



TM

The C&S Red Book

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The C&S Red Booktm

An Updated Edition of Chivalry & Sorcery 1st Edition

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In Memorium

The Editors of the C&S Red Book would like to dedicate their efforts to the memory of Jan Vrapcenak who passed away in the fall of 1998.

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Forward

It has been over two decades since *C&S* first saw the light of day. The first edition was printed in a red cover, which is why this new edition is called *Red Book*. What follows is a new edition, as we could not simply reprint what had been done in 1977. As much as possible of the original text has been preserved.

C&S Red Book is a reprinting of the original 1977 edition of *C&S* which was produced with a distinctive red cover. It was at the time and is now a complete role playing game in one volume.

C&S Red Book is the result of a lengthy process and the editors want to thank all those who assisted in the task. We would especially like to thank *Terry Austin* of Hyperbooks On Line for his invaluable assistance in scanning the text of the 1977 edition. We would also like to acknowledge the inspiration of those members of the *Loyal Order of Chivalry & Sorcery* who kept the flame of C&S burning all these years.

The original edition of 128 pages 5 point type was very difficult to read - this edition is we hope more user friendly and easier to read.

Players may find that some of the concepts involved in character generation and other systems in the text no longer fit with current role playing fashion. One which is no longer current is the idea that fate hands you a character - in *C&S Red Book* players can choose the occupation of their character after considering what fate in the form of random dice rolls has handed them. Players familiar with subsequent editions of C&S know that this aspect is no longer a feature of the game.

In the 22 years since the original publication of *C&S* the role playing hobby has grown and matured away from its roots in miniature war gaming to interactive story telling. *C&S Red Book* is well within the domain of the simulationist side of role playing but those who prefer story telling to simulation will still profit from the topic covered by this updated edition.



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1.0 C&S: The Grand Campaign

C&S began innocently enough with a discussion about the vacuum that our characters seemed to be living in between dungeon and wilderness campaigns. In the Fantasy Wargames Society of the University of Alberta a degree of dissatisfaction emerged over the limited goals that were available to our characters. The solution was to develop an all-encompassing campaign game in which dungeon and wilderness adventures were just a small part of the action.

The Feudal Age was chosen as the setting of the action. There is a powerful and most appealing tradition of glorious deeds and stirring events surrounding the whole period of Chivalry. Furthermore, most fantasy occurs in societies that are generally feudal in nature, and the richest traditions of “Magick” belong to that period as well. To make the life of the Feudal Ages live again and to provide an authentic setting in which to play out the campaign, *C&S* is filled with aides and guidelines which make the creation of an entire world possible. Our group has chosen France, 1170, as the center of our world, although it is a France drawn with a liberal brush indeed. It could just as easily been one of Howard’s Hyborean Kingdoms or the world of Tolkien. It could even have been a purely imaginative world never before encountered in history, legend, or fiction.

Some planning and preparation is unfortunately necessary. A map of the “world” must be drafted and nations must be established. Within each nation should be located several large baronies. Economic and military resources may then be determined for these areas. Leaders and other important non-player characters should also be determined, as such men affect the entire conduct of affairs in the land.

At this point, players who are interested only in military miniatures battles are ready to stage an ongoing campaign that can last over a series of battles. Possible scenarios include the War of the Roses, the Hundred Years War, one of the Crusades, Richard I’s land

campaigns in France, or any of a score of other possibilities. Attention would be focused on marshaling economic and military resources. Castles can be built or strengthened, mercenaries hired, and replacement troops trained to replace casualties. Alliances can be formed, and players may enter into political intrigues to improve their positions. Raids, sieges, and open battles can be staged. In short, the full range of events arising out of medieval warfare may be simulated in as much or as little detail as possible. The skill of players in handling political and strategic factors, as well as skill in tactics, will determine the final victor.

If players wish to proceed further and develop individual characters, they may do so. Again, the military miniatures enthusiast will probably elect to deal only with Knights and Nobles. Tournaments can be staged and individual characters may be involved in the battles that are a part of the larger campaign. This adds a degree of intensely personal commitment to the proceedings, as identification with characters is impossible to avoid. Small scale actions on an individual level are also possible, employing the Individual Combat Matrixes and the Horse Combat rules.

Many players will desire to go “the whole route” and develop a fantasy campaign. In this instance, the added dimensions of Magick and a host of Legendary Monsters fill out the possibilities offered by *C&S Red Book*.

The essential feature of *C&S Red Book* is the flexibility built into all of the campaign types. Players may choose the type of campaign that they desire and may ignore all elements that are not relevant to their needs and aims. For example, Magick is not essential and a miniatures enthusiast may ignore it completely if he finds it distasteful. On the opposite side of the coin, a player interested in staging dungeon expeditions may choose to ignore the larger events that are occurring in the nation as a whole (although many opportunities for some exciting adventures could be lost.) After all, miniatures and fantasy campaigners are a highly creative lot, and the greatest enjoyment is found by adding the “personal touch.” *C&S Red Book* provides the guidelines by which players may easily create the kinds of worlds they want



and does not attempt to “dictate” in any way what must be.

1.1 The Feudal Setting

All feudal societies are characterized by fairly rigid class structure. Thus player-characters are subject to conditions of birth and social status. In general, it is the circumstances of one’s birth that determine the opportunities open to a man, although an “exceptional” personality may rise above even the lowest beginnings and make a place for himself in the world (if he is lucky and canny enough.) Thus, provision is made for random determination of a player-character’s birth and status in society.

The code of Chivalry pervades feudal society. It is binding upon all within the campaign, and some things simply are not done if a character wishes to maintain his reputation for honourable conduct. Honour is more important than any other form of currency. Without honour, a Knight’s followers fall away from him, he is barred from tournaments and cast out of polite society, and he cannot hope to exert any real or effective influence upon the political life of the state. Nor can a commoner ignore the need for honour, as he depends upon the favor and respect of others to advance in the world. Success in the campaign is dependent upon having “friends,” not just attaining many levels of experience or winning a few battles.

To fill out the “grey” area of other miniatures and dungeon campaigns, the entire social order of the feudal state is assumed to exist at all times. Military campaigns and individual adventures occur fully within a society as well as in a geographic area. The complete superstructure of Church and State overlooks the activities of characters. The commander of armies must bear in mind the reluctance of vassals to serve for more than 40 days and must respect the hide-bound customs and traditions of Knights and commons alike. His noble peers are invariably proud, haughty, and jealous of anyone who seems to threaten their own power or position; and thus, alliances are fraught with dangers. Barons are aligned against each other and all resist the King’s every attempt to bring about strong central government. Church and State

are locked in a struggle over who shall be supreme in the land: the Crown or the Lords Spiritual. On the individual level, a bullying Knight could find that his enemies are ganging up on him in the Grand Melee, or that he has been challenged to a Trial by Combat a l’outrance -- “to the death.” Indiscriminate practice of Magick, especially for “evil” ends, might result in excommunication and a painful auto-de-fe, ending at a burning stake. A notorious thief or killer can be declared “outlaw,” the fair game of anyone able to kill him on sight. Even the doughtiest fighter will blanch at the thought of being the prey of a hundred villagers answering the “hue-and-cry”, eager to collect the reward for capturing him, or worse. Then there are taxes to be paid, and treason or sedition bring quick death at the hands of the King’s executioner. Chaotic conduct, while loads of fun, carries risks appropriate to the evil practiced. No man stands invulnerable and unassailable. In the Great Chain of Being, there is always a strong adversary ready to confront and destroy a man who goes “too far.”

Authenticity is the hallmark of *C&S*. Creativity and imagination are vital, but realism and attention to the facts of human nature and the nature of any reasonable society is necessary as well. Players are therefore urged to acquire a good general knowledge of feudal life in general so as to provide the “colour” and detail that breathes life into the campaign and provides models of general behavior.

Realism demands that a character maintain himself and his followers. The economic facts of everyday life play an important part in the campaign. One has to eat, find shelter, and clothe himself. One’s followers have to be paid, cared for, and rewarded for faithful service. One’s horse must be shod, stabled, and fitted out with saddle and harness. Arms and armor must be purchased and kept in good repair. All this takes money, and money is not to be had easily in the feudal society. Work or entering into feudal service is necessary, and *C&S Red Book* provides for this in the sections on Feudal Fiefs and Making a Living. Whether an army is being outfitted for war or a dungeon expedition is being prepared, money is required.



Some attention to acquiring a steady income and managing it well is called for. The warlord who ignores his warchest may find that his army has disappeared. The individual character who tries to make ends meet by plunging into dungeons may find that he has starved to death.

In any feudal society, a person must have a “place” in the social order, and the place he occupies will determine his manner of conducting himself. Commoners should never “put on airs” in front of the nobility and cannot afford to feel too much resentment at harsh treatment by their social “superiors.” Great lords cannot treat loyal vassals like mindless robots to be ordered here and there without regard to their needs and desires, unless personal loyalty is of no importance to them. Independent-minded characters find that they are universally regarded with suspicion and distrust. Even Knights-errant lack the status enjoyed by a Knight-in-service because they have no feudal lords. To benefit fully from the system, one must live within it and abide by its rules of conduct. When the society demands that a man occupy a definite place in the rank order of things and conduct himself accordingly, anyone who proves to be a “maverick” counts for little.

One of the features of social class that dominates *C&S Red Book* is the rather great distinction made in the matter of bearing arms. Knights have the prerogative of bearing weapons that are forbidden to the lesser classes in society. Only Knights and Sergeants-at-Arms are permitted to own warhorses of superior quality. Commoners go on foot or else ride “nags.” Non-fighters are also restricted with respect to the kinds of armour they may wear—although this is a reflection of their lack of training and not a prohibition as such. These things are as they actually were and to be realistic they are included in the campaign. It is a question of one’s place in society.

Every man has a “Master” unless he has arrived at a high point in his career and is successful enough to be a great Lord or has established his own business. Player-characters begin their careers at a youthful age, inexperienced and relatively poor. They must learn

some trade or enter some vocation. Thus they are all placed under a non-player “Master” who instructs and protects them until they are able to assume their own place in the world. Such apprenticeship generally lasts until a character reaches experience level 5. The “Master” is controlled by another player or by a “Dungeon Master” and manages the life of his apprentice, setting him tasks and sending him on missions. Many adventures can be generated by the use of the Master, who has need of some article or who is going to some distant place and must be attended by his young assistant. A complete range of non-player characters appears in the “Monster” section and these may be used to obtain many of the characteristics of “Masters.”

Unique features of the medieval period have been incorporated to add realism to the campaigns. “Courtly Love” provides motivation for young Knights to go out and do deeds of great valour in the name of their ladies, for much honour and experience may be won. “Knightly Orders,” “Magick Orders,” and “Secret Societies” exist, providing characters with allies in times of need, and also serving to generate adventures. The same is true of the great Guilds which dominated medieval business and finance. For players interested in political careers, there is even provision for entering the “Royal Bureaucracy” and rising to the highest levels of government.

The campaign, then, is pervaded by the elements of feudalism. Players are urged to absorb as much of the “mental set” of the period as possible to permit role-playing that is authentic. To think as a 20th Century man while conducting a campaign based upon feudal society is an unfortunate thing to do, as most of the “fun of the thing will be lost.

1.2 The Time Frame

The time frame of *C&S Red Book* as a game is different from other games of its general type, for the one day= one game day concept has been dropped in favour of a more telescoped time period. To a degree, the peculiar nature of the Magick System accounts for this, as Magick Users must spend considerable periods of time simply learning the spells they will want to cast in an expedition. Also, if large-scale actions are going to be fought, anxious War Lords



are going to be very frustrated by a real-time winter period in which no campaigning is possible. To permit a few good wars, time had to be compressed. Also, time was compressed to permit characters to live out a reasonable proportion of their lives, and perhaps even descendants to take up the struggle.

The recommended time period for individual adventure campaigns is roughly on a one to four basis, with one real week equal to one Game Month. Also, the year is seasonal in nature, and winter is always a quiet period because conditions are simply too bad for anyone to seriously attempt an adventure outside settled areas. Even the monsters get out of the winter storms. The four seasons therefore break down as follows:

Spring: April and May: 2-3 real weeks
 Summer: June to October: 8-10 real weeks
 Fall: November and December: 2-3 real weeks
 Winter: January to March: 1 real week

Clearly, most of the action occurs in the summer months, which are at least twice as long as any other months to permit active adventuring. Winter is simply the time that players devote to “bookkeeping chores” to get ready for the next round of gaming. As is typical of many aspects of *C&S Red Book*, the time periods are always optional so that, if an important or exciting adventure is occurring, the real time period can be extended to the convenience of the players. Players devoted to purely military campaigns could telescope time even further, so that 5 or 10 years were covered in a real year, if not more, permitting entire generations to pass in a relatively short space of time. The Hundred Years War is not an impossibility using this system.

1.3 Keeping a Calendar

The important thing to establish is the relation of real time to game time, so that all of the players know what the game date is in a particular week of play. Once general agreement is reached among the players, everyone knows how much time is passing. This fixing of a definite calendar for the game is especially vital for Magick Users, who operate on a very strict time scale when learning spells or doing enchantments.



Wisdom
Charisma
Alignment

2.0 PLAYER CHARACTERS

All players will have a number of “characters” with which to play the game. Characters are projections of the players own identity but also have traits and quirks uniquely their own. It is strongly recommended that players do not play every character as if they themselves were in the adventure. If a character is stupid, role-play and have him act stupidly. If he is a fumble-fingered boob who has the dexterity of a hobbled camel, have all the fun you can with him (these make good comic Thieves). The whole idea is to have fun, to live out fantasies that could never happen in real life. As much as possible, let the characters play themselves. The traits they acquire from their Prime Requisites often contain guides to conduct or descriptions of abilities which will prove of assistance here.

2.0.1 The Players

In *C&S Red Book* players have a wide range of characters to choose from:

Men
Elves
Dwarves
Haeflings
Others

2.0.2 Character Prime Requisites

Specific Characters must meet certain Prime Requisites most of which are randomly determined. These include:

Race
Age
Sex
Size
Dexterity
Strength
Constitution
Personal
Appearance
Bardic Voice
Intelligence

2.03 Other Personal Characteristics:

Many Characteristics of Chivalry & Sorcery are derived from Primary Ones:

The Character's Body
Fatigue Levels
Carrying Capacity
Military Ability Factor
Command Level
Non-Fighter Characters
Personal Combat Factor
Weapon Skill
Life Horoscope
Mental Health

2.1 The Player Characters

Chivalry & Sorcery allows players to play a very broad range of characters everything from men to monsters.

2.1.1 Men

Most player-characters will be human beings. As such, they will have the widest range of characteristics enjoyed by any character type. Men can become virtually any type of character in the game: Knights, Fighting-Men, Thieves, Clerics, or Magick Users. Also, because the world is essentially dominated by Mankind, they enjoy the greatest degree of freedom of movement and acceptance. Elves, Dwarves, and Haeflings, while often made to feel welcome, are not really a part of daily life in human society and cannot hope to establish themselves as great lords beloved by their subjects. They are “foreigners” and they are “different,” two serious penalties to be overcome in any Feudal society.

2.1.2 Elves

Perhaps the most ancient and magical of all the character races, the Elves are divided into the High Elves and the Silban or Wood Elves. while both kinds of Elf are rare indeed, the Noble Elves are perhaps the rarest of all characters, for most have long since passed into the West, they are the Great Fey of European Legend.



To obtain an Elvish character, two sets of conditions must be met. First, there must be a probability of even having an Elvish character. Second, the character's Prime Requisites must meet the minimum requirements. These will be dealt with in a later section. Elves are not to be had with any regularity, and with good reason. Elves always are powerful creatures for they may become "combination characters." Great Fey may become Fighter-Magick User- Clerics. Wood Elves become Fighter-Clerics or Fighter-Magick Users. (Any conflict in the rules arising from combination status is always resolved in the favour of the Elf.)

In addition to combination status, Elves possess some unique talents:

1. Elves have +5% chance of striking, parrying, or dodging blows. Furthermore, they are master bowmen and hit their targets with +10% advantage. They may make magic arrows and bows as well, but these are for exclusive Elvish use until they reach a high enough level to make arrows and bows for other races (experience level 12).
2. Elves, being most observant, possess exceptional hearing and keen eyesight. They have an infallible chance of detecting secret and hidden things, such as secret doors or all but the best concealed hiding places.
3. Elves have a +10% chance of moving silently and a +15% chance of hiding in shadows and undergrowth, such percentages being subtracted from an enemy's chance of detecting the Elf.
4. Elves are so dexterous that they never fumble weapons or drop things when surprised.
5. Elves do not have to write Magic Books in order to remember spells.
6. Elves are proficient with languages and know the tongues of orcs, goblins, and such -- in addition to Elven Tongue, Westron (Common Tongue), and one human language. There is no limit to the number of languages they may learn to speak or to read and write.
7. Elves possess exceptional constitutions and are rated two levels higher with respect to recovering from

wounds and resistance to disease and infection.

8. Elves do not require sleep, but rather rest their minds in remembrance of past ages or in contemplation of beautiful things.
9. Elves are always have a Lawful Alignment, initially, if High Elves.
10. Elves may call upon Elbereth Githoniel as if Praying or Blessing.
11. Elves are sensitive to the presence of magic (Detect Magick) and Great Fey also have the power to communicate with Lawful characters and creatures without speech (Telepathy) and to know the moral character of others (Detect Alignment) without expending any energy.

Elves may occasionally reach heights in excess of six feet and are deceptively slim in appearance. Graceful and dexterous, they are also very husky and sturdy. The hardships of nature they bear without sign of fatigue. They possess an almost insatiable curiosity. Ancient Lore they value highly and will seek it out at great risk, but Black Magick and evil devices they abhor and will destroy whenever possible. All forms of beauty are beloved by the Elves, especially the beauty of growing things, while all things evil and ugly are the objects of their hatred and revulsion.

Elves are naturally secretive and, since their falling out with Men and Dwarves, they tend to prefer their own kind. Rare indeed is the man who is named "Elf-Friend," and to him is unlocked the secret halls of the First People. No Elf will take service with anyone who is not an Elf. They have an especial fondness for lawful, interesting Haeflings. Themselves highly gifted in the arts, they welcome poets, singers, any others with true artistic talent. Men of good-will and wisdom are held high in their regard, but they are implacable enemies of all those who serve Chaos.

As a final note, Elves are immortal but may be slain in battle.



2.1.3 Dwarves

As one of the elder speaking races, the Free Folk claim descent from Seven Fathers who lived in the First Age, and consequently the Dwarves are divided into seven Folk or nations, each with its own king and ancestral halls. They have withdrawn into the wilderness, for, never having been numerous, they have concentrated their strength in the mountain fastnesses for protection.

Dwarves are short, averaging about four and a half feet in height, but broad in shoulder and extremely strong for their size. While not immortal like the Elves, they live for long periods of time, perhaps 250 years. They marry about the age of 100, if they marry at all, for there are few Dwarvish women and Dwarvish males are exceedingly proud.

Dwarves are a prideful people, easily angered and very long of memory. They will NEVER forget wrongs done to them or their Folk. Greedy for riches, they are ruled by a gold-lust that once awakened, is very hard to quell. Except for their greed, they are fair and often generous to those they owe a debt of honour. Noted for their superb craftsmanship and mastery of the art of weaponsmithing, they are very shrewd businessmen as well - usually driving a hard bargain for their wares and near impossible to cheat in matters involving precious things. They have, in addition, a number of unique talents and advantages:

1. Dwarves are superlative miners able to tunnel six times as fast as men. They easily note slanting passages, shifting walls, new underground works, geological formation, and other features of importance beneath the earth. Instinctively, they know the depth they are standing below the surface.
2. Dwarves possess night vision and can see clearly in the dark up to 60 feet.
3. Dwarves possess facility with mechanical devices, being able to open locks and disarm small traps at a +5% and +15% advantage, respectively, if "Thieves."
4. Dwarves hide in shadows and move silently with a +5% advantage when underground. They need not

check morale underground either, as they are quite at home.

5. Dwarves, being expert craftsmen, can accurately appraise coins, jewelry, and gems.
6. Dwarves are all smiths and armourers. Apprentices may forge armour under the guidance of a Master Armourer and may make repairs to arms and armour. Armourers and Master Armourers may forge arms and armour of quality. Weaponsmiths may forge magical weapons and armour. Rate of magick weapon making is three times normal speed, so a Dwarf may turn out quality work in quantities unthinkable for Men.
7. Dwarves are highly resistant to all forms of Magick.
8. Dwarves dodge with a -5% advantage because of their size.
9. Dweorgish is the ancient and secret language known only to Dwarves. It is the medium in which the Dwarves preserve all of their many secrets of weaponmaking, and a Book found by a Dwarf containing such information will turn him into Master Armourer instantly, whatever level he is at. In public the Dwarves use the tongue of their neighbours, and they understand the languages of their traditional enemies, the Gnolls, Kobolds, and Goblins.

On a final note, Dwarvish women are so scarce that they are the objects of instant feelings of protectiveness in Dwarvish males. If a female Dwarf appears on the scene, she will soon acquire a non-player protector to escort her on adventures. A Dwarvish protector will possess minimum Dwarvish prime requisites and is determined as any other character.

2.1.4 Hæflings

Originally closely related to Men, the Hæflings have remained unobtrusive through much of their history. For centuries they lived in the Vales of Anduin, largely unnoticed by other races until late in the Roman Age. They fled westward and the exact location of their land was lost. However, on occasion, travelers have reported a charming almost enchanted land inhab-



ited by “haeflings,” “little folk” with large, hairy feet, a great fondness for food and conversation, and distrust of the “Outside.”

1. For their diminutive size, rarely reaching a height over four feet, the Haeflings are the strongest and most resilient of all the speaking races. They never tire when carrying burdens and even when the weight is very considerable they fatigue slowly

2. Being burrow dwellers, Haeflings are quite at home beneath the earth.

3. Haeflings do not employ magical spells and use few magical devices. However, they save against magical spells four experience levels higher as Dwarves do.

4. Haeflings possess exceptional constitutions and enjoy increased chances to be resurrected, to recover from wounds, end to be resistant to diseases. Rate these at two levels high on the constitution tables.

5. Haeflings possess superior eyesight and dexterity and shoot missiles with a +5% advantage and throw missiles with a +15% advantage. They dodge with -15% because of their small size.

6. Haeflings are clever with their fingers and open locks with a +10% advantage, remove small traps with +5%, pick pockets with +5%, and strike with a dagger or short sword with +5% hit probability.

7. Haeflings move silently and hide in shadows or undergrowth with -10% advantage.

8. Haeflings hear noises with an advantage.

9. Haeflings are shrewd judges of character, readily recognizing “nasty” people for what they are 50% of the time.

2.1.5 Others

C&S Red Book allows players to play any kind of character desired - in the original edition this would come about by a random chance where a player's *Race* roll result was *Monster*. If a player wishes to play a monster they may do so. Simply look up the char-

acteristics of the Monster and treat them as Prime Requisites.

2.2 Generating the Player Character

2.2.1 Determining Character Prime Requisites

The Prime Requisites are the characteristics upon which player-characters are based. A model Character Profile Record is included and may be Xeroxed to record the details. It is recommended that the Record be enclosed in a plastic cover or laminated, with all of the variable entries made with grease pencil to preserve the sheets as long as possible.

The players will need a set of percentage dice and normal 1-6 dice. Once all of the Prime Requisites have been found a player can then complete his Character Profile. There can be no “trading” of points to raise one characteristic at the expense of another. If “well aspected” on his “Life Horoscope” a character may make one die roll to correct a low characteristic, but not Alignment.

2.2.2 Race

A player may always elect to have a human character. However, if he or she wishes to have a character in one of the special categories, they could always adopt one with Game Master approval or they must roll percentage dice:

1-80% = Human.

81-90% = Elf, Dwarf, or Haefling: The player may choose the category. If an Elf is chosen, the character will have minimum of 13 in Dexterity, IQ, Wisdom, and Appearance, and scores below these minimums are corrected upward. A High Elf is possible only if the minimums had been obtained the initial rolls, without correction. Dwarves possess a minimum 13 in Strength and Constitution, while Haeflings have a minimum 13 in Constitution and Dexterity. Again, adjust scores accordingly.

91-95% = Lycanthrope: The player's character is a human who has a were-personality and form. Refer to the Monster chapter for the section on “Lycanthropes.”



96-100% = Monster: The character will be one of the following types of monster. The characteristics of each type is provided in the Monster chapter. Roll the percentage dice again:

1-5% = Kobold	76-80% = Troll
6-10% = Goblin	81-85% = Vampire
11-15% = Orc	86-90% = Dragon
16-20% = Bugbear	91-95% = Legendary Beast
21-70% = Hobgoblin	96-99% = Fire Demon
71-75% = Ogre	100% = Player's Choice

2.2.3 Age (Optional)

Once the basic type of character is decided, his age may be determined at the start of his adventures. The base age is 13, with 1 year added for each 10% rolled on percentage dice. This guideline is applicable to Men, Elves, Dwarves, Haeflings, and most monsters except specials like Dragons, Undead, and the like, who must be rated with an arbitrary fairness by the player-referee or according to special guidelines given in the Monster descriptions.

2.2.4 Gender (Optional)

Whether a character is male or female is important. Men have a good chance of being one or the other, but Elves, Dwarves, and Haeflings tend to be male because their women are not as adventurous. Roll percentage dice:

Men, most Monsters =	1-75% male 76-100% female.
Elves, Dwarves, Haeflings =	1-85% male, 86-100% female.

Women players may either choose to be female characters or opt for the percentage roll. (In *C&S Red Book*, women always have special treatment.)

2.2.5 Size

The size of a character affects his ability to perform most feats of physical prowess. All determinations are made with a set of 20-sided dice.

The Height and Frame of a character are used to determine the over-all size and weight of a character.

Height of a Male		Frame of a Male	
1-7 =	Short	1-7 =	Light
8-15 =	Average	8-15 =	Average
16-20 =	Tall	16-20 =	Heavy

Height of a Female		Frame of a Female	
1-8 =	Short	1-8 =	Light
9-16 =	Average	9-17 =	Average
17-20 =	Tall	18-20 =	Heavy

The weights of characters are found by comparing their height to the value that is printed beside it. However, the Frame of a character will affect his weight. Males with Light Frames reduce their weights by 1 level, so that a man with a 6' height would have the weight of a man of 5'11". Males with Average Frames have the weight printed alongside their height in the following table. Males with Heavy Frames increase their weights by 1 level, so that a man with a 6' height would have the weight of a man of 6'1". Females with Light Frames are quite petite, so reduce their weights by 4 levels. Females with Average Frames reduce their weights by 3 levels. Females with Heavy Frames reduce their weights by 2 levels. Weight affects attractiveness, so add 1 Appearance point to females with Light Frames and subtract 1 Appearance point from females with Heavy Frames.



Weights of characters are computed by rolling a 20-sided die and comparing the Height and Frame of a character to the printed score:

Tall Characters

Short Characters

D20	Men HT WT	Elves HT WT	Dwarves HT WT	Haeflings HT WT	Body
1	4'7" 75	4'6" 65	3'9" 60	3'7" 50	-1
2	4'8" 80	4'7" 70	3'9" 60	3'7" 50	-1
3	4'9" 85	4'7" 70	3'10" 65	3'7" 50	-1
4	4'10" 90	4'8" 75	3'10" 65	3'8" 55	-1
5	4'11" 95	4'8" 75	3'10" 65	3'8" 55	-1
6	5' 100	4'9" 80	3'11" 70	3'8" 55	0
7	5'1" 105	4'9" 80	3'11" 70	3'9" 60	0
8	5'2" 110	4'10" 85	3'11" 70	3'9" 60	0
9	5'3" 115	4'10" 85	4' 75	3'9" 60	0
10-13	5'4" 120	4'11" 90	4' 75	3'9" 60	0
14-15	5'5" 125	5' 95	4'1" 80	3'10" 65	+1
16-17	5'6" 130	5'1" 100	4'1" 80	3'10" 65	+1
18-20	5'7" 135	5'2" 105	4'2" 85	3'11" 70	+1

Average Characters

D20	Men HT WT	Elves HT WT	Dwarves HT WT	Haeflings HT WT	Body
1-4	5'8" 145	5'3" 110	4'3" 90	4' 75	+2
5-8	5'9" 155	5'4" 115	4'4" 95	4'1" 85	+2
9-12	5'10" 160	5'5" 120	4'5" 100	4'2" 85	+2
13-16	5'11" 170	5'6" 125	4'6" 105	4'3" 90	+3
17-20	6' 180	5'7" 130	4'7" 110	4'4" 95	+3

D20	Men HT WT	Elves HT WT	Dwarves HT WT	Haeflings HT WT	Body
1-4	6'1" 109	5'8" 140	4'8" 115	4'5" 95	+4
5-8	6'2" 200	5'9" 150	4'8" 120	4'5" 100	+4
9-12	6'3" 210	5'10" 160	4'9" 125	4'5" 100	+4
13-14	6'4" 225	5'11" 170	4'10" 130	4'6" 105	+5
15	6'5" 235	6' 180	4'10" 130	4'6" 105	+5
16	6'6" 250	6'1" 190	4'11" 135	4'7" 110	+6
17	6'7" 275	6'2" 200	4'11" 135	4'7" 110	+7
18	6'8" 300	6'3" 210	5' 140	4'8" 115	+8
19	6'9" 325	6'4" 225	5' 140	4'8" 115	+9
20	7' 375	6'5" 235	5'1" 150	4'9" 120	+10

*The weights of characters are measured in "Dragons," a unit roughly comparable to one pound.

**The "Body" refers to the physical body of a character. The values given here and elsewhere are used to determine the degree of physical damage a character is able to sustain before he is killed by his wounds. The Body points awarded for various Prime Requisites should be totalled up and the final sum entered on the Character Profile sheet.



2.3 The Prime Characteristics

2.3.1 Dexterity [DEX]

Dexterity is a character's ability to handle weapons and tools with a sure hand, to parry blows, to dodge blows and missiles, and generally to perform acts requiring agility and coordination. Dexterity is the prime requisite of Thieves and Assassins, but no character can do without it and hope to prosper. Roll a 20-sided die:

All of the abilities acquired through one's Dexterity tend to be peculiar to Thieves and Assassins and are dealt with in the section concerning their class. Haeflings and Elves, however, will have the ability to Hide in Shadows and Move Silently.

Die Roll	Dexterity	Disarm Trap	Pick Lock	Pick pocket	Move Silently	Hide in Shadows
1	All Thumbs	-15%	-15%	-25%	-20%	-15%
2	Bungling	-13%	-13%	-20%	-18%	-13%
3	Uncoordinated	-11%	-10%	-15%	-15%	-10%
4	Clumsy	-9%	-8%	-13%	-10%	-8%
5	Awkard	-7%	-5%	-10%	-5%	-5%
6	Unhandy	-5%	-	-5%	-	-
7-8	Lo Average	-	-	-	-	-
9-10	Average	-	-	-	-	-
11-12	Hi Average	-	-	-	-	-
13	Skillful	-	+5%	-	-	-
14	Deft	+5%	+8%	+5%	-	+5%
15	Dextrous	+10%	+10%	+7%	+3%	+8%
16	Nimble	+13%	+13%	+9%	+5%	+10%
17	Adroit	+15%	+15%	+12%	+7%	+15%
18	Agile	+18%	+20%	+15%	+8%	+20%
19	Quick	+20%	+25%	+20%	+9%	+23%
20	Masterful	+25%	+30%	+25%	+10%	+25%

Characters of exceptional Dexterity are very graceful and hence are more comely. Increase Appearance by 1 point if Dexterity is over 14.

Females with Light Frames possess more Dexterity than those with Average or Heavy Frames. Increase Dexterity by 1 point.

Males with Light Frames possess more Dexterity than those with Average or Heavy Frames. Increase Dexterity by 1 point if not Tall.

2.3.2 Strength [STR]

Strength is the Prime Requisite of all Fighters, for it has a significant effect on physical prowess and fighting ability. However, it is important to all classes of character. Roll a 20-sided die to determine the Strength level of a character:

*Superhuman strength is possessed only by Men and Elves. Roll a 20-sided die again. If the second result is over 12, the character's Strength is taken from one of the bracketed Strength levels. Add 1 x WDF per superhuman strength level.

**Doors in dungeon complexes are opened by rolling a 1-10 die. Doors are opened by obtaining a result within the limits indicated for a particular Strength. For example, a man with Strength 11 will open a standard or ordinary door on a roll of 1-4 and a secret door or panel on 1-2. Only one attempt may be made to open any door per turn, and only one character may attempt to open it.

Locked doors cannot be opened until the lock is picked, but characters with Strengths of 17+ can break the lock and open a door on 1-2.

**The Constitution of a character affects his Strength. If a character's Constitution level is below the minimum value needed for a particular Strength level, reduce the Strength of the character to the level indicated by the Constitution Minimum.

Females are weaker than males. Strength Factors must be reduced for females. For women with Heavy



Die	Strength	Strength Factor Rating				Opening Doors **		Constitutions	Boby
Roll		Man	Elf	Dwarf	Haefling	Standard	Secret	Minmums ***	
1	Disabled	.2	.3	.5	.5	1	1	1	-1
2	Feeble	.3	.4	.6	.6	2	1	1	-1
3	Unfit	.4	.4	.7	.7	2	1	1	-1
4-5	Puny	.5	.5	.8	.8	2	1	2	-
6-7	Weak	.6	.6	.9	.9	2	1	2	-
8	Lo Average	.8	.8	1.0	1.0	3	1	3	-
9	Average	.9	.9	1.1	1.1	4	2	4	-
10	Average	1.0	1.0	1.2	1.2	4	2	5	-
11	Average	1.1	1.1	1.3	1.3	4	2	6	-
12	Hi Average	1.2	1.2	1.5	1.5	4	2	6	-
13	Muscular	1.5	1.5	1.8	1.8	5	2	7	+1
14	Strong	1.6	1.6	2.0	2.0	5	2	7	+1
15	Powerful	1.7	1.7	2.2	2.1	6	2	8	+2
16	Mighty	1.8	1.8	2.4	2.3	7	2	9	+3
17	Puissant	2.0	1.9	2.6	2.5	8	2	10	+4
18	Lordly	2.2	2.0	2.8	2.6	9	3	11	+5
19	Herculean	2.5	2.2	3.0	3.0	10	3	12	+6
20	Superhuman*	3.0	3.0	-	-	10	4	13	+7
(13-16)	Titanic	3.5	3.5	-	-	10	5	13	+8
(17-19)	Irresistible	4.0	4.0	-	-	10	5	13	+9
(20)	Invincible	5.0	-	-	-	10	6	14	+10

Frames, reduce the Strength Factor by .1; Average Frames by .2; and Light Frames by .3. The Strength Factor is used to compute the fighting capability and the weight bearing capacity of a character.

