVCh	50
A Light Chariot	LTCh	40
B Light Chariot	LTCh	37
C Light Chariot	LTCh	35
Unicorn	MC	+50*
Pegasus	MC	+75*

* These are mounts for cavalrymen — add these Point Values to the relevant unit strengths per rider so equipped.

All the Monster types below must be controlled by a Magick User according to the Chivalry & Sorcery rules.

Troop Type	Class	Point Value
A Demonic Infantry	HAI	50
A Demonic Cavalry	SHAC	100
A Gargoyle	HI	60
A Lesser Balrog	HAI	100
A Greater Balrog	HAI	200
Earth Elemental	na	50/MKL
Air Elemental	na	50/MKL
Fire Elemental	na	50/MKL
Water Elemental	na	50/MKL
Totem	na	50/MKL
A Djinn of Ring	HAI	350
A Djinn of Lamp	HAI	425
A Efreet of Lamp	HAI	500
A Spectre/Nazgul	SHAI	800
A Spectre/Nazgul	HAI	650
A Skeleton	HI	40
A Zombie	HI	30
A Ghoul	HI	50
A Great Eagle	MC	25
A Roc	HC	100
A Giant Roc	AC	400
Dragon	na	1/yr. age
Old Dragon	na	+ 150

BYZANTINE EMPIRE (Circa **1000** AD)

Varangian Guard: The Imperial Household troops, used as a stiffener to back up the rest of the army when on campaign. They are Elite Regulars.

Troop Type	PV	Unit PV **(256 men)**
A Heavy Armored Infantry	**20**	5120 pts.

Tagmata: The Imperial Guard, these troops also served as the central reserve for the Thematic Armies. They are Elite Regulars.

Troop Type	PV	Unit PV **(256 mSn)**
A Heavy Armored Infantry	20	5120 pts.
A Heavy Infantry	15	3840 pts.
Troop Type (Cavalry)	PV	Unit PV **(300 men)**
A Cataphracts (HAC)	50	15,000 pts.
A Cataphracts (AC)	45	13,500 pts.
B Cataphracts (HAC)	45	13,500 pts.
B Cataphracts (AC)	40	12,000 pts.
A Heavy Cavalry (HC)	28	8400 pts.
B Heavy Cavalry (HC)	26	7800 pts.

Themata: These are the Provincial (Thematic) armies. They consist of first class units, which are equivalent to Regulars, as well as second class units, which are only semi-regulars.

Troop Type (1st Class Inf.)	**PV**	Unit **PV (256 men)**
B Heavy Armored Infantry	15	3840 pts.
C Heavy Armored Infantry	13	3328 pts.
B Heavy Infantry	10	2560 pts.
C Heavy Infantry	8	2048 pts.
		Unit **PV(160 men)**
B Medium Infantry	8	1280 pts.
C Medium Infantry	6	960 pts.
B Light Infantry	6	1120 pts.
C Light Infantry	5	800 pts.
Troop Type (1st Class Cav.)	**PV**	Unit **PV (300 men)**
A Cataphracts (HAC)	45	15,000 pts.
A Cataphracts (AC)	40	12,000 pts.
B Cataphracts (HAC)	40	12,000 pts.
B Cataphracts (AC)	35	10,500 pts.
C Cataphracts (HAC)	35	10,500 pts.
C Cataphracts (AC)	30	9000 pts.
A Heavy Cavalry (HC)	25	7500 pts.
B Heavy Cavalry (HC)	23	6900 pts.
C Heavy Cavalry (HC)	20	6000 pts.
A Medium Cavalry (MC)	20	6000 pts.
B Medium Cavalry (MC)	18	5400 pts.
C Medium Cavalry (MC)	15	4500 pts.

Troop Type (2nd Class Inf.)	PV	Unit PV (256 men)
B Heavy Infantry	9	2304 pts.
C Heavy Infantry	7	1792 pts.
		Unit PV (160 men)
B Medium Infantry	7	1120 pts.
C Medium Infantry	5	800 pts.
B Light Infantry	6	960 pts.
C Light Infantry	4	640 pts.
Troop Type (2nd Class Cav.)	PV	Unit PV (300 men)
B Cataphracts (HAC)	35	10,500 pts.
B Cataphracts (AC)	30	9000 pts.
C Cataphracts (HAC)	30	9000 pts.
C Cataphracts (AC)	25	7500 pts.
B Heavy Cavalry (HC)	21	6300 pts.
C Heavy Cavalry (HC)	18	5400 pts.
B Medium Cavalry (MC)	16	4800 pts.
C Medium Cavalry (MC)	13	3900 pts.
B Light Cavalry (LC)	13	3900 pts.
C Light Cavalry (LC)	10	3000 pts.

MONGOLS (Circa **1300 AD**)

As noted in Swords & Sorcerers, the Mongols and Steppe Nomads had unit organizations based on the decimal system (10s, 100s, 1000s, etc.) so that Unit PVs are based on the Jegun of 100 men. All Mongols/ Steppe Nomads count as Fanatics. Ordinary Steppe Nomads count as Semi-Regulars, Mongols count as Regulars, and the Mongol Keshik (Imperial Guard) count as Elite Regulars.