2.3.3 Constitution [CON]

Constitution is a character's "health" and "life-force"--the capacity of the body to endure great suffering and hardship, to be restored to life, to save from magical spells, to recover from wounds, and to resist disease. It is also one of the factors affecting the actual strength of a character and, most important, his fighting ability. Roll a 20-sided die to determine Constitution:

Die Roll	Constitution	Constitution Factor	Resurrection Probability	Resistance to Disease	Body
1	Scrawney	-0.3	20%	-15%	-1
2-3	Puny	-0.2	25%	-10%	-1
4-5	Weak	-0.1	30%	-5%	-
6-8	Lo Average	0.0	40%	-	-
9-10	Average	0.0	50%	-	-
11-12	Hi Average	+0.1	65%	-	+1
13-14	Healthy	+0.2	75%	+1%	+2
15	Sturdy	+0.3	85%	+2%	+3
16	Hardy	+0.4	90%	+3%	+3
17	Robust	+0.5	95%	+4%	+4
18	Vigorous	+0.6	97%	+5%	+5
19	Vital	+0.7	99%	+6%	+6
20	Weatherproof	+0.9	100%	+10%	+7



Constitution affects the ability of a character to restore his Fatigue levels. The following table gives the rate that Fatigue points may be restored, depending upon the character's Constitution and activity levels: Fatigue levels may also be restored by Water of Life, Waters of Healing, or Curative Miracles performed by Clerics.

Constitution Level of the Character								
Type of Activity	1-3	4-5	6-10	11-12	13-15	16-17	18-19	20
Walking Unencumbered/hr	0	0	1	1	2	2	3	4
Resting/hr	2	2	3	4	5	5	6	8
Sleeping/hr	3	4	5	6	7	8	9	12

Constitution also affects the ability of a character to recover from wounds and other forms of physical damage. The following table gives the rate that Body points may be restored, depending upon the character's constitution and activity levels:

Constitution Level of the Character								
Type of Activity	1-3	4-5	6-10	11-12	13-15	16-17	18-19	20
Strenous Activity/day	-2	-1	-1	0	0	0	+1	+1
Moderate Activity/day	-2	-1	0	0	0	+1	+2	+3
Rest/day	+1/2	+1	+1	+1	+1	+2	+3	+4

Body levels may also be restored by Waters of Life, Waters of Healing, or Curative Miracles performed by Clerics. However, all damage to the Body "cured" by such means must be subjected to rest and recuperation time equal to the time needed to repair the damage naturally. If no rest and recuperation occurs within 30 days after the "cures" are performed, the character suffers double the loss to his Fatigue maximums until the recuperation is completed.

Broken Bones, Vital Hits, Spinal Hits, and damage caused by Mummies require 10 times the normal recuperation time for complete recovery.

2.3.4 Appearance [APP]

Personal Appearance is the degree of attractiveness or ugliness of a character. Roll a 20-sided die:

Die

Roll Appearance

1 *Hideous*: The character is ugly enough to frighten himself when he looks in a mirror provided the mirror survives the experience long enough for him to see his reflection. +15% chance of Surprise and reduce Charisma score by 5 points. He has no chance of romance -- even with magical help.

2 *Frightful*: The character is incredibly repulsive in appearance. +5% chance of Surprise and reduce Charisma score by 4 points.

3-4 *Ugly*: The character is extremely unattractive and others will not look at him often. Reduce Charisma score by 3 points.

5-7 *Plain*: The character is not attractive nor unattractive. Reduce Charisma score by 1 point.

8-12 *Average*: The character possesses no particular beauty but is not unpleasing to the eye. Being average makes it easy to "blend in with the crowd," a trait most valuable to Thieves, Assassins, and Spies because it permits successful disguise.

13-15 *Fair*: The character is rather handsome or pretty
16-17 *Attractive*: The character is quite comely. Increase Charisma score by 1 point.

18 *Handsome/Beautiful*: The character is most attractive to members of the opposite sex. Increase Charisma score by 2 points.

19 *Striking/Stunning*: The character possesses beauty and grace enough to cause heads to turn and is almost irresistible to members of the opposite sex. Increase Charisma score by 3 points when dealing with members of the opposite sex but only 2 points with members of own sex. Frightful and Hideous people hate the character on sight, if of the same sex.

20 *Handsome/Beautiful*: The character is so fair of face or figure that all members of the opposite sex are literally "putty" in his/her hands. However, most members of the same sex are extremely jealous if Hideous to Plain. Increase Charisma by 5 points with members of the opposite sex, by 3 points with same sex; but reduce Charisma by 3 points when dealing with Hideous to Plain people. Also increase the chance of Surprise by +10%.



Wounds to the head have a 50% chance of marring looks and reduce Appearance by 1 point. Characters have a 50% chance of hiding 3 points of damage with cosmetics.

2.3.5 Bardic Voice [BV]

Bardic Voice is the Prime Requisite of all artists and entertainers and represents all artistic talent in general, but especially the power of the spoken and the sung word. It can be substituted for Charisma, for the man with a “silver tongue” can “enchant” his listeners with the power and beauty of his words. Roll a 20 sided die:

Die

Roll Bardic Voice

1-4 *Inarticulate*: The character is practically unable to express even the simplest thoughts. Reduce Charisma by 3 points if not above average in Appearance.

5-6 *Halting*: The character can make himself understood, but his listeners have to be patient and considerate. Reduce Charisma by 2 points if not above average in Appearance.

7 *Colourless*: The character can speak more or less clearly, but his style is so lacking that he cannot hope to impress anybody by the weightiness of his ideas. Reduce Charisma by 2 points if not above average in Appearance.

8-14 *Average*: The character is not particularly lacking in power of voice.

15-16 *Eloquent*: The character is capable of catching the attention of others with the force and fluency of his speech. Increase Charisma by 1 point.

17 *Elegant*: The character cannot help but impress his listeners whenever he speaks. Increase Charisma by 2 points.

18 *Poetic*: The character has a real talent, for his voice has caught the “music” of speech and always finds the right rhythm, tone, and pitch to suit the occasion. Increase Charisma by 3 points.

19 *Bardic*: The character is a true poet, and his words carry a “visionary” quality which enralls the listener. Increase Charisma by 4 points. If a military leader, increase Military Ability by 1 point.

20 *Orphic*: The character has, literally, the ability to charm a creature with the beauty and wonder of

his voice. Increase Charisma by 5 points. If a military leader, increase Military Ability by 1 point.

2.3.6 Intelligence [INT]

Intelligence is a character’s ability to reason in a logical manner. It is also the index of his ability to engage in scholarly research, to acquire new languages, and to remember and understand magical spells. It reflects an ability to make an accurate assessment of combat situations and to choose effective tactics. It is, last of all, the Prime Requisite of all Magick Users. Roll a 20-sided dice to make IQ determinations:

Language Facility refers to the ability of a character to learn to speak, read, and write new languages. Characters below INT 8 cannot learn to read and write at all (but they may be able to read after a fashion if their INT’s have been reduced magically), and they are limited as to the number of languages they can speak. At INT 8, a character acquires the ability to read and write.

Die Roll	Intelligence	Language Facility	Detect Secret Door	Detect Traps	Limit to Level of Research	Ability to remember Spells	Ability to Read Well	Body
1	Drooling Idiot	1 spoken	-20%	-20%	0	10%	None	-1
2	Cretin	1 spoken	-18%	-18%	0	15%	None	-1
3-4	Lack-wit	1 spoken	-15%	-15%	0	20%	None	-1
5	Dim-wit	1 spoken	-12%	-12%	0	25%	None	-1
6	Half-wit	1 spoken	-10%	-10%	0	28%	None	-1
7	Dull-wit	1 spoken	-5%	-5%	I	30%	None	-
8-9	Lo-Average	1/L 1wr	-	-	II	35%	40%	-
10	Average	1/L 2wr	-	-	III	40%	50%	-
11	Average	1/L 3wr	-	-	IV	50%	60%	-
12	Hi-Average	2/L 4wr	+5%	-	V	60%	70%	-
13	Bright	3/L wr	+6%	-	VI	65%	80%	-
14	Very Bright	3/L wr	+7%	+5%	VII	70%	90%	+1
15	Smart	4/L wr	+8%	+6%	VIII	75%	93%	+1
16	Ingenious	5/L wr	+10%	+8%	IX	85%	95%	+2
17	Scholarly	6/L wr	+12%	+10%	IX	90%	97%	+2
18	Brilliant	7/L wr	+15%	+12%	X	95%	98%	+2
19	Genius	8/L wr	+18%	+15%	X	99%	99%	+3
20	Visionary	9/L wr	+20%	+20%	X	100%	100%	+3

Language points are awarded for INT’s of 8+. An entry of 1/L means that 1 language point is awarded per level. “Wr” indicates that a character may read and write. Any number preceding a “wr” means that



no more than the number of languages indicated may be learned for purposes of reading and writing, but there is no limit to the number of languages that may be spoken.

To read a “modern” language (currently used in the world) requires 2 language points. To speak a “modern” language requires 1 language point.

To read an “ancient” language requires 3 language points. Since all Magick Books and Scrolls are written in the ancient tongues, a Magick User is in need of as many languages as he is capable of learning if he is to be proficient in the Arcane Arts.

Remembering Spells refers to a character’s ability to concentrate on spells which he has committed to memory and his chance of remembering them correctly.

Reading Well refers to a character’s ability to read correctly. Since accuracy is vital in the casting of spells, errors here can be disastrous.

Research Limits refer to a character’s limits of understanding when attempting to learn the secrets of Magick spells.

Detecting Secret Doors and Detecting Traps refer to a character’s ability to find such hidden things. These are dealt with in the chapter on Thieves and Assassins.

2.3.7 Wisdom [WIS]

Wisdom denotes a character’s ability to make wise decisions in accordance with his philosophic and religious beliefs. Roll a 20-sided die:

Die

Roll Wisdom

1 *Witless*: The character is utterly unpredictable and will be directed by random determinations whenever faced with difficult decisions. Reduce INT by 5 points. (However, if INT is over 15, increase Wisdom by 1 point before the INT reduction.)

2-3 *Foolish*: The character will behave in a brash and headstrong manner. He is not Clerical material.

Random determinations should be made whenever he must make difficult decisions. Reduce INT by 3 points. (However, if INT is over 15, increase Wisdom by 1-3 points before the INT reduction.)

4-5 *Simple*: The character is naive and simple-minded. Reduce INT by 2 points. (However, if INT is over 15, increase Wisdom by 1-3 points before the INT reduction.)

6-7 *Unwise*: The character is imprudent when faced with decisions, often jumping to a conclusion when he bestirs himself to act on the dimly perceived facts. Reduce INT by 1 point. (However, if INT is over 15, increase Wisdom by 1-2 points.)

8-12 *Average*: The character is fairly wise when faced with most problems.

13-14 *Discerning*: The character reads other men’s characters well and tends to make sound decisions.

15 *Penetrating*: The character is a shrewd judge of others and acts wisely.

16 *Astute*: The character is a careful, meticulous thinker. Increase INT by 1 point.

17 *Wise*: The character sees deeply into any problem and never acts hastily. Increase INT by 2 points.

18 *Inspired*: The character is a man of great breadth and depth of thought. Increase INT by 3 points.

19 *Profound*: The character is a deeply contemplative personality who gains full insights into problems confronting him. If a Magick User or Cleric, he gains +5% when casting spells or performing miracles. Increase INT by 4 points. In adventures, he has a 20% chance of calling upon his “higher faculties” (the player-referee) to give him added insight (extra hints about what he sees in front of him), expending 1 turn in inactivity and 1-3 fatigue points to do so.

20 *Visionary*: The character is truly wise and he gains +10% when casting spells or performing miracles if he is a Magick User or Cleric. Increase his INT by 5 points. He also has a 25% chance of calling upon his higher faculties.

Understanding Mechanisms: Characters with INT and Wisdom scores above 13 are able to intuitively understand the operation of mechanisms such as large traps, machines, and the like. From a basic chance of understanding of 10%, add +5% for each Wisdom point above 14. Only one attempt may be made by a character to understand a mechanism, with under-



standing coming in 1-6 turns. If he is successful, the basic function of the mechanism must be revealed to him. Artificers must possess this talent if they are to be truly successful in their trade as Mechanics.

2.3.8 Charisma [CHR]

Charisma is the ability of a character to arouse popular loyalty and enthusiasm by the force of his own personality and reflects his ability to command men in battle. It is a natural talent growing out of his other characteristics. To find a character's basic Charisma, add his Intelligence, Wisdom, Appearance, Bardic Voice, and Dexterity scores, and divide the total by 5. If he is over 6 feet tall, add 1 point. If he is over 15 in Strength, add 1 point, and if Superhuman add 3 points. Add all bonuses to the total.

1-2 *Insignificant*: The character has no appeal as a leader whatsoever.

3-4 *Unappealing*: The character can command small numbers of men if delegated the authority but cannot inspire large numbers. Reduce morale checks by -15%.

5-7 *Unimpressive*: The character is "charismatic" enough to be able to lead men but is not a tower of strength to them. Reduce morale checks by -10%.

8-12 *Average*: The character can command men, but characters of equal rank or Charisma will prove "difficult" to handle. Reduce morale checks by -5%.

13-15 *Influential*: The character commands by force of his own will and personality, but does his best when delegated authority by a more charismatic leader. Still, his men will follow him with enthusiasm and confidence.

16-17 *Commanding*: The character is a "leader of men" and his followers tend to be loyal and steady in battle. Increase morale checks by +5%.

18 *Dominant*: The character has all of the makings of a successful leader, for so strong is his influence over his followers that they will often march into the very "jaws of death" if he orders it. Increase morale checks by +10%.

19 *Command Presence*: The character has a "noble" bearing that impresses all who meet him, commands unswerving loyalty from most of his followers, and cuts a lordly figure at all times. Increase morale checks by +15%.

20+ *Charismatic*: The character has a "royal" bearing, the "look of Eagles—that one expects of a mighty leader. His followers are totally loyal (no thought of any betrayal) and never check morale in battle so long as he can be seen. When he fights alongside a particular unit (Campaign Battles), his men fight with +1 on all morale and combat determinations because his eyes are upon them. In close individual combats, increase morale checks by +20%.

2.3.9 Alignment [ALI]

Lawful characters are those serving the forces of Good. They tend to be quite restricted in their moral options, for they usually do the "right" or "just" thing. Referees and other players should point out errors in behavior immediately, for they are totally out of "character."

Neutral characters are not overly moral, but neither are they evil.

Chaotic characters tend to opt for dishonesty, evil, and treachery, but may be steadfast in their loyalty to a leader who rewards them. Alignment should not be regarded as meaning that Lawful and Chaotic characters must immediately attack each other, or even that they have a "right" to do it. It is in fact possible for characters of opposite Alignment to develop deep respect for each other, and friendship is not impossible. Even the most Chaotic of characters will have his code of honour. Alignment is merely a guide to players so that they can build their character's personality in an orderly manner. Roll a 20-sided die:

Die

Roll *Lawful Alignment*

1 *Saintly*: The character will take Holy Orders or join a Fighting Order. Wisdom is a predetermined 15+. He is an implacable foe of all Chaotics and "heretics."

2 *Devout*: The character will take Holy Orders or join a Fighting Order. Wisdom is a predetermined 13+.

3 *Good*: The character chooses the "right" path at all times, eschewing the ways of evil and temptation.

4 *Virtuous*: The character seeks the "best" path



and, though he fails at times to do the right thing, he makes restitution afterward and does penance.

5 *Worthy*: The character tries to live by a high standard but slips on occasion.

6 *Trustworthy*: The character has flaws in his moral fibre but attempts to meet his commitments and do his duty out of a firm sense of self-respect.

7 *Honourable*: The character can be counted on to do the honourable thing.

Neutral Alignment

8-9 *Law Abiding*: The character is tempted by self-interest but does the “socially correct” thing, particularly with respect to all matters governed by custom and legality.

10-13 *Wordly*: The character is knowledgeable in the ways of the world and sees moral issues in the grey half-tones of his self-interest. He will not be a party to truly evil conduct but sees no real impediment to a little larceny or mayhem if it brings a profit.

14-15 *Corruptible*: The character sees his duty as beginning with himself. He is not evil, but he has his price.

Chaotic Alignment

16 *Unscrupulous*: The character has no real scruples when it comes to his picking a pocket or slitting a throat. If he can he will try to weasel out of any of his obligations or cheat his friends. Yet he also cares about his reputation.

17 *Base*: The character will stoop pretty low on occasion, pays lip service to all of the conventional prattlings about good and decency, and never lets himself be blinded to a profitable deal when he sees it.

18 *Immoral*: The character is corrupt to the core; Capable of great iniquity and depravity, he enjoys every minute of it. This is the character of the true “robber baron.”

19 *Villainous*: The character is capable of real depths of evil and no moral code or conscience worth speaking of. If he has any friends they have learned to count their fingers after shaking hands with him and never leave their backs unguarded in his presence.

20 *Diabolic*: The character is the complete Chaotic -- so utterly void of any sense of right and wrong and devoted to hellishness in all its forms that there is no crime, no atrocity, no sacrilege that he will re-

frain from committing. This malevolent personality is true Evil Incarnate, so fiendishly demoniacal that even the Dark One is ashamed of his excesses at times.

2.4 Other Personal Characteristics

In addition to the Prime Requisites, a character will possess a number of other talents, abilities, and traits which affect his performance.

2.4.1 The Characters Body

The amount of damage that a character can sustain represents his physical body. This is found by adding the “body” bonuses given for Size, STR, CON and INT. When the player has chosen a vocation for his character one of the following factors will be added as well, and the total is recorded in the Character Profile:

Fighting Man=7	Wood Elf =6
Frosted Cleric=5	Great Fey =7
Thief=5	Dwarf=5
Magick User=9	Haefling=4

Additional bonuses will be added as a character advances in skill and physical condition, as reflected by his “Experience Level.” Consult the “Experience” section for details.

All “critical” hits are automatically scored against the body of a character. Wounds and injuries done to the body will heal at a rate governed by his Constitution. See the “Constitution” section above for details.

2.4.2 Fatigue Levels

Characters have “fatigue” levels. As a character progresses in experience, he develops endurance. Blows which would have struck his body, when he was a youth are parried or blocked by experienced fighters, resulting in no physical damage but rather a loss of vital energy through absorbing the force of the blow. Normal “damage” is therefore assessed against a character’s Fatigue Level. Only if there are not enough “fatigue points” to absorb damage, or if there is a critical hit, will damage be done to the body directly. Fatigue points are also lost because of severe physical



exertion, prolonged fighting, or the casting of spells. To compute Fatigue Levels see the “Experience” section. Find the Experience Table for the type of character concerned. Each time the character rises to a higher level of experience, the new Fatigue Level is rolled. The new level is used if it is higher than his old level. Otherwise, the old level is retained.

Recovery of lost fatigue points is governed by the Constitution. See the “Constitution” section for details.

2.4.3 Carrying Capacity

A character must be able to carry weight. His Carrying Capacity is a measure of his true strength, not just a determination of his talent as a beast of burden. Carrying Capacity is found by adding a character’s Strength and Constitution Factors (see the sections on “Strength” and Constitution” above) and multiplying the sum times the character’s weight:

Carrying Capacity = (Strength Factor + Constitution Factor) x Weight

Suppose a character weighed 200 Dr. (1 Dragon = 1 pound) had a Strength of 14 (SF = 1.6), and also had a Constitution of 12 (CF = 0.1). He could carry $1.6 + 0.1 = 1.7$ times his own weight or 340 Dr.

2.4.4 Military Ability Factor

Military Ability is the talent of a character to be a successful field commander, for it reflects his innate capacity to develop wise and effective strategies and tactics, to be bold in battle, and to be quick and decisive in moments of crisis. Military ability is scored on a 10-point scale with 1 representing minimum and 10 maximum tactical and strategic sense. Military Ability is found by adding the Prime Requisite scores for Intelligence Wisdom, Strength, Dexterity, and Charisma, then dividing the total by 10. In addition, the Military Ability Factor can be altered by:

- +1 point if Wisdom is 19 or 20.
- 1 point if Wisdom is below 8.
- +1 point if Charisma is 19 or 20.
- 1 point if Charisma is below 8.
- 1 point if INT is below 8.

+1 point if Dexterity is 19 or 20.

Military Ability is used when computing the chances of surprise, bribery, and so on, as outlined in the chapter on Feudal Warfare and Siegecraft. It should be noted that with bonuses, it is possible to have a Military Ability of 13 or even 0 or less.

2.4.5 Command Level

Command Level (“CL”) is used in large-scale actions as a measure of a military commander’s ability to lead troops and inspire them with morale. The basic “CL” of a player-character is found by dividing the Military Ability Factor by 2. A +1 “CL” point bonus is won by a character with a Charisma of 20+.

2.4.5.1 Non-Fighter Characters

All characters who are not trained fighters (Knights, Sergeants, Men-at-Arms) will deduct 2 points from their Military Ability Factor and 1 point from their Command Level.

2.4.6 Personal Combat Factor [PCF]

A character’s ability to fight is more than a matter of brawn. Strength and Constitution provide the necessary “muscle,” but Dexterity is responsible for the reflexes needed to dodge, parry, or strike efficiently. Intelligence and Wisdom put a keen edge on the whole, while Charisma gives the character the self-confidence and boldness to fight valiantly. To reflect the fact that the total being of a character determines his fighting ability, the Personal Combat Factor or PCF was developed for *C&S Red Book*.

$$\text{PCF} = \frac{\text{Carry Capacity}}{100} + \frac{\text{Military Ability}}{2} + \frac{\text{Dexterity}}{10} + \text{Class Factor}$$

Class Factor:

Squire or Knight=1.3	
Natural Magick User=0.6	
Sergeant=1.2	
Other Magick User=0.3	
Man-at-Arms=1.0	Other Man=0.5
Forester=0.9	Great Fey=1.2
Yeoman=0.9	Wood Elf=0.9
Town Militia= 0.8	Dwarf=1.0
Cleric=0.6	Haefling=0.5



To determine the fighting efficiency of a character, compare his PFC to the following:

*Shield Parry can be used only by trained fighting men.

Dexterity affects the hit probability, shield and weapon parries and dodging. If a character has a dexterity of less than 10, subtract 2% per each dexterity point below 10. For example a dexterity of 5 is 5 points below 10 = -10% hit probability and +10% on parrying and dodging enemy blows. The number of blows and the damage they do is unaffected for a given PCF level, only hit probability, parries, and dodges are impaired by poor dexterity.

The PCF will increase as a character gains in experience. The PCF bonuses a character will receive are given in the Experience chapter.

PCF Level	Lt. Weapons				Other Weapons				Shield	%Dodge
	Blows	Damage %	Hits %	Parry %	Blows	Damage %	Hits %	Parry %	Parry*	
Less than 3	-1	1xWDF	-5%	-5%	-1	1xWDF	-7%	+10%	-	+5%
3 to 3.9	-	2xWDF	-	-	-	2xWDF	-	-	-	-
4 to 5.9	-	3xWDF	+5%	-5%	-	3xWDF	-	-	-3%	-5%
6 to 6.9	-	3xWDF	+8%	-8%	-	3xWDF	+5%	-	-5%	-5%
7 to 8.9	-	3xWDF	+10%	-10%	-	3xWDF	+8%	-5%	-8%	-12%
9 to 9.9	-	3xWDF	+12%	-12%	-	3xWDF	+10%	-5%	-10%	-15%
10 to 10.9	+1	3xWDF	+15%	-15%	-	3xWDF	+12%	-8%	-12%	-18%
11 to 12.9	+1	3xWDF	+18%	-18%	+1	3xWDF	+15%	-10%	-15%	-20%
13 to 14.9	+2	3xWDF	+20%	-20%	+1	4xWDF	+18%	-12%	-18%	-22%
15 to 16.9	+2	4xWDF	+22%	-22%	+1	4xWDF	+20%	-15%	-20%	-25%
17 to 19.9	+3	4xWDF	+25%	-25%	+2	4xWDF	+22%	-17%	-25%	-28%
20 to 22.9	+3	4xWDF	+28%	-28%	+2	4xWDF	+25%	-20%	-30%	-30%
23 to 24.9	+4	4xWDF	+30%	-30%	+3	4xWDF	+28%	-22%	-35%	-35%
25 to 29.9	+4	4xWDF	+35%	-35%	+3	4xWDF	+30%	-25%	-38%	-40%
30 to 33.9	+5	4xWDF	+38%	-38%	+4	4xWDF	+32%	-28%	-40%	-45%
34 to 36.9	+6	4xWDF	+40%	-40%	+4	5xWDF	+35%	-30%	-45%	-50%
37 to 39.9	+6	5xWDF	+45%	-45%	+5	5xWDF	+38%	-33%	-50%	-50%
40 to 44.9	+7	5xWDF	+50%	-50%	+5	6xWDF	+40%	-35%	-52%	-55%
45 to 49.9	+7	5xWDF	+50%	-50%	+6	6xWDF	+42%	-38%	-55%	-55%
50+	+8	6xWDF	+50%	-50%	+6	7xWDF	+45%	-40%	-55%	-55%



2.4.7 Weapon Skill

Humans, Elves, Dwarves, and Haeflings tend to develop preferences for a particular kind of weapon and will use it far more than any other weapon. If a character has a Dexterity score of 12 or higher he will be able to specialize. Fighting men add +2% to their hit probability and -2% to parries for each level of experience they advance to level 6. Non-fighters add +1% to their hit probability and -1% to parries for each level of experience they advance to level 11. Fighters may specialize in 5 weapons, Non-fighters in 3.

2.5 Life Horoscope

Each character will have a Life Horoscope cast at his birth. In the Horoscope Table are given percentages. These percentages should be used to increase or decrease experience won by a character, as outlined in the chapter on Experience.

<i>Sign</i>	<i>Aspect</i>	<i>Ftr.</i>	<i>Mag</i>	<i>Cler.</i>	<i>Thief</i>	<i>Govt.</i>	<i>Craft</i>	<i>Guild</i>	<i>Farm</i>	<i>Merchant</i>	<i>Other</i>
1-10 ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
	N	0	0	0	0	0	0	0	0	+10	+10
	P	-5	-5	-5	+5	-5	-5	-5	-5	+5	+5
11-18 TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
	N	0	0	0	0	0	0	+10	+15	0	0
	P	-5	-5	-5	-5	-5	-5	+5	+5	-5	-5
19-25 GEMINI	W	+5	+15	+5	+5	+5	+5	+5	+5	+15	+5
	N	0	+10	0	0	0	0	0	0	+10	0
	P	-5	+5	-5	-5	-5	-5	-5	-5	+5	-5
26-32 CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
	N	0	0	+10	0	0	+10	0	+10	0	0
	P	-5	-5	+5	-5	-5	+5	-5	+5	-5	-5
33-40 LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
	N	+10	0	0	0	0	0	0	0	0	0
	P	+5	-5	-5	-5	-5	-5	-5	-5	-5	-5
41-48 VIRGO	W	+5	+15	+5	+5	+15	+5	+15	+5	+5	+25
	N	0	+10	0	0	+10	+10	+10	0	0	+10
	P	-5	+5	-5	-5	+5	+5	+5	-5	-5	+5
49-56 LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5
	N	0	0	+10	0	+10	+10	0	0	0	0
	P	-5	-5	+5	-5	+5	+5	-5	-5	-5	-5



<i>Sign</i>	<i>Aspect</i>	<i>Ftr.</i>	<i>Mag</i>	<i>Cler.</i>	<i>Thief</i>	<i>Govt.</i>	<i>Craft</i>	<i>Guild</i>	<i>Farm</i>	<i>Merchant</i>	<i>Other</i>
57-64 SCORPIO											
W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
N	0	+10	0	0	0	0	0	0	0	0	0
P	-5	+5	-5	-5	-5	-5	-5	-5	-5	-5	-5
65-72 SAG.											
W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5	+5
N	+10	0	0	0	+10	0	0	0	0	0	0
P	+5	-5	-5	-5	+5	-5	-5	-5	-5	-5	-5
73-80 CAPRI.											
W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+5	+25
N	0	0	0	+10	0	0	0	+10	0	0	+10
P	-5	-5	-5	+5	-5	-5	-5	+5	-5	-5	+5
81-88 AQUAR.											
W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5
N	0	0	+10	0	0	0	0	0	0	0	0
P	-5	-5	+5	-5	-5	-5	-5	-5	-5	-5	-5
89-100 PISCES											
W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+5	+15
N	+10	0	0	+10	0	+10	+10	0	0	0	+10
P	+5	-5	-5	+5	-5	+5	+5	-5	-5	-5	+5

Note: W = Well Aspected N= Neutrally Aspected P = Poorly Aspected

The degree of fortune enjoyed by a character is determined by the aspect of the Stars toward the vocation he has chosen. Players are encouraged to choose callings for their characters which are most favourable, Astrologically speaking, if they desire maximum success.

2.6 Mental Health (optional)

As the saying goes, "nobody is perfect." For players who would like a realistic Achilles Heel in even the mightiest superman so *C&S Red Book* offers this section as an option. Few men exist who do not have some deeply hidden fear of something. When faced with that fear in the flesh, they must check morale instantly. Roll percentage dice:

0-25%=no severe phobias 61-95%=two phobia checka
 26-60%=one phobia check 96-100%=two phobia checks plus one ailment check

Peasants subtract -20% Townsmen add +5% Knights add +10% Yeomen subtract -10%
 Guildsmen add +7% Nobles add +15%

Die Roll *Name of Phobia* Fear
 1-10% No phobia



11-15%	acrophobia	of heights
16-30%	xenophobia	of strangers
31-35%	nyctophobia	of the night
36-40%	neophobia	of the new
41-45%	mysophobia	of contamination
46-50%	hydrophobia	of water
51-53%	astrophobia	of thunder & lightning
54-56%	ophidiophobia	of snakes
57-59%	hypocondria	for one's health
60-61%	zoophobia	of animals
62-63%	musophobia	of mice
64-65%	ailurophobia	of cats
66-67%	cynophobia	of dogs
68-69%	acniphobia	of spiders
70-71%	florophobia	of plants
72-75%	agoraphobia	of open spaces
76-80%	claustrophobia	of close spaces
81-82%	bathophobia	of death
83%	autophobia	of being alone
84%	demophobia	of crowds
85%	dromophobia	of crossing roads
86-87%	thanophobia	of death
88%	toxicophobia	of poison
89-90%	algophobia	of pain
91%	kronophobia	of old age
92%	hypnophobia	of sleeping
93%	hemophobia	of blood
94%	photophobia	of light
95%	heliophobia	of the sun
96%	sitophobia	of eating
97%	heptephobia	of touching
98%	gynophobia	of women
99%	androphobia	of men
100%	genophobia	of sex

Die Roll *Ailment* *Description*

1-30% No ailment Character is mentally healthy

31-50% *Melancholia* Character is given to periods of elation or deep depression.

51-75% *Paranoia* Character is convinced that someone is out to "get" him. He trusts no one and goes to extreme lengths to "defend" himself from the "plots" of suspected enemies.

76-85% *Megalomania* Character has inflated idea of his worth and thirsts for as much power as he can obtain. He will not tolerate any disagreement with his ideas and orders.

86-97% *Psychopath* Character is without conscience and is capable of a great deal of bloodletting when anyone gets in his way. If the truth be told, this is a fairly common state of mind for the Chivalric classes, who were a bloodstained lot.

98-100% *Hemophilia* Character has the "bleeding" sickness, and his wounds will not heal unless "cured" by Clerical miracles. While not a mental illness, hemophilia is characteristic of inbred groups like the upper nobility, and victims always have deep fears about personal injury.

Phobias and mental ailments can be of considerable use to players to provide motivations for characters and also to engineer the discomfiture or even the removal of enemies. If used in a controlled manner, this option can produce more than a few laughs. To really have fun, Monsters might have phobias checked too. After all, a Troll just might be deathly afraid of a mouse.

A cleric has a 20% chance of curing a phobia for a character. Only one attempt to be cured may be attempted by any character each year.



3.0 SOCIAL BACKGROUND: CLASS, INFLUENCE, INCOME, & COSTS

In *C&S Red Book* every character is assigned a position in society which will affect the manner in which he may behave and the goals which he can achieve.

As a campaign game, *C&S Red Book* attempts to simulate the features of a feudal society. Feudal societies are marked by a fairly rigid social structure, but for enjoyable play some flexibility is built into the campaign to permit the player-characters to advance in social rank. Initially, one's social class, his opportunities for advancement, and his ability to influence others are determined by the rank and position of one's father (or mother, if illegitimate and unacknowledged).

In *C&S Red Book*, Mankind is the dominant race and human culture the dominant culture in the world. When using this section to provide a background for medieval miniatures campaigns, only the Human Society section is employed. Fantasy campaigns will employ the "special" sections to determine the ranks of Elves, Dwarves, Haeflings, and Monsters in their own social orders.

All determinations for Social Class are made with a set of percentile dice.

3.1 Human Society

Human characters will determine the social class of their fathers, their sibling rank within the family, their status in the family, and the vocation of their fathers.

3.1.1 Fathers Social Class

Use 1d100

1-20=	Serf
21-40=	Yeoman
41-60=	Townsman
61-80=	Guildsman
81-99=	Noble
100=	Royal

A human character is born into the social class of his father, if legitimate. If illegitimate and unacknowledged, a character assumes the class of his mother and her father.