Unit Type	PV	Unit PV **(100 men**
'A Steppe Nomads (MC/S)	21	2100 pts.
A Steppe Nomads (LC/S)	18 (20)	1800 pts.
A Steppe Nomads (LC/HA)	21 (19)	2100 pts.
B Steppe Nomads (MC/S)	19	1900 pts.
B Steppe Nomads (LC/S)	16 (17)	1600 pts.
B Steppe Nomads (LC/HA)	18 (16)	1800 pts.
C Steppe Nomads (LC/S)	13 (15)	1300 pts.
C Steppe Nomads (LC/HA)	13 (14)	1300 pts.
D Steppe Nomads (LC/HA)	10 (12)	1000 pts.
A Mongols (MC/S)	23	2300 pts.
A Mongols (LC/S)	20 (20)	2000 pts.
A Mongols (LC/HA)	23 (19)	2300 pts.
B Mongols (MC/S)	21	2100 pts.
B Mongols (LC/S)	18 (18)	1800 pts.
B Mongols (LC/HA)	20 (17)	2000 pts.
C Mongols (LC/HA)	15 (15)	1500 pts.
A Mongol Keshik (MC/S)	26 (27)	2600 pts.
A Mongol Keshik (LC/S)	23 (25)	2300 pts.
A Mongol Keshik (LC/HA)	26 (23)	2600 pts.

It should also be noted that the Mongols had available to them the full range of infantry troop types from China. These troops would be rated as Semi-Regulars and would not exceed B or C Morale ratings. The Military Artificers available from China will be rated as Regulars and their skills and siege equipment rate with the best available.

Such subject infantry troops were never used on long-range invasions as were undertaken against Russia and Europe or the Middle East. Subject troops provided the vast majority of Mongol troops in their invasions of Japan and a good portion of their troop strength for sieges in action in Persia.

MEDIEVAL EUROPE

Organization is as per **Chivalry & Sorcery.** The following classifications apply: Knights = Elite Irregulars; Squires/Sergeants/Petit Sergeants/ Peasants/Town Militia/Men-at-Arms/Yeomen • Irregulars; Mercenaries = Semi-Regulars.

Note that the PVs gel as much as is possible, but there are unavoidable discrepancies between those in **Swords 8c Sorcerers** and those determined by this standard system. The PVs from this system are included with those from **Swords 8t Sorcerers** in brackets.

Troop Type	PV	Unit PV (100 men)
A Knights (SHAC)	50 (50)	5000 pts.
A Knights (HAC)	40 (40)	4000 pts.
A Knights (AC)	35 (35)	3500 pts.
B Knights (HAC)	35 (35)	3500 pts.
B Knights (AC)	30 (30)	3000 pts.
C Knights (HAC)	30 (30)	3000 pts.
C Kngihts (AC)	25 (25)	2500 pts.
C Squires (HAC)	25 (25)	2500 pts.
C Squires (AC)	20 (20)	2000 pts.
A Sergeant (AC)	30 (25)	3000 pts.
A Sergeant (HC)	20 (23)	2000 pts.
B Sergeant (AC)	25 (22)	2500 pts.
B Sergeant (HC)	18 (20)	1800 pts.
C Sergeant (HC)	15 (16)	1500 pts.
D Sergeant (MC)	7 (12)	700 pts.
A.Petit Sergeant (AC)	30 (22)	3000 pts.
B Petit Sergeant (HC)	18 (18)	1800 pts.
C Petit Sergeant (HC)	15 (15)	1500 pts.
D Petit Sergeant (MC)	12 (12)	1200 pts.
D Peasant Levy (LI)	2(2)	200 pts.
A Town Militia (HI)	10 (10)	1000 pts.
B Town Militia (MI)	6 (8)	600 pts.
C Town Militia (MI)	4 (5)	400 pts.
D Town Militia (MI)	3 (4)	300 pts.
A Men-at Arms (HI)	10 (10)	1000 pts.
B Men-at-Arms (HI)	8 (8)	800 pts.
C Men-at-Arms (HI)	6 (6)	600 pts.
C Men-at-Arms (MI)	4 (5)	400 pts.
D Men-at-Arms (MI)	3 (3)	300 pts.
A Yeomen (MI)	8 (9)	800 pts.
B Yeomen (MI)	6 (7)	600 pts.
C Yeomen (MI)	4(5)	400 pts.
D Yeomen (MI)	3 (3)	300 pts.
A Mercenary Cavalry (AC)	35 (30)	3500 pts.
B Mercenary Cavalry (HC)	21 (25)	2100 pts.
B Mercenary Cavalry (MC)	16 (20)	1600 pts.
C Mercenary Cavalry (MC)	13 (15)	1300 pts.
D Mercenary Cavalry (MC)	10 (12)	1000 pts.
A Mercenary Infantry (HAI)	16 (15)	1600 pts.
A Mercenary rnfantry (HI)	11 (12)	1100 pts.
B Mercenary Infantry (HI)	9 (10)	900 pts.
C Mercenary Infantry (MI)	5 (7)	500 pts.
D Mercenary Infantry (MI)	4 (5)	400 pts.

Note that when any Medieval army had any set organization at all, beyond mere groupings under their feudal overlords, it tended to be on a decimal basis — so Unit PVs are given for groupings of 100 men.

STRATEGIC WARFARE PROCEDURE
The fast Strategic Warfare system is used as follows:

1. Compute the strength of each army, as expressed in Strength Points (i.e. the* total value of all troops making up the army). Modify unit strengths using Tactical Advantage/Disadvantage, where applicable.

2. Subtract the smaller total from the larger. The remainder will be expressed as a fraction/percentage of the smaller force. For example, an army of 7500 points is engaging an army of 3900 points. The difference is 3600 points. +600 is 92% of 3900. This percentage is the Strength Advantage of the more powerful army.

3. Compute the Strategic Stance of each army. In the case of the more powerful force, add the Strength Advantage to this.

4. Each army will roll 1d100 twice and take the average of the two rolls. This is the basic Combat Roll of each army.

5. Add the Strategic Stance percentage for each army to its Basic Combat Roll.

6. If the Commander of one army has a higher CL than the other, add +5% to the combat roll of his army for each CL of difference. This represents his ability to pick the most favorable terrain possible for the battlefield, as well as his superior tactical skill.

Note that should the higher CL commander be an Irregular while his opponent is a Regular, then +5% is added per two CL of difference — representing superior overall control of even a badly led regular force. If the commander is Regular, and his opponent is Irregular, add +10% per difference of CL for the same reason.

7. The side with the larger combat roll is the victor. The other side is the loser. The difference between the two totals is the degree of victory for the victor. This affects casualties. Refer to the Victory Matrix Table (at the end of this section) for the results of such casualties.

8. Compute casualties on the basis given in the Victory Matrix Table.

TACTICAL ADVANTAGE/DISADVANTAGE
These factors are additions or subtractions to the actual Point Value of a given unit or group of units to whom they apply on the actual field of battle. They may apply to as few as one unit in an entire army or may even apply to the whole of a given army. The factors are given as a percentage to be added or subtracted from a unit's PV and are:

Condition of Unit(s)	Advantage	See
Unit has height advantage	+20%	
Unit in Cover	+ 10%	A
Infantry Square	+20%	B
Field Defenses: Hasty	+10%	C
Field Defenses: Well Prepared	+20%	C
Field Defenses: Superb	+30%	C
Fortified Camp: Hasty	+20%	D
Fortified Camp: Well Prepared	+30%	D
Fortified Camp: Superb	+40%	D
Night Attack: Regulars	+20%	E
Night Attack: Semi-Regulars	+ 10%	
Infantry in Urban areas	+ 10%	
Infantry in familiar Urban areas	+20%	

Condition of Unit(s)	Disadvantage	See
HC/AC/HAC/SHAC in Hills/Woods	-10%	
HC-SHAC in Mountains/Forests	-20%	
LC—MC in Mountains/Forests	-10%	
HC-SHAC in Soft Sand	-20%	
HC-SHAC in Marsh/Bog Terrain	-20%	
HAI-SHAI in Marsh/Bog Terrain	-10%	
Unable to deploy	-50%	F
Cavalry in Urban areas	-20%	
Bowmen after heavy rain	-20%	

Notes on Tactical Advantage/Disadvantage:
A. Unit in Cover: This applies to any unit which begins the battle hidden from view of the enemy. It simulates the uncertainty, if not actual surprise, that this causes the enemy.

B. Infantry Square: This applies to those infantry units able to form an all-round defensive formation, and who do so normally. In the case of Regular troops with this capability, the bonus is +30%. Some troops capable of such formations are Roman Legionaries, Greek Hoplites, Vikings, Scots (12th and 13th centuries AD), Swiss Pikemen, etc.

C. Field Defenses: Hasty defenses are thrown together on the spot, a few hours before the battle. To construct such hasty defenses requires no specialists. Well Prepared defenses take at least 12—24 hours of preparation plus the supervision of at least one military Artificer for Irregular/Semi-Regular troops. Regular troops require no such aid in preparing such defenses. Superb defenses can only be made by Regular troops under the supervision of a Military Artificer, taking 12—24 hours to construct.

D. Fortified Camp: These are erected habitually by regulars each night without fail, or by Irregulars/Semi-Regulars when in Winter Quarters or similar circumstances. A Hasty Camp takes 1-2 hours to construct for Regulars, but a full day for all others. It requires no specialists. Well Prepared Camps take 12—24 hours for Regulars to construct or a full week for all others. Such Well prepared camps require the assistance of a Military Artificer to construct. A Superb Camp may only be constructed by Elite troops or A class regulars and then only if supervised by a Military Artificer. Superb Camps take 3—4 days to construct.

Note that only defending bonuses receive these bonuses. Also, if the opposing side has siege equipment present, they reduce the bonus by 1% per 1% the value of such equipment exceeds the unmodified PV of the troops in the Camp.

E. Night Attack: This represents the surprise effects of an attack at night. No matter what the outcome, both sides remain on the field the next day — at least, those who have not fled! Irregular troops do not have the discipline to undertake night attacks at all unless they have received special training, but even then they will receive no bonus for doing so.

F. Unable to Deploy: This applies to units caught in a confined or constricted space which precludes their full deployment. For example, troops marching through a narrow defile who are attacked by troops in prepared positions on the slopes and cliffs above them and in front of them would be in this category. If the space is especially constricting this penalty may be increased even further. For example, if the troops in this position were able to proceed only in single file, the PV would be reduced by 90%!

STRATEGIC ADVANTAGE/DISADVANTAGE

These penalties and bonuses are applied to the PV of the army as a whole. They are as follows:

Condition of the Army	Advantage
Well rested.	+10%
Well supplied.	+10%
Defending homeland.	+20%
Well led (CO's CL 3+).	+10%
Excellently Led (CO's CL 5+).	+30%
Beat this enemy this season.	+20%
Beat an enemy in last battle.	+10%
Enemy of hereditary or religious nature.	+20%
Beat this enemy last season.	+10%
Ambush is wooded region*.	+20%
Capital City occupied by this enemy.	+10%
Enemy known to offer No Quarter.	+10%
Own army is 50% Regulars.	+10%
No Infantry in opposing army**.	+20%
No Cavalry in opposing armyt.	+20%

Condition of the Army	Disadvantage
Fatigued from Forced March.	—10%
Supplied only by foraging.	—10%
Unsupplied.	—30%
Poorly Led (CO's CL 1-2).	-20%
Defeated by this enemy this season.	—20%
Defeated by an enemy in last battle.	—10%
Defeated by this enemy last season.	—10%
Cut off from friendly forts/territory.	—20%
Mercenaries/Regulars not paid in full.	—10%
Feudal troops in field 60+ days.	—10%
As above, but unpaid for extra service.	—30%
Planting/Harvest season at home.	—20%
Capital City occupied by this enemy.	—30%
Enemy barbaric in treatment of POWs.	—10%
Army is 50%+ Irregulars.	—10%
Civil War at home.	—40%

* Must have Forester scouts present in ambushing army.
** Must have infantry present in your army to claim this bonus — it cannot be claimed against Mongols.
t Must have cavalry present in your army to claim this advantage.