3.1.2 Sibling Rank

Use 1d100

1-20=	Bastard
21-35=	6th Son/Daughter
36-50=	5th Son/Daughter
51-65=	4th Son/Daughter
66-75=	3rd Son/Daughter
76-85=	2nd Son/Daughter
86-95=	1st Son/Daughter
96-00=	Inheritor

From 1 to 6 children are assumed to exist in an average family. The eldest son inherits all of the family's property or business, titles, and wealth if the father dies (daughters inherit in order of sibling rank if there are no sons). Other members of the family receive a modest bequest of 10% of the estate, divided between them equally. If a character is an acknowledged bastard, he has full claim on the estate; if unacknowledged, he has no claim and may find himself in trouble if he even mentions his father's identity publicly.

Serf = Never Acknowledges

Commoner = Acknowledges on 1-15%

Guildsman = Acknowledges on 1-20%

Nobleman = Acknowledges on 1-25%, so long as no Prime Requisite is below 8.

Royal = Acknowledges on 1-10%, but on a result of 11-50%, mother is noble and the bastard is known to have a "trace of royal blood."

There is a possibility that a bastard son or daughter will be acknowledged by the father. An acknowledged bastard had full legal status in the feudal society. He



could claim the rank and the prerogatives due to him as his father's son and, if noble, has right to bear the family coat of arms marked with a baton sinister. He could make full use of his father's influence as well. But he would inherit only when all of the legitimate offspring were dead, although he could expect some provision to be made for him out of the estate.

A Royal Bastard who is acknowledged by the father (check Royal Family Table to determine the father's identity) has status to burn. If he is a son of the King he will be granted lands equal to those of a Bannerette or Baron. Otherwise, he will be either a squire or a novice in the Church. Females will be made Ladies in Waiting at Court or married off to Influential Barons.

3.1.3 Status In The Family

Use 1d100

1-25=	A "good" son or daughter
26-75=	A "credit to the family"
76-00=	Black Sheep

There is sometimes a possibility that a son or daughter does something that brings disgrace to the family. Since honour is paramount in importance, Father will "take steps" to ensure there will be no reflection on the honour of the family. A "good" son or daughter is welcome to stay as long as he/she wishes. A modest monthly allowance is provided, if possible, and Father will assist his offspring to attain his/her ambitions.

A "credit to the family" fulfills the parents' expectations but must, for various reasons, set forth in the world to win fame and fortune. Father will assist in the obtaining of a suitable position or marriage, however. Noble children remain in the family, especially if male and potentially good fighters.

"Black Sheep" have disgraced the family name and are kicked out of the household without ceremony or hesitation. Generally, there are bad feelings on both sides and the offspring may even work against his Father's interests to further himself.

3.1.4 Rank of Family with in Social Class

3.1.4.1 Royal Rank

The Royal Family is the most powerful and prestigious family of the nobility. Whether related by blood or by marriage a character who is born to a close relationship to the King has a decided advantage with respect to advancement in society. Members of the Blood Royal are always under escort by Knights of the Household and will have free access to the person of the King unless they are currently out of favour. All other relatives of the King will tend to be favoured unless they are also political rivals of the King or are out of favour.

3.1.4.1.1. Family Relationship of Parent

Use 1d100

1-70=	Cousin of the King
71-75=	Brother-in-Law of the King
76-85=	Uncle of the King
86-90=	Father-in-Law of the King
91-92=	6th Prince/Princess
93-94=	5th Prince/Princess
95-96=	4th Prince/Princess
97=	3rd Prince/Princess
98=	2nd Prince/Princess
99=	Crown Prince
00=	His Royal Highness

3.1.4.1.2. Father is Cousin of the King

Use 1d100

1-60=	Landed Knight
61-75=	Bannerette
76-85=	Baron
86-90=	Earl or Count
91-95=	Marquis
96-00=	Duke

3.1.4.1.3. Brother-in-Law

Use 1d100

1-40=	Landed Knight
41-55=	Bannerette
56-70=	Baron
71-85=	Earl or Count
86-95=	Marquis
96-00=	Duke



3.1.4.1 4. Uncle of the King

Use 1d100

1-20=	Landed Knight
21-40=	Bannerette
41-65=	Baron
66-80=	Earl or Count
81-90=	Marquis
91-00=	Duke

3.1.4.1.5. Father-in-Law

Use 1d100

1-40=	Baron
41-75=	Earl or Count
76-85=	Marquis
86-95=	Duke
96-00=	King of a Neighbouring Kingdom

3.1.4.1.6. Mother is a Princess

There is a 25% chance that the character's mother is a Princess of the Blood. She is married to a noble of high rank or to the Prince or King of a neighbouring state:

Use 1d100

1-40=	Father is an Earl or Count
41-60=	Father is a Marquis
61-80=	Father is Duke
81-95=	Father is a Foreign Prince
96-00=	Father is a Foreign King

3.1.4.1 7. Father is a Prince

5th or 6th Prince=Baron

4th Prince=	Earl or Count
3rd Prince=	Marquis
2nd Prince=	Marquis or Duke
1st Prince=	Duke

A Prince will also hold feudal rank, with attendant holdings.

Use 1d100

1-60=	Landed Knight
61-70=	Bannerette
71-85=	Baron
86-95=	Earl or Count
96-98=	Marquis
99-00=	Duke

3.1.4.2 Noble Rank

The nobility form the privileged class in society by virtue of their military power. So the highest offices in the land, military command, and holding of fiefs are reserved to them. The titled barons, the *noblesse de race*, tend to be of long and very proud lineage.

3.1.4.3 Guild Rank

The Guilds dominate the social, political, and economic life of the towns. Most Guildsmen tend to be employees, but some of them are business owners of wealth and influence. All political offices in the towns are held by Guildsmen. The Guilds are very independent and proud, and their economic power gives them a voice in the halls of government. While the Guilds tend to become allied with the Crown and cooperate with each other in undermining the overbearing power of the nobility, they are intensely jealous of each other as well. Depending upon one's Guild and Specialization within the Guild, a Guildsman has a definite and secure place in the social order. This factor is reflected in the order in which the various crafts and professional Guilds are listed, with precedence from top to bottom in each list, and also within each Guild.

3.1.4.3.1. Type of Guild

1-65 =	Father is in a Craft/Trade Guild
66-00=	Father is in a Professional Guild

3.1.4.3.2. Father's Guild Rank

Use 1d100

1=	Guild Master
2-20=	Syndic (Guild Councillor)
21-50=	Master (business owner)
51-00=	Journeyman (employee)

3.1.4.3.3. Craft Guilds and Trade Guilds

Use 1d100

1-10=	Merchants' Guild
11-12=	Banker's Guild
13-17=	Goldsmiths' & Silversmiths' Guild
	1-10=Appraiser
	11-20= Jewel cutter
	21-50=Goldsmith
	51-00=Silversmith



18-20=	Perfumers' guild
21-30=	Clothiers' Guild
	1-20 = Tailor
	21-40=Dyer
	41-80=Weaver
	81-00=Tanner
31-33=	Glassblowers' Guild
34-60=	Builders' Guild
	1-10=Architect
	11-30=Stonemason
	31-70=Carpenter
	71-00=Bricklayer
61-65=	Shipbuilders' Guild
	1-10=Naval Architect
	11-20=Shipbuilder
	21-70=Shipwright
	71-85=Sailmaker
	86-00=Cordage Maker
66-70=	Armourer's Guild
71-75=	Foundry Man's Guild
76-80=	Chefs' Guild
	1-20=Maitre Chef
	21-90=Chef
	91-00=Cook
81-85=	Cabinetmakers' Guild
	1-25=Cabinetmaker
	26-50=Joiner
	51-00=Millwright
86-00=	Artists' & Entertainers'
	1-10=Artist
	11-20=Poet
	21-55=Troubadour
	55-60=Sculptor
	61-70=Dancer
	71-80=Jongleur
	81-00=Musician

Ship Man's Guild: If a costal town is the birthplace of the character, there is a 1-35% chance that his father is a seaman:

1-10=	Ship's Captain
11-20=	Navigator/Mate
21-30=	Ship's Cook
31-00=	Sailor

3.1.4.3.4. Professional Guilds

Use 1d100

1-10=	Guild of Barristers & Solicitors
11-40=	Guild of Scholars & Scribes
	1-5= Sage (at a University)
	6-10=Scholar (at a University)
	11-30=Interpreter
	31-35=Astronomer/Astrologer
	36-40=Mathematician
	41-45=Botanist/Zoologist
	46-90=Scribe/Accountant
	91-00=Paper & Ink Maker

There is a 25% chance of a Royal appointment in the Bureaucracy.

41-45=	Guild of Arcane Lore
46-55=	Guild of Physicians
	1-40=Physician
	41-00=Apothecary
51-60=	Guild of Military Engineers
61-75=	Guild of Beggars & Thieves
76-00=	Guild of Mercenaries
	1-10=Mercenary Captain
	11-30=Mercenary Sergeant
	31-70= Mercenary Man-at-Arms
	71-00= Mercenary Crossbowman

3.1.4.4 Townsmen

Townsmen tend to be tradesmen. Most are employees of Master tradesmen and small business owners, but some are shopkeepers or self-employed businessmen. This class is characterized by an almost arrogant sense of smug superiority over the "hicks" of the surrounding countryside. A close look reveals that they are not much more knowledgeable or travelled than the folk of the countryside. They are aware of their social and political independence from feudal obligation, as many of the towns are *chartered* by the Crown and have no feudal suzerain except the King. Thus they may show the customary respect toward the nobility but are not in awe of them

1-90=	Self-Employed (Master)
41-00=	Employed

Self-employed townsmen own their own shops or conduct small businesses. If an employee result oc-



curs, the father of the character is in a position that resembles a Journeyman in a Guild. If a self-employed Father obtains a servant result, roll again.

Use 1d100

1-5=	Innkeeper
6-10=	Brothel keeper
11-15=	Blacksmith
16-20=	Baker
21-25=	Butcher
26-30=	Butcher
31-35=	Cobbler
36-40=	Cartwright
41-45=	Ealhordan (Beer Peddler)
46-50=	Greengrocer
51-55=	Higler/Tinker/Peddler
56-60=	Miller
61-65=	Miner
66-70=	Moneylender
71-75=	Ostler
76-80=	Tinker
81-00=	Servant

3.1.4.5 Yeomen

Yeomen are freemen of the countryside. While many hold their own lands, some have taken service with a local nobleman and wear his "livery." They traditionally look to the nobility for leadership and are intensely loyal to their liege lords.

Use 1d100

1-50=	Yeomen of the Countryside
	01-50=Freehold farmer
	51-65=Freehold Stockman
	66-70=Freehold Miller
	71-85=Forester/Fisherman
	86-90=Cartwright
	91-95=Carpenter/Mason
	96-100=Rural Innkeeper
51=00	Yeomen in livery
	1-8=Blacksmith
	9-15=Armourer
	16-20=Animal Trainer
	21-25=Falconer
	26-30=Cook
	31-40=Forester
	41-90=Man-at-Arms

91-100= Skilled (Check Guilds men & Towasmen for type.
1-60 = Townsman
66-00 = Guildaman type.)

3.1.4.5 Serfs

Serfs are bound to the land and are not free to leave it except by permission of their lords. Any character born into serfdom may be accepted into a higher form of vassalage by his lord (eg: as a free Man-at-Arms), but generally he has to make his escape to the town. Once inside a town, he will be safe from apprehension. In a year and a day he may present himself to the town magistrate to be declared a free man. After that, he is his own man and need not fear being returned to his lord.

Use 1d100

1-50=	Farmer
51-75=	Herdsman
76+	Castle Servant:
76-80=	Ostler
81-82=	Blacksmith's Assistant
83-84=	Armourers Assistant
85-86=	Animal Trainer's Assistant
87-90=	Cook's Assistant
91-92=	Carpenter
93-00=	Servant

3.1.5 Elves

The Elves have a social order very similar to that of Mankind, except that no Elf is ever a serf or townsman. For the rank of an Elvish character in Elvish lands, check the human social tables:

Great Fey, unlike Wood Elves, or what peasants call the Fey - Brownies and the like, are always of titled rank and are treated as such both in their own lands and in the lands of all other races. Wood Elves are accorded Knightly status, and titled Wood Elves are recognized as having equivalent status in human lands.

1-75=	Yeoman
76-90=	Guildaman
91-00=	Noble



3.1.6 Dwarves

The Dwarves have a social order which is highly tribal in nature. All Dwarves of a particular Folk are vassals of their king. A Dwarf is invariably a craftsman or a professional in Dwarvish lands, and all members of the nobility are Magick Users of the Artificer Class: In human lands, Dwarves are regarded as commoners and often are snubbed. Even nobles are not always recognized as such. However, Dwarves and Haeflings always recognize the true social rank of a Dwarf.

Use 1d100

1-60= Craft Guild
61-90= Professional Guild
91-00= Noble

3.1.7 Haeflings

Haeflings are “commoners” and are checked on the human social tables: Hobbits are accorded equivalent ranks in Human, Elvish, and Dwarvish lands. However, because of their smallish size, Men do not take them as seriously as they might.

Use 1d100

1-75= Yeoman
76-85= Townsman
86-00= Guildsman

Those who wish to play one of the Fey Races should create a Haefling in characteristics and give the character serious magical powers.

3.2 Inheritance

Most characters will have living Non-player parents. There is a 10% chance per year that a parent will die, leaving his estate to the eldest surviving son, then to the eldest daughter if all the sons are dead. The estate is usually equal to 1 month's income (see “Making a Living”) plus 10% to 100% of 1 year's income. Nobles, of course, also possess manors or castles and other resources. These should be established by the GM. The same is true of Magick Users, who may have considerable magical scrolls and devices on hand.

3.3 Social Status

All characters whether player or non-player types, have

a social status. That status depends initially upon the status of one's father (and mother too, if she is of noble blood), but it may be modified by one's own deeds and experiences. Add +1 status point for each.

<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>
SERF	Born Serf	0
YEOMAN	Born Freeman	2
TOWNSMAN	Born Freeman	1
TOWNSMAN	Born Guildsman	2
KNIGHT	Gentle Birth	5
	Father is a Knight or Baronet	
NOBLE	Noble Birth	7
	One parent is of the noblesse de race	
NOBLE	Noble Birth	10
	Both parents are of the noblesse de race	
ROYAL	Royal Birth	15
	Royal Parent	
BASTARD	Acknowledged	-
	Parent's rank -1	
BASTARD	Unacknowledged	-
	Parent's rank -2	

In addition to one's basic status in society, there are bonuses to be added for the position one personally holds in the feudal hierarchy. No more than one of the following bonuses may be added to the basic status (except sibling class.)

<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>
SIBLING	1st Son	+1
SERF	Field Serf	0
SERF	Castle Serf	+1
YEOMAN	Freeman	+1
YEOMAN	Freeman in Livery	+2
YEOMAN	Archer	+3
YEOMAN	Man-at-Arms	+2
YEOMAN	Freeholder	+4
YEOMAN	Petit Sergeant	+5
YEOMAN	Sergeant-at-Arms	+6

There is a 30% chance that a “Freeholder” has feudal service (Petit Sergeantry) and 15% as a Sergeantry-at-Arms.



<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>	KNIGHT	Knight-Bachelor	+8
TOWNSMAN	Peddler, Unskilled	+1	KNIGHT	Baronette	+8
TOWNSMAN	Apprentice Tradesman	+1	KNIGHT	Landed Knight	+10
TOWNSMAN	Journeyman Tradesman	+2	KNIGHT	Bannerette	+15
TOWNSMAN	Master Tradesman	+3	KNIGHT	Baron of the Realm	+20
TOWNSMAN	Innkeeper	+3			

			NOBLE	EARL	+30
<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>		1 Royal Favour/yr.	
GUILDSMAN	Apprentice	+1	NOBLE	COUNT	+30
GUILDSMAN	Journeyman	+3		2 Royal Favours/yr.	
GUILDSMAN	Master	+4	NOBLE	MARQUIS	+35
GUILDSMAN	Syndic	+6		3 Royal Favours/yr.	
	Merchants add	+7	NOBLE	DUKE	+45
	Bankers	+8		4 Royal Favours/yr.	
GUILDSMAN	Guild Master	+7			
	Merchants add	+9	ROYAL	PRINCESS	+20
	Bankers	+10		2 Royal Favours/yr.	
PROFESSIONAL	Apprentice	+1	ROYAL	PRINCE	+20
PROFESSIONAL	Journeyman	+3		3 Royal Favours/yr.	
PROFESSIONAL	Master	+4	ROYAL	CROWN PRINCE	+20
PROFESSIONAL	Syndic	+6		3 Royal Favours/yr.	
PROFESSIONAL	Guild Master	+7		(G.M. of Silver Plume)	
			ROYAL	QUEEN	+35

For each rank, the following add to their basic status:
 Lawyer +1; Scholar +1; Sage +2; Scribe +1; Physician +1.

			ROYAL	KING	+60
				5 Royal Favours/yr.	

MAGIC USER

Shaman	Class rank +1 per Level over VIII*
Minor Arcane	Class rank +1 per Level over VII
Major Arcane	Class rank + 1 per Level over VI
Mystic	Class rank + 1 per Level over V

ROYAL FAMILY Variable -
 All members of the Royal Family receive 1 extra Royal Favour/yr. in addition to any basic Royal Favours given them.

Note: When a Shaman of the Serf Class attains Level X, he has +10 status with Serfs.

MERCENARY	Crossbowman	+1
MERCENARY	Archer	+3
MERCENARY	Man-at-Arms	+2
MERCENARY	Sergeant-at-Arms	+4
MERCENARY	Knight-Errant	+5
MERCENARY	Mercenary Captain	+9
MERCENARY	Military Engineer	Guild rank
KNIGHT	Squire-in-Training	+2
KNIGHT	Squire-at-Arms	+6
KNIGHT	Knight-Errant	+7

<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>
CLERGY	Novice	+1
CLERGY	Reader	+2
CLERGY	Deacon	+3
CLERGY	Postulant	+4
CLERGY	Priest	+5
CLERGY	Curate	+6
CLERGY	Chaplain	+6
CLERGY	Rector	+10
CLERGY	Rural Dean	+15
CLERGY	Canon of a Cathedral	+15
CLERGY	Archdeacon	+20
CLERGY	BISHOP	+40
	2 Royal Favours/yr.	
CLERGY	ARCHBISHOP	+50



CLERGY	3 Royal Favours/yr. PRIMATE	+60
CLERGY	4 Royal Favours/yr. CARDINAL	+65
CLERGY	POPE	+70

<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>
MONK	Lay Brother (Conversi)	+2
MONK	Brother	+4
MONK	Cellarer	+6
MONK	Precentor	+7
MONK	Sacristan	+8
MONK	Almoner	+9
MONK	Circatore	+10
MONK	Prior	+15
MONK	Abbot	+20

<i>Social Class</i>	<i>Rank in Social Class</i>	<i>Status</i>
MONK (F)	Knight of the Order	+8
MONK (F)	Knight-Commander (House)	+15
MONK (F)	House Master	+30
MONK (F)	Provincial	+40
	2 Royal Favour/yr.	
MONK (F)	Marshal of the Order	+45
MONK (F)	Seneschal of the Order	+50
MONK (F)	Grand Master	+55

VARIABLE Unmarried Girl -
Unmarried girls have 1/2 of their father's status so long as they remain in the home. She may count on him for Favour, except in the matter of marriage, which is his sole prerogative to arrange to his best advantage.

VARIABLE Warrior Maid -
A girl who leaves her father's household to take up arms achieves status as does any man. She may even be knighted. But she takes the same risks as do all males--eves if she may insist on polite language in her presence.

VARIABLE Widow -
A Widow possesses 2/3 of her husband's status and may call upon her guardian for a favour as if she is a feudal vassal. It is her guardian, however, who administers her estate and who can marry her off at

will. He may also arrange the marriages and vocations of her children, according to their rank and station. (Boys of 18 are at the age of majority, however. At 18 the 1st son may inherit his portion of the estate, and the others as they gain 18.

VARIABLE Orphan, Ward -
An orphan or ward is under the complete control of his/her guardian. At 18 boys become of age; girls are not free to do as they like until 25.

CHIVALRY Disgrace -
A "disgraced" Knight loses 1/3 of his BIF until he redeems his honour.

CHIVALRY Dishonour -
A "dishonoured" Knight loses all of his feudal BIF until he redeems his honour.

ALL CLASSES Royal Displeasure -
Except for the clergy, who always labour under Royal suspicion, any member of the society who has earned Royal Disfavour loses 1/2 of his BIF when dealing with the King or the Royal Bureaucracy until his Displeasure has passed.

3.4 Influence

In feudal society, the "influence" that a character has will ultimately decide his destiny. Influence is the capacity of a character to win personal support from another character.

Influence is a form of currency, like gold and silver, only it appears in the form of FAVOURS and DEBTS OF HONOUR. These may be inherited or even assigned to others. Often, Favours and Debts of Honour are manifested in symbolic acts, such as the giving of an identifiable ring, sword, or other token. The *pledge* token is always appropriate to the station of the giver and the original receiver. Indeed, this custom seems to have been one of the origins of the Rings of Power, the power being all of the Favours or Debts owed to the bearer.

If a character succeeds in influencing another, he obtains a FAVOUR, which is the doing or refraining from doing of something. His request must be rea-



sonable, honourable, and appropriate to both his station and that of the person he wishes to influence. Also, the request must be within the powers of the influenced person to grant without providing him with an onerous burden or expense. The request must also be acted upon within the year the influence is brought to bear.

Most Favours take the form of a petition for preferment in the matter of obtaining a fief, membership in a feudal Order grants of arms, a position in the entourage of a tenant-in-chief, employment in the Royal Bureaucracy or with some Master, and the like. Some petitions will be requests for aid or assistance. Others will take the form of a suit for the hand of a man's daughter. In short, many circumstances will give rise to the need for a Favour.

A Favour which is successfully carried out gives rise to a DEBT OF HONOUR. This is nothing more than the owing of a Favour for a Favour. However, a Debt of Honour can be carried from year to year, and it may be inherited or assigned to others. A binding obligation to honour the Debt lies upon the character's heir as well as upon himself. A Debt of Honour cannot be cancelled by the death of the one pledging it.

Favours should not be lightly sought. The character who seeks too many Favours acquires a reputation as an "upstart" or as a "danger" to the status quo. He may find that he cannot redeem his Debts of Honour because they are too many and are held by men in conflict with one another. Like any currency, an over-abundance of personal Debts of Honour may make one's word of little value. The best rule of thumb is to exercise the privilege of seeking Favour as rarely as possible. Each Favour must be returned in kind or degree. If a character is unsure of his chances of redeeming his pledges, he should not seek Favour.

3.4.1 Determining One's Influence

Influence is a nebulous thing. Normally a person would have only a vague idea of just how much influence he really possesses. In order to provide a consistent guide, use the following formula to establish the *BIF* (Basic Influence Factor) of a character. Record

the BIF on his Profile sheet and make adjustments as they are necessary:

$$\text{BIF} = (\text{Charisma}/2) + \text{Social Status} + \text{Experience Level} + (\text{Honour Points}/100)$$

Suppose a character had a Charisma of 14, was a Duke with fully noble birth, and had reached level 14. He has won 375 Honour Points.

$$\text{BIF} = (14/2) + (10 + 10) + 14 + 14 + (375/100) = 74$$

3.4.2 Temporarily Increasing One's BIF

A character will have little chance of influencing another if his BIF is lower than that of the person whose favour he seeks. The BIF of a character may be temporarily increased if he does any of the following:

1. *Spend Gold.* If the petitioner has a lower BIF, he may increase it by 1 point for every 10 Gold Pieces x 1/2 difference between his BIF and that of the person he wants to influence. If he is higher in BIF, he may gain +1% advantage for each 100 Gold Pieces he expends on gifts and bribes, less 2 x the difference in BIF per 100 Gold Pieces spent.

2. *Call upon a Friend.* A petitioner may ask a "Friend" to support him. The Friend must always be higher in BIF and must be influenced before he will give his help. If successful, a petitioner will gain 1/2 of his Friend's BIF, and his Friend will assist him once.

3.4.2.1 Acquiring A Friend

A character may acquire a higher-placed "Friend" in several ways. Members of one's own family are Friends so long as the character has not disgraced or in any way dishonoured himself or his family. One's Liege Lord or Master is also a good Friend. One's companions and allies may be Friends if they are influenced on a 1 to 1 basis. There is a flat 90% chance that a Friend will Support you the first time you ask him but the probability drops by 10% each time you subsequently ask for help in each yearly period. After all, Friends resent being "used." When the probability drops to 60%, a refusal means that a character cannot call upon his Friend for support for 1 to 6 months.



3.4.3 Exerting Influence

To exert influence, a petitioner will compare his Total Influence Factor (TIF) to the BIF of the person he wishes to influence. If a particular honour or some position is sought the influence factor attached to that honour or position will be added to the BIF of the person to be influenced. Three possibilities arise:

1. The petitioner has a higher TIF, with 90% chance of success.
2. The petitioner has an equal TIF, with 60% chance of success.
3. The petitioner has a lower TIF, with 50% chance of success minus 1% for each BIF of difference.

3.4.3.1 Factors Affecting Chances of Exerting Influence

The base percentage chance of influencing a person may be modified upward or downward, depending on the situation. The following factors may raise or lower the percentage:

1. There is a 25% chance that the petitioner or his Friend are out of favour with the person to be influenced. Being out of favour means that no favour will be granted. Disfavor may last from 1 to 6 months.
2. If in favour but the person to be influenced is of different alignment (Law Neutral Chaos) subtract 10%. This is charged against the character who is most divergent in alignment.
3. If the character is of a different political faction, subtract 20%. If he is of the same faction, add 20%.
4. If the character is of a different social class or race, subtract 10%.
5. If the character is of the same Order or Guild, add 10%.
6. A Debt of Honour may be presented to increase chances by 20%. Whether it is successful or not, a Debt is extinguished forever when it is used.

7. If dealing with an enemy, reduce chances by 25%.
8. If the character is a “foreigner” and has no Friend who is a citizen of the land in which he is dealing, reduce chances by 25%.
9. If dealing with a member of the Royal Bureaucracy in his official capacity, reduce chances by 25%. (This does not apply to his relatives and allies.)
10. If dealing with anyone who is an enemy of any relative or ally, reduce chances by 25%.
11. If the character possesses a Royal Favour, or his Friend possesses one, add 10%. But if either is under Royal Displeasure, subtract 20% for each one who is out of favour if influence is being exerted in a state with a strong central government (eg: England) and by 10% when the Crown is not overly powerful (eg: France).
12. If the character is dealing with a Lawful character of alignment 1 to 3, subtract 5% for each point his alignment is above 3.

3.4.4 Concluding Alliances

Alliances are the keystone of feudal power. However, they should not be sought lightly because of the great obligations placed upon the parties. Prior to exerting influence a character must determine the receptiveness of his potential ally:

1. Among untitled Knights and Barons, there is a basic 25% chance that any form of alliance is unacceptable at this time. Check for Disfavour. If the one seeking the alliance is in Disfavour, he in fact has an enemy.
2. Among titled Nobles, there is considerable jealousy and distrust, for each has his own irons in the fire and is unwilling to accept the leadership of another. There is a basic 50% chance that any alliance is unacceptable at this time. Check for Disfavour. If the one seeking the alliance is in Disfavour, he (in fact) has an enemy.
3. If seeking to undermine an enemy alliance by woo-



ing a member Of that alliance to one's own side, there is a 75% chance of failure. Failure alerts all of one's enemies to the plot and causes them to close ranks. This prevents any subsequent attempts in such matters for 7 months to 21 months.

4. If a Knight or Noble of higher rank is seeking an alliance with a Knight or Noble of lower rank, he has a 10% advantage in concluding alliances with any non-aligned person. These probabilities apply only when there is no period of Civil War. During a Civil War, "all bets are off," so to speak and the nobility will make and break alliances at will. *Chacun pour soi.*

Alliances include military treaties of offense and defense, marriages, and the placing of sons and relatives as squires in the castles of neighbours.

3.5 The Royal Bureaucracy

3.5.1 Exerting Influence on the Royal Bureaucracy

All of the offices in the Royal Bureaucracy are obtained through Influence. All high offices in each of the levels of government may be held for 1-3 years where upon there is a chance of dismissal (Influence must be brought to bear to remain). Failure to retain office means that the character has fallen into disfavour for 1-6 months.

Only those characters whose titles of office are CAPITALIZED have ready access to the King, for they are all members of the Royal Council and are the Advisors of the King.

To see the King, one must first influence the Lord High Chamberlain or one of the other Advisors. A Prince, Princess, or Queen always has access to the King, and if one influences them, they may conduct you into his Royal Presence for an audience.

To see any ranking member of the Bureaucracy, one must first overcome the resistance of the Chief Scribe, etc., of that particular official; for this official stands in the relation of a Personal Secretary and oversees all the appointments, etc., made with his Superior. Non-player characters in such positions are invari-

ably neutral in their attitude to any petition and will not assist a petitioner.

Most of the offices are relatively self-explanatory with regard to duties. For instance, the Sheriff of any County is charged with "keeping the King's peace" and oversees the collection of taxes and Royal revenues in his jurisdiction. Foresters are "Ranger" type characters charged with enforcing the Game Laws and patrolling the Forests and Wilderlands. A constable of a Royal Castle is a Knight placed in charge of one of the King's own holdings. And so on.

Some of the offices, especially the highest ones in the land, cannot be described in a few words. Players are advised, if they are unfamiliar with the political structures of the Feudal Period, to consult a good reference text on England of the period 1200 to 1300 A.D. for details. However, a few comments are in order here:

THE CHANCELLOR OF THE REALM occupies a position equivalent to a Prime Minister. He is the Chief Advisor to the King and heads the Civil Service. In his possession is the Great Seal of the Realm, under which are issued all of the most important documents and Royal Proclamations.

THE KEEPER OF THE PRIVY SEAL has in his possession the personal seal of the Sovereign and is charged with many of the "security" matters arising in and outside of the nation,

THE LORD HIGH CHAMBERLAIN is the "manager" of the Royal Court and sees that all matters of protocol have been observed, oversees the operations of the Royal Household, and arranges all of the Royal Audiences.

THE MARSHAL OF THE REALM is the Captain-General of the Armies of the Realm and is charged with maintaining the military security of the State.



3.5.2 The Table of ROYAL GOVERNMENT Organization

Level	Title or Office	Status	Rank Req	Income*	Superior	Royal Favor	No
Parish							
	Bailiff of the Hundred	1	Yeoman	2sp	L.H.S of Shire	None	100
County							
	Sheriff	5	Knight	30sp	L.H.S of Shire	None	1
	Justice of the Peace	3	Yeoman	4sp	L.H.J of H.C	None	10
	Lord Justice of Assize	5	Yeoman	35sp	HRH the King	Baronetcy (1)	1
	Lord Justice of County	7	Yeoman	50sp	HRH the King	Baronetcy (1)	1
	Royal Forester	2	Yeoman	3sp	Chief Forester	None	1
	Forester	1	Yeoman	2sp	Royal Forester	None	1
	Chief Scribe of County	3	Guildsman	10sp	Sheriff	None	1
	Scribe/Accountant	2	Guildsman	5sp	Chief Scribe	None	10
	Tax Collector	2	Yeoman	3sp	Sheriff	None	10
Shire							
	Lord High Sheriff	8	Knight	50sp	Chancellor of Ex.	1/yr	1
	Lord Justice of Shire	8	Yeoman	75sp	HRH the King	1/yr	1
	Chief Constable of Shire	5	Knight	40sp	HRH the King	1/yr	1
	Armorer of Shire	2	Townsmen	20sp	Constable of Shire	None	1
	Armorer	1	Townsmen	10sp	Armorer of Shire	None	1
	Chief Forester of Shire	3	Yeoman	5sp	Forester Royal	None	1
	Chief Scribe of Shire	5	Guildsman	20sp	L.H.S of Shire	None	1
	Scribe/Accountant	2	Guildsman	8sp	Chief Scribe	None	10
	Royal Tax Commissioner	5	Yeoman	25sp	Chancellor of Ex.	None	1
Town							
	Lord Mayor	8	Guildsman	50sp	HRH the King	Baronetcy (1)	1
	Lord Justice of Town	8	Guildsman	50sp	HRH the King	Baronetcy (1)	1
	Chief Clerk of Town	5	Guildsman	25sp	Lord Mayor	None	1
	Scribe/Accountant	2	Guildsman	8sp	Chief Clerk	None	1
	Collector of Taxes	3	Guildsman	20sp	Lord Mayor	None	1
	Captain of Mercenaries	2	Knight/Sergeant	30sp	Lord Mayor	None	1
	Captain of Militia	4	Guildsmen	10sp	Lord Mayor	None	1
Province							
	Royal Governor	10	Baron	5 gp	HRH the King	1/yr	1
	Lord Justice of Province	9	Yeoman	4 gp	HRH the King	Baronetcy (1)	1
	Prov. Scribe-Royal	6	Guildsman	40sp	Royal Governor	None	1
	Scribe/Accountant	3	Guildsman	10sp	Prov. Scribe	None	20
	Gov. Royal Gaol	6	Knight	50sp	Royal Governor	None	1
	Royal Executioner	3	Yeoman	15sp	Royal Governor	None	1
	Inquisitor-Major	6	Cleric	20sp	Bishop	None	1



Level	Title or Office	Status	Rank Req	Income*	Superior	Royal Favor	No
Army							
	MARSHALL OF REALM	25	Baron	10gp	HRH the King	1/yr	1
	Captain Royal Guard	12	Knight	5 gp	HRH the King	1/yr	1
	Knight of the Guard	8	Knight	1 gp	Captain	None	50
	Sergeant of Guard	4	Yeoman+	10sp	Captain	None	100
	Captain Mercenaries	8	Knight	Var.	Marshall	None	Var.
	Royal Forester	10	Yeoman	5 gp	HRH the King	1/yr	1
	Sergeant-At-Law	7	Yeoman+	35sp	Royal Governor	None	1
	Master Armourer Royal	4	Yeoman	25sp	Royal Governor	None	1
	Armourer	2	Yeoman	10sp	Master Armourer	None	1
Chancery							
	CHANCELLOR	25	Yeoman+	10gp	HRH the King	Title (4)	1
	Keeper of Privy Seal	18	Yeoman+	5 gp	HRH the King	Baronetcy (2)	1
	Keeper of Charter Rolls	8	Guildsman	4 gp	Chancellor	1/yr	1
	Chief Scribe of Chancery	8	Guildsman	4 gp	Chancellor	1/yr	1
	Scribe/Accountant	4	Guildsman	20sp	Chief Scribe	None	25
	Chief Constable	10	Knight	50sp	Chancellor	1/yr	1
	Ambassador	8	Baron	4 gp	Chancellor/King	1/yr	10
	Captain of the Watch	5	Knight	50sp	Chief Constable	None	1
	Agent of Chancery	5	Yeoman	20sp	Keeper of Seal	None	50
Chamber							
	LORD CHAMBERLAIN	20	Yeoman+	10gp	HRH the King	Title (4)	1
	Keeper of the Rolls	10	Guildsman	4 gp	Chamberlain	1/yr	1
	ROYAL ASTROLOGER	15	Yeoman+	10gp	Chamberlain	1/yr	1
	Royal Magus	10	Yeoman+	10gp	Chamberlain	1/yr	1
	Royal Alchemist	10	Yeoman+	25gp	Chamberlain	1/yr	1
	Royal Physician	10	Yeoman+	3 gp	Chamberlain	1/yr	1
	ROYAL HERALD	10	Guildsman	10gp	HRH the King	Title(1)	1
	Interpreter-Royal	8	Guildsman	4 gp	Chamberlain	1/yr	1
	ROYAL JESTER	15	Yeoman+	2 gp	HRH the King	2/yr	1
	Royal Musician	5	Yeoman+	1 g	Chamberlain	1/yr	1
	Musician	3	Yeoman+	40sp	Royal Musician	None	10
	Poet Laureate	10	Yeoman+	3 gp	HRH the King	1/yr	1
	Royal Chef	6	Yeoman+	4 gp	Chamberlain	1/yr	1
	Royal Food Taster	10	Yeoman+	1 gp	HRH the King	1/yr	1
	Chief Scribe	8	Guildsman	3 gp	Chamberlain	1/yr	1
	Scribe/Accountant	4	Guildsman	15sp	Chief Scribe	None	1
	Staff Member of Chamber	2	Yeoman+	3sp	Chamberlain	None	1
Exchequer							
	CHANCELLOR	20	Yeoman+	10gp	HRH the King	Title (4)	1
	Chancellor's Clerk	15	Guildsman	5 gp	Chancellor	1/yr	1
	Chancellor's Scribe	8	Guildsman	4 gp	Chancellor	1/yr	1
	Scribe/Accountant	4	Guildsman	15sp	Scribe	None	40



Level	Title or Office	Status	Rank Req	Income*	Superior	Royal Favor	No
	KEEPER OF PURSE	18	Yeoman+	8 gp	HRH the King	Title(1)	1
	Clerk of Purse	12	Guildsman	4 gp	Keeper of Purse	None	1
	Scribe of Purse	7	Guildsman	3 gp	Keeper of Purse	None	1
	Chief Assayer	7	Guildsman	5 gp	Chancellor	None	1
	Governor Royal Mint	8	Yeoman+	5 gp	Chancellor	Title(1)	1
	Minter	7	Guildsman	3 gp	Gov.Mint	None	10
	Scribe of Mint	6	Guildsman	3 gp	Gov.Mint	None	1
	Scribe/Accountant Mint	3	Guildsman	10sp	Scribe of Mint	None	5

Note: “Yeoman+” means the minimum social class is Yeoman but that the holder of the office is probably been made a noble by the King. ABaron@ is the lowest rank of the Nobility.