The Strategic Stance of an army is the sum total of all the above factors that are applicable.

VICTORY MATRIX TABLE

This table cross indexes the degree of victory (DV) - which is the difference between the Combat Roll of the winner and that of the loser — to determine the Casualties suffered and who holds the actual field of battle (Casualties = C, Field = F):

DV	C/Victor	C/Loser	F/Victor	F/Loser	Contested
0-10%	10+ 1d.20%	10+ 1d.20%	01-20	21-40	41 +
11-40%	10+ 1d10%	15+ 1d10%	01-35	36-50	51 +
41-60%	10+ 1.d10%	5 + 3.d10%	01-50	51-55	56+
61-80%	2.d10%	4.d10%	01-65	—	66+
81-90%	2.d10%	10 + 3x110%	01-80	—	81 +
91-100%	1.d10%	15 + 3.d10%	01-85	—	86+
101-150%	2.d6%	15 + 4.d10%	01-95	—	96+
151-200%	2.d6%	20 + 5.d10%	01-99	—	100
201-250%	1.d6%	20 + 6.d10%	100%	—	
251+%	1.d6%	20 + 7.d10%	100%	—	—

Note that 1d100 is rolled to determine who has the field — the chances for the various outcomes being listed above as F/Victor, F/Loser and Contested.

Once the Total Amount of casualties suffered has been determined, consult the tables below to determine the percentage of the total lost in each category. The upper line is used if the field is held/contested, the lower line is used when the field is lost.

VICTOR'S CASUALTY BREAKDOWN

Troop Category	Dead	Wounded	Fit	Invalid	POW
Chivalry/Regular Cavalry (H/C)	25%	25%	45%	5%	
Chivalry/Regular Cavalry **(L)**	25%	20%	25%	5%	25%
All Other Cavalry (H/C)	30%	30%	30%	10%	
All Other Cavalry **(L)**	40%	20%	20%		20%
All Infantry (H/C)	30%	30%	20%	20%	
All Infantry **(L)**	50%	20%			30%

LOSER'S CASUALTY BREAKDOWN

Troop Category	Dead	Wounded	Fit	Invalid	POW
Chivalry/Regular Cavalry (H/C)	25%	25%	40%	5%	5%
Chivalry/Regular Cavalry **(L)**	25%	25%	20%	5%	25%
All Other Cavalry (H/C)	30%	30%	25%	5%	10%
All Other Cavalry **(L)**	40%	20%	20%		20%
All Infantry (H/C)	30%	30%	20%	20%	
All Infantry **(L)**	50%	20%			30%

Wounded: Fit for duty in two weeks, in emergencies they can be used — but are worth only 25% or normal Point Values until fit for duty.

Invalids: Unfit for fighting for 1—3 months. They are normally sent home.

Fit: Survived with only minor wounds.

POW: Prisoners held by the enemy. If Player Characters, they are Fit on a roll of 01—60 and invalided with serious wounds on an 81—(1)00.

On top of Troop casualties, the armies will also win or lose some of their baggage and/or siege machines under certain circumstances:

Category	Victor Holds Field	Contested	Lost
Baggage	+75%	0	-50%
Siege Train	+50%	-10%	-100%

Category	Loser Holds Field	Contested	Lost
Baggage	+50%	0	-75%
Siege Train	+50%	-10%	-100%

A plus percentage indicates that part of the other side* s baggage/siege train has been captured; a minus percentage indicates that part of your baggage/siege train has been lost/destroyed.

STRATEGIC WARFARE & SIEGES by Phil McGregor

In the course of a campaign, the situation will arise where one of the campaigners will wish to capture the fortifications belonging to his opponent. This section of the Strategic Warfare Rules is intended to make possible the process of besieging a castle or other fortification with the minimum of fuss (and with no need for elaborate set-up with miniatures). The progress of the siege depends upon the following factors: The type and strength of the fortification; the strength of the garrison; the siege equipment available to the attacker; the strength of the attacker; and the tactics chosen by the attacker. These factors will be dealt with below.

TYPE & STRENGTH OF FORTIFICATION
The type of fortification is based on the classifications given in Chivalry & Sorcery, while the strength of such is based on the strengths of the components of the fortified structure (which may be determined by the formula in C & S or by the already worked out values in Swords & Sorcerers). The strength of the fortification is determined by adding together the following values:

Strength of Wall (10 x 10 section) + (Strength of Towers x Number of Towers) + Strength of Gate + Strength of Keep.

This may be subdivided into different components for the more complex types of fortification. For instance, the SFMH/LFMH are rated only according to their total strength; the S/K and Castles I—III have two strength values (one for the outer walls and one for the Keep), and Castles IV-VI have three strength values (one for the outer walls, one for the inner walls, and one for the keep). The final strength of each component is divided by 1000 to determine the Damage Resistance Value of the fortification in question. Given in the table below are standardized Damage Resistance Values for the types of fortification available in C & S — cross indexed according to the type of materials used in their constructio (it is assumed that all are homogenous in this respect).