3.6 Making a Living

The coins used in Chivalry & Sorcery are of three basic types: gold, silver, and copper. In each case 25 coins of the lower type is equal to 1 coin of the next type:

1. The Copper Penny: There are 100 CP in 1 Dragon. 25 CP = 1 Silver Penny.
2. The Silver Penny: There are 100 SP in 1 Dragon. 25 SP = 1 Gold Piece.
3. The Gold Piece: There are 100 GP in 1 Dragon.

The value of money in *C & S Red Book* is considerably higher than in other campaign games, and players will have to become used to the fact that gold does not come in bushel baskets. To give a general idea of the value of money, consider the following:

The average day’s wage for an unskilled laborer is 1 or 2 SP.

An average room at an inn costs a person 10 CP per night.

A pint of cider costs about 2 CP.

A “bushel” of wheat (about 50 Dragons) costs 65 CP.

A good Knight’s Fee yields the lord about 1 to 3 GP in excess revenue per day. This is not, incidentally, historical. A real Knight in the middle ages in fact would be lucky to see a few silver pennies at any one time.

To make game play easier, a greater number of coins is assumed to exist than was actually the case in the feudal period, and the value of money is really deflated. For instance, a Count in Germany once fed 2000 children during the ill-fated Children’s Crusade for a mere 7 Gold Pieces. However, accuracy would make 5 or 10 silver pieces a fortune, so the designers have taken a few liberties.

Most characters who do not have a “living” from a holding will have to take service with some Master or great Lord. Usually, such service provides food, shelter, and a limited amount of money in the form of wages. Characters will probably have to settle for such positions simply to stay alive until they strike it rich and can set themselves up.



<i>Type of Work</i>	<i>Apprentice</i>	<i>Journeyman</i>	<i>Master</i>	<i>Guild Officer</i>	<i>Self-Employed</i>
Cordage Maker	5cp+L	2sp+L	10sp	-	4sp+LF
Town Armourer	5cp+L	3sp+L	1-2gp	1-10gp	-
Foundryman	5cp+L	3sp+L	1-2gp	1-5gp	-
Cabinetmaker	5cp+L	3sp+L	15sp	1gp	-
Joiner	5cp+L	3sp+L	10sp	20sp+LF	-
Ship Captain	5cp+L	3sp+L	1gp	-	1-6gp
Navigator	5cp+L	3sp+L	1gp	-	-
Sailor	5cp+L	3sp+L	15sp+L	-	-
Lawyer	5cp+L	3sp+L	1-6gp	5-10gp	-
Sage	5cp+L	7sp x experience level after 5			
Scholar	5cp+L	4sp x experience level after 5			
Interpreter	5cp+L	2sp x number of languages known + 1sp per experience level after 5			
Magus	5cp+L	9sp x experience level after 5			
Physician	5cp+L	3sp x experience level after 5			
Apocathary	5cp+L	2sp x experience level after 5			
Entertainers	5cp+L	1sp x BV after experience level after 5			
Artists	5cp+L	1sp x DEX after experience level after 5			
Scribe	5cp+L	7sp + Salary Grid of Royal Government			
Paper&Ink Maker	5cp+L	7sp x experience level after 5			

There follows a general guide for income per day for most of the different classes of trade, etc. When working for someone or when hiring others, this list should be used.

<i>Type of Work</i>	<i>Apprentice</i>	<i>Journeyman</i>	<i>Master</i>	<i>Guild Officer</i>	<i>Self-Employed</i>
Freehold Farmer	-	-	-	-	5sp+LF
Freehold Stockman	-	-	-	-	5sp+LF
Freehold Miller	-	-	-	-	10sp+LF
Petit Sergeant	-	-	-	-	15sp+LF
Forester	5cp+L	1sp+L	10sp+LF	1gp+LF	2sp+LF
Fisherman	5cp+L	-	5sp+LF	-	2sp+LF
Blacksmith	5cp+L	1sp+L	10sp+LF	-	5sp+LF
Cartwright	5cp+L	1sp+L	10sp	-	5sp+LF
Carpenter	5cp+L	2sp+L	10sp	1gp	-
Mason	5cp+L	2sp+L	10sp	1gp	-
Rural Innkeeper	5cp+L	1sp+L	-	-	10sp+LF
Armourer	5cp+L	5sp+L	15sp	5gp	-
Animal Trainer	5cp+L	1sp+L	15sp	-	-
Falconer	5cp+L	2sp+L	10sp	-	-
Cook	5cp+L	1sp+L	5sp+L	10sp+LF	-
Town Innkeeper	5cp+L	1sp+L	-	-	10-60sp+LF
Brothelkeeper	5cp+L	2sp+L	-	-	10-40sp+LF
Baker	5cp+L	1sp+L	-	-	5sp+LF
Butcher	5cp+L	1sp+L	-	-	4sp+LF
Barber/Surgeon	5cp+L	1sp+L	-	-	10-30sp+LF



Bootmaker	5cp+L	1sp+L	-	-	3sp+LF
Ealhordan	-	-	-	-	4sp+LF
Greengrocer	-	-	-	-	2sp+LF
Higler	-	-	-	-	2sp
Miner	5cp+L	1sp+L	5sp	-	-
Ostler	5cp+L	1sp+L	-	-	-
Servant	5cp+L	1sp+L	-	-	-
Tinker	3cp+L	-	-	-	3sp
Merchant	5cp+L	1sp+L	2gp	10-35gp	1-60sp
Banker	5cp+L	1sp+L	1-60gp	50-100gp	-
Money Lender/Pawn	5cp+L	1sp+L	1-3gp	-	1-6gp
Moneychanger	5cp+L	1sp+L	1-2gp	-	-
Appraiser	5cp+L	3sp+L	1-6gp	5-10gp	-
Jewel Cutter	5cp+L	3sp+L	1gp	-	-
Goldsmith	5cp+L	3sp+L	1-3gp	1-10gp	-
Silversmith	5cp+L	3sp+L	1-2gp	1-10gp	-
Perfumer	5cp+L	3sp+L	1-6gp	5-10gp	-
Tailor	5cp+L	3sp+L	15sp	1gp	-
Dyer	5cp+L	3sp+L	10sp	1gp	-
Weaver	5cp+L	3sp+L	5sp+LF	1gp	2sp+LF
Tanner	5cp+L	3sp+L	5sp+LF	1gp	2sp+LF
Glassblower	5cp+L	3sp+L	1-3gp	5-10gp	-
Architect	5cp+L	3sp+L	1-6gp	5-10gp	-
Naval Architect	5cp+L	3sp+L	1-3gp	1-10gp	-
Ship Builder	5cp+L	3sp+L	1-6gp	5-10gp	5sp+LF
Sail Maker	5cp+L	2sp+L	10sp	-	4sp+LF

Note:

L = Living: Food, shelter, and 1 outfit of poor= clothes per year

LF= Living for entire family, usually in good style.

All Lords, Knights, Fighting Men, and Clergy are dealt with in the section on the Feudal Fief. (See Knight-hood.) Knights-in-service, Sergeants, and Men-at-Arms receive 1/5 pay plus “maintenance” in their lords household, but after 60 days’ service in the field they receive 1/4 pay and “maintenance,” and they revert to full pay and “maintenance” the moment they take to the field in war. Pay scales are given under “Cost of Weapons,” Armor, and Pay in the chapter on Warfare in the Age of Chivalry.

“High ranking Clerics” are equal to great lords with regard to income, while Parish Priests receive 10-100 SP per month plus free food donated by parishioners. The Fighting Clerics receive fighting-man pay scales but never go to full pay. All other Clerics receive 3-18 CP per day plus food given by devout people.

3.6.1 Price and Weight of Arms and Armor

Below is a comprehensive list of the prices of various kinds of arms and armor. In the listing and pricing of the items, several factors have been considered:

1. Prices were set to reflect the actual cost of the item relative to income in the middle ages. Some prices may seem very high, but they simply reflect the effort and expense of production.



The prices are artificial to a degree, but this was determined by the Chivalric class. Prices were set high to ensure that only those with the funds to hold their stations in the feudal hierarchy and execute the many responsibilities of their positions could, in fact, purchase the weapons that were symbolic of that high rank.

2. The actual costs and times indicated are minimums. Better or more elaborate weapons and armor could be found at an additional price negotiated between buyer and seller. The prices given are for well-made weapons that are not especially ornate.

3. Some weapons are reserved for the use of noble or near-noble ranks (Knights, Sergeants, Elves, Dwarves). Historically, permission was occasionally granted to those normally prohibited to bear such arms, but that right was considered a high honour. Persons allowed the use of Chivalric Arms were well known, and their right was not challenged.

4. In the case of Thieves, Assassins, and other criminals, additional fees were imposed by manufacturers or sellers as a form of insurance that the source did not inform the authorities of the existence of the sale.

3.6.1.1: Infantry Weapons

Weapon	Cost	Weight	Time	Producer	Military Cost*
Dagger	25sp	2 Dr.	1 day	Armorer	15sp
Light Sword	80sp	5 Dr.	2 day	Armorer	50sp
Sword	100sp	7 Dr.	2 days	Armorer	60sp
Norman War Axe	50sp	10 Dr.	1 day	Armorer	35sp
Quarterstaff (iron)	40sp	10 Dr.	1 day	Armorer	-
Quarterstaff (unshod)	5sp	6 Dr.	1 day	Yeoman	-
2-H Sword	150sp	18 Dr.	5 days	Armorer	75sp
2-H Battle Axe	120sp	15 Dr.	2 days	Armorer	50sp
Thrusting Spear	30sp	7 Dr.	1 day	Armorer	10sp
Pole Arm	40sp	10 Dr.	1 day	Armorer	15sp
Halberd	100sp	18 Dr.	2 days	Armorer	50sp
Pike	50sp	15 Dr.	1 day	Armorer	15sp

Note: Military Costs* refers to the cost to Feudal Lords for their Troops

3.6.1. 2 Non-Fighter Weapons

Weapon	Cost	Weight	Time	Producer	Military Cost*
Thief's Dagger	60sp	2 Dr.	1 day	Armorer	-
Hatchet	15sp	5 Dr.	1 day	Blacksmith	-
Wood Axe	35sp	10 Dr.	1 day	Blacksmith	20sp
Light Club	-	5 Dr.	Made by anyone in a very short time		
Heavy Club	-	5 Dr.	Made by anyone in a very short time		
Light Sword	100sp	5 Dr.	2 days	Armorer	50sp
Pitchfork, Scythe	25sp	5 Dr.	2 days	Armorer	-
Quarterstaff (unshod)	5sp	6 Dr.	1 day	Blacksmith	-
Hunting Spear	25sp	5 Dr.	1 day	Armorer	15sp
Thief's Lt Sword	150sp	5 Dr.	2 days	Armorer	50sp
Thief's Lt X-Box	150 sp	10 Dr.	8 days	Armorer	-
X-Bow Bolts(10)	8sp	3 Dr.	2 day	Blacksmith	-

Note: Military Costs* refers to the cost to Feudal Lords for their Troops



3.6.1. 3 Chivalric Arms

Weapon	Cost	Weight	Time	Producer	Military Cost*
Dagger	40sp	2 Dr.	1 day	Armorer	15sp
Hand Axe	40sp	7 Dr.	1 day	Armorer	15sp
Short Sword	65sp	5 Dr.	2 days	Armorer	40sp
Mace	65sp	10 Dr.	2 days	Armorer	40sp
Dwarf Hammer	150sp	10 Dr.	2 days	Dwarf*	50sp*
Weapon	Cost	Weight	Time	Producer	Military Cost*
Light Sword	100sp	5 Dr.	2 days	Armorer	50sp
Scimitar	100sp	7 Dr.	3 days	Armorer	-
Sword	125sp	7 Dr.	3 days	Armorer	65sp
Falchion	100sp	10 Dr.	2 days	Armorer	50sp
Norman Axe	60sp	10 Dr.	1 day	Armorer	35sp
Kt's Great Sword	250sp	10 Dr.	9 days	Armorer	125sp
Barbarian Sword	100sp	10 Dr.	3 days	Armorer	-
War Hammer	150sp	15 Dr.	5 days	Armorer	80sp
Bastard Sword	200sp	15 Dr.	5 days	Armorer	125sp
2-H Sword	200sp	18 Dr.	5 days	Armorer	75sp
2-H Battle Axe	120sp	15 Dr.	2 days	Armorer	50sp
Flail	175sp	18 Dr.	5 days	Armorer	100sp
Thrusting Spear	30sp	7 Dr.	1 day	Armorer	10sp
Cavalry Lance	40sp	18 Dr.	1 day	Armorer	15sp

Note: Military Costs* refers to the cost to Feudal Lords for their Troops

3.6.1. 4 Missile Weapons

Weapon	Cost	Weight	Time	Producer	Military Cost*
Sling	5sp	1 Dr.	1/2 day	Anyone	2sp
Light Bow	50sp	3 Dr.	3 days	Armorer	25sp
Short Composite Bow	100sp	3 Dr.	8 days	Armorer	75sp
Long Composite Bow	175sp	4 Dr.	12 days	Armorer	125sp
Long Bow	100sp	4 Dr.	10 days	Armorer	75sp
20 Arrows & Quiver	5sp	5 Dr.	1 day	Fletcher	5sp
Light Crossbow	100sp	10 Dr.	8 days	Armorer	75sp
Heavy Crossbow	250sp	20 Dr.	15 days	Armorer	150sp
20 X-Bow Bolts	12sp	6 Dr.	2 days	Armorer	6sp
Javelin	30sp	6 Dr.	1 day	Armorer	10sp

Note: Military Costs* refers to the cost to Feudal Lords for their Troops

3.6.1. 5 Armor

Armour	Cost	Weight	Time	Producer	Military Cost*
Leather Jerkin@	10sp	10%wt**	1 day	Anyone	10sp
Hardened Leather@	45sp	10% wt	4 days	Armorer	35sp
Splint/Brigantine@	65sp	20% wt	10 days	Armorer	50sp
Banded/Scale@	80sp	25% wt	15 days	Armorer	60sp
Chain Mail Shirt	150sp	25% wt	25 days	Armorer	120sp
Plate Cuirass	200sp	20% wt	25 days	Armorer	160sp
Chain Mail Hauberk@	550sp	30% wt	40 days	Armorer	450sp



Superior Mail Hauberk@	750sp	30% wt	50 days	Armorer	650sp
Chain Mail & Plate@	1000sp	30% wt	75 days	Armorer	900sp
Full Plate@	2000sp	30% wt	120 days	Armorer	1750sp
Leather Helmet	15sp	2 Dr.	1 day	Armorer	10sp
Conical Helmet	35sp	4 Dr.	1 day	Armorer	25sp
Norman Helmet	40sp	5 Dr.	2 days	Armorer	30sp
Bascinet	55sp	6 Dr.	3 days	Armorer	45sp
Crusader's Helm	90sp	10 Dr.	10 days	Armorer	80sp
Visored Helm	125sp	10 Dr.	12 days	Armorer	100sp
Light Shield	35sp	7 Dr.	3 days	Armorer	10sp
Heavy Shield	50sp	15 Dr.	5 days	Armorer	20sp

Note: Military Costs* refers to the cost to Feudal Lords for their Troops

Wt** refers to % of Body Weight of character

@ means the full suit of armour

3.6.1.6 Other Items & Accessories

Other Items	Cost	Weight	Time	Producer	Military Costs*
Padded Undercoat	10sp	10 Dr.	2 days	Tailor	7sp
Plain Surcoat	20sp	2 Dr.	1 day	Tailor	15sp
Embroidered Surcoat	100sp	4 Dr.	10 days	Tailor	75sp
Splint Surcoat	60sp	10%wt**	10 days	Armorer	45sp
Plain Scabbard	25sp	3 Dr.	1 day	Leatherworker	10sp
Decorated Scabbard	75sp	4 Dr.	7 days	Armorer	50sp
Plain Sword Belt	5sp	1 Dr.	1/2 day	Leatherworker	2sp
Fancy Sword Belt	100sp	4 Dr.	7 days	Armorer	75sp

Note: Military Costs* refers to the cost to Feudal Lords for their Troops

Wt** refers to % of Body Weight of character

3.6.2 Cost of Food, Shelter, and Clothing

Below is a comprehensive list of the prices of various “necessaries” which characters are obliged to provide for themselves. If a character is a Lord, yeoman farmer, or a forester, food for himself, his family, and possibly his retainers is provided for by his production capacity. The prices were set to reflect the actual relationship between such commodities and the income of the various classes. Players may add additional items, but prices should be in keeping with the guidelines given here. All prices are quoted in copper or silver pence, and weights are in terms of the standard “Dragon.”

3.6.2.1 Food

The “average” person in the campaign is assumed to require 5 Dr. of mixed foods per day or 4 Dr. of meat or 3 Dr. of field rations to maintain good health. Increase these basic requirements by 50% when characters are involved in highly exhausting activities. Food intake below the minimum levels prohibits healing and increases fatigue recovery times by 50%.



Item	Description	Cost per Unit
<i>Bread</i>	1 Dr	
	White	7cp
	Whole Wheat	3cp
	Rye	2cp
	Rolls (White)	10cp
	Trencher	5cp

<i>Fish</i>	1 Dr	
	Common	2cp
	Good Fish	4cp
	Shellfish,etc	5cp

<i>Meat</i>	1 Dr	
	Beef Steak	6cp
	Beef Roast	4cp
	Beef	3cp
	Pork	3cp
	Ham	6cp
	Bacon	5cp
	Sucking Pig	15cp
	Mutton	2cp
Lamb	5cp	

Item	Description	Cost per Unit
	Chicken	2cp
	Small Birds	3cp
	Duck	3cp
	Goose	4cp
	Swan	5cp
	Vension	1sp
	Wild Boar	1sp

<i>Fruit</i>	1 Dr	In Season/Out Season
	Apples	5cp/7cp
	Cheeries	5cp/-
	Plums/Prunes	2cp/2cp
	Strawberries	6cp/1sp
	Lemons	1sp/5sp
	Pears	5cp/-
	Grapes/Raisons	3cp/3cp
	Berries/Currents	2cp/2cp
	Oranges	1sp/5sp

<i>Dairy Products</i>	1 Dr Equivalent	
	Eggs	5cp/dozen
	Cheese	3cp

Milk	2cp/quart
Butter	4cp
Cottage Cheese	2cp
Fine Cheese	2cp
Salted Butter	10sp

<i>Vegetables</i>	1 Dr	In Season/Out Season
	Beans	3cp/3cp
	Peas	2cp/2cp
	Beets	2cp/2cp
	Carrots	1cp/1cp
	Lettuce	3cp/-
	Watercress	3cp/-
	Lentils	3cp/3cp
	Onions	1cp/1cp
	Cabbage	2cp/3cp
	Turnips	1cp/1cp
	Parsnips	1cp/1cp
	Parsely	1cp/1cp
	Cucumbers	10co/20cp
	Garlic	5cp/5cp

<i>Beverages</i>	Serving	Cask*
Cider	2cp/Flagon	8sp
Wine(Poor)	3cp/Flagon	12sp
Wine(Good)	10cp/Flagon	40sp
Wine(Fine)	20cp/Flagon	80sp
Small Beer	4cp/Pint	16sp
Beer	5cp/Pint	20sp
Double Beer	6cp/Pint	24sp
Ale	7cp/Pint	28sp
Stout	10cp/Pint	32sp
Brandy	1sp/Flagon	100sp
Brandy(fine)	2sp/Flagon	200sp

Note: Cask* = 100 Servings

<i>Seasonings</i>	1 Dr	
	Sea Salt	10cp
	Rock Salt	1sp
	Honey	1sp
	Lump Sugar	2sp
	Pepper	1gp

<i>Field Rations</i>	1 Dr	
	Salt Pork	5cp
	Salt Beef	6cp
	Salt Fish	4cp



Smoked Meat	3cp
Smoked Salmon*	20cp
Waybread*	20cp
Sausage	7cp
Note:* = Double Food Value	

3.6.2.2 Grain and Feed

Horses require 10 Dr. of grain and 20 Dr. of hay per day or 15 Dr. of wheat per day. One “bushel” holds about 50 Dr.

Wheat	65 cp/bushel
Oats	40 cp/bushel
Barley	50 cp/bushel
Rye	25 cp/bushel
Hay	20 cp/50 Dr.
Straw	15 cp/50 Dr.

Grains may also be used to make bread or bannocks. The amount of bread produced is equal in weight to the amount of grain used. Thus 50 Dr. of Wheat will produce 50 Dr. of whole wheat bread. Milling costs are incurred if one wishes to grind grain into flour. The cost of flour is 2 x the cost of the raw grain.

3.6.2.3 Staying at an Inn

Item	Cost per Unit
Cheap Stew & Bread	10cp/person
Good Stew & Bread	15cp/person
Joint of Meat	20 cp/serving
Good Meal	1sp/person
Superb Meal	2 sp/person
Banquet	5sp/person
Poor Room	5 cp/person/night
Average Room	10 cp/person/night
Good Room	1sp/night
Stable Mule/Donkey	10cp/night
Stable Horse	15cp/night
Stable Charger	1sp/night
Stable Great Horse	2sp/night

Guests at an Inn (those staying for the night) are under the full protection of the house. Casual customers who have entered for a meal or drink are not. A poor or average room at the inn is a “common” room shared by a number of guests. Privacy is acquired only

when a “good” room is rented outright. Stabling costs include currying the animals and one may have blacksmithing done as well, at extra expense. Chargers and Great Horses receive very special attention and a diet of fine grain and an apple.

3.6.2.4 Long-Term Accommodation

Rents apply to shops as well as to residences.

Accommodation	Poor	Average	Good
Room in Country	3sp/mo	5sp/mo	10so/mo
Room in Country 7 Board	7sp/mo	10sp/mo	18sp/mo
House in Country	10sp/mo	15sp/mo	25sp/mo
Room in Town	5sp/mo	10sp/mo	20sp/mo
Room in Town & Board	10sp/mo	20sp/mo	35sp/mo
Floor in small Town House	10sp/mo	20sp/mo	30sp/mo
Floor in large Town House	20sp/mo	40sp/mo	60sp/mo
Small Town House	30sp/mo	50sp/mo	75sp/mo
Large Town House	40sp/mo	75sp/mo	90sp/mo



3.6.2.5 Clothing

The clothing a character chooses to wear is often determined by his status in society. Needless to say, men of rank would not be seen in rags, but on the other hand a man of low rank would not wear rich clothing even if he could afford it because such behavior would be frowned upon by his “betters.”

Item	Poor	Average	Good	Well-to-Do	Noble	Titled
Men's hose	1sp	2sp	4sp	10sp	15sp	1gp
Men's chemise	1sp	2sp	5sp	15sp	20sp	1gp
Men's pellison	1sp	3sp	6sp	20sp	1gp	2 gp
Men's tunic	2sp	5sp	9sp	1gp	2 gp	5 gp
Mantle/Cloak	4sp	9sp	1 sp	5gp	5gp	5-25gp
Women's Chemise	1sp	2sp	5sp	10sp	1gp	2-5gp
Women's pellison	1sp	2sp	9sp	15sp	1gp	2-5gp
Women's bliant	2sp	5sp	1gp	2gp	5gp	10-50gp
Women's girdle	1sp	2sp	5 sp	1gp	3gp	5gp
Mantle/Cloak	4 sp	9 sp	2gp	5 gp	5 gp	5-25gp
Clogs	2cp	-	-	-	-	-
Sandals	5 cp	7 cp	-	-	-	-
Lady's Slippers	-	6 sp	9 sp	15sp	1gp	1-5 gp
Work Boots	1gp	1gp	-	-	-	-
Riding Boots	-	-	2gp	3 gp	4gp	5-10gp
Dress Boots	-	-	-	5 gp	5gp	5-10gp

Clothing is, needless to say, costly indeed. However, clothes last up to 3 years before they become too worn to be “respectable.” Of course, characters wishing to make strong impressions on their peers will tend to dress as well as possible.

3.6.2.6 Cost of Adventuring Equipment

Item	Cost	Weight	Characteristics
50 feet of rope	5 sp	3 Dr.	5% chance of breaking when used.
10-foot pole	-	5 Dr.	5% chance of breaking when used.
10 iron spikes	3sp	3 Dr.	20% chance of slipping out when placed.
Water/Wine Skin	2sp	1 Dr.	Holds 1 gallon of water.
5 torches	-	5 Dr.	Burns for 1 hour, cast light 10' all around.
Lantern	15 sp	3 Dr.	Burns for 6 hours, cast light 20' ahead.
Flask of oil	2sp	1 Dr.	Refills a Lantern once.
Small sack	1sp	-	Holds 1 cubic foot, maximum of 50 Dr.
Large sack	2 sp	-	Holds 2 cubic feet, maximum of 100 Dr.



4.0 KNIGHTHOOD & THE FEUDAL SETTING

C&S Red Book is based entirely on the feudal system, and the manner in which individual fiefs and the feudal nation as a whole is set up will have a profound effect on the campaign.

4.1 Knighthood

Peace delights me not!
War--be thou my lot!
Law--I do not know,
Save a right good blow:
--*Bertran de Born*

To be a warrior, to take and to give hard blows in mortal combat, to enjoy the delights of victory over stalwart enemies to endure all manner of adversity manfully and with honour--and finally to die a true warrior's death--these are the ambitions of every knight worthy of his gentility. The Knight is the lord of the feudal world. The thing that separates him from the villein and the commoner is his total commitment to war and his overwhelming superiority on the field of battle. It is often said that God made the Knight more honourable, courteous, and wise than the peasantry. In the end, however, it is the Knight's martial advantage that sets him above all others in society.

The commons must spend their time at labour with mattock and shovel, in raising pigs and sheep and cattle, in weaving and tailoring and a host of other peaceful activities. The Knight trains for war. War is his craft, and he is as expert at it as a goldsmith is at working precious metals. The fact is that much time is needed to train in the use of arms and armor and horse. Since a Knight has his living provided for him, he alone has the time to devote to preparation for battle. That time is not available to the commoner who must grub for a living.

Consider a rising by the peasantry. Armed with grain-flails, boar spears, knives, axes, scythe blades affixed to poles, and a scattering of hunting bows, a score of peasants advance up the road to the manor house. Suddenly, they are confronted by a Knight and his Squire. Two against twenty: It is usually enough. In the time the survivors take to reach the safety of the woods, a half-dozen lie dead or wounded in the dust beneath the stamping hooves of the plugging, whirling warhorses. The Knight and his Squire are clad in armor almost invulnerable to the puny blows of the peasants' makeshift weapons and light self-bows. Their warhorses are too well trained to permit the mob to approach close enough to tear their riders from the saddle, and they turn and kick and bite with no apparent direction from the men on their backs.

Is there any wonder that the nobles gave the law to the commons?

The Knight is always a horseman. He may choose to fight on foot, but it is his great war steed that gives him the advantage. Indeed, the entire feudal system arose out of the need to support the great expense of maintaining a horse, attendants, arms, and the fine armor of the Knight--an expense very much greater than that of maintaining infantry. It became the practice to grant land--"fiefs"--to provide Knights with a living adequate to maintain his arms and entourage. Without a proper "living," being a Knight is a difficult business. The whole ambition of the landless Knight-errant is to acquire enough fame to win for themselves a fief from the hands of some great lord. The ambition of the great lord is to hold onto his lands, and perhaps also to increase them. These are the motivations underlying the actions of the nobility.

4.1.1 The Fief

The holding of a fief is no light task. A Knight owes feudal service to his liege lord and also a number of feudal duties and obligations. He must see to the proper defense of his holding, oversee the activities of his people, and give "low" justice inside his demesne. In *Chivalry & Sorcery*, a fief typically yields



a “living” for the Knight, his family, and his castle retainers. In addition, an average of 30 to 40 GP net monthly income permits the Knight or lord some freedom of action.

4.1.2 Designing the Feudal Nation

Perhaps one of the most important aspects of the large campaign is the general make-up of the feudal nation (or nations) in which the action is to take place. The following guidelines should be used:

1. Decide how many great Lords there will be. Generally, there should be 2-3 Dukes, 2-3 Marquesses, and about 10 Counts. Of course, if actual historical situations are being reconstructed, these numbers would be altered accordingly.
2. The King, if weak like the King of France, would count for little more than a Duke. If strong and blessed with a powerful central government like that of England, he would be the equal of 2 or 3 Dukes.
3. The feudal rank of a Lord is often a reflection of his military power, and military power is based upon the size and wealth of one's feudal holdings:

Duchies: A Duke will determine his holdings on Table III by rolling a 6-sided die, with only 4, 5, or 6 results counting. This will yield a number of holdings to be determined on Table I or II. Any small castles or 35' shell keeps he holds are held, in turn, from him by Barons or Bannerettes. Smaller holdings are held by direct vassals and close relatives.

Marquisates: A Marquis is the virtual equal of a Duke, so determine his holdings in the same manner.

Counties and Earldoms: A Count has a 1-25% chance of holding from a Duke or Marquess; Earls are always independent and hold their domains as “Tenants-in-Chief” like the Dukes and Marquesses. The holding of a Count or Earl is determined by rolling a 6-sided die twice. The first result will be a 1-6, giving the size and strength of his own castle. The second will be only 1-3, with 4, 5, or 6 results requiring a re-roll. The second result gives the number of his holdings, which are determined on Table I or II. Any small

castles or 35' shell keeps he holds are held, in turn, from him by Barons or Bannerettes. Smaller holdings are held by direct vassals and close relatives.

Barons: Since all of the baronial holdings are determined by one of the above findings, characters who are born into the family of a Baron need only to be located. This can be done by making up a simple probability table listing all of the great Lords, with an equal chance at being in the domain of one of them. The same can be done for characters belonging to the families of Bannerettes or Landed Knights. In the designers' own wargaming group, an elaborate set of tables was designed by a member which can locate a character literally within miles of a particular town in France, tell his overlord, etc. Of course, the amount of detail players desire will depend upon their willingness to design such systems.

4. There are also Church lands in a feudal state, held with considerable independence from the temporal authorities.

Bishops will hold a town of 10,000 population.

Archbishops will hold a town of 10,000 population and also lands equal to a County.

The Primate will hold a town a 15,000 population and also lands equal to a Duchy.

Monasteries are Large Fortified Manor Houses [LFMH] types of establishments. The LFMH and the 2 Small Fortified Manor Houses [SFMH] holdings belonging to a Monastery are held by Knights who will protect the Monks in war or perform any military service owed by the Monks to the Tenant-in-Chief from which they received their lands.

Religious Fighting Orders will have Chapter Houses in most feudal states. See the section on these Fighting Clerics for details. Their holdings in a nation as a whole will be equal to a County, but the number of castles will be decidedly larger.

5. The number and the size of the towns in a region is clearly important. When designing the nation, the



following guidelines should be used:

No more than 1 town of population 25000 will be found in a Duchy. The Royal Capital is always such a town and will be additional to any other towns of 25000 found in the Royal Domain.