Fortification Type	Construction Materials	DRV
SFMH	Cheap	23
	Average	28
	Good	35
	Superb	42
LFMH	Cheap	70
	Average	85
	Good	100
	Superb	130
Shell Keep	Cheap	30/40
	Average	50/80
	Good	85/140
	Superb	100/170
Castle I	Cheap	175/50
	Average	200/80
	Good	400/100
	Superb	500/120
Castle II	Average	400/80
	Good	500/120
	Superb	800/150
Castle III	Good	600/120
	Superb	1000/200
Castle IV	Good	600/250/500
	Superb	950/350/900
Castle V	Good	800/250/700
	Superb	1200/350/1000
Castle VI	Good	2000/600/1800
	Superb	3000/900/2500

To this base DRV are added further increments — mostly due to the terrain on/in which the fortification is situated. These increments are normally in the form of additional percentage additions to the base DRV of the structure. These modifiers are due to:

Condition	Modifier
Flat Ground (Plain)	+0%
Motte/Hill	+10%
Hill/inaccessible from 1 side	+20%
Hill/inaccessible from 2 sides	+30%
Hill/inaccessible from 3 sides	+40%
Crag/inaccessible except by narrow path/road	+50%
Soft Ground	—20%
Hard Ground (rock/earth mix)	+0%
Rock (solid rock ground)	+20%

STRENGTH OF THE FORTIFICATION GARRISON
Needless to say, a fortification must have a certain minimum garrison in order for its DRV to be fully effective. Any less and it will be inadequately defended and will not receive the full bonus. The minimum garrisons for the various types of fortifications are given below.

Fortification Type	Minimum Garrison
Small Fortified Manor House	15—50 men
Large Fortified Manor House	65—75 men
Shell Keep	95-100 men
Castle I	100-125 men
Castle II	135 men
Castle III	200 men
Castle IV	290 men
Castle V	370 men
Castle VI	500 men

As long as the minimum garrison is present, the full DRV of the fortification is applicable. For each amount equal to 10% of this minimum garrison that is absent (below strength), the DRV of the fortification is reduced by (10 — CL of Commander)%.

Note that in the C & S Sourcebook it is suggested that the minimum garrison of a fortification would be 20% of the above numbers, and, according to this system, the DRV of the fortification would be reduced to only 20 + CL x 8% of its full value. This may seem minimal, but, remember that 80% of the feudal forces of that Lord are in the field so that the castle cannot be safely invested because of the danger posed by these forces at large.

SIEGE EQUIPMENT
Obviously the presence of siege equipment will greatly simplify and greatly, shorten the progress of a siege, just as its absence will result in an inordinately long siege. Given below are the various types of siege artillery and equipment — rated as to the damage value each one will inflict on a fortification per day that they are used.

Siege Engine	Damage Value
Onager (50 dr.)	.1
Onager (100 dr.)	.1.5
Mangonel (100 dr.)	2
Mangonel (150 dr.)	2.5
Mangonel (200 dr.)	3
Trebuchet (200 dr.)	3.5
Trebuchet (300 dr.)	.5
Trebuchet (500 dr.)	7.5
Trebuchet (1000 dr.)	15
Small Bombard	10
Large Bombard	20—50

A similar rating system is applied to incendiaries where the Damage Value listed is per day for each unit of six 10-gallon kegs of the incendiary available and this damage is in addition to the normal Damage Value for that type of engine.

Type of Incendiary	Damage Value
Oil	2.5
Turpentine	3
Pitch	2
Naptha	3.5
Alcohol	3
Greek Fire	5

Rams are also rated for Damage Values. Note that the numbers in brackets are the roll on 1d6 that results in that amount of damage being done in that day.

Rams	Damage Value
Small	1.5
Forged	2.5(1-3); 5(4-6)
Iron	5(1-2); 10(3-4); 15(5-6)
Steel	8 x 1d6

ATTACKER'S TACTICS

The attacker (besieger) may choose any of the following tactics (or any combination of them) — Reduction; Assault; Starvation. The methods of conducting each are described below.

1. Reduction: The DRV of the fortification (or that component of it being assaulted) is the time in days that an attacker with minimal equipment will take to breach the walls so that an assault may be made. The DRV is reduced by the total DV or all siege equipment present on a day to day basis; that is, if the following equipment were available:

```
5 x 100 dr. Onagers (@1.5 DV each). . . . . . . . . . . . . . . . . .7.5
plus 3 x 200 dr. Mangonels (@ 3 DV each). . . . . . . . . . . . . . .9
plus 1 x 1000 dr. Trebuchet (@ 15 DV). . . . . . . . . . . . . . . .15
                                              Total = 31.5
```

Thus, they do a total of 31.5 DV per day. This means that they could reduce a cheap/average SFMH in less than a day or a Good/Superb SFMH in two days. Similarly, they would reduce the Outer Defenses of a Superb type VI Castle in 95 days.

Once the reduction of the defenses is complete, this represents the creation of a breach or breaches that enable the besiegers to attack the garrison unhindered by the effects of the fortification.

2. Assault: To assault a fortified structure, determine the PV of the attacking troops, the PV of defending troops; divide each by 10 and then add the DRV of the fortification (if not reduced to 0) to the PV of the defender. Then proceed with the battle as if it were a normal conflict — using the basic Strategic Warfare procedure as detailed earlier in these rules. The attacker only manages to successfully assault and hold the castle (or that component of it that he is assaulting) if he Holds the field. If the field is contested or lost by the attacker, he has been repulsed in his assault.

Note that cavalry cannot be used in such an assault. They can be used if dismounted, in which case their PV must be recalculated as the appropriate type of infantry.

3. Starvation: Most castles have stocks of food for their minimum garrison for 2—5 months, unless otherwise specified. Civilians fleeing into the castle for protection will bring with them 1—2 months of supplies, after which they must be fed from the stores set aside for the garrison. To starve out a castle one wimply has to prevent any stores getting in from the outside.