Table I Interior Manor																
Men in Service to Overlord																
1d6	Holding	Kts	Sq	Sgt	Men	Bks	Arm	Scr	Chap	mer	Fiefholders	P.Sgt	Yeomen	Serfs	Fief Rev	Rent*
1	SFMH	0	1	3	10	1	0	0	0	0	0	4	10	50	20gp	10gp
2	SFMH	1	2	6	15	1	0	0	0	0	0	8	15	75	25gp	15gp
3	SFMH	1	2	8	20	1	1	0	0	0	1xSFMH	12	20	100	30gp	20gp
4	SFMH	2	3	10	25	1	1	0	1	0	2xSFMH	16	30	125	35gp	25gp
5	LFMH	4	4	15	40	2	2	1	1	0	3xSFMH	20	50	150	75gp	50gp
6	I Cas.	6	7	25	50	3	2	1	1	10	4xSFMH	32	100	300	75gp	75gp
Table II Frontier Manor																
Men in Service to Overlord																
1d6	Holding	Kts	Sq	Sgt	Men	Bks	Arm	Scr	Chap	mer	Fiefholders	P.Sgt	Yeomen	Serfs	Fief Rev	Rent*
1	SFMH	2	3	10	25	1	1	0	1	0	0	16	30	125	25gp	10gp
2	SFMH	2	3	10	25	2	1	0	1	10	0	16	30	130	30gp	10gp
3	LFMH	4	5	15	4	2	2	1	1	10	1xSFMH	20	50	150	50gp	15gp
4	SK	4	5	15	50	2	2	1	1	20	2xSFMH	20	50	150	50gp	20gp
5	SK	5	6	20	50	3	2	1	1	20	4xSFMH	32	100	300	75gp	50gp
6	I Cas.	6	7	25	50	3	3	1	1	20	5xSFMH	36	100	300	75gp	75gp
Table III Baronial Holdings																
Men in service to Overlord																
1d6	Holding	Kts	Sq	Sgt	Men	Bks	Arm	Scr	Chap	mer	Fiefholders	P.Sgt	Yeomen	Serfs	Fief Rev	Rent*
1	I Cas	9	10	36	50	3	3	1	1	20	5xTable I/II	36	100	300	100gp	75gp
2	II Cas	9	10	36	60	3	3	1	1	20	6xTable I/II	48	125	400	150gp	100gp
3	III Cas	11	12	48	100	3	3	1	1	30	7xTable I/II	60	150	500	175gp	125gp
4	IV Cas	14	15	60	150	4	3	1	2	50	8xTable I/II	72	200	600	250gp	150gp
5	V Cas	19	20	80	200	5	3	1	2	50	9xTable I/II	84	250	800	350gp	200gp
6	VI Cas	24	25	100	250	5	4	1	2	100	10xTable I/II	100	300	1000	500gp	300gp

No more than 1 town of population 15000 will be found in a Duchy or Marquisate.

No more than 2 towns of population 10000 will be found in a Duchy, Marquisate, County, or Earldom.

No more than 3 towns of population 7500 will be found in a Duchy, Marquisate, County, or Earldom.

The number of smaller towns in a feudal domain depends upon a random die roll. when the number has been determined roll a 6-sided die on Table IV to find the size of each of the town in the domain:



Duchy: 4 + 1-6 towns
 Marquisate: 3 + 1-6 towns
 County: 1-6 towns
 Earldom: 1-6 towns

Of all large towns in the nation, 1 of 15000 population will be held by the Primate 2 of 10000 will be held by Archbishops, and 1 town in each Duchy or Marquisate will be held by a Bishop.

The remaining towns will either be independent chartered towns (1-75%) or towns held by a feudal overlord (76-100%). Chartered towns are loosely allied to the King in that they look to the Crown for protection from the local nobility and, in return, provide limited support to the King when he is at war in the region surrounding the town. Such towns are not part of his feudal holdings, however, and cannot be used indiscriminately to further his ambitions. They must be "influenced," with a 1-40% chance that they will provide full support, 41-80% chance that they will remain neutral, and an 81-100 chance that they will support the other side. The same percentages apply to towns held by a feudal Overlord unless he has garrisoned them with his own forces at a percentage equal to 10% of the militia. Up to 1/2 of this garrison may be Mercenaries but the remainder must be sworn vassals.

When determining who, in fact, is Overlord of a subject town the location of the town is vital. If a town is clearly in the domain ruled directly by a "tenant-in-Chief" (King, Duke, Marquis, Count, or Earl), it is under his suzerainty. However, if the town lies in the domain of one of the vassals of the great Lord, there is a 50% chance either way, so that even a Bannerette or Baron may have control of the town. Mere Landed Knights have no chance, of course, of controlling a town.

For this reason, it is important to draw the maps of the feudal state exactly, placing the boundaries of all holdings of Bannerette size and up, and locating all towns with some discrimination and fairness. Only after all towns have been located will there be a determination of their status.

6. To complete the picture, rivers and other important terrain features like mountains and forests may be added to the map. Also, all-weather roads can be drawn in, for these are vital to the course of all military operations and trade.

4.1.3 Feudal Holdings

Key:

Kt=Knight Bks=Blacksmith P.Sgt = Petit Sergeant
 SFMH=Small Fortified Manor House
 Sq= Squire Arm= Armour
 Yeoman=Freeholders
 LFHM=Large Fortified Manor House
 Sgt=Serjeant Scr=Scribe Serfs=Feudal Farmers
 SK = Shell Keep Men=Me-at-Arms
 Chap=Chaplian Mer=Mercenaries
 Cas.= Castle

Table IV Towns

Key:

Population= Adult citizens 20% are fit for Military service
 Wall=Height of Wall surrounding town, 25'+ walls have moats.

Id10	Population	Wall	Citadel	Mer.Sgt	Mer	Militia	Tax Rev/Town Earnings	Mon. Rev to Gov*
1	1500+	18'	-	8	20	100	50gp	50gp
2	2000+	18'	-	8	20	125	60gp	60gp
3	3000+	18'	SK 35'	12	30	200	100gp	100gp
4	4000+	18'	SK 35'	12	30	250	125gp	125gp
5	5000+	18'	SK 35'	20	50	400	175gp	150gp
6	6000+	18'	SK 35'	20	50	500	200gp	175gp
7	7500+	25'	I Cas	32	100	600	250gp	200gp
8	10000+	25'	II Cas	48	150	900	300gp	250gp
9	15000+	25'	IV Cas	100	250	1500	500gp	350gp
10	25000+	35'	IV Cas	150	350	2500	750gp	500gp

All Walls have one or more Fortified Gates

Citadel=Type of inner fortification commanding the town

Mer.Sgts= Mercenary Sergeants employed by town

Mer= Mercenary Men-At-Arms employed by town

Mon.Rev to Gov=The Monthly Revenue generated by town

Taxes = Taxes paid to Overlord if Town not Chartered or Independent

Earnings= Taxes kept by a Chartered or Independent Town Government

4.2 Feudal Rights and Obligations

In return for a grant of land a vassal assumed certain obligations which were attached to his title to the



holding and failure to discharge them could result in dishonor and the loss of the fief. Neither was the Overlord free of obligation, for he was expected to guarantee the right of his vassal to hold and enjoy the lands granted to him. Many of the “rules” of conduct in *Chivalry & Sorcery* are therefore restatements of the real customs and laws of the Feudal Age.

MILITARY SERVICE: A vassal is obliged to provide fighting men for 60 days when his lord goes to war. In *Chivalry & Sorcery* this means bringing 1/2 of the basic forces which a vassal possesses (excluding serfs): All costs are absorbed by the vassal until the 61st day, when the Overlord must begin paying the troops or they are free to return home. The purists will note that 40 days of service were common in Medieval Europe, but 60 days will prove easier to manage and more satisfactory to effective campaigning.

SCUTAGE: Instead of providing military service, a vassal may pay to his Overlord the amount of money required to hire Mercenaries to serve in the place of the troops owed.

DEFENSIVE WAR: When an Overlord or his vassal is attacked by enemies, each is under a strict obligation to come to the aid of the other for as long as is necessary to drive the foe from the land. While the obligation does not extend to suicidal measures, it does demand that an honest attempt be made. If an Overlord fails in his obligation to defend and protect his vassal, the vassal is free to honourably seek another Lord who will protect his interests. In such an instance, the charge of “treason” is hard to press against a vassal, for his Lord will have to expose to world view his own “betrayal.” However if a vassal does not come to the aid of his lord, he is open to the charge of “treason;” and when his Lord is finally free to deal with the matter the vassal will be in grievous difficulty.

ESCHEAT PROPTER DELICTOM TENENTIS: If the vassal commits a felony and is convicted of the offense, the land “escheats” to the Overlord. Treason and breaches of faith arising out of feudal obligation are the most common causes of land reverting to the

Lord. While a trial in court or on the field of honor in Trial by Combat a l’Outrance (to the death) is usually necessary to prove the charge, a deliberate refusal of the accused to answer the charges is an admission of guilt and the land automatically reverts to the Overlord. The vassal can be declared outlaw in such instances and slain on sight, but he is usually slain in defense of his lands when the Overlord comes with an army to recover his property.

PRIVATE WAR: While wars are fought between nations, they are also fought between Lords who are political rivals or who have grudges to settle. Generally, the right of “private war” is not regarded by Overlords to extend to their vassals—especially when both sides include vassals of the same lord. To discourage the practice, Overlords deal sternly with offenders who have no valid reasons for their actions.

RELIEF: When a new tenant succeeds to land, the Overlord is entitled to 1-100% of the annual net income of a Knight’s fief and 1-20% of the net annual income of a Baronial holding. If the fief is held directly from the King, “proof” has to be provided in the courts that the new tenant is the rightful heir. Proof tends to cost about 10% of the annual net income of the holding, in addition to “relief.”

AIDS: An Overlord can levy a special assessment against vassals on three occasions:

1. Ransom: When the Overlord is captured, he can require his vassals to pay 3/4 of the amount, divided amongst them according to their net incomes. A maximum of one ransom may be requested per year of any vassal.
2. Knighting the Eldest Son: The knighting of one’s son and heir is an expensive business because honor demands a lavish ceremony and Tournament. To help with the costs of such a spectacle, an Overlord can demand 1 month’s net income from each of his vassals.
3. Marriage of the Eldest Daughter: An Overlord usually married off his eldest daughter to cement an important alliance, so a considerable dowry was nec-



essary. Again, 1 month's net income can be demanded from each vassal to defray costs.

WARDSHIP: Whenever an existing tenant dies leaving a male heir under 21 or female under 25, the Overlord has the right to control the estate until his ward is old enough to assume tenancy. All of the income of the estate may be used as the Overlord wishes, and he may administer the lands as he sees fit, with a restriction being placed only on his selling, mortgaging or granting it to another. As for the ward, the Overlord has the right to choose anyone he wants as a marriage partner for his ward. If the ward refuses a proper marriage, a full year's net income must be paid to the guardian. If the ward marries without the guardian's consent, two years' net income is forfeited to the guardian. Finally, upon reaching majority a ward must sue for "livery" or the right to enforce delivery of the land. For this privilege the Overlord is paid 50% of the net income of the land. Wardship is "assignable," furthermore; as a reward to a faithful vassal, an Overlord may grant him wardship of a minor and his estates.

PAYING COURT: A vassal is expected to wait upon the pleasure of his Overlord at those times when his suzerain desires a great retinue to give prestige to his baronial court or to his entourage when he goes to tournaments. At such gatherings, large numbers of loyal vassals are a visible reminder to other Lords that a noble has ample military power at his disposal. Also, a vassal may be called upon to assist in dispensing justice—a matter of great responsibility for the judges so appointed. In general a vassal who fails in these matters will earn his Lord's displeasure.

HOSPITALITY: A vassal is expected to render his Lord proper hospitality when he has been honored by a visit. For his part the Overlord will hopefully refrain from taxing the resources of his vassal by bringing a great entourage that will despoil the castle larder for months to come. Needless to say, such "visitations" are widely considered to be mixed blessings.

LOYALTY: A vassal must never betray his Lord's Secrets to anyone not in the Lord's own following and privy to the Lord's confidence. Nor may he go

over to the side of his Lord's enemies or repudiate his vows of homage. To do so is "treason" the most foul of all feudal crimes. However, it should again be noted that a major violation of the vassal's rights by his Overlord may give grounds for changing allegiance, provided it is not in a time of dire emergency and is not an act designed to place one's Overlord in grave jeopardy. In return an Overlord is obligated to show "good faith" toward a loyal vassal, treating him justly and showing him favor when he does a great service for the Overlord.

Feudal obligation can best be summed up in the ceremonies of "homage" and "fealty" conducted to seal the relationship of suzerain and vassal. The traditional oath of homage and the response are as follows:

"Sire, I enter into your homage and faith and become your man by mouth and hands, and I swear and promise to keep faith and loyalty to you against all others, saving only the just rights of those from whom I hold other fiefs and rights, and I swear to guard your rights with all my strength and my Life."

"We do promise you, our faithful vassal, that we and our heirs will guarantee to you the lands held of us, to you and your heirs against every creature with all our power, to hold these lands and enjoy their use in peace and in quiet."

Technically, the first oath is the "homage," the vow to serve faithfully. It is utterly binding because upon it rests the claim of the fiefholder to his lands. To break one's oath of "homage" is to renounce title. The second oath is that of suzerain to vassal to give personal protection to all the rights of his vassal so long as he remains loyal.

The second oath sworn is the "fealty," which the vassal swears upon holy relics:

"In the name of God and in reverence of these sacred relics, I swear that I will truly keep the vow which I have taken and will always remain faithful to my liege lord."



Upon swearing fealty, the vassal is ceremoniously handed a lance, glove, baton, or some other symbol indicating that he has been “invested” in the possession of his fief.

4.3 High Justice

High Justice is a right reserved to the nobility and favoured knights. A person’s rank in society is determined by birth and, as such, is divine in origin. Thus the nobility is seen as privileged in the eyes of God and it is their divine right to rule those below their social station. Because of the high station of the nobility, the only major crimes for them are:

Treason against one’s liege lord.
 Rebellion against one’s liege lord.
 Conspiracy against one’s liege lord.

The penalty for any of these crimes is either Trial of Arms a l’Ourance or the headsman’s axe after a trial by one’s peers. The power of High Justice was vested in the King’s High Justices, the King and the great Tenants-in-Chief, and a few picked Knights.

If a noble vassal is treated unfairly, he could stage an honorable rebellion against his suzerain. The degree of punishment exacted must be equal to the crime, and depending upon the nature of the oppression which drove him to rebellion there are five degrees of severity in the punishments:

1. Temporary loss of honour. Dishonour could last 1 month to 1 year.
2. Disgrace or permanent loss of honour, subject to the performance of a great deed to restore that honor.
3. Disgrace and loss of lands.
4. Disgrace, loss of lands, and banishment.
5. Death.

The bonds between the Overlord and his vassals are dependent on the honour and loyalty of both, so both must show strong will and discipline in their dealings with each other. A charge made by an Overlord against a vassal must be proved; otherwise dissention could result among the other vassals.

4.3.1 Low Justice

Low Justice or Common Justice was reserved for the Commoners and was administered by the King’s Justices and by the Baronial Courts. There are five distinct groups of crime under this heading:

1. HIGH CRIMES: All offenses in this section carry the death penalty:

Treason, Rebellion, Conspiracy, Espionage: death by hanging, drawing, and quartering. Immediate members of the family may also be subject to punishment. All lands forfeit.

Murder: death by hanging.

Poisoning: death by burning at the stake.

Cannibalism or Skinning Human Bodies: death by being thrown to wild dogs.

Perjury: death by hanging. The offense includes lying under oath in Court and also making false accusations

Smuggling: death by hanging.

Desecration of a Church: death by impalement.

Streetwalking: death by hanging.

Bearing Chivalric Arms: 10 lashes; second offense: death by hanging, drawing, and quartering.

Riding a Horse: 10 lashes. However, Petit Sergeants and wealthy Commoners tend to have special rights in such cases and are not charged. Members of the military are exempt from this law.

Arson: Death by hanging or burning at the stake

Striking a “Fool”: 5 lashes. Feeble-minded folk are protected from abuse by law.

2. THEFT:

Piracy: death by hanging or 1000 lashes.

Debt: If a debt is not paid in the agreed time, the aggrieved party may sue for payment. This may bring



the seizure of goods, monies, or land to pay the debt. Nobles secure their debts with sealed deeds (promises) which even a Commoner can enforce in a Court to recover the money owed to him. An impoverished Commoner can be forced into service to pay off a debt he is unable to satisfy. Refusal to make enforced payment by service is punishable by death if the debtor runs away.

Breach of Contract: Failure to live up to one's word is to become "dishonored." In the business world, that is committing financial suicide for no one will deal with a man who breaks business agreements. Recovery of losses can be obtained in Court.

Horse Theft: death by hanging.

Theft of Pepper or Silk: death by the cutting of the throat.

Robbery on the King's Highroad: death by hanging

Poaching in the Royal Forest: loss of a hand. The offense also applies to poaching in a forest belonging to a noble.

Theft of a Beast of Burden: 24 lashes.

Cattle "Lifting": 24 lashes. This offense include the theft of such animals as goats, sheep, etc., not just cattle.

Mugging: 24 lashes. A second offense brings loss of a hand and branding. A third offense carries the penalty of death by hanging.

Cutpurse: 24 lashes. A second offense brings loss of a hand and branding. The crime includes all forms of non-violent theft.

3. **Torts:** These "crimes" in fact include both intentional and accidental damage to property or injury to persons. Nobles may bring actions against each other for Torts.

Destruction of Another's Property: compensation if unintentional; double or triple damages (punitive) if

intentional. Commoners receive 24 lashes for intentional tort.

Injury to Person: compensation. A commoner will receive 10sp + 1d6sp per damage point suffered. A Nobleman (if he does not cut the offender down on the spot) will receive 1gp + 2d6gp per damage point. This is tripled for titled nobles. If the offense was deliberate, a commoner will be charged with Assault as well and may receive 24 lashes if he struck a Commoner. A deliberate offense against a Nobleman is Rebellion and punishable by death. Nobles will always resort to Trial by Combat or the Pas des Armes to settle such matters between themselves as an affair of honour.

Replevin: An action to recover property wrongfully taken from the owner. Such an action is in addition to any other charges that might be pending. Nobles are forced to resort to such actions if they are not prepared to go to Private War with another noble. Generally, such complaints are heard in the Royal Courts, but a vassal may raise the issue when it concerns another vassal by bringing the action in the Court of their Overlord. If the property cannot be restored or is restored in damaged condition, appropriate compensation must be paid.

4. BUSINESS LAW:

Usury: Except for non-believers and certain privileged foreign bankers, the charging of interest on a loan is banned. The penalty is 1-3 times the interest paid as a fine to the Court. Only Bankers and moneylenders and moneychangers are exempt.

Fraud: Any false representation of goods or making false promises is punishable by fines and also restitution to the injured party. The amount of the fine tends to be 1-3 times the profit made on the "shady" deal.

5. **LAW OF VASSALS IN LIVERY:** The Knight is the Lord of his lands and his word is generally law to those living in his domain. However, unless he is totally evil, he will give Low Justice tempered with mercy and understanding. Because the average Knight has only a few vassals to deal with, he can take a per-



sonal interest in his subjects and take into account circumstances which go far beyond the crime itself.

A noble can pass his own codes in his domain, but for the most part such “laws” deal with breach of custom and the “common Law.” He does have special rights, however, such as being able to charge tolls for crossing his land, etc., which he can enforce against strangers. However, he has no jurisdiction over the King’s Highroad except to act as a peace officer and arrest wrongdoers.

The worst breach of law, next to capital crimes, that a Serf can commit is to run away from the domain of his Lord. A Serf is bound to the land until released by his Lord, and unless he lives for a year and a day within the boundaries of a town, he can be apprehended and returned to his Lord. A recaptured Serf will have to throw himself upon the mercy of his Lord, for in such matters the fiefholder has the power of life and death.

4.3.2 Canon Law

Canon Law is Church Law. In feudal Europe the Church was a most potent force, comparable to the greatest of nobles and Kings. The Church based its authority on divine right, and claimed the sole prerogative of trying all members of its institutions. In this regard, all breaches of the law except for High Justice were dealt with in Canonical Courts. A sentence for such breaches of law tended to be much less severe than in the Lay Courts. However, it was not until the 13th Century that a noble of great power was assured of great difficulty if he put a cleric on trial in his own Court. Thus, as one grand scenario in *C&S Red Book*, the question of Church and State prerogatives can be fought out again--remember St. Thomas a Becket and Henry II of England?

Canon Law did extend to all members of the land with regard to five crimes.

All men are bound by their Covenant with God and a man who breaks that bond, however high his rank or great his power it not above Divine Justice. To enforce these laws, the Church hierarchy would resort to Excommunication, Interdict, and any other

prescription they felt would be effective. Since the vast majority of the population was deeply religious and desperately feared a total ban on Church activities on their behalf, even Kings had to answer for crimes against God:

ATHEISM: stating publically that there is no God.

HERESY: denying the Church as the representative of God on earth or Church doctrine and dogma as being true and correct.

BLASPHEMY: showing abuse or contempt for God and/or presenting false prophets or gods in the place of the one true God.

SACRILEGE: desecrating sacred and holy relics, books, churches, etc.

WITCHCRAFT: practising the art of Black Magick to harm or injure someone or his property, or consorting with the Demons and Devils of Hell. Note: The practice of Magick as such is not “witchcraft” until it is used to do harm to someone in a way that a Court would interpret as premeditated like any other crime. Dealing with the Powers of Darkness is, however, utterly forbidden.

Depending upon the severity of the crime, the character of the accused (alignment and past conduct of the character are important here), and his repentance, the sentence will range in *C&S Red Book* from a severe penance to a dangerous Quest to atone for crimes of a somewhat defensible nature. Blatant violations, however, are punishable by death and denial of final rites. Excommunication and eternal damnation may be part of the sentence, which prevents resurrection of a character by any lawful Cleric. The death penalty usually takes the form of hanging on the bucket, burning at the stake, or impalement.

4.3.3 Administering Justice in the Game

Chivalry & Sorcery differs from most previous campaign games of its general type in that it assumes the existence of a society bound by laws. This is partly the result of the fact that men always live by laws, even bad ones. (It is also a reflection of the general



disgust many players have with the lawless ego-trippers who delight in butchering anyone with a player weaker than they have.) If there are no witnesses, a crime can probably go undiscovered so long as Magick is not employed to find the truth. If there are witnesses, one can rest assured that a crime will be reported. In the countryside, there is a 10% chance that someone will witness the crime or else evidence pointing the finger of suspicion in the right direction. In the towns, villages, castles, etc., there is a 50% chance that there will be witnesses. Such witnesses may not be readily observable. In the case of Thieves, there is provision for being able to perform a criminal act without being observed.

Trials should be conducted on the basis of the guilty being found guilty. Players know the facts of the matter and if an accusation is brought, a majority vote by the players present is sufficient to convict. It should be remembered that nobles have the right to a Trial by Combat, and it is up to the accusing character to provide the Champion to oppose the accused on the field of honour.

If a player has a character capable of determining guilt or innocence (for example, a Baron), and he has the accused in his power, he can try him and pass sentence. If a miscarriage of justice occurs, others must bring the judge to account. Always remember that nobles are able to “free-wheel” within their domains so long as no one else is able to stop them. Only considerations of “honour” limit the actions of the nobility.

Treason is a crime which may be “tested” in the field of battle as well as in a Trial at Arms between individuals. The offended Lord has the right to refuse Trial at Arms and may resort to military action to settle the matter. A Lord may also step forward to settle any disputes between his vassals in his Baronial Court. Vassals summoned to such a court either appear or risk “treason” charges for contempt.

4.4 The Warhorse

More important to the Knight than his whole panoply of war, even his treasured sword, is his Destrier. What is a Knight without his horse? Few indeed are

the men whom even the best of barons will set above his favorite Destrier. A Knight's horse is his comrade-in-arms in the hunt, in the Tourney, and in battle. Only by their speed, intelligence, and training do they save the lives of Knights when Squire and vassal avail not. When a Knight's charger fails him, he commends his soul to the saints--for soon he will be in Purgatory.

From boyhood a Knight has almost lived in the saddle. When in danger, he knows all the capacities of his charger and trusts him as a result. Such a companion is to be treated with care and respect. He is fed daintily; he is combed and tricked out like a beautiful woman; and when ill, he is physicked and administered to with more wisdom and concern than would be vouchsafed to most members of the castle. Woe to the unhappy Squire who cares not well for his lord's horse!

Stories abound of how horses have succored their masters or stood watch over them when sleeping, giving warning at the approach of enemies. There is even a tale which recounts how a Knight returned home after seven years, much changed by his many hardships, and was not recognized by his family or betrothed, but was by his favorite Destrier.

In a very rare while, a Great Horse chances upon the scene. He is capable of speech like a man, and possesses attributes like those of any other character--but always with above average intelligence, wisdom, dexterity, strength, and constitution. Even an inexperienced Knight mounted on such a horse is the equal of the great warriors of the realm, and an experienced Knight is virtually an unbeatable opponent; for so united are man and horse that the lance always speeds true, the position is always gained for the most advantageous blow, and so powerful and sure of foot is the charger that the Knight need never fear his stumbling or falling in the press of the melee.

When determining the quality of warhorse acquired, the following tables are used. For a cost of 500 SP, an “average” warhorse is obtained, and one die is thrown. If 1500 SP are expended, two dice are thrown, and 1 is added to the total. If 5000 SP are expended, three



dice are thrown, and no score below 10 is allowed (roll again):

AVERAGE WARHORSE:

1-2 The horse is a “nag,” a passable riding horse perhaps, but hopeless in a good fight. He is untrainable to combat, shies away from bodies on the ground, and stumbles +5% more often when “bumped” by other horses or when passing over “littered” ground. He seems to get out of position whenever his rider is about to strike a blow, so -5% hit probability. Last, and worst of all, he will likely run off 75% of the time when his rider is unhorsed.

3-5 The horse is a good, honest warhorse, trainable to combat and reliable in a fight.

6 The horse appears to have “promise.” Check on the “Superior Warhorse” Table.

SUPERIOR WARHORSE

2-5 The horse is a good, honest warhorse, trainable to combat and reliable in a fight. However, despite his promising appearance, he is only “average.”

6-10 A fine warhorse, quick on his feet, and dependable in a fight. In the melee he has 10' extra speed, stumbles or falls -5% as often, and is capable of 10 more miles a day across country than is the average horse.

11 A very fine warhorse, quick on his feet, and most dependable in a fight. He will come when called and stand for his master to remount. In the melee, he has 20' extra speed, stumbles or falls -5% as often, and places his rider so that he may strike a blow accurately +5% of the time. Across country, he is capable of 20 miles more than the average horse.

12 A real find: This horse has the makings of a “Great Horse:” Roll 3 dice.

GREAT WARHORSE

10-13 A superb warhorse, very fast, surefooted, and valiant in battle. In the melee he will come when called and stand for his master to remount. He has 30' extra speed, stumbles or falls -5% as often, and is capable of 40 miles more per day than the average horse.

14-17 A “noble” warhorse, fleet, surefooted, and very strong. In the melee, he will come when called and stand for his master to remount, has 40' extra speed, and turns like a horse of the next lower class (if Light, he gains an extra level of turn). He never stumbles in littered, broken, or wet ground; and he falls -10% of the time when “bumped” by other horses. He can carry 50 Dragons of extra weight per level (Light, Medium, Heavy) without fatiguing. He may also travel an additional 50 miles more per day than the average horse.

18 A “Great Horse” who is fleet, surefooted, strong, and intelligent. In the melee, he has Light Horse speed plus 50' extra speed, turns like a Light Horse +1 level of turn, and never stumbles in littered, broken, or wet ground. He also has a -15% chance of a bad fall caused by other horses “bumping” him. He is capable of traveling 100 miles extra per day across country without any excessive fatigue, and he may bear an additional 100 Dragons of weight/level. Also check his IQ. If he has an IQ of 8-12, he “talks” and can learn one language per IQ point from base 8. Languages are learned at 1 per level risen by the owner. If the horse has an IQ of 13+, he can learn one language per IQ point above base 8. He also knows 1 “Natural Magick” spell of Level I for each IQ point from base 13, with a 90% chance of casting correctly with no backfire. He may cast 1 spell per day for each IQ point from base 12. In all cases, he can find his way home or to a place he has been within the month. He is a loyal horse and cannot be bought or sold without his permission (he will be treacherous if taken forcibly). Permission is given only if he “likes” the buyer (25% chance + 5% for each Lawful point closer to 3 from Law; -5% for each Chaos point). Theft brings escape at the first opportunity.

Horses lose 1 fatigue point for every mile they are pushed beyond their range. If ridden at maximum speed



cross country for more than three times the distance they may normally cover in an hour (average speed), horses lose 10% - 60% of their fatigue points. Great Horses may be ridden five times the distance they may cover in an hour at average speed. All horses lose 1 fatigue point per average hourly distance travelled for each 25 Dr. of excess weight carried. In close combat, horses lose 1 fatigue point per turn after the fourth turn of combat. An additional fatigue point is lost for each 25 Dr. of excess weight carried.

Class of Horse	Weight Capacity	Effect Per 25 Dr. Excess Maximum Weight	Cross Country Range	Average Speed	Maximum Speed
Riding Palfrey	325 Dr.	-10'/-5mph/-5 miles	50 miles	12 mph	25 mph
Light Warhorse	375 Dr.	-10'/-4mph/-5 miles	75 miles	15 mph	27 mph
Medium Warhorse	600 Dr.	-10'/-4 mph/-5 miles	75 miles	12 mph	24 mph
Heavy Warhorse	750 Dr.	-10'/-3mph/-5 miles	75 miles	10 mph	22 mph
Class of Horse	Body	Fatigue	Armour	%Hit/%Dodge	Attack
Riding Palfrey	10+1-10	1+1-10	1	+5%/-10%	2x WDF MLK 8 Large Hooves
Light Warhorse	15+1-10	3+1-10	1	+15%/-25%	2x WDF MLK 8 Large Hooves
Medium Warhorse	20+1-10	5+1-10	1	+20%/-20%	3x WDF MLK 8 Large Hooves
Heavy Warhorse	25+1-10	8+1-10	1	+25%/-20%	4x WDF MLK 8 Large Hooves
Great Horse	B*+1-10	F*+1-10	1	+35%/-30%	4x WDF MLK 8 Large Hooves

Horse Barding

Class	Horse Wt	Gear Wt.	Padded Wt	Barding Armor	Chain Wt.	Barding Armor	Plate Wt.	Barding Armor
Riding Palfrey	1200 Dr.	30 Dr.	-	-	-	-	-	-
Light War	1300 Dr.	30 Dr.	50 Dr.	4	-	-	-	-
Med. War.	1500 Dr.	40 Dr.	60 Dr.	4	130 Dr.	7	-	-
Hvy. War.	2000 Dr.	50 Dr.	70 Dr.	4	160 Dr.	7	320 Dr.	8

Great Warhorses have a body and fatigue level equal to the class of horse to which they belong plus a bonus. They increase their cross country speed by +1 mph (both average and maximum speeds) per 10 miles extra they can travel in a day. Horses pushed beyond their fatigue levels begin to take body damage at the same rate as fatigue is assessed. Horses recover their full fatigue level at a rate of 2 points per hour of rest or walking without a rider, and 8 hours of rest and sleep completely restores fatigue levels. Body damage heals at 2 points per day. Great Horses double rates of recovering ratio and body levels. When engaged in close combat, horses will kick enemies around them. Warhorses are trained in dressage if Heavy or Great Warhorses and trample their enemies underfoot with 3 X WDF of damage. All others will shy away from fallen bodies 50% of the time and trample at 2 x WDF otherwise. The weapon for trampling is, of course, large hooves.

4.5 The Making of a Knight

The higher the rank of the baron, the greater his desire to have many nobly born lads placed in his castle to be "nourished," to serve as his squires and to be trained for Knighthood. It is a friendly courtesy to send word to an old friend, saying to him, "You have a fine son. Send him to my castle, where he will be nourished.



When he is of ripe age and trained to arms, I will give him furs and a charger and dub him Knight.” Of course, it was a high honour for a young man to enjoy such good fortune. Knights and Petit Nobles often had to send their sons and younger brothers to the manors of relatively poor nobles like themselves who could keep only a few Squires, and who were able to bestow only modest, if honourable, gifts on the youths in their charge when they were Knighted.

Once enrolled as a Squire, a young man usually learned quickly that his lord was a second father to him--rebuking and correcting him with exceeding bluntness. However, he would also assume an equal and unshirking responsibility for all of a Squire's training and upbringing. Thus, whatever else chanced between them, an ex-squire could fight against his former lord and mentor without sheet impiety and ingratitude. It is told of the hero Roland that once Charlemagne struck him in the face to rebuke and chastise him. The hero prepared to strike back, and a tense moment ensued. Then he remembered how Charlemagne had “nourished” him as a young man, and Roland could not strike: He choked back his great anger and accepted an insult which, to him, no other man might give without instant and most deadly retaliation.

In his treatise *Vincit Qui Se Vincit*, Anacronus the Sage has written of the making of a Knight:

“No father or older brother can enforce a discipline sufficient to form a growing lad into a proper Knight. The ties of blood often cauae the elder to withhold blows and rebukes when they should be delivered with immediate and unwavering severity. It is fit and proper that a young lord should learn to obey before he governs; for otherwise how can he know what is in the hearts and minds of those he commands in later years, and is it truly possible that he could otherwise appreciate the high nobility of his rank when he becomes Knight?”

Thus sayeth the Sage, and every Squire receives his full share of harsh and unrelenting discipline, not merely from his lord, but also from the older and more experienced Squires who take especial pains to

tyrannize over him until they are knighted and leave the Squire's quarters. It is only in this way that a Squire learns the fortitude, self-discipline, and self-confidence required of his high station. If he can bear the worst that his superiors demand of him in his long period of training, he can withstand all adversity.

The Squire begins his apprenticeship as a Page, often as early as the age of seven or eight. At the hands of the gentle women of the castle, he will learn courtly manners, music, poetry, polite speech, perhaps some reading and writing from the castle Chaplain, and all the other skills expected of a person of “gentle” blood.

When he is fourteen or fifteen, he is enrolled as a Squire-in-Training. He is allowed to carry his lord's sword, lance, and shield, and he learns how the experienced Knights use them. Next, he is given weapons and mail of his own. He quickly learns the weight of the hauberk and his body fills out and becomes hard with slabs of muscle as he grows accustomed to the burden. He begins the tedious training of the tilt yard and discovers that a large portion of his happiness in life would consist of being able to hold his lance steady when he is astride a charging destrier, to strike the point home on a hostile shield and, at the same time, to remember to keep his knees firmly gripping the sides of his mount and his own shield covering his breast and head against a mortal blow. The quintain makes his lessons stay forever in his memory, for every time he fails to strike the mark fairly, the heavily padded arm of the mannikin swings around furiously to strike him from the saddle of his galloping horse: Crouch, charge strike, recover. Crouch, charge, strike, recover. He must put it to practice a thousand times, be smashed from horse to pick himself up from the ground and try again. Then, confident that he has become a master, he tilts against older Squires, only to be smitten from the saddle with a force that makes the quintain seem but a mere child's plaything: Crouch, charge, strike, recover...until his body is bruised from head to foot. And also there is the learning of arms, all the weapons a Knight must use in battle--sword and mace and axe--more long hours of practice day after indeterminate day. Practice, practice until the arm cannot be lifted from the side. Practice until the sword



falls from numbed fingers. No, there is no resting: There is no time to rest in the fury of the melee. Practice, practice, practice.

Even as he is learning the arms of war, the Squire also attends to the needs of his lord. Rising at grey dawn, he goes sleepily to the stables to curry and grain his lord's charger. Back to the donjon to assist his lord to dress, and to wait on his lord and lady at table. When noble guests arrive, he sees to their proper reception, prepares their chambers, and attends to their comfort. He also learns all of the details of his master's affairs: for his lord now treats him as a kind of younger self, an extension of his own personality and will. The Squire learns secrets, acts as confidential messenger on matters of great delicacy, carries his lord's privy purse during journeys, and keeps the keys to the coffers when at home. He is also continuing his education in all forms of "courtesy." He is entrusted with the escort of his lady and her young daughters. He entertains them and their lady friends with games, jests, and songs. From them he learns the important conventions of "Courtly Love," and the necessity of all good and gentle Knights of honour women and to champion them in tourney and battle.

To prove his manhood, he kills a great beast, usually a boar or a bear. As he becomes proficient in the use of arms and horse, and has grown "mannerly" enough to be seen in public, his lord takes him on expeditions and to tourneys as a Squire-at-Arms. His task is to stand ready and watchful, for he must rush head-long into the whirling press to rescue his lord if he is unhorsed and falls under the hooves of the meeleing chargers. He sometimes has to fight, too, to prevent his lord from being captured and held to ransom. He fights other young Squires in the contests held for them in the tournaments. In war, he is quickly "blooded" as a warrior, perhaps killing his first man and receiving his first wounds. Out of the fighting, his body aching with bruises and fatigue, he will see to his lord's arms and armour and horse, cook his lord's meals, and see to the Knight's general welfare.

By the time his apprenticeship is ended a Squire is versed in all of the many stern problems of feudal life. He is confident, too, for he has mastered all of the many responsibilities thrust upon him and has learned to give commands with authority and decisiveness. Ideally, he has become an admirable damoiseau or "little lord."

The time for his Knighthood has arrived....

Free giving is the mark of the true nobleman, and the minstrels praise largesse almost as much as bravery in battle. For he is no Knight who is not too courteous. Therefore, a Knight can expect silver to flow through his fingers like water all of his life. Nobles are notorious for their improvidence, yet the one redeeming fact of Chivalric life is that, though the noble is continually giving to others, he is also receiving from others just as constantly. If he honours his vassals with rich gifts, he receives in turn the high prestige of having such vassals in his service. Nor does he merely give of his material substance without receiving material benefit.

There is an incessant exchanging of gifts between allies and comrades--horses and hawks, furs, armour, weapons, even money. All of this comes from the labor of the peasants, of course, but even the villeins will raise loud complaint if their lord does not make them scramble for their own coppers when he passes by. And at all times, largesse is never more fulfilling to a lord than in the moment when a chance comes to do high honour to those who have served him well and faithfully, bringing honour to him. The Knighting of a Squire is one of those moments.

When his Squire comes to him, saying the ancient and honoured formula, "Fair Sire, I demand of you Knighthood," a lord's heart swells. He has come to regard his young charge as almost a son. Now he feels true pride in his Squire, for it is not all men of noble rank who may become Knights. Knighthood implies having a minimum of landed property and the resources to live in aristocratic idleness. Many poor nobles, and especially the younger sons of poor nobles, remain spurless bachelors all of their life, joining the church or fretting upon starving lands or tak-



ing service as a mercenary with some lord in the hope that a stroke of rare fortune may permit them, in honour, to demand Knighthood of him. Yet, poor though they may be and resentful or envious of their rich cousins, they thank the saints that they are above touching the plough or doing other vulgar work. On the other hand, there are many rich lords who devote themselves to wasteful idleness, giving the lie to their rank as true Knights. Thus, when a lord has Knighthood demanded of him by a worthy Squire, he feels a burst of affection and generosity that can only mean a lavish ceremony.

In the Old Days, it was a simple affair to make a man Knight. Older warriors strapped a sword to his waist and gave him a buffet on the shoulder. But those simple times have passed, and men place greater store on elevation to the high rank of Knight.

On the day before the event, the candidate fasts. In the evening he takes a ritual bath to symbolize that all of his former sins were now washed away. Then he goes to the chapel and his armor is placed before him, at the altar. In his hand he holds his beloved sword, which he regards as almost a holy object and he holds it before him to make the sign of the cross. Throughout the long night he stands or kneels, keeping his "vigil at arms" without food or sleep to test his self-discipline and to give him time to contemplate the meaning of Chivalry as he prays to his patron saint. When dawn comes, the weary candidate arises, confesses his sins to a priest, and receives the Sacrament at Mass.

After his vigil in the chapel, the candidate eats a huge breakfast. He is then attended by the Squires, who arm him in his hauberk and trappings as true Knight. Then he is conducted into the Great Hall, and as he enters the brazen war trumpets announce the start of this most solemn ceremony. The Hall is alive with pageantry and colour, for the womenfolk have donned their finest gowns and the Knights wear hauberks shined to brightness and surcoats of blazing hues. He advances to where his lord stands on the dais at the head of the hall, and there he is met by his "first sponsor," perhaps a relative or a doughty Knight of the household. Deliberately, he kisses the candidate; then,

kneeling he affixes the two golden spurs to the candidate's mailed feet. Then his "second" and "third" sponsors step forward. They pull a dazzling white surcoat over the candidate's head and adjust its cape. His helm is placed in the crook of his left arm. Then they step back as his "fourth sponsor" steps forward to strap his sword at his side. He speaks a few words of admonition, telling the young man that he must use it worthily; to which the candidate responds by lifting up the weapon and piously kissing the relics set in the hilt.

The four sponsors step back. The lord raises his clenched fist. "Bow thy head:" he orders sternly. "I will give you the blow!" The lord gives him a mighty blow that sends him reeling. But the instant he recovers, the lord seizes him in a comradely embrace. "Now kneel thee." The candidate kneels at his lord's feet, and his lord taps him three times on the shoulder with his own sword. "in the name of God, the Saints of Battle, and (the Saint of this place) I dub thee Knight! Be brave, Sir Knight, and valiant. Recall that you are of a lineage famous for its courage and honour. Do nothing base. Honour all Knights. Give to the Poor. Defend women. Love God. Go!"

The happy Chevalier replies, "I thank you, dear Lord, and may God hear you. * pray I may always serve and love Him."

The crowd standing around gives a shout each time the blow of honour is struck. Then the lord waves to his marshal-at-arms. "Bring in the mount!"

Immediately the new squire to the new Knight appears, leading a charger of war, faultlessly groomed and in beautiful harness, the gift of the lord to his loyal charge. The Knight steps forward. This is an anxious moment, for he must leap into the saddle in heavy hauberk and helmet and without touching foot to stirrup. From the time he is in his cradle, the mother of a young noble will discuss with his father, "Will he make the leap when he is Knighted?" It is one of the great tests of a martial education, and it must be taken with the utmost publicity. Truth to be told, the candidate has been practicing the maneuver for more than a month. It is done! He



holds his charger motionless while his Squire brings him his shield painted with his own arms and his lance with its long pennon. He now rides his steed through all manner of gallops and caracoles. Out the doors of the Great Hall he rides, followed by all the assemblage to the tilt yard. He charges the quintrain, that hated foe of all Squires, and shatters its shield with a superbly placed blow. Again, this is an inescapable test, and the young Knight passes it.

The ceremony is completed. Noble appetites have been nobly whetted, and the company retires to the Great Hall, where the cooks have prepared great joints of meat, roast poultry, pasties, and other delicacies. There is a long bout of gorging and drinking, to the accompaniment of minstrels and the cavorting and juggling of skilled jongleurs.

In *Chivalry & Sorcery* a Squire requires four levels of training before he may qualify for Knighthood. However, if he is an experienced Sergeant, with seven levels of experience, he may qualify immediately. Yeomen and others who have not trained in the use of the lance, heavy armour, and horse, must do six levels of training if inexperienced, and four if experienced. Knighthood is not easily won. Only those born to it may attain it relatively quickly. A deed of great valour must be performed to qualify as a candidate for Knighthood.

4.6 Courtly Love

Although wealth and power are strong motivations, Romance is one of the key motives for action in a noble society. More often than not, major events take place in the pursuit or maintenance of the honour or favour of a Lady. In a noble society, there is no better way for an aspiring Knight to gain recognition than to obtain a noble woman's favour and to accomplish outstanding deeds on her behalf. Of course, there is no written law that states a Knight must champion a Lady. However, a widely accepted convention exists, and a Knight who deliberately avoids opportunities to champion a Lady, unless he has good cause, is openly--and, one might add, thoughtlessly--inviting speculation as to his manliness. Not all Knights are expected to obtain a Lady's favour, though, as members of Religious Fighting Orders usually take a vow

to the Church or to champion the poor and oppressed. Also, since it is accepted that only warriors who are Knights-Bachelor could champion a Lady, it is not unheard of for a Knight to champion the wife of his liege lord. In fact, this is considered advantageous to both the Knight and his lord, as it brings more recognition to both.

There are several ways a Knight can obtain a Lady's favour. The most common of these are to gain a Lady's favour by her consent or to win a Lady's favour by force of arms.

TO WIN A LADY'S FAVOUR BY FORCE OF ARMS, there are several assumptions that must first be made. It is assumed that all nobly born Ladies are gentle, kind, and good. Being gentle, kind, and good, a Lady would never be in the company of anyone except nobles of the most unimpeachable character. Therefore, it is right to assume that a Lady in the company of a Knight of known dubious character is there against her will and is in need of immediate rescue.

It is the duty of every righteous Knight to challenge the lowly knave who has kidnapped a noble Lady or who is forcing his company and attentions on her. This is done by an immediate challenge. The combat is fought according to all of the rules of Chivalry, with the loser--if he is still alive--becoming the prisoner of the victor. The righteous Knight, if victorious, is the Lady's champion and has won her favour by force of arms. It is then the duty of the Knight to return his Lady to her parents, guardian, or husband. If the Knight already has a Lady's favour, he must release the second Lady's favour because it is impossible, with honour, for a Knight to champion more than one Lady.

Note that a Knight's character must be known to be dishonourable, as it is a dishonourable deed to challenge a righteous Knight for a Lady's favour.

OBTAINING A LADY'S FAVOUR BY HER CONSENT is done with the help of the Courtly Romance Factors:



The Lady's Courtly Romance Factor (LCRF) is obtained by finding the sum of the following character traits:

Charisma + Comeliness + Intelligence + Social Standing = LRCF

The Knight's Courtly Romance Factor (KCRF) is obtained by finding the sum of the following factors:

Charisma + Comeliness + Experience Level + Social Standing + KCR

Also, when obtaining a Lady's favour by courtly manner and gentility, certain rules must be followed:

1. At least 3 other players or a player referee must be present when a player knight attempts to obtain a Lady's favour by her consent or win it by force of arms.
2. A player Knight must state publicly that he intends to obtain a Lady's favour before the KCRF or the LRCF for either character are calculated.
3. No player may obtain the favour of his own female character--but he may win it by force of arms if he is attempting to rescue her from her foul captors.
4. A player Knight must attempt to obtain the favour of any available player Lady characters before attempting to obtain the favour of non-player Lady characters.
5. The Knight then compares his KCRF with the Lady's LRCF:
 - a. If the KCRF is greater than the LRCF, the Knight has a 75% basic chance of obtaining the Lady's favour.
 - b. If the KCRF is equal to the LRCF, the Knight has a 50% basic chance.
 - c. If the KCRF is less than the LRCF, the Knight has a 25% basic chance.

6. If the Knight is of a different alignment or party, there is a -25% chance for each degree of difference.

7. If the Knight has previously failed to obtain the favour of any Lady, there is a -25% chance of acceptance.

8. Conversely, there is a +25% chance of acceptance for every previous success a Knight has had in either obtaining or winning a Lady's favour.

9. The Knight calculates his percentage chance of success, and the determination is made by another player.

If the percentage result is under the Knight's maximum acceptance, percentage, the Lady grants her favour to the Knight, usually in the form of some token he may wear prominently. The Knight then becomes her champion and receives the benefits of being a true Champion.

If the percentage number is over the Knight's maximum acceptance percentage, but by not more than 15%, the Lady has given a Coy Refusal.

If the percentage number is over the Knight's maximum acceptance percentage by more than 15%, the Lady has given the Knight a definite refusal.

When a Lady gives a Knight a Coy Refusal, she is really telling him that she is not sure whether or not he is a true and valiant Knight worthy of her favour. She is not, however, definitely refusing him; and if the Knight proves himself noble, righteous, and brave, she would gladly extend to him her favour. Therefore, it is incumbent upon the Knight to prove himself to his Lady's satisfaction:

1. Upon receiving a Coy Refusal, a Knight must immediately declare a self-imposed quest, which he will accomplish to prove himself. The self-imposed quest should not be too difficult or time-consuming, but on the other hand, it should be something worthy of both the Knight and the Lady he is trying to impress.

2. If the Knight completes his self-imposed quest, he



has proved himself most worthily, and the Lady automatically accepts him as her champion.

3. If the Knight fails in his self-imposed quest, he has been shown unworthy of the Lady's favour and receives her Definite Refusal.

When a Lady definitely refuses a Knight's suit for her favour, she not only is voicing her strongest disapproval of his advances, but she is also questioning his worthiness to champion any Lady. This casts a shadow on the Knight's honour, and all but the darkest of knaves will seek to remove the shadow of doubt from his very manliness:

1. Upon receiving a definite refusal, a Knight will immediately go to his Lord or to the King to receive a task. This task should be difficult, as it is the Knight's very honour that is being questioned, but it should not be an impossible or suicidal deed that he is required to do.

2. If the Knight is successful, his name is cleared and he may resume his more normal pursuits. However, no Honour Points are won by the success.

3. If a Knight fails at his task, he is dishonoured and is banished from the Royal Court and barred from holding Royal Office for 2-12 years, as the King decides. Further, there is a 20% chance he has also earned the full personal displeasure of both the King and the Queen.

4. A Knight receives only one-half an Honour Point for every Honour Point he earns while banished from the Royal Court.

The benefits of championing a Lady are many, though not all are readily apparent. It is the Knight's right to represent his Lady at all tournaments he attends, and he thereby wins glory for both himself and his Lady's family. Knights can, and do, undertake to accomplish outstanding deeds to prove their devotion and worthiness as well. The undertaking of tasks is the Knight's best opportunity to gain recognition. It is the mark of a truly noble and "very perfect" Knight to undertake imaginative and highly dangerous tasks.

A Knight also has the honour of accompanying his Lady when she travels. The Knight here has the opportunity to defend his Lady from the dangers of the open country, displaying his prowess at arms for his Lady and in the eyes of the world. Travelling with his Lady is generally considered a Knight's best opportunity to obtain honour and glory. For this reason, most of the summer months are usually spent travelling, as all Honour Points achieved by a Knight on tasks or quests for, or combats entered in honour or defense of his Lady are tripled for the Knight. The Lady also received 1/2 Honour Point for every one her Knight earns in her service. (Note: the Lady receives 1/2 point for each untriple point.)

Every Honour Point a Knight earns in his Lady's service also increases the chance of his Lady discretely using her influence on his behalf. The possibility of her using her influence increases by 1%, from 0%, for every 5 honor points he achieves in her service. There is no limit to the number of times the Lady can use her influence on behalf of the Knight, as each time he uses his own influence, he may check by percentage roll to see if his Lady will discreetly aid him. If he has achieved the required percentage, the Lady will add 1/2 of her BIF to the Knight's. This is in addition to the "Friend" which a character may always employ when he is attempting to influence another. A Lady will use her influence to aid her Champion without penalty or cost to her as long as the Knight remains her Champion. Note: a Knight, if he loses his Lady's favour, must start on his percentage chance from 0% again, even if his next Lady is the same one he lost.

A Knight may obtain any particular Lady's favour once. He may, however, win any Lady's favour by force of arms as often as the opportunity arises.

A Knight may lose his Lady's favour if:

1. He uses vulgar language in her presence or does not behave at all times with "courtly" manners and grace.

2. He fails to Champion her adequately, whether in defense of her honour or her person. This includes



such diverse things as not immediately fighting when her beauty, honour, etc. are impugned; losing a pas des armes in her defense and then not seeking to “rescue” her; not performing sufficient and glorious deeds in her name; and so on.

3. He fails to pay proper court to her, which involves writing poetry to her, singing lays and other songs to amuse her, and, in general, playing the part of the “courtly” lover. (Note: “lover” should not be taken in the literal sense. According to the Court of Love, a “lover” is an admirer and Champion, and he typically enjoys a Platonic relationship with his Lady.

Remember that Lancelot went “too far,” and his illicit relationship with Guinevere not only destroyed a great Kingdom, but also compromised his Lady’s honour! That last crime is unforgivable according, to the Code.) He is dishonoured for any reason.

4. He marries another.

5. He fails to stand up to her father, brothers, other suitors, who “forbid” him to come into his Lady’s presence. etc. (This could lead to real trouble, for he has to avoid shedding the blood of her kin, if at all possible. However, where direct confrontation is sometimes unadvisable, stealth and trickery is quite acceptable.)

There is also a chance that the Knight and his Lady may fall in love with one another. When this happens, the lovers will risk anything to be together. There is a 5% chance per Comeliness Point over 8 possessed by the Lady that the Knight will fall in love with her, madly and passionately to the point that he will not refrain from any adventure to win her love. If the Knight has fallen in love with his Lady, there is a 5% chance for every month they are in contact thereafter that she will return his love, if she is unmarried, and 2% per month if she is married. At the moment both are in love, the Lady will scorn the attentions of any other Knight and will cleave to her lover unless he becomes an unmitigated swine.

4.7 The Tournament

The bustle and uproar of the marketplace unexpectedly began to subside at the busiest time of the day as growing numbers of villagers, townsmen and nobles saw the three brilliantly attired heralds carefully maneuvering their huge, barded charges through the press of the crowd. The last vestiges of conversation were silenced by the brazen voice of the war trumpet which one of the heralds had put to his lips.

“The Wednesday after the Festival of St. Michael, good people! In the meadow at Green Vale in the demense of Duke Arl of the Mark: The Wednesday after the Festival of the Saint. Let all come who love to see or to join in deeds of great valour!”

This is “crying the tourney.” As soon as the news has spread abroad, and fast it will spread, every knight for twenty leagues around will take council with his wife whether he can afford to go. The women begin to hunt up their best bliauts and furs. The men go to furbish their armour and see to their arms. Shortly, some chevaliers, arranging with their friends, undertake to form a challenge party and dictate to a scribe, who writes their words of defiance on a scroll: “There be at the castle of Sir Richard of the Black Horse seven stalwart knights who challenge to the joust all comers to the meadow at Green Vale. This challenge they post in a prominent place by the wayside in order that other knights hear of it and will organize similar parties to confront them in honour and courage.

To the modern mind, the tournament has become identified with the joust of two knights in massive plate armour, tilting at each other with a barrier between them to prevent their horses from crashing into each other. Such is not the case in a world like that of *C&S Red Book*. There, the tournament is a “war in miniature,” an exceedingly violent and dangerous pastime in which “iron men” measure their valour and strength and rejoice in deadly blows given and received. It is a place where the inexperienced knights may serve an apprenticeship in preparation for the real wars. Tournaments occupy a pre-eminent place in feudal life and, in vain, the men of the Church



object to them. All knights and great lords will tell you that it is impossible to train and blood good warriors without the tournament. In the words of Anacronus the Sage:

“A knight cannot shine in war if he has not prepared for battle in the tourney. He must see his own blood flow and feel his teeth grind under the force of his adversary’s fierce blows. He must be dashed to the earth with such force as to know the full might of his foe and be disarmed twenty times. He must twenty times retrieve his failures, rise up, and stride forth more than ever set upon battle. THEN and then only will he be tempered and tried in the fire as is a good sword and then only shall he be ready for actual war secure in the firm knowledge that he will conquer by virtue of his courage and his skill in arms.”

Thus sayeth Anacronus the Sage.

For Knights and other Nobles the Probing of one’s mettle with weapons was the most important thing that could be done in life. One’s honor was bound up with the dignity of one’s arms and house. A knight would rather die than be disgraced. Attending a tournament is an important activity for the man of valour, for from the honourable passage of arms with one’s peers flows much honour and experience. However, so dangerous are tourneys that the Church as long since denounced them as the work of the Dark One to “speed many brave souls to his black realm.” Any knight so unfortunate as to be slain in a tournament will not receive the rites of the Church, especially the Resurrection of the Slain.

The tournaments of *C&S Red Book* are conducted and scored according to the actual “rules” of the medieval tournaments. Most tourneys will be on the order of the formal tournament announced by the heralds of Duke Arl. Others, of a much more informal and spontaneous type, such as a pas des armes at a bridge, a ford, or a crossroads, more properly may be encountered during the course of an adventure.

4.7.1 Tournaments

The great tournament is a very elaborate and costly affair, held typically to mark some important event

such as the knighting of a son, a wedding, a visit by an important guest, or perhaps the receiving of a high honour from the King. It is usually necessary to obtain a license from the Crown to hold such a tourney, as the tournament is a gathering place for large numbers of heavily armoured men. What better way for a rebellious noble to muster his forces than to announce an “innocent” passage of arms between friends? Unlicensed tournaments thus tend to be regarded as signals for rebellion.

The formal tournament was divided into a number of different events and would last from three to five days. The visitors come in their best bliauts and armour. Powerful lords collect as many lesser nobles as possible, even making up bands of twenty knights and twenty squires, accompanied by a large entourage composed of their women folk, ladies-in-waiting, and scores of servants. Except for the women and servants, and the omission of some of the usual military precautions, one may easily think them going to war.

The first day of the tournament is devoted to the Inspection of Arms, with the bone fides of each contestant being clearly established. Dishonoured knights, if detected, are dismissed from the tournament. Contestants “scout the opposition” and plan strategies. Troubadours, jongleurs, and other entertainers perform for the amusement of nobles and commoners alike, while merchants and food and wine sellers set up stalls or hawk their wares among the crowd.

Old friends greet one another and try to outdo each other in hospitality and show of affluence. In the evening, the knight or lord hosting the tournament entertains all of the contestants and their ladies in his Great Hall, for to him comes the highest of honours and thus the greatest obligation. Unless he is a prosperous baron, he and his household will have to tighten their belts and watch the expenditure of every copper piece for many months afterward.

The second day of the tournament is the Joust. The day begins with a bustle of activity among the tents as squires harness and saddle their knights’ chargers and prepare their lords’ armour and arms. Then the



knights issue forth to give challenge by riding down the lines of tents and striking the shields of desired opponents with their lance points (the shields being conveniently hung before the tents for just this purpose). In some tournaments, a round-robin is staged, in which every knight rides against every other knight in attendance, but this is usually reserved for a gathering of the great warriors. The Code of Chivalry forbids a knight, in honour, to issue challenge to any man his inferior in rank or skill--largely to prevent bullies and professional "tournament knights" from taking unchivalric advantage of any weaker than they. Also, to prevent "insult" to a great lord, the challenges of low ranking knights are first met by the men of the lord's retinue to try the mettle of the challenger and find if he is a "worthy" opponent for their lord.

When all is ready, the Marshal of the Tournament bows politely to his suzerain. Then he raises his white baton, the symbol of his office, which is to act as the referee of the tournament. "Bring in the Jousters:" he cries, and to the fanfare of trumpets from the end of the lists farthest from the castle, gorgeously arrayed heralds lead the procession on foot, followed by the contestants in full armour on mighty war-horses, riding two by two. They make a circuit of the lists. Some of the knights turn deliberately to ogle the ladies in the lodges, and the ladies are not hesitant in leaning forward to wave back. "Favours" given to them by their ladies adorn the armour and lances of the knights. Suddenly, they begin to sing, the spectators catch up the chorus, and soon the rousing melody makes the lists shake. Presently, the pageantry gives way to the more serious business of the day, and again the lists shake, this time to the impact of lance against armour.

The third and fourth days of the tournament are spent in more warlike pursuits. Groups of knights meet in the Lists for the melee, and as men are unhorsed, their esquires rush forward to save them before they are captured and held to ransom by the other side. This is war, and occasionally men are stricken with grievous and even mortal wounds as weapons cleave through shield and armour or horses fall in the press and knights are crushed or trampled. When a knight

is stunned or has had enough of the fight, he rides out of the lists, with honour, to the refuge outside the barrier that surrounds the battle zone. Since as many groups as can fit into the lists may participate, anyone not a member of one's challenge group is a potential enemy. Much plotting and scheming occurs as groups form alliances for the lists, in much the same manner as they do in actual war.

The third and fourth days are also spent in the Pas des Armes. Formal challenge is issued for both melee and single combat. Often, the pas des armes is used for settling of grudges, and sharpened weapons tend to be used. When old scores are to be settled, the Marshal of the Tournament does not preside over the combats, and a fight might be carried to "first blood" or a l'outrance--to the death! When there is a serious challenge, a great lord or perhaps the King may intrude to forbid a vassal from taking up the challenge, suspecting "treachery," but in most instances the choice is up to the challenged to accept or reject.

Yet another contest, the Contest at the Barrier, is very popular. Sometimes a duel between two knights or between two equal groups of knights is conducted on foot. A stout wooden bar about waist high is set across the middle of the lists, and the contestants attempt to cross it while preventing the other party from doing the same. Combat is typically waged with sword and mace.

On the final day of the tournament comes the climax to the festivities, the Great Melee. Really, it is nothing less than a pitched battle on a small scale. The details have been arranged at a council of the more prominent lords at the castle. About forty knights on a side are to fight. Since the lists are too small to permit a proper fight, the melee is staged in an open meadow, and the non-combatants watch from a safe distance.

The melee itself has all the fury of a real battle. The initial cavalry charge is made with lance, after which the conflict settles down into a whirling, mad brawl that ever threatens to break out into the surrounding countryside. Indeed, in the great tournaments, the climactic event might see many more knights in-



volved, and control tends to be lost early in the fray. After a predetermined time has passed, the Marshal of the Tournament will halt the action and the victory will be awarded to the aide having distinguished itself the most.

While the events of the third and fourth day are going on, a Squire's Tournament might also be staged. Wearing Brigantines for body armour, the squires would fight with clubs and blunt swords. Such events were usually staged in the intervals between important pas des arms and melees in the lists.

At the conclusion of the Great Melee, the prizes would be awarded to those who had distinguished themselves in the tournament and, while the wounds and broken bones of the injured were being bound up, the knights and ladies would repair to the castle for the final, grand night of festivities. Alliances and marriages would be agreed upon, gifts would be exchanged, and the night spent in much dancing and merrymaking.

4.7.2 Pas Des Armes

Many knights could not afford to hold a formal tournament. However, there was nothing to prevent them from holding an impromptu pas des armes at some predetermined spot. A challenge might be issued in the surrounding countryside to effect that a group of knights was prepared to take on all comers, and a tourney would quickly form. If the tourney was to be a "friendly" affair, they would post a white shield; if it was to be waged with edged weapons in a serious fashion, they would post a black shield.

A pas des armes could also occur at a river crossing or a crossroads between two knights travelling on their way and suddenly meeting.

If a knight was passing through the demesne of another, the fief-holder might choose to challenge the traveler to a pas des armes to contest his right of free passage.

In all of these instances, the whole intent is to win honour and fame as a formidable warrior. While a challenge might legitimately be turned down, there

is little honour in crying "craven." Thus most challenges tend to be met with an eager acceptance. At all times, unnecessary injury or death--that is, injury or death which might have been avoided--is regarded with deep suspicion. A pas des armes is a trial of strength, not an excuse for wanton butchery.

4.7.3 The Joust

In the Joust the object was to break one's lance squarely on the opponent's shield, while deflecting his blow or avoiding it altogether. Unhorsing might result and meant complete victory, whether the lance was broken by the impact or not. However, any form of unnecessary injury was to be avoided. Tradition dictated the breaking of three lances by either opponent before the contest was concluded, unless an unhorsing had occurred.

The "scoring" system to determine the tournament prize winner in the Joust is taken from John Piptofo's Rules (1466):

1. Unhorsing a knight.
2. Cornel to cornel (spear point to spear point), in which a knight matches the strategy of his opponent. If done twice by a knight, he is a candidate for the prize.
3. Striking the crest three times. If a knight strikes the crest of his opponent, that particular jousting match is concluded and he is the winner.
4. Breaking the most lances in the Joust.
5. Being the knight held to have stayed in the field the longest and to have fought most bravely and expertly in the Joust.

Penalties are also exacted for misdemeanors committed on the Jousting field, whether intentionally or accidentally:

1. Any knight striking the barrier or his opponent's saddle loses one spear from his total score.
2. Any knight striking his opponent's horse is ex-



pelled from the lists with dishonour. Generally, he would have to regain his honour before being allowed into another tournament.

3. Any knight doing unnecessary injury to a brother knight loses fifteen spears from his total score.

Under certain circumstances, a knight victorious in the joust might gain a most welcome bonus:

1. If a knight unhorses another knight with lance, the fallen knight must ransom his armour for its proper worth or pay an amount equal to one month's income from his fief.

2. If a knight shall break three lances against his opponent and his opponent does not score against him, then the vanquished knight shall ransom his armour.

If both knights have broken three lances against each other, and neither has won an advantage, one or the other may elect to fight on foot, with victory being given to him who has beaten the other into exhaustion. (This last rule is not a mandatory one. The Marshal of the Tournament may choose not to activate it.)

When challenges are issued, it is held unseemly that a knight challenge one beneath his station unless his adversary is of equal skill. Also, it is held unseemly that a knight much below the station of another issue a challenge, and he is in jeopardy of prior challenge by the friends and retainers of the knight he has challenged so that he may prove his worth.

To win special honour, a knight might openly and publicly declare that he will fight in the name of a lady. If he extinguishes himself in the Joust, he may gain added advantages in winning her favour, as well as acquiring a famous reputation.

If a knight proves himself a bully and a braggart, he may offend one of the great fighters in attendance (non-player character of formidable proportions). At that time, a challenge to a pas des armes the following day might be issued. The challenged knight should prepare for the ordeal with prayer and vigil during the night, for he will need all the aid he can get!

4.7.4 Jousting Matrix

Knights joust as Superior Knights at experience level 9+. Otherwise, they joust as Inexperienced Knights. If both Knights are Superior, they joust on the Superior Table until one misses. The first to miss is held to be less proficient and will joust on the Inferior Table until he breaks 2 lances or defeats his opponent.

THE JOUST: Each Knight chooses an aiming point on the opponent's shield or helm and then chooses a defensive position from the list of possible defensive positions. These results are then compared on the appropriate tables. The results will be applied simultaneously unless one of the Knights is mounted on a Great Horse. In that case, the rider of the Great Horse will always be able to strike first. Each Knight throws a 1d100



*Inexperienced Knights**Defensive Tactics Chosen to Meet the Lance*

<i>Aim Point</i>	Shield High	Shield Low	Lean Right	Lean Left	Steady Seat	Low Helm
<i>Crest</i>	81+ =LB	51+ = C	91+ =LB	71+ =LB	76+ =LB	96+=LB
<i>Helm</i>	61+ =LB	41+ =KH	1-90 =MB	51+ =LB	71+ =LB	1-70=LB 71+ =UH
<i>Gorget</i>	76+ =LB	41+ =KH	1-80 =MB	21+ = LB	66+ = LB	71+ =LB
<i>Dexter Chief</i>	21+ =LB	71+ =LB	21+ =LB	1-80 =MB	21+ =LB	41+ =LB
<i>Chief Pale</i>	41+ = LB	1-40 =LB	51+ =LB	41+ =LB	21+ =LB	21+ =LB
		41+ =UH				
<i>Sinister Chief</i>	71+ =LB	41+ = KH	1-90 = MB	21+ =LB	41+ =LB	71+ =LB
<i>Dexter Fess</i>	41+ =LB	21+ = LB	1-40 =LB	1-70 =MB	21+ =LB	41+ =LB
			41+ =UH			
<i>Fess Pale</i>	21+ =LB	41+ =LB	51+ =LB	21+ =LB	1-30 = LB	21+ =LB
					31+ = UH	
<i>Sinister Fess</i>	51+ =LB	51+ =LB	1-80 =MB	1-30 =LB	51+ =LB	51+ =LB
				31+ =UH		
<i>Base of Shield</i>	1-20 =LB	51+ =LB	1-60 =MB	1-40 =LB	21+ =LB	51+ =LB
	21+ =UH*		61+ = MB*	41+ =UH		

*Superior Knight**Defensive Tactics Chosen to Meet the Lance*

<i>Aim Point</i>	Shield High	Shield Low	Lean Right	Lean Left	Steady Seat	Low Helm
<i>Crest</i>	41+ =KH	21+ = C	81+ =LB	71+ =LB	21+ =C	86+ =LB
<i>Helm</i>	51+ =LB	21+ =KH	41+ =LB	21+ =KH	21+ =KH	1-50 =KH 51+ =C
<i>Gorget</i>	41+ =LB	1-50 =LB	71+ =LB	1-30 = LB	1-20 = LB	31+ =LB
		51+ =KH		31+ =KH	21+ =UH	
<i>Dexter Chief</i>	11+ =LB	41+ =LB	41+ =LB	11+ =LB	41+ =LB	11+ =LB
<i>Chief Pale</i>	11+ = LB	1-20 =LB	41+ =LB	1-20 =LB	11+ =LB	1-20 =LB
		21+ =UH		21+ =UH		21+ =UH
<i>Sinister Chief</i>	41+ =LB	1-20 =LB	41+ =LB	11+ =LB	11+ =LB	41+ =LB
		21+ =UH				
<i>Dexter Fess</i>	41+ =LB	11+ = LB	1-20 =LB	71+ =LB	11+ =LB	41+ =LB
			21+ =UH			
<i>Fess Pale</i>	11+ =LB	31+ =LB	31+ =LB	1-20 =LB	1-20 = LB	1-20=LB
				21+ = UH	21+ = UH	21+ = UH
<i>Sinister Fess</i>	41+ =LB	41+ =LB	1-40 =MB	1-20 =LB	11+ =LB	41+ =LB
				21+ =UH		
<i>Base of Shield</i>	1-10 =LB	41+ =LB	11+ =LB	1-40 =LB	11+ =LB	11+ =LB
	11+ =UH			41+ =UH		

Key to Jousting Tables:

1. Possible Defensive Positions

S.H. = Shield high protecting helm and crest

S.L. = Shield low protecting the body

L.R. = Lean right, away from the target, low with good angle to shield



L.L. = Lean left, toward target for maximum reach.