REPAIR OF DAMAGE TO DRV OF CASTLE

Damage to the DRV of a Castle/fortification may be repaired while the siege continues. For repairs to be carried out, one point of DRV may be repaired for each 100 men working per night. Because of the makeshift nature of the repairs, only a certain percentage of the total may be repaired. This percentage is equal to 10 x (CL of fortress commander + 1/5 MKL of any Military Artificer present) with a maximum of 90%. Thus, if ten points of damage were inflicted, a maximum of nine points of damage could be repaired. Any troops used to help in such a repair effort cannot be used to repel an assault the next day. If such troops were part of the minimum required garrison, the DRV of the fortification is reduced the next day (that day only) by a further percentage equal to that determined" in the formula given in the section on Strength of Fortification Garrisons.

SALLY BY DEFENDERS

The defenders may attempt a Sally out from the Castle to attempt to destroy the besieging army s siege artillery, or simply to kill some of the enemy. Most sallies take place at night, when only 4 + 1d6 + (CL of Commander)% Of the besieging force will be available to defend their siege machinery/supplies. The PV of the attackers (the besieged troops sallying out from the castle) and the PV of the available defenders (as determined above) will be used to put the whole process through the normal Strategic Warfare process — with the following extra Strategic Advantage Bonus for the Sallying forces:

Sally from undiscovered secret Sally-Port. . . . .+50%

If the sallying forces are the victors, they may inflict casualties on the loser (those available) according to the percentage determined by the Victory Matrix Table. The sallier may also destroy a percentage of the besieging siege equipment equal to the percentage of casualties inflicted on the besiegers. If the sallying forces lose, then casualties and siege equipment losses can be caused as above if he holds the field. Should the sallying forces fail to hold the field, they may inflict casualties on either the besieging troops or on their siege artillery.

The confusion the sally causes will delay the progress of a siege.

If the sally was successful (sallier won and held the field) the siege is delayed for (10 — CL of commander of besiegers) days.

If the sally was unsuccessful (sallier lost) but the sallying forces held the field, the siege is delayed for (8 — CL of commander of besiegers) days.

If the sally was unsuccessful and the sallier lost the field, the siege is only delayed for one day.

During this period of delay the siege artillery of the besieger may not be used to reduce the DRV of the castle, nor may any assaults be attempted.

Such large scale sallies as this rule represents were not undertaken lightly. To represent this, limit the total number possible to a number equal to the CL + Experience Level of the Garrison commander for Irregulars; add 50% to this for Semi-Regulars and Fanatics, and double it for Regulars.

Note that the Garrison commander always has the option of attacking the besieging army and attempting to break the siege on his own. Such attacks are settled using the normal Strategic Warfare System.

STRATEGIC NAVAL WARFARE by Phil McGregor

As with the land based battles of a campaign, many people have no desire, or not enough time, to fight out full scale naval engagements using miniature ships (or even using cardboard counters to represent the ships). This section allows anyone running a campaign that involves (and most will, eventually) naval aspects to deal with the inevitable battles that arise by simply using paper and pencil and rolling percentile dice a few times. Needless to say, this system is based on Bireme & Galley, the C & S naval rules by Jan Vrapcenak and Edward E. Simbalist) — and for a more detailed treatment of nava. warfare, players are advised to refer to a copy of those rules.

POINT VALUE DETERMINATION

The Point Value of a naval vessel depends upon several factors, all of which are dealt with in this section. These factors are the Hull Value of the vessel, any weaponry the vessel mounts, the materials used in construction of the vessel, and the type of crew it carries. These factors give the final Point Value of a vessel when added together.

Hull Value

The Hull Value listed in this section is derived from the Structural Strength Points of the relevant type of vessel as determined by the forula given in Bireme & Galley.

Ship Type	Hull Value	Bireme & Galley Reference No.
Egyptian Punt Ship	20	1
Egyptian War Galley	15	2
Phoenician Bireme	20	3
Phoenician Merchant	20	4 (Med. only)
Phoenician Merchant	35	5 (Atlantic)
Pentekonter	15	6
Dispatch Boat	15	7
Hecatonter	35	8
Early Bireme	20	9
Early Trireme	30	10
Trireme II	70	11
Athenian Trireme 111	80	12
Athenian Trireme IV	90	13
Athenian Trireme V	140	14
Syracusan Pentere I	100	15
Syracusan Pentere 11	250	16
Successor Octere	250	17
Successor 16er	350	18
Small Merchantman Graeco/Roman	20	19
Large Merchantman	100 avg.	20
Carthaginian Bireme	50	21
Carthaginian Pentere	60	22
Roman Bireme	90	23
Roman Quinquireme	60	24
Augustan Bireme	130	25
Trajanic Coast Guard Vessel	35	26
Moneres/Galea	20	27
Ouisakos (Dromon)	40	28
Pamphylos (Dromon)	70	29
Byzantine War Dromon	180	30
Italian Galea Sotilla	170	31
Italian Galea Torida	290	32
Italian Sagitta	40	33
Italian Vachette	6 avg.	34
Galea de Mercanzia	320	35
Mediterranean Ordinary Galley	260	36
Mediterranean Galleass	625 avg.	37
Italian Usciere	370	38
Medieval Merchantman	75 •	39
Venetian Carrack	130 avg.	40
Viking Warboat	45	41
Viking Longship	70	42
Viking Great Serpent	300	43
Small Nordic Merchantman	35	44
Large Nordic Merchantman	80	45
Small Cog	45 avg.	46
Large Cog	170 avg.	47
Great Cog	295 avg.	48
Caravel	50 avg.	49
Carrack	155 avg.	50

Ship Mounted Weaponry

As a general (but not always applicable) rule, no vessel should be allowed to carry weaponry worth more than half of its unmodified Hull Value (as listed previously). For more specific details, consult the Bireme & Galley rules.