S.S. = Steady Seat, low and solidly placed in the saddle: a good target oneself, but well braced for shock.

L.H. = Lower Helm behind shield.

Results on the Jousting Tables: The letter stands for a particular result, the numbers in brackets the % chance of getting that result:

LB=a scoring hit, lance breaks on the target for 1 pt.

C= Crest of Helm torn off, joust is ended.

KH=Helm knocked off, 25% chance of unhorsing, good for 2 pts.

UH= Unhorsed opponent, with a 20% chance of a Cavalry Critical Hit.

UH*= Unhorsed opponent has been unnecessarily injured. 1-20 pts. of damage and a 20% chance of a Cavalry Critical Hit.

MB= Miss with a 20% chance of striking the barrier (if there is one, if not then 20% chance of striking horse) and a penalty of 1 pt.

MB*= Miss with a 20% chance of striking the horse, and, failing that, 20% chance of striking the barrier if there is one or the saddle if there is not a barrier.

Modifying the Results: The die roll of the attacker is modified by the defensive position adapted by the attacking knight versus the target the knight intends to attack. The quality of the mount and the condition of the knight can also have an effect.

Die Roll Adjustments to Attack Die due to Defensive Choices

Defensive Tactics Chosen by Attacker

<i>Aim Point</i>	Shield High	Shield Low	Lean Right	Lean Left	Steady Seat	Low Helm
<i>Crest</i>	+5	+5	-30	+5	+10	-5
<i>Helm</i>	+10	+5	-25	+15	+10	0
<i>Gorget</i>	+5	+10	-20	+15	+10	0
<i>Dexter Chief</i>	+5	+10	-20	+10	+15	0
<i>Chief Pale</i>	+5	+5	+5	+10	+5	0
<i>Sinister Chief</i>	0	+5	+5	+10	+5	0
<i>Dexter Fess</i>	+5	+5	-25	+10	+5	0
<i>Fess Pale</i>	+5	+5	+5	+15	+5	+5
<i>Sinister Fess</i>	+5	+5	+15	-5	+10	0
<i>Base of Shield</i>	+5	+5	-5	-10	+10	+10

Effect of the War Horse

Defensive Tactics Chosen by Attacker

<i>Horse</i>	Shield High	Shield Low	Lean Right	Lean Left	Steady Seat	Low Helm
Lt War Horse	-5	-5	-15	+5	-5	-5
Med. War Horse	0	0	-5	+10	+10	0
Hy War Horse	+5	+5	0	+15	+15	+5
Great Horse	+15	+15	+10	+30	+20	+15

The Condition of the Knight:

1. Fatigued = Down to 20% or less of fatigue: -10%
2. Injured = Knight having taken a critical hit: -20%



3. Stunned = the result of Helm being knocked off, -5% in steady seat position, -50% in all other positions.

The Result: If the modifications and the die roll produce a result of less than 0 this is a miss, if greater than 100, this is an Unhorsing, if that was the result anyway a result of 100+ means opponent injured but with no blame attached. See UH.

4.8 Heraldic Arms

In the feudal state, honour was conceived of as flowing from the King. When a man was ennobled or recognized by the monarch in some way, he might receive a grant of arms. In the feudal society arms are like land: they cannot be sold, only passed down to one's descendants. In *C&S Red Book* any character whose father is a knight or noble may start out with a family coat of arms, upon which is the insignia of his sibling rank (cadency). Once the character has achieved his own position in the world--assuming he is not the first son and heir--he would wish to drop his cadet status and acquire his own coat of arms. At any rate, grants of arms would be made by the King to those who were the sons and daughters of a noble family, characters who distinguished themselves in war or tournaments, to those who were made members of an Order of Chivalry, and sometimes to a commoner who had distinguished himself in the service of the realm.

In *C&S Red Book*, both nobles and commoners alike may receive Honours and thus qualify for a grant of arms. The first grant of arms of "achievement" is the shield with its heraldic design. For knights and titled noblemen, the shield represents the battle arms actually worn into combat on shield and surcoat. It is known and recognized everywhere as surely as one's own name. One's son's and followers may also wear it emblazoned on their surcoats, again as identification that they are your men. Subsequent grants of arms may be achieved by winning further honours. Each grant of arms results in the following additions:

2nd = the Helm over the shield

3rd = the Mantling (a two-colour twisted band or device at the top of the helm)

4th = the Crest on top of the Helm

5th = the Motto

6th = the Supporters (animals or humans at each side of the shield)

7th = the Crown or Coronet

8th = the Princely Robe of State

Only Barons and higher ranking members of the feudal hierarchy may have the 7th Achievement, while the 8th is reserved for Dukes and Royalty.

Heraldry is carefully circumscribed by strict rules governing the use of designs and colours:

1. Every coat of arms must be different from every other coat of arms.

2. There are only colours and two metals used in heraldic designs:

Gules (red)	Purpre (purple)
Sable (black)	Azure (blue)
Sanguine (blood-colour)	Or (gold, yellow)
Vert (green)	Tawny (orange)
Argent (silver, white)	

3. The natural colour of an object may also be used, such as the particular shade or hue of a tree.

4. The MAIN RULE of Heraldry is "never put a metal on metal or a colour on colour.." Thus, if you choose a Silver field for the basic background of the shield and desire to put a lion's head on it, that lion's head cannot be gold but must be a colour: eg.: red.

5. Those wishing to design more elaborate arms may add the Furs, such as ermine. See a good text on Heraldry for their appearance and proper use.

6. A character belonging to an Order of Knighthood may add the insignia of the Order to the arms in the center as a smaller shield. Honours given him by the Order are generally suspended as Badges below the coat of arms.

Until a son has distinguished himself sufficiently to warrant receiving his coat of arms, he uses the arms of his father with a Mark of Cadency. Upon the death



of his father, the eldest son becomes head of the line and removes his mark of cadet status.

1st Son: Label of the Heir	
2nd Son: Crescent	6th Son: Fleur-de-Lis
3rd Son: Molet	7th Son: Rose
4th Son: Martlet	8th Son: Cross Moline
5th Son: Annulet	9th Son: Octofoil
Bastard	

The tilting helmet is used for the coat of arms of a Burger, common Esquire, or Gentleman. Turned to Dexter, in *C&S Red Book*, the helmet marks a Royal Honour and the grant of one Royal Favour during each year. Only the head of the household may display the helmet of the coat of arms; his sons may only display the shield of the coat of arms.

The visored helm is used for the coat of arms of a Baronet or for a Knight-Bachelor.

The barred helm is reserved for “noble” arms, and may be used full face, half-profile, and profile. One must be of noble blood to display it.

The pot helm is used for the coat of arms of the Noblesse de Race or nobles possessing noble blood on both the parents sides, or nobles raised to titled rank in the feudal hierarchy. Only the head of the family and the first son may display it full front; others must use it in half-profile on their arms to distinguish their rank.

Not only Knights and Nobles are entitled to a coat of arms. Burgers (townsmen), Esquires of commoner origins, and Gentlemen (Yeoman Freeholders of Petit Sergeant rank) may also bear arms. In the case of an Esquire or Petit Sergeant, a grant of arms is automatic upon assumption of feudal rank. Burgers of the towns--almost always Guildsmen--attain the rank of Burger-at-Arms upon holding public office in the town or by receiving a grant of Burger Arms from the King. Usually, such grants of arms will bear the “House Mark” of the Burger family, which it long used as a commercial mark of identification.

The Guilds also have coats of arms. Any Guildsman of Journeyman or Master rank may display the Arms of the Guild they belong to as a sign to clients.

4.9 Orders

With the Chivalric Orders comes an exalted form of Knighthood, and much honour flows from membership in an Order. The Chivalric Orders were the creations of Kings and Princes who exploited the nobility’s thirst for grandeur and status while promoting the Chivalric idea and forming an elite of the great nobles who would be bound by express devotion to the person of the sovereign.

Each Order is divided into three classes, over which stands the Grand Master of the Order. The highest rank in the Order below the Grand Master is that of the Knights-Commander. Next are the Knights-Companion, and last are the Knights of the Order. In each Order there are 1 Grand Master, 5 Knights-Commander, 10 Knights-Companion, and 32 Knights of the Order.

When a person belonged to more than one Order of Chivalry, the Badge of the Principal Order was centered (1), with the other Badges being ranged Dexter (2) and Sinister (3) according to seniority. If only two Badges were displayed, the Badge of the Principal Order should be placed to the Dexter.

4.9.1 The Chivalric Order of The Most Gallant Companions of The Golden Spear

As the Principal Order of the Realm, the Order of the Golden Spear is headed by the King. Knights-Commander must be of Marquis rank or higher; while Knights-Companion are Barons or higher, and Knights are Landed Chivalry of noble blood.

To enter the Order, one must be of noble blood and of landed status. A vacancy must be open and, until all offices are filled by players, a 10% chance exists per level. The King must approve all aspirants to the Order, and the player may influence him only through a friend in the Order, or else must attempt to influence the King alone.



Strictly speaking, the Order is not a Fighting Order, but a goodly number of its members are also among the most loyal and trusted nobles in the land.

Knight-Commander: +5 status points
 Knight-Companion: +4 status points
 Knight: +3 status points

4.9.2 The Most Gentle Order of The Black Horse

The Order of the Black Horse is the personal Order of the Queen, and her Grand Master is the Commander of the Queen's Guard. The Order is a most exclusive one, for members must be of noble blood, above average in comeliness and either charisma or bardic voice, and eager to champion a lady. To qualify for membership, a Knight must have rescued a fair damsel in distress and also have championed a lady in a tournament, bringing her honour by gallant feats of arms.

Grand Master: +5 status points
 Knight-Commander: +4 status points
 Knight-Companion: +3 status points
 Knights-Errant: +2 status points

As for other Orders, vacancy is at 10% per level and all aspirants must work their way up in the order, with the Knight having the most honours for prowess in tournaments having the seniority to move upward to the next rank. The Queen herself chooses all members of her personal Order, and she may be influenced only by a friend in the order. Queen's favour granted 1 per level.

4.9.3 The Most Honourable Order of The Golden Star

The Order of the Golden Star is open only to members of the Royal Government and Bureaucracy. It is lead by the Chancellor of the Realm, and he as Grand Master chooses all those who will be honoured for membership. Vacancy is at 10% per level, and all aspirants must influence the Grand Master only through a friend in the Order.

The Order of the Golden Star is a political faction and its membership may change drastically if the Chancellor is removed from office or dies. However, all former members (they may be supplanted by new

appointees when a new Chancellor takes over) retain their status in society and may display the arms of the Order.

Grant Master: +5
 Knight-Commander: +9
 Knight-Companion: +3
 Knight: +2

Knights and Knights-Companion may be drawn from the commons serving in the Royal Bureaucracy, and commoners influencing the Grand Master are recommended for Baronetcy by the Chancellor. Membership in the Order carries with it a Royal Favour each year which will always be granted by the King.

4.9.4 The Most Chivalric Order of The Silver Plume

The Order of the Silver Plume is the personal Order of the Crown Prince of the Realm and, as a consequence, it is an avowed political faction. Members are declared supporters of his claim to the Throne and have staked their ambitions on a hope that he will become King (at which time his personal supporters will achieve great power and honours). However, because the Prince runs the monthly risk of Royal Displeasure 10% of the time, his supporters will share in that risk.

To enter the Order, one must be a landed Knight or Baronet or higher. A vacancy must be open, and until all offices are filled by players, a 10% chance exists per level. The Crown Prince must approve all aspirants to the Order, and a player may influence him only through a friend in the Order, or else must attempt to influence the Crown Prince alone.

The Order is not, on the surface, a Fighting Order, but it is potentially the leadership of an army of revolt or a government.

Grand Master: +10 status points
 Knight-Commander: + 5 status points
 Knight-Companion: + 4 status points
 Knight: + 3 status points



As such time as the Crown Prince becomes a player-character, he may refuse to admit an applicant 75% of the time, if he chooses, even if he has been influenced. After all, this is a political faction, and he has to be choosy about the men in the inner circle of his political organization.

4.9.5 The Most Loyal Chivalric Order of The Knight-Defenders of The Bridge

The Order of the Knight-Defenders of the Bridge is the military “general staff” of the Realm, the commanders and sub-commanders of the Royal Army in the field. Membership is restricted severely to Constables of Royal Castles and the Commander of the Royal Guard (Knight-Commanders); Commanders of Mercenary Companies (Knight-Companions); and all Knights-Errant in Royal Service or Knights-Commander of Baronial Companies. In addition, members must have conducted a successful Pas des Armes at some bridge at least once in their careers to qualify for membership.

The Order is a Fighting Order, plain and simple.

Grand Master:	+5 status points
Knight-Commander:	+9 status points
Knight-Companion:	+3 status points
Knight:	+2 status points

4.9.6 The Most Loyal Order of The Grand Sergeants of The Throne Room

The Grand Sergeants of the Realm represent both the greatest nobility in the land and also the most influential of the commons. The distinction is made in the device in the Dexter Fess of the coat of arms. A commoner places a hand, palm outward, in the arms of Grand Serjeantry; while a Knight or Noble places his own arms in that position.

The Grand Master of the Order is the Lord High Chamberlain of the Realm, who is in charge of the Throne Room and the Palace. All the Dukes of the Realm are the Knights-Commander. Higher Bureaucrats (Chancellor of the Realm, Chancellor of the Exchequer, Treasurer of the Realm, Marshal of the Realm, Captain of the Royal Guard, the Champion of the Crown, Chief Constable of the Realm) are the Knights-Companion, as are all the tenants-in-chief

(Earls, Counts, and Marquises). Knights of the Throne Room are all commoners elevated to the hereditary rank of Baronet. The Grand Master of the Throne Room receives +5 status points in his official capacity. All others are considered to be in Royal Favour. Unlike the other Royal Orders, the Grand Sergeants do not owe their “brothers” any special consideration in the matter of influence, for they are composed of all the political factions and Chivalric Orders in the Realm.

In addition, appointment of commoners to the Order is made by the King, but the Grand Master or the Lord High Chancellor may also make recommendations (ie: bring influence on behalf of a character with 90% surety of success). Commoners qualify for Grand Serjeantry by winning 10 honours in the service of the Crown.

4.10 Baronial Orders

In addition to the Royal Orders of Chivalry, a great tenant-in-chief (Earl, Count, Marquis, or Duke) may form his own personal Order of Chivalry, in which he will enroll his chief vassals and mightiest Knights. Such Orders are essentially Fighting Orders of Chivalry, for the members are also the leaders and the most respected warriors. The Noble Orders must also be considered as political factions because the nobility regards military power as the first step to political ambition. Depending upon the alliances made by the tenant-in-chief, members of his Order may find themselves allied or opposed to other factions.

Membership in a Noble Order is won by influencing the Lord on a one-to-one basis or by invitation (feudal honour flowing from one’s Lord). The aspirant must be a Landed Knight or Baron in the service of the tenant-in-chief (that is, he must have sworn fealty directly to the Grand Master--prior to application). If a non-player character, the tenant-in-chief accepts as influenced, and no disfavour comes with failure to qualify. A player-character, has the absolute right of refusal, however, as political intrigues give him the right to choose his closest friends. Until the positions are filled, openings exist on 25%.



Status acquired by membership in a Noble Order is a function of the tenant-in-chief's status in society and also the area in which that status is exercised. In the broad demesne of the tenant-in-chief, and when dealing with his vassals and subjects everywhere, the following status applies:

Grand Master:	+20 for influence downward
Knights-Companion:	+10 for influence on non-members
Knights-Commander:	+7 for influence on non-members
Knights:	+5 for influence on non-members

When dealing with all others in the society (except enemies and rival political factions), the following status applies:

Grand Master is an Earl:	+1
Grand Master is a Count:	+2
Grand Master is a Marquis:	+3
Grand Master is a Duke:	+4

Membership in a Noble Faction carries with it the absolute duty to support the Grand Master in all things political and military even to rebellion against the King. Failure to give such support when requested could lead to dishonour among the other members of the Noble Order, and general disgrace in society as a whole. Needless to say, any character foolish enough to betray his Lord and Grand Master would find a proliferation of challenges coming his way from every sworn man in the service of his Lord.

4.11 Clerical Fighting Orders

During the history of the feudal period, there were many Fighting Man-Cleric combinations. These were found, for the most part, in the religious orders, but the most famous were the Knights Templar, the Knights Hospitalr, and the Teutonic Knights. These international Orders were never responsible to the local Kings--even though they owned large tracts of land and had considerable wealth. Such Orders were responsible to the Pope alone, but even the Pope might have difficulty controlling an Order. The local religious Fighting Orders (such as the Order of Caltrava in Spain) tended to be more responsive to the King and also more secular in nature.

Due to the Fighting Order's religious background, its members tended to isolate themselves from the rest of Chivalry. They would take part only in the most important tournaments, and then only with permission. Such Knights were not interested in paying court to ladies or achieving money or honour for its own sake, only for the sake of the Order.

The Grand Master enjoyed wide powers over the affairs of the Order. Nonetheless, all of the important decisions had to be backed by the Grand Chapter of the Order, which consisted of the high officers in council.

The Seneschal was the High Steward of the Order and second in command to the Grand Master.

The Marshal was responsible for the direction of military affairs and the hiring of mercenaries.

The Provincial Commanders each commanded one of the administrative "provinces" into which the Order had divided its sphere of influence. The Provincial Commanders are also members of the Grand Chapter, and are in effect the Grand Masters of their local Grand Chapters. It would be rare for a country to have more than one province.

The House Master was the head of each local Chapter or House, into which each province was broken down.

The Knight-Commander was the second in command of the House and the person actually charged with running it.

The Ordinary Chapter: All the members of a House who gathered in assembly to decide on matters of discipline and administration (lesser offences such as disobedience, consorting with women, or attempting to escape the Order) could impose punishment such as loss of privilege for a year (living with the Order's slaves, deprived of horse, arms, etc.). Serious offences could lead to perpetual imprisonment in one of the Order's strongest castles.



Advancement in the Order was controlled by the votes of the Ordinary or Grand Chapters, on the nomination by a Commander. Thus advancement is a matter of having sufficient influence. However, advancement is also a matter requiring proficiency so minimum standards must be met to be recommended.

Knight-Commander: must be Level 8; 50% chance of election by Chapter.

House Master: must be level 9; recommendation by Knight-Commander 50% election.

Provincial Commander: must be level 10; recommended by 3 House Masters; 40% election probability in each of the Houses of the Province. Majority = election.

Marshal: must be level 11; recommended by 3 Provincial Commanders; 30% election probability in Grand Chapter of the Order.

Seneschal: must be level 12; recommended by Marshal and 3 Provincial Commanders; 20% election probability in Grand Chapter of the Order.

Grand Master: must be level 12: recommended by Marshal and Seneschal; 20% election probability in Grand Chapter of the Order.

1% election advantage is gained for each honour won for the Order.

Unless filled by a player-character, positions are vacant starting at base of 40% for Knight-Commander and grading downward by 5% for each position higher up in the Hierarchy of the Order. No influence from outside the Order may ever be brought on the behalf of an aspirant to a higher position. Loss of an election means that another person won the position, and the position is taken.

Vacancies are checked once per year, in the winter season.

HOUSE: 100 members of Ordinary Chapter; 200 sergeants-at-arms; 200 men-at-arms. There are 5

Houses in each Province. (10 in areas threatened by the Infidel.)

PROVINCIAL CHAPTER HOUSE: 200 members of Ordinary Chapter; 200 sergeants-at-arms; 300 men-at-arms. Two votes in all Provincial elections.

THE GRAND CHAPTER: 500 members of the Grand Chapter; 500 sergeants-at-arms; 2000 men-at-arms.



5.0 CASTLES & MASS WARFARE

The making of war is the central feature of the Feudal Age, and Chivalry & Sorcery has attempted to treat the subject comprehensively to permit simulations at all levels of combat.

5.0.1 Castle

To most players, castles call up visions either of gloomy fortifications crouching on a mountainside or Camelot manned by valiant defenders. In fact, castles were the centers of rural life, the focus of trade, justice, religious life, even medical care and social welfare, not just an armory and place of refuge in time of war. When players design a castle, such functions should be taken into account.

5.1 Construction of Feudal Structures

Not all characters will be great lords worrying about building or improving their great castles and manorhouses. But all characters face the same problems when seeing to the construction of cottage or castle: the cost of materials and the availability of manpower.

5.1.1 The Peasant Hut

The majority of Feudal society, commoners who were unlanded and un noble, could not afford and were not allowed to construct fortifications. Their homes were of simple mud and wattle, with the minimum of fixtures, capable of sheltering a maximum of 5-6 adults. Size: 10' x 15' to 15' x 30; and requiring 5 adults 2-5 days to construct at a cost of 1 CP per square foot. Larger huts had accommodations for people and animals.

5.1.2 The Yeoman's Cottage

The Yeoman's cottage is the home of a freeman or vassal with a good living. Yeomen often could afford stone and a well-thatched roof, with some timber bracing. Size: 20' x 15' with 3 rooms to 20' x 35' with 5 rooms, requiring 5 adults to construct it in 20 to 50 days at a cost of 2 CP per square foot.

Interior furnishings were handmade, for the most part, so add 10% to costs.

5.1.3 The Common Inn

The Common Inn was probably one of the largest buildings in villages and small towns. Built several stories high and with a good cellar, it will perform the functions of putting up travelers and being a recruitment center during war or an entertainment center in peacetime. Because of its size and solidity, it was also a key defense point in a village or town, for its high, stout, windowless outer walls, its stores, and its accommodation quarters made it a semi-fortress. Size: 30' x 50' to 40' x 70' with 2 to 4 stories. Some inns were built around a central courtyard and were very large. Materials: dressed stone with timber bracing, at a cost of 9 CP per square foot x number of stories. Furnishings and stores cost an additional 20%. 20 men require 3 to 5 months to build it. Full stabling accommodations are included.

5.1.4 The Rural Inn

The Rural Inn is indeed the largest structure on the highroads, usually 20 to 30 miles apart. They are designed to provide shelter and protection for weary travelers. They are always designed protectively around a central courtyard, with stone walls that are timber reinforced and windowless on the outer side. It is a secondary fortification next to the castles and manor houses of the nobles. Size: 70' x 100' to 110' x 130' with 2 to 4 stories. The cost is 12 CP per square foot x number of stories up to 9. Furnishings and stores cost an additional 20%. 20 men require 5 to 8 months to build it. Full stabling accommodations are included.

5.1.5 The Common Villa

The Common Villa is the residence of most families with high status and the wealth to afford to parade that status: merchants, guildsmen, landowning gentry, and wealthy yeomen--especially petit sergeants. The Villa is remarkably similar to the Rural Inn in overall design and cost.

5.1.6 Basic Construction Costs

The structures described above are given only in general terms. The variables to be considered when build-



ing a structure from scratch according to a personal plan follow. Costs are based upon a large amount of “free” labour”:

Task	Cost	per 10 Man/ Hrs
Site Clearing		
	1cp/10sq ft [woods]	50sq ft woods
	1cp/20sq ft [unwooded]	100sq ft unwooded
Foundation		
	1cp/sq ft foundation	50sq ft foundation
Pallisaded Walls		
	1cp/sq.ft	100sq.ft
Wattle&Mud Walls		
	2cp/sq ft	50sq ft
Cheap Stone Walls		
	5cp/cu.ft of wall	50 cu.ft dressed stone
Ave Stone Walls		
	7cp/cu.ft of wall	50 cu.ft dressed stone
Good Stone Walls		
	10cp/cu.ft of wall	50 cu.ft dressed stone
Fine Stone Walls		
	15cp/cu.ft of wall	50 cu.ft dressed stone
Poor Morter		
	2cp/30 cu.ft of stone wall	150 cu.ft of wall
Good Morter		
	3cp/30 cu.ft of stone wall	150 cu.ft of wall
Poor Wood Bracing		
	1sp/20 cu.ft of wall	100 cu.ft of wall
Hard Wood Bracing		
	3sp/20 cu.ft of wall	100 cu.ft of wall
Fine Wood Bracing		
	5sp/20 cu.ft of wall	100 cu.ft of wall
Iron Bound Bracing		
	7sp/30 sq.ft of facing	50 cu.ft of wall
Brick Facing		
	5sp/30 sq.ft of facing	150 sq.ft of facing
Slate Roofing		
	1sp/5sq.ft of roof	100sq.ft of roof
Finishing*		
	+20% of const. costs	+20% of const. time
Square Towers		
	+20% of const. costs	+20% of const. time
Round Towers		
	+30% of const. costs	+30% of const. time
Excavations(dirt)		
	1cp/cu.ft of dirt moved	60cu.ft dirt
Excavations(stone)**		
	2cp/cu.ft stone moved	30cu.ft stone
Quarrying & Dressing		
	3cp/cu.ft stone	20cu.ft stone

Notes:

Finishing* - includes the building of battlements, sheds, stables, and the interior finishing of manor houses, towers, stairs, gates, drawbridges, doors, etc.

Excavations(stone)** - if good stone is available close to the site as the result of having to excavate moats or cellars in rock, reduce the cost of Quarrying & Dressing by 50%

Increase the cost of al materials that have to be hauled more than 5 miles by 10%

5.1.6.1 Using Skilled Workmen

Skilled workmen may be imported to do a superior job. The effects on cost and construction time are as follows:

Type of Skill	Cost Skilled	Reduce Time
Master Fortress Engineer	+10% of total	-10%
Engineer	+5% of total	-5%
Skilled Workmen*	+10% of total	-10%

Note: Skilled Workmen* - this means at least 20% of the workmen on the site are skilled.

5.2 Fortress Construction

Before a player begins construction of a castle, he should read the Siege rules with care. Castles should be designed according to historical reality: star forts, for example,belong to the Renaissance Period and are simply unknown in the Feudal Ages.

In structural evolution, there is no discontinuity between noble and common dwellings except that the noble was responsible to his Overlord for the protection of the lands granted to him. For this reason the structures are larger and more massive. They are located in strategic sites to dominate the surrounding countryside and make any invasion an extremely costly venture, if not fatal, to the invader.

5.2.1 FORTIFIED VILLAS: The Small Fortified Manor House [SFMH]

In development, the Fortified Villa is just a larger version of a Common Villa. However, the outer ring wall becomes prominent and towers begin to peer ominously over the wall. The main building is generally not more than 3 stories high (30'), not counting the gabled roof which extends upward another 10 feet. The ring wall reinforces the House wherever it comes into contact with it. All walls are 3 to 5 feet thick. The towers are also a reinforcement to the



building and rise 10 feet above the roof (up to 55'). Stables, storehouses, and other outbuildings nestle against the inner side of the wall, which is 18 to 25 feet high, and moats or ditches protect the wall when it is possible to provide such defenses.

5.2.2 MANOR COMPLEXES: The Large Fortified Manor House [LFMH]

The Manor Complex is a larger, more powerful version of the Fortified Villa. The ring wall is 25 to 35 feet tall and is always protected by a ditch or moat at least 20 feet wide and equally as deep. The walls are 5 to 8 feet thick. Round or square towers will anchor the corners of the walls and a tower gatehouse will guard the entrance to the courtyard within. The Manor House itself is 3 stories high (30'), with 5 to 8 foot walls and battlemented at the top. A large tower extends 15 feet above the roof, and smaller towers anchor the other three corners of the Manor House.

A variation of the Manor Complex places everything within one building. The wall of the large Manor House is 8 to 12 feet thick and 35 high, with battlements. The main tower is 60 feet tall, or more, and smaller towers anchor the other three corners of the Manor House. The site is usually chosen to provide the maximum in defense, and the water defenses are often extensive. Entrance is gained by a well defended gate, usually with a drawbridge and portcullis.

5.2.3 SHELL KEEPS [SK]

Unlike the preceding holdings, the Shell Keep is first and foremost a military structure designed to dominate areas of unrest. Here the prominent feature is a ring wall 8 to 15 feet thick and 25 to 50 feet in height, fully battlemented. The ring wall was circular or polygonal in shape. Within the wall the only main building visible was the great tower that topped the wall by 15 to 25 feet. The central Keep had walls 15 feet thick as the base, narrowing to 9 or 10 feet at the top. Size: 400 to 600-foot circumference for the ring wall, and 50 to 75-foot diameter tower. Entrance was through a barbican or gatehouse by a drawbridge, and often a small outer tower was built outside the moat to further defend the entrance.

5.2.4 THE CASTLE [Cas]

The true castle is an evolution of the Shell Keep or Manor Complex. The walls are usually increased in thickness and height, with bastions and towers along the curtain walls. It is always constructed of heavy stone braced with timbers that are often iron shod. The Donjons rose to heights as much as 100 feet with equal or greater diameters, and 15 to 25-foot thick walls. The roof was constructed of heavy arched stone, covered with solid timbers and roofing slates or lead plates. The cost of a complete Donjon is almost too much to comprehend unless most of the labour and materials are produced by vassals. An Engineer and full crew of skilled workmen are essential to its construction.

In *C&S Red Book*, there are six “levels” or classes of castles. The only real difference is their strength and size:

5.2.4.1 CLASS I: SMALL CASTLE OR CHATEAU [I Cas]

A class I castle is simply an improved fortified manor house with more massive defenses:

Keep: 50' to 60' high with equal diameter and walls 10' thick.

Towers: 4 x 40' to 50' high, with equal diameter and walls 6' to 8' thick.

Walls: 400' to 800' of curtain wall, battlemented, 30' to 40' high, 6' to 8' thick.

Gate: 2 x 90' to 50' high towers, 1 gate, portcullis, drawbridge, and 2 x 5' x 3' postern gates.

Bailey: Paved, with small Manor House and stables for 30 to 50 horses.

Moat: 20' wide by 10' to 20' deep.

5.2.4.2 CLASS II: SMALL CASTLE OR CHATEAU [II Cas]

A class II castle is a stronger castle with better defenses than a class I castle and containing a larger garrison:

Keep: 55' to 65' high, with equal diameter and walls 10' to 12' thick.

Towers: 6 x 90' to 50' high, with equal diameter and walls 8' to 9' thick.

Walls: 500' to 600' of curtain wall, battlemented, 30' to 90' high, 7' to 9' thick.

Gate: 2 x 40' to 50' high towers, 1 gate, portcullis, drawbridge, and 2 x 5' x 3' postern gates.

Bailey: Paved, with small Manor House and stables for 60 to 90



Moat: 25' wide by 15' to 20' deep.

5.2.4.3 CLASS III: SMALL CASTLE OR CHATEAU [III Cas]

A class III castle is a stronger fortification than the previous two castles and is also more extensive. Indeed, it is almost classifiable as a major fortification:

Keep: 0' to 70' high, with equal diameter and walls 12' to 15' thick.

Towers: 7 x 45' to 55' high, with equal diameter, and walls 7' to 10' thick.

Walls: 600' to 700' of curtain wall, battlemented, 35' to 45' high, 9' to 10' thick.

Gate: 2 x 45' gate towers, 1 gate, two portcullises, 1 drawbridge, and 3 x 5' x 3' postern gates.

Bailey: Paved, with small Manor House, small chapel, and stables for 75 to 100 horses.

Moat: 30' wide by 20' deep.

5.2.4.4 CLASS IV: LARGE CASTLE [IV Cas]

The class IV castle marks the beginning of extensive and truly powerful fortifications, with secondary defenses:

Donjon: 75' to 80' high, with 80' to 90' diameter and walls 15' to 18' thick.

Towers: 4 x 55' to 60' high, with equal diameter, and walls 9' to 12' thick around keep.

8 x 45' to 55' high, with equal diameter, and walls 7' to 10' thick on curtain.

Walls: Inner Wall: 400' to 600' of curtain wall, 45' to 55' high, 8' to 10' thick.

Outer Wall: 1000' to 1200' of curtain wall, 35' to 45' high, 8' to 10' thick, with bastions along the exposed wall (vulnerable to assault because of the terrain).

Bailey: Paved, with Large Manor House, chapel, and stables for 150 to 175 horses.

Gate: Inner: 2 x 60' to 65' high, with equal diameter, 1 gate, 1 portcullis, 1 drawbridge, and 2 x 5' x 3' postern gates.

Outer: 2 x 45' to 55' high, with equal diameter, 1 gate, 1 portcullis, 1 drawbridge, and 3 x 5' x 3' postern gates.

Moat: Inner: 20' wide by 15' deep.

Outer: 40' wide by 20' deep.

5.2.4.5 CLASS V: LARGE CASTLE [V Cas]

The Class V castle is a most powerful fortification and differs from the Class IV castle in the extensiveness of the fortification rather than additional height or thickness of the walls or towers.

Donjon: 80' to 90' high, with 90' to 110' diameter and walls 18' thick.

Towers: 6 x 55' to 65' high, as for class IV around keep. 10 x 45' to 55' high, as for class IV along curtain wall.