Weapon Type	Bonus Points
Scorpion (light bolt-thrower)	+10 per one mounted
Ballista	+20 per one mounted
Catapult	+30 per one mounted
Mangonel	+30 per one mounted
Greek Fire Projector	+250 per projector
36 pdr. Cannon	+150 per one mounted
24 pdr. Cannon	+100 per one mounted
9 pdr. Cannon	+50 per on§ mounted
6 pdr. Cannon	+30 per one mounted
4½ pdr. Cannon	+20 per one mounted
2 pdr. Cannon	+10 per one mounted

Note that cannon may never be mounted on warships (or any other type of ship) before circa 1400 AD.

Also note that the above additions are in points, not in percentage, to be added to base Hull Values.

Construction

The Hull Values given are for the average vessel — one which uses reasonable quality materials. Better or worse quality construction is available, with the following additions, or subtractions, from base Hull Value.

Type of Construction	Bonus Percentage
Elite Materials	+50%
Superior Materials	+25%
Average Materials	+0
Reserve Quality Materials	—10%
Poor Quality Materials	—20%
Garbage	-30%

Note that the bonus percentage is added or subtracted from the Base Hull Value (before any additions of bonus points for weapons are applied to Hull Value).

Crew Type

Once the Hull Value (plus any additions or subtractions due to materials used in construction and any Bonus Points for weaponry) have been determined, the type of crew a ship has is the last important factor. Any addition/subtraction percentage is made to the total Hull Value as determined to this point, not to just the Base Hull Value.

Type of Crew	Bonus Percentage
Raw Crew	-30%
Green Crew	-20%
Reservist Crew	-10%
Average/Regular Crew	0
Elit2 Crew	+20%
Veteran Crew	+40%
Veteran Elite Crew	+60%

Raw Crew: Landsmen with less than three months at sea.

Green Crew: Sailors/Rowers with three to six months at sea.

Reservist Crew: As above, but with about 12 months experience.

Average/Regular Crew: Sailors/Rowers with at least six months Fleet Service or considerable Merchant service.

Elite Crew: Hand-picked regulars who exhibit superior training and skill.

Veteran Crew: Regulars seasoned by several years of service and who have war experience. Crack Merchantmen also carry such a crew.

Veteran Elite Crew: Handpicked Veterans with superb training and skill — serve in squadron and fleet flagships.

Fanatics are treated as Elite (above). There is no additional advantage accruing from being an Elite Fanatic.

Semi-Regulars and Regulars are treated as Vikings for purposes of determining type of opponent they face (as per Swords & Sorcerers).

Capturing Prisoners

Semi-Regular and Regular crews do not generally hold any prisoners for ransom. They normally turn such prisoners over to their commanders for disposal (they are usually imprisoned for later disposal or sold as slaves). There are exceptions, but these should be determined by the Game Master.

PIRATE RAIDS

This section is the same as per the Viking Raids section in Swords & Sorcerers, except that it has been gone over and all references to Vikings become Pirates and the classifications of ships change to:

Old Classification	New Classification
Per ship (75 men).	Crew under 100 men
Per ship (100 men).	Crew over 100 men

STRATEGIC NAVAL WARFARE PROCEDURE

The fast Strategic Naval Warfare System is used as follows:

1. Compute the strength of each Navy as expressed in Strength Points (i.e. the total value of all ships and their armament that make up a given fleet). Also, compute the Fleet Marine Strength, which is the total Point Value of all troops aboard the ships of the fleet, including any crews which are capable of fighting (check the Fighting Crews section of Bireme & Galley to determine this). As a general rule (not always applicable) only Marines and Seamen fought — rowers (if any) usually did not. The following modifiers apply to individual Point Values.

Condition	Modifier
Marines (specially trained naval infantry).	+30%
A & B Morale Landlubbers.	+10%
C Morale Landlubbers.	.0
D Morale Landlubbers.	—10%
SHAI Armor.	-30%
HAI Armor.	-20%
HI Armor.	-10%
MI & LI Armor.	.0

2. Subtract the smaller total from the larger, treating Fleet Strength (ships only) and Fleet Marine Strength (troops only) as separate totals. The remainder for each group will be expressed as a fraction/percentage of the smaller force. For example, if a fleet with ships worth 8000 points is engaging one worth 6000 points the difference is 2000 points; this is 34% of 6000, so the Naval Strength Advantage is 34%. The same fleets are carrying 3500 Troop Points and 2000 Troop Points respectively, the difference is 1500 points; this is 75% of 2000, so the Marine Strength Advantage is 75%.

2A. At his point the tactics being used by the opposing fleets must be determined — as two completely different Resolution procedures are followed for each. Basically, there are only two choices possible — Ramming Tactics and Boarding Tactics.

Ramming involves tactical maneuvering to either ram the opposition or to deliver missile fire at them. Boarding involves the specific attempt to actually board the enemy vessels and fight a land style battle on their decks. The opposing sides may nominate which type of tactics they wish to try — if one side has no Player Character as commander, then they will use whichever of the two they did historically (a given fleet usually preferred one or the other type of tactics — rarely , if ever, did a fleet use both with equal skill). If both sides choose the same tactics, no further decisions are needed. If, however, they choose different tactics, they must roll to determine which sides tactics prevail. To do this, they each roll 1d100, adding to this result the following modifiers:

Condition	Modifier
Per CL of the Fleet Commander.	+10
Normal National Tactics used.	+20
Per Raw Crew. . . . . ».	—3
Per Green Crew.	—2
Per Reservist Crew.	—1
Per Average/Regular Crew.	0
Per Elite Crew.	+2
Per Veteran Crew.	+4
Per Veteran Elite Crew.	+6
Confined Waters (for those choosing Ram).	—10
Open Waters (for those choosing Boarding).	—10

The player with the highest modified die roll is the winner and has his tactical choice prevail. But, if the winning roll is less than 25, then a confused melee results in which the worst effects (casualty wise) of both tactical choices will be applied.

2B. If a ramming action is being fought, the Naval Strength of the fleet is used in the procedure below; if a Boarding action is being fought, use the procedure given below but use the Fleet Marine Strength, not the Naval Strength.

3. Compute the Strategic Stance of each fleet (using the applicable Strategic Advantage/Disadvantage modifiers from the Army Strategic Warfare Resolution section). To that of the strongest fleet, add the Strength Advantage (either Naval or Marine, as applicable by tactics prevailing).

4. Each fleet will rol 1d100 twice and take the average of the two rolls. This is the Basic Combat Roll of each Fleet.

5. Add the Strategic Stance percentage for each Fleet to its Basic Combat Roll.

6. If the commander of one Fleet has a higher CL than his opponent, add + 5% to the Combat Roll for his fleet for each CL of difference. This represents his superior tactical control of his fleet.

Note that if the commander with the higher CL is Irregular, and his opponent is Regular, add +5% for each two CL of difference, representing the superior doctrine of even badly led regular troops. If the commander with the higher CL is Regular and his opponent is Irregular, add +10% per CL difference for the same reason.

7. The side with the larger Combat Roll is the victor. The other side is the loser. The difference between the two totals is the Degree of Victory for the winner. This affects casualties — refer to the Army Victory Matrix if a boarding action has been fought (in the Army Strategic Warfare section) or to the Naval Victory Matrix if a ramming action has been fought (at the end of this section).

8. Compute casualties on the basis of the result given on the relevant Victory Matrix Table.

NAVAL VICTORY MATRIX TABLE

This table cross indexes the Degree of Victory (DV), which is the difference between the combat roll of the victor and that of the loser, to determine the casualties suffered, and who actually holds the field of battle (Casualties = C, Field = F).

Degree of Victory	C/Victor	C/Loser	FA/ictor	F/Loser	C/Crew
01-10%	10 + 1.d20%	10+ 1.d20%	01-50	51-00	10%
11-40%	10 + 1.d10%	10+ 3.d10%	01-65	66-00	20%
41-60%	10 + 1.d10%	20 + 2.d10%	01-80	81-00	30%
61-80%	2.d10%	30 + 1.d10%	01-95	96-00	40%
81-90%	2.d10%	30 + 2.d10%	01-99	00	50%
91-100%	2.d10%	30 + 3.d10%	100%	—	60%
101-150%	2.d6%	40 + 3.d10%	100%	-	70%
151-200%	2.d6%	40+ 4.d10%	100%	—	80%
201-250%	1 .d6%	40 + 5.d10%	100%	-	90%
251+%	1 .d6%	50 + 4.d10%	100%	-	95%

Note that 1d100 is rolled to determine who held the field — the field will never be contested as is possible in a land battle.

The C/Victor and C/Loser percentages refer to the ships lost/damaged/captured. The C/Crew perqentage refers to the percentage of the crew on those vessels sunk who are killed/drowned — halve this percentage for the side which holds the field to represent its ability to rescue its crewmembers before they drown.

VICTOR'S CASUALTY BREAKDOWN

Ship Type	Sunk	Damaged	Captured
Mediterranean (H)	20%	80%	nil
Mediterranean (L)	30%	50%	20%
Atlantic (H)	15%	85%	nil
Atlantic (L)	25%	45%	30%

Troop Category	Dead	Wounded	Fit	Invalid
Marines (H)	25%	25%	45%	5%
Marines (L)	50%	15%	25%	10%
A/B Infantry (H)	30%	30%	30%	10%
A/B Infantry (L)	60%	15%	10%	15%
C Infantry (H)	30%	30%	20%	20%
C Infantry (L)	70%	10%	10%	10%
D Infantry (H)	40%	30%	10%	20%
D Infantry (L)	80%	10%	5%	5%

LOSER'S CASUALTY BREAKDOWN

Ship Type	Sunk	Damaged	Captured
Mediterranean (H)	30%	70%	nil
Mediterranean (L)	40%	30%	30%
Atlantic (H)	25%	75%	nil
Atlantic (L)	35%	35%	30%

Troop Category	Dead	Wounded	Fit	Invalid
Marines (H)	30%	25%	40%	5%
Marines (L)	60%	10%	15%	15%
A/B Infantry (H)	35%	30%	25%	10%
A/B Infantry (L)	70%	15%	10%	5%
C Infantry (H)	40%	35%	20%	5%
C Infantry (L)	75%	10%	10%	5%
D Infantry (H)	45%	40%	10%	5%
D Infantry (L)	80%	10%	5%	5%

Note that troop casualties on sunk ships are detailed in the Naval Victory Matrix Table under the C/Crew heading. All the crew on captured ships become POWs. The troop casualty tables above refer to the crews of Damaged Vessels only. Damaged vessels take damage equal to 10-90% of their Hull Value as modified by materials and weapon bonuses. Such damage msut be repaired before they can again be used in a naval action.

BOARDING ACTIONS AND SHIP LOSSES

As noted above, Boarding actions are treated as land battles and the Point Values of the Fleet troops are used to complete the battle procedure. Even so, there will still be ships lost and damaged in such a battle. The Winner loses half the number of ships as he would on the same line from' the Naval Victory Matrix Table and the Loser loses the amount indicated on the Naval Victory Matrix Table, but the number of damaged ships he suffers is halved and these are added to the total ships captured by the winning fleet.