Gate: Inner: as for class IV.

Outer: as for class IV, except 2 x 35' to 45' towers also guard the approaches on the outer side of the moat.

Walls: Inner: as for class IV.

Outer: as for class IV, except 1300' to 1500' of curtain wall, with bastions.

Moat: Inner: 25' wide by 15' to 20' deep.

Outer: variable, usually extensive and deep. Often, inner and outer water defenses protect the outer curtain wall.

5.2.4.6 CLASS VI: GREAT CASTLE [VI Cas]

Such monuments to Feudal genius for fortification are highly individual in design and so no guideline can be set down. Krak de Chevaliers, Coucy, and fortresses of similar stature may be cited as examples. In all respects, they are massive and superbly able to defend against the most powerful forces. If a character inherits one, he may design it to specifications not exceeding twice the size of a Class V castle, with walls, towers, moats, etc., up to 25% higher, thicker, wider, and so on.

Class V and VI castles contain extensive quarters, stabling, and other facilities. In general, they are able to contain four times the number of horses required for the garrison, six to nine times the number of men in the garrison, and have more than enough stores and arms for a long siege.

5.2.5 Stores & Supplies

The capacity of a castle to hold stores is almost unlimited, but the important figures are:

1. An adult male requires 5 Dr. of mixed foods or 9 of meat or 3 of field rations per day plus 2 quarts of water.
2. A warhorse requires 10 Dr. of grain and 20 Dr. of hay per day or 15 of wheat plus 3 gallons of water.

Most castles keep a standard stock of 2-5 months rations for occupants and horses for emergencies. Possessors of fortified manors, keeps, and castles may assume that such stores exist for castles existing at the start of the game. People fleeing to the castle for protection will bring 1-2 month's rations with them if there is time.



5.3 Feudal Warfare

As the castle is the main military installation and the basis of a noble's power, the siege is the focal point of Feudal warfare. Lords do not fight merely for honour but also for gain, and the only real "gain" is another castle, keep, or manor house and the lands it dominates. Battles therefore occur as a result of:

1. Entering the region with an army on the way to besiege a castle;
2. Sorties from or against a castle;
3. Seizing the gate or storming the walls of a castle;
4. Hindering or destroying foraging parties;
5. Raising the siege by engaging the besiegers with a relieving force or a major sally from the castle.

All warfare in *C&S Red Book* hinges on one of the above 5 situations. An army can afford to spend only the summer months in the field, and the ideal attack is a quick and unexpected stab at the castle of the defender by mounted troops. If they are able to seize the gate and allow slower following forces of infantry into the castle, a victory should not be far behind. If the attackers cannot gain the gate, they must cut the castle off from allies. If the attacker is numerically much superior, he might attempt to storm the walls of smaller fortifications with scaling ladders, bribe his way in (a difficult procedure because everyone is watched inside), or use a ruse like the famous Trojan horse. Failing all of this, the attacker must place the castle under formal siege and await the coming of a relieving force or else go home.

The chances of the tactics chosen depend upon the Military Ability of the opposing commanders (see Character Prime Requisites). An attacker add +2% to the basic chance of success for each Military Point he possesses. A defender subtracts -4% from the attacker's chances for each Military Point he possesses.

5.3.1 Entering the Region Without Detection

60% chance of not meeting with a patrol that will sound the alarm. NO surprise is possible if the alarm is sounded!

40% chance that the attacking force will not be discovered after entering the area. There is a 50% chance of the alarm being sounded in time.

30% chance that the attacking force can approach to within bowshot of the castle (unless terrain is too open to permit this). If this condition is met, there is a chance to seize the gate or postern:

5.3.2 Seizing the Gate or Postern

The Gate or Postern may be open if the alarm has not been sounded. However, if the alarm has been given, proceed to #3. All of the operations below depend upon approaching within bowshot without being detected:

60% chance that the attackers are not seen in time to close the gate or the postern in time. They have been caught by surprise and must fight for survival.

5.3.3 Storming the Walls

40% chance that the ladders have not been seen in time for the defenders to man the walls with archers. (60% if initial surprise attack.)

40% chance that the ladders could make it to the wall if the defenders have succeeded in manning the walls with archers.

10% unadjusted chance that each ladder put up would not reach or would break under the weight of a climber.

At the moment the ladders are against the wall, the combat begins.

5.3.4 Bribery

Bribery may be attempted at any time, but each failure to bribe, any detection of the bribe, or any failure of an attack after a successful bribe reduces one's chances by 10% the next time.

60% basic chance that the man or woman approached will take the bribe. The chance of success is modified by comparing the Charisma of attacking vs. defending commanders. An attacker receives +5% for each point above the defender. On the other hand, the



defender receives +10% for each point above the attacker. Charm spells increase chances by 10%. Control Person spells increase chances by 20%. If the bribe is accepted:

60% chance that the man or woman would remain silent about the bribe and not report it to the castle commander. Compute final % as above.

10% chance that the man or woman would open the gates, if a report has not been made. Check % chance of Seizing the Gate or Postern. If a failure occurs, there is a 40% chance less the defending commander's Military Ability penalty of evading detection of the attempt. If undetected, a bribed person is free to make another attempt in 1-6 days.

If the attempt has been unsuccessful, and the bribed person dutifully reports to the castle commander, a trap will be laid, with +10% advantage on all weapon hit probabilities. The attackers will, after all, approach in the expectation of surprising the defenders; but the defenders will be waiting grimly for them, murder in their hearts with bows and swords ready:

To keep things absolutely fair and aboveboard, the attacker must have his plan of attack written out, and the defender must have a contingency plan ready for the trap prior to all determinations. Results of a bribe are known only when there is a real chance to learn them--that is, when the attack is made.

5.3.5 Tactics

Because the surprise attack required a lot of luck and the expert handling of men on both sides, most attackers preferred to use the more formal siege to take a castle. Below is an outline of the typical procedures followed by each side in a formal siege.

5.3.5.1 Tactics of the Attacker

1. Disguised soldiers would create trouble in the area around the castle: burn crops, steal cattle, and generally demoralize the people of the area. Use Entering the Region percentages for each raid. There is, however, a 20% chance of a prisoner being captured by the defenders and tortured for information.

2. The attacking army would arrive in front of the castle at dawn, if possible. As many people who had grudges against the castle commander as possible would be found in the area, and they would be used to carry out mining and general labour.

3. All supplies and animals in the area would be seized to deny them to the defenders, to use as bribes to the local populace, and to supplement the attacker's own supplies.

4. An earthen fort would be built near the main gate of the castle, just out of range of the castle war engines, in order to protect the attackers from a sally or an attack by a relieving force.

5. Miners and laborers would erect palisades and excavate ditches around the castle to prevent men and supplies from passing freely in or out of the castle.

6. Using archers and siege engines, an attempt would be made to force defenders off the walls and to cover the rams battering the walls or the mining operations.

7. Ram would be set against the main gate and a selected weak point in the wall. At the same time, laborers working under the cover of shields and mantlets will try to fill in the ditches and moats before the outer wall.

8. While the rams, miners, and laborers are at work, incendiaries would be fired to divert the castle defenders to fire fighting. A sharp, small scale attack would be attempted to open the gates under cover of the diversion.

9. If rams and diversions don't work, bring up heavy siege engines to knock down the walls. At the same time, start construction of a siege tower or two. Prepare and place as many fascines as are needed to support the tower as it passes over the moat.

10. If the siege engines breach the wall, try to break through the defenders with a general assault. If siege engines have failed, bring up the towers and scaling ladders.



11. If nothing else works, bring up the miners and set them to undermining the wall, while continuing to employ all other methods to keep the pressure on the defenders.

12. If nothing works, simply sit back and starve the defenders out

5.3.5.2 Tactics of the Defender

1. At the first word of the invader, gather in all men and supplies to the castle, while making sure that those who are too old, too young, or too sick to fight leave the castle and reach a place of safety.

2. Send word immediately to your overlord and friendly neighbors, requesting assistance. If a lord, summon your vassals; they have to come to your relief.

3. Assemble a quick sortie to try to drive the enemy off or, failing that, to scout his numbers and damage his stores and siege train, if he has one.

4. Arrange the entire garrison in the best possible order of battle. Break out all the supplies and weapons for an inventory, and start construction of mantlets for protection against missiles while manning the walls and towers.

5. Send messengers again to your overlord and friends, if no word has arrived that they are coming.

6. Block all approaches to the castle and make sure that all moats, gates, and walls are in a state of repair. Gather all available materials for repair together (a good store should always be in the castle anyway), and make sure they are fully protected against missiles and incendiary attack.

7. Use mounted troops to try to keep the enemy from establishing their camp, but avoid a pitched battle. Meanwhile, set up the castle siege engines and fire them at half power to lull the enemy into thinking they may approach closer.

8. Reinforce all sections where the enemy is using rams, pour burning oil on the siege engines, and en-

gage the enemy missile engines with your own.

9. As a last resort, use the siege engines to set the enemy camp on fire, and use a last sortie to discourage them. One might consider surrender if every thing has failed to this point.

10. Place mantlets and shields on the walls to protect the garrison from being forced off the walls by missile fire. The siege is now on.

11. Using the posterns, sally ports, and secret passages, send small parties out at night to burn and kill in the enemy camp, destroy siege equipment, and obtain supplies and reinforcements.

12. Prepare for any eventuality, especially an attempt to storm the walls with scaling ladders, by bringing up stones, hot lead, quicklime, oil, and anything that can be dropped on the enemy from the walls.

13. Set up a watch for mining operations and, if necessary, begin countermining. (Most castles have a number of prepared countermines and so have a head start.)

14. Send more requests for aid and, if none is forthcoming, consider surrender.

15. If all else fails, make plans to hold out until the season turns or for a fight to the death designed to take as many of the enemy with you as possible. An attempt at flight might also be considered at this point.

5.4 Warfare in the Age of Chivalry

In the Age of Chivalry, warfare was not the marvel of scientific determinism it is today. All too often it was treated in a “Cavalier” fashion. You gathered up the Peasants and Yeomanry from the forests and fields and sent word to your vassal Knights to meet at a predetermined place. That was “mobilization.” The assembled army marched off in the general direction of the enemy. That was “strategy.” When the opposing armies had finally managed to find each other, everyone got into a more or less straight line and charged. That was “tactics.” Of course, the caliber and



command presence of the army leaders did tend to inject a degree of finesse into such proceedings, but all too often the relatively undisciplined troops and the headstrong independence of the Feudal Chivalry turned the best of plans into chaotic confusion.

5.4.1 The Time Factor

Few battles will last for an entire day. Virtually all of the action takes place in the hours of daylight, from dawn to dusk. Night actions are rare, these usually being in the form of surprise raids on encampments or siege positions. Battles therefore tend to last for 12 to 15 turns, maximum, with each turn representing approximately one hour.

Players should allow for the time lost marching their armies to the battlefield and deploying their troops. Usually, opposing armies arrive in the vicinity the evening before, spending the night near the battlefield and making final preparations for the coming fight. In the morning they break camp and march out to meet the foe. In order to recreate this standard practice, the opposing commanders should roll a 6-sided die and deduct the result from 12 or 15 to give a realistic number of turns or hours of daylight available for combat. To allow for the possibility of one side arriving at an earlier hour than the other, with time to deploy and take up good positions before the vanguard of the enemy has arrived, each commander could pick from a stock of “chits” numbered from 1 to 6 and place the chit in an envelope. When the deployment of troops is about to begin, each will reveal his chit. If one has arrived earlier, he will be able to make the number of moves indicated prior to the entry of the opposing force. Entry is always made in line of march, and the other of march must be written down at a time prior to setting up the miniatures on the battlefield..

If a number of great Lords are involved on one or both sides (at least two or three per side makes for “interesting” situations), each Lord will pick a chit from 1 to 6 to determine when his forces will arrive. Such is the chaos of Medieval warfare!

5.4.2 The Campaign Battle

As part of the overall campaign, battles will take place

as a result of the strategic objectives of the players. Thus the composition of the Feudal armies found in a particular engagement will be decided by the strategic moves made by the players. In many instances, unbalanced fights will occur; but that is only as it should be, for the whole purpose of strategic planning is to attack where the enemy is weakest or does not expect to be threatened.

5.4.2.1 Troop Types

The forces at the disposal of a Lord or Knight are given in the chapter on Knighthood, particularly in Designing the Feudal Nation. However, these figures are given only in general terms and do not indicate such factors as armor protection, types and numbers of weapons, troop training and experience, or the quality and military ability of the unit commanders and subordinate officers. Only the social class and basic troop organization of the different military forces is known:

KC/KI: Feudal Chivalry is composed of Knights, Squires, and Sergeants organized into the Feudal “Spear.” A spear is typically 4 men: 1 Knight, 1 Squire, and 2 Sergeants. A Spear is always AC or Armored Cavalry armed with heavy lances and heavy cavalry weapons. On foot they fight as HAI Heavily Armored infantry.

KC/FRI: Feudal Heavy Cavalry is composed of mounted Sergeants-at-Arms in the livery of some noble or Petit-Sergeants who are well-to-do Yeomen able to purchase a horse and armor. HC or Heavy Cavalry is organized in Spears of 4 Sergeants armed with lances and heavy cavalry weapons. Those not carrying shields will be armed with crossbows instead of lances. About 1/2 of the Sergeants not in the Feudal Chivalry are of this type. On foot, they fight as FRI Feudal Regular Infantry of the HI class.

The remaining Sergeants and Petit Sergeants are LC Light Feudal Cavalry or MC Medium Feudal Cavalry. Such troops tend to be armed with spears or javelins or light crossbows and light cavalry weapons. On foot they fight as FRI Feudal Regular Infantry.

FIL: Feudal Infantry Levy is composed of Yeomen



Archers armed with longbows or light crossbows or Serfs armed with improvised weapons. Yeomen must be formed up separately from the peasantry to be above Type "C" training. They are typically Light Infantry. Yeomen also carry light infantry weapons.

FRI; Feudal Regular Infantry is composed of Men-at-Arms in livery and are typically HI Heavy Infantry armed with pole arms and light infantry weapons.

FCM: Feudal Civic Militia is composed of townsmen of good character and are typically LI Light Infantry armed with pole arms and light infantry weapons.

FCR: Feudal Regular Civic Militia is composed of townsmen and hired Men-at-arms in equal proportions (see Town military levy) and are typically MI Medium Infantry armed with pikes and light weapons.

MC: Mercenary Cavalry is comparable to mounted Sergeantry. Type "A" Mercenaries are Heavy Cavalry, Type "B" are Mediums, and Type "C" are Lights.

MB: Mercenary Crossbowman are MI Medium Infantry (Type "A" are Heavy Infantry armed with heavy crossbows and light infantry weapons.

MI: Mercenary Infantry are HI Heavy Infantry (Type "A" are HAI Heavily Armored Infantry armed with pikes or pole arms and light infantry weapons.

FSC: Saracen and Moorish Cavalry are HC Heavy Cavalry armed with lances, short bows, and light cavalry weapons if Type "A;" MC Medium Cavalry armed with spears or javelins, short bows, and light cavalry weapons if Type "B;" and LC Light Cavalry armed with javelins or short bows and light cavalry weapons if Type "C" or "D." On foot, they fight as a comparable class of Saracen Infantry but will use the powerful composite bow in place of the short bow.

FSI: Saracen Infantry are generally poorly trained and motivated levies rarely rising above Type "C" or "D". Only Elite Palace Guards of high ranking nobles and

Type "A" and "B" Saracen Cavalry will be Type "H" infantry. Type "D" infantry are always LC Light Infantry armed with Mixed SSH weapons and light infantry weapons. Type "C" infantry are MI Medium Infantry armed with javelins and light infantry weapons. Type B infantry are HI Heavy Infantry armed as for cavalry.

KNI: Nordic Berserker Infantry are superb warriors of the MI Medium Infantry class. They are armed with Mixed SSH and heavy infantry weapons. They will never wear body armor.

FNI: Nordic Infantry can be HAI Heavily Armored Infantry (Huscarles, Noble Guard) if Type "A". HI Heavy Infantry if Type "B"; MI Medium Infantry if Type "C" and LI Light Infantry if type "D". Nordic formations typical include 10% Berserkers, 15% Type "A," 25% Type "B," 25% Type "C," and 25% Type "D." All are armed with Mixed SSH and heavy infantry weapons. Saxon troops can be rated as Nordics, with the Berserker group converted to Type "A" Huscarles. All Nordics will fight as Mounted Infantry whenever possible.

KEI: Elvish Infantry are HAI Heavily Armored infantry if Type "A" and HI Heavily Infantry if Type "B" to "D." The nimble and cunning Elves are excellent close order infantry, for they are at once highly disciplined and motivated. More telling, they are very speedy on the battlefield despite their heavy armor. All Elvish troops are armed with Mixed "PL" weapons and heavy infantry weapons.

KEB: Elvish Bowmen are HI Heavy Infantry for the most part and are armed with the Elvish Longbow and light infantry weapons. Elves can also field MI Medium Infantry Longbowmen as well, increasing 1/2 move speeds by 50mm (20 m/yd).

KDI: Dwarvish Infantry are HAI Heavily Armored Infantry without exception. By virtue of their great strength, fine weapons, and superb armor, the Dwarves are perhaps the best disciplined infantry in the campaign. Smaller than most fighters, they are able to pack the line with half again as many as any other type, except the inferior Goblins. Also, like all



Nordics, the Dwarves hold with the principle of combined arms, so that their formations carry Mixed SSH, pole arms, and heavy infantry weapons. Dwarves are not mercenaries, however, and normally do not mix in wars unless large treasures are to be won or hordes of Goblin types are involved.

FHM: Haefling Militia Infantry are diminutive and not particularly equal to a close fight with larger opponents, but they can give Goblins as good as they receive. They are superb shots and are armed with Mixed SSH weapons, pole arms, and light infantry weapons. They tend to be comprised of 25% HI Heavy Infantry, 25% MI Medium Infantry, and 50% LI Light Infantry. When hiding in thickets or other brush cover they are undetectable until one is within 150mm (60 m/yd).

FUI: Hobgoblin HI Heavy Infantry are the most fearsome of the Goblin races in battle because they are well trained and disciplined. They are in fact almost equal to Feudal regulars and Civic Militias. They tend to be armed with Mixed SSH, pole arms, and light infantry weapons. About 20% of any large force are Type "A," 20% are Type "B," 30% are Type "C," and 30% are Type "D."

FWC: Goblin Cavalry are the dreaded Wolf Riders. Mounted on savage wolves, the Goblins are superior to most of their kind. While their wolves attempt to bite and pull down adversaries, the Goblin riders fight with javelin and light cavalry weapons.

FGL: Goblin Infantry is poorly trained, disciplined, and armed. Their best are HI Heavy Infantry of Type "C." About 33% are MI Medium Infantry and 33% are LI Light Infantry both of Type "D." The Heavy troops are armed with pole arms and light infantry weapons. The Medium troops are armed with javelins and light infantry weapons, while the Light troops have Mixed SSH and light infantry weapons.

KTI: Trollish Infantry are perhaps one of the most fearsome sights on any battlefield. They are simply too hard to kill because of their regeneration of damage and their tough hides. Fortunately, there are never too many found on a battlefield, and they have not

learned to fight in close order so they can be overwhelmed by sheer numbers. Once they panic, they cannot be rallied. Trolls are HAI Heavily Armored Infantry. There is a chance of having 1-10 units of 10 Trolls, with a 25% chance of their being Type "A," "B," "C," or "D." A Magick User usually is needed to command them.

FGI: Giant Infantry are very rarely seen in battle simply because the appearance of large numbers of them tends to bring a counterbalancing force of Heroes from Valhalla (see Demonic Infantry). Giant Infantry correspond to FRI and FIL troops, except that their missile troops are very limited. When they manage to remember the fact, they can throw rocks like siege engines. They prefer to close with the enemy, however, and mangle him with heavy infantry weapons. Type "A" are Elite troops in HI Heavy infantry Armor. Type "B" are MI Medium Infantry, while Types "C" and "D" are LI Light Infantry. The weight of armor or lack of it is irrelevant to the rate of movement because of the Giants' great strength.

DI: Demonic Infantry are troops drawn from the Legions of Hell or the Halls of Valhalla. They are always HI Heavy Infantry and are armed with pole arms and heavy infantry weapons. Heroes of Valhalla also carry Mixed SSH weapons, while 25% of the hellish Legions carry short bows or light crossbows.

5.4.2.2 Social Class

Both human and non-human troops are classed under one of three categories:

Class K: Chivalric Troops, comprised of Knights, Sergeants, and Squires-at-Arms. Such troops usually are elite cavalry. When applied to Nordic Berserks, Elves, the Dwarves, Trolls, and Demonic Infantry, the "K" designation signifies a very high morale, superb training and equipment, and/or supernatural force.

Class F: Feudal Troops, usually under the leadership of Sergeants, Yeomen of substance, or prominent Burghers. Such troops are generally levies called up from the countryside or the towns for limited military service. However, the trained Men-at-Arms and



the auxiliary cavalry of the Petit Sergeantry are in fact at a professional level of training and experience--the "regulars" of the Feudal armies. Paid Civic Militia are "regulars" as well.

Class M: Mercenaries, comprised of landless men or else foreigners serving under their own leaders for pay. They tend to be well-trained and disciplined but are not too dependable when the battle turns into a bloodbath.

All Class K and F troops with the exception of FRI Feudal Regular Infantry, KEI and KEB Elvish troops, and KDI Dwarvish troops will use normal 6-sided dice in morale tests, etc. Mercenaries, Feudal Regulars, Elves, and Dwarves use special 2-3-3-4-4-5 dice. The overall effect is that the later types are far more predictable and steady. Social class will also affect morale checks when charging social superiors.

5.4.2.3 Training and Experience

There are four levels of training and experience which troops may attain:

Type A: Elite Veterans who have had much campaign experience and enjoyed battlefield success. Their morale and training are consequently of the highest quality. The average "experience" levels of individual members of such units is 15+ experience factors or 150,000 experience points and above.

Type B: Seasoned Veterans who have seen a number of campaigns and now possess self-confidence and pride in their units. The experience equivalent is an average 8 to 15 experience factors per man.

Type C: Average Troops who have had some experience and training but who have not as yet distinguished themselves in battle. If Knights or Sergeants, they are still in training and are somewhat inexperienced. If Mercenaries, they are likely not too well paid or else are undependable. Experience equivalent is an average 1 to B experience factors per man.

Type D: Green or Poor or Disaffected Troops who have either a minimum of training and experience or else are nursing some smoldering grievances. All Re-

placement troops for casualties are of this type for 1 year after they are called up for training and service. If they are Knights they are likely much better fighters but are in a rebellious frame of mind. If they are Feudal Regulars, they are Sergeants or Men-at-Arms who have not been paid or have been badly treated or led. All Mercenaries who are unpaid are in this class. Feudal levies are either poor troops or have been pressed into service longer than 60 days with poor or no pay or else have ploughing and harvesting to do. All Goblins except Uruk-hai are Type "D" in bright sunshine.

5.4.2.4 Armor Protection and Mounts

LC: Light Cavalry are troops mounted on sturdy medium horses. They wear no protective clothing and either are without shields or are unable to use them. Most Saracen Cavalry is of this type.

MC: Medium Cavalry are troops mounted on sturdy medium horses. They wear a leather jerkin, brigantine, scale or quilted armor, or mail shirt, but not using shields, or they carry shields and wear no armor.

HC: Heavy Cavalry are troops mounted on large warhorses. They wear mail shirts or breastplates and use shields, or else are clad in 3/4 scale or mail armor and do not use shields. The finest Saracen Cavalry is of this type.

AC: Armored Cavalry are troops mounted on large warhorses. They wear full mail armor and use shields. The Feudal Chivalry are of this type.

HAC: Heavy Armored Cavalry are troops mounted on large warhorses protected by quilted, leather, or mail barding. They wear full armor and carry shields. Elite Chivalric cavalry is always of this type.

LI: Light Infantry are foot troops with no protective clothing and either are without shields or are unable to use them. The Peasant Fyrd and the Type "D" Saracen foot are almost invariably of this type, unless equipped by their lords with better arms and armor.



MI: Medium Infantry are troops protected by leather jerkins, quilted or scale armor, brigantines, or mail shirts but without shields or troops without armor but using shields.

HI: Heavy Infantry are troops protected by leather jerkins, quilted or scale armor, brigantines, or mail shirts and shields, or troops wearing 3/4 mail or scale armor but not carrying shields.

HAI: Heavily Armored Infantry are troops clad in full mail armor and using shields.

5.4.2.5 Weapons

A wide range of weapons is available for use by the troops. Initially, all troops are armed as indicated for their type.

Cavalry Shock Weapons

Lance: Heavy European lance, 12'+, used couched by HC, AC, HAC.

Light Lance: Lighter Eastern lance, 12', used by Saracen and European AC and HC.

Spear: Spear 9'-12' used couched or over-aim by LC, MC, HC, AC.

All other Weapons: Javelins and all hand-held melee weapons.

Cavalry Melee Weapons

Heavy Weapons: Broadsword, Mace, axe, hammer, morning star, flail used by KC.

Light Weapons: Javelins, light swords, scimitars, etc., used by LC, MC, FSC.

Cavalry Missile Weapons

Short Bow: European or Eastern Self-bows used by LC, MC, FSC.

Crossbow: Light manually loaded crossbow used by Feudal LC, MC.

Infantry Shock Weapons

Pikes: Shafted weapons over 12' used by FRI, MI, FCR, dismounted KC.

Pole Arms: Spears, bills, halberds, etc., used by almost all infantry.

All other Weapons: Light and Heavy weapons, javelins, etc., used by infantry.

Infantry Melee Weapons

Heavy Weapons: Broadsword, etc., used by KC/KI, FRI, KNI, FNI, KEI, KDI, KTI, FGI.

Light Weapons: Light swords, scimitars, javelins, etc., used by most infantry.

Pole Arms: Spears, bills, halberds, etc., used by most infantry.

Pikes: Shafted Weapons 12'+, used by KC/KI, FRI, FCR, and Mercenary MI.

Infantry Missile Weapons

Short now: European or Eastern Self-bows used by LI, MI, HI.

Lt. Crossbow: Light manually loaded crossbow used by Sergeants, FRI, MB, FCM. FCR.

Hv. Crossbow: Heavy windlass loaded crossbow used by Type "A" Mercenary MB.

Longbow: Yew bow used by English FIL (Yemen) and Elvish EIB.

Composite Bow: Eastern bow comparable to longbow for range, used by FSI,

5.4.2.6 Special Weapon Combinations

Mixed "SSH" Weapons: Mixed missile weapons: 25% short bows, 25% slings, 50% hand-hurled weapons. Such a force is a blend of 1 shortbowman figure, 1 staff-slinger figure, and 2 javelin or axeman figures.

Mixed "PC" Weapons: Mixed pole arms but including 25% crossbows. Such a force is a blend of 3 pole-armed figures to 1 Crossbowman. Crossbows are of the "light" variety except for Mercenary Type "A" infantry who do use the "heavy" crossbow.



Mixed “PL” weapons: As for Mixed “PC” except that 25% are English Yeoman Longbowman FIL and Elvish Bowmen KEB.

Mixed forces always have the training and experience level of the largest group in the force. For example, Mixed “PC” would have the training and experience of the pole-armed troops, not the Crossbowman.

5.4.2.7 Cost of Weapons, Armor, and Pay

It is assumed that troops show up initially with the weapons indicated for their type. However, replacements for casualties and improvement of arms or armor requires an extra expenditure. The following costs are for a Type “D” fighting man. A higher degree of training and experience increases the cost.

Mounts for Mounted Infantry are 10 gp each. Mules, Oxen, Draft Horses, etc., are 5gp each.

Longbowman	+4 sp	+3 gp
Heavy Crossbowman	+6 sp	+5 gp
Light Crossbowman	+4 sp	+3 gp
Elvish Infantry or Bowmen	+10 sp	+8 gp
Dwarvish HAI	+10 sp	+12 gp/30
Goblin Infantry	-2 sp	-2 gp
Hobgoblin Heavy Infantry	+1sp	+1 gp
Goblin Cavalry (MC or HC)	+2 sp	+2 gp
Trollish Infantry	+50sp	+20 gp/10
Giant Infantry	+75 sp	+30gp/10

Unless controlled by a player, these troops are difficult to hire. Trolls and Giants will rarely be obtained in large numbers--usually 10 to 100 at most.

5.4.2.8 The War Chest

Every landed nobleman and independent town will maintain a “war chest” or stock of money to equip and pay troops, to build and improve fortifications, and to finance his military campaigns. At the beginning of the campaign or upon a character’s entering the game in a hitherto undetermined fief, a noble will have from 6 to 10 times his net monthly income in his war chest. These monies include all readily saleable assets and collateral to be offered up to secure loans. As the campaign progresses, the sums in

the war chest may grow or shrink, depending upon the saving and spending policies of the particular Lord.

5.4.2.8.1 Upgrading Training and Experience

Initially, all forces are at the base training and experience level, Type “D.” Up to 50% of the monies in the war chest at the start of the campaign may be expended to upgrade the quality of a Lord’s feudal forces from Type “D” to higher grades:

Type “A”: No more than 10% of one’s forces may be Elite Veterans in the beginning. Later, this may be increased to 20%. Most should be Chivalry.

Type “B”: No more than 15% of one’s forces may be Seasoned Veterans in the beginning. Later, this may be increased to 20%. Most should be Sergeants.

Type “C”: No more than 25% of one’s forces may be Average Troops in the beginning. Later, this may be increased to 50%.

Type “D”: Initially, 50% of one’s forces are Poor or Green Troops. Later, this may be decreased to 10%.

The increased costs to provide armor and pay for Type “C,” “B,” and “A” troops are taken as a percentage increase of the cost of comparable Type “D” troops:

Type “C” Cavalry: increase cost by 25%.

Type “B” Cavalry: increase cost by 50%.

Type “A” Cavalry: increase cost by 100%.

Type “C” Infantry: increase cost by 20%.

Type “B” Infantry: increase cost by 40%.

Type “A” Infantry: increase cost by 80%.

During the winter of each year, the players commanding forces of men are able to upgrade the quality and equipment of their troops by expending money from the war chest. However, troops may be advanced only one grade. For example, Type “B” troops may be upgraded to Type “A,” but Type “C” troops can be upgraded only to Type “B.” There is always a 10% minimum of Type “D” troops, representing replacements, untrainable units, disaffected or poorly led troops, and so on.



5.4.2.8.2 Replacements

Replacements may always be raised from the population, but no more than 20% of the total feudal force which a player possesses initially may be replaced from adult males in his feudal demesne. The reasons are essentially economic: men are needed to provide food and other services and, while 100% replacement would be possible, the delicate economy of the barely efficient fiefs would be totally shattered. Furthermore, several disastrous battles would so decimate the manpower that the next generation would be far smaller.

Replacement troops are always rated as Type "D" Green forces until the year has passed and the upgrading season is reached. Replacements may be called up at any time during the spring, summer, or fall, but no more than 20% may be called in a year.

5.4.2.8.3 Mercenaries

No more than 20% of the total force possessed by a player may be Mercenary in nature. To hire Mercenaries, a Lord must "negotiate." Negotiations involve paying 1-3 months' pay in advance to secure the arrangement (that is, to bribe the Captain of the Free Company to commit his troops to service). A Mercenary Company typically is comprised of up to 25% Type "A," 25% Type "B," 40% Type "C," and 10% Type "D" troops. Casualties may be replaced by promotion from lower grades of experience in the winter upgrading period as for Feudal troops. Recruits may also be found up to 20% of the Company's strength, with half being Type "C" and half Type "D" troops. Recruitment takes place in winter or early spring.

5.4.2.8.4 Replacement Weapons

When new troops are raised or upgrading of arms is necessary, weapons have to be bought. The following prices are based upon the manufacture of the arms inside the demesne of a Lord by his own armorers. Mercenaries not in service will pay an additional 50% for weapons.

Type	Cost/man	Cost/20 men
Heavy Lance	15 sp	12 gp
Light Lance	10 sp	8 gp
Cav. Spear	10 sp	8 gp

Pike	15 sp	12 gp
Pole Arms	10 sp	8 gp
Javelin	7 sp	6 gp
Heavy Weapon	75 sp	30 gp
Light Weapon	50 sp	20 gp
Mixed SSH	20 sp	16 gp
Mixed PC(L)	35 sp	28 gp
Mixed PC(H)	50 sp	40 gp
Mixed PL	35 sp	28 gp
Peasant Arms	5 sp	4 gp
Short Bow	25 sp	20 gp
Long Bow	75 sp	60 gp
Composite Bow	125 sp	100 gp
Lt. Crossbow	75 sp	60 gp
Hv. Crossbow	150 sp	125 gp
Elvish Bow	200 sp	160 gp
100 Arrows	20 sp	16 gp
100 X-bow Bolts	30sp	25 gp

100 Arrows or Bolts = 5 "flights" of missiles in combat. Adequate supply of arrows and bolts is necessary for combat efficiency.

5.4.2.8.5 General Field Costs

In addition to armor, weapons, and training, other costs may be incurred. These include providing food and fodder, hiring blacksmiths and armorers to maintain armor, weapons, and horses, etc. Such costs are borne by the vassals for the 60 days of feudal service and by the Lord thereafter. The Lord must pay for his personal troops, however.

Type	Cost/man	Cost/20 men
Infantry	1sp	1 gp
Cavalry	3 sp	2 gp
Chivalry	5 sp	4 gp
Animals	1 sp	1 gp
Physicians	5 cp	4 sp

A special cost is that borne when Mercenary troops are included in the army. Mercenary Companies are on 1/4 pay when on long-term service, taking most of their pay in the form of maintenance. When in the field, they revert to full Pay.

5.4.2.8.5 Military Engineers and Artificers

Troops trained to build and operate siege engines are



specialists. If Feudal troops, they obtain full pay the moment they take to the field. If they are Mercenaries, they receive pay as Type "A" troops + 50% so long as they are in the service of a Lord.

Only 1 military artificer will be found per 20 men in Feudal service, and 2 will be found per 20 Mercenaries. Artificers are rated as MI infantry but receive HI pay + 50%. Small siege engines require crews of 5 artificers, and large ones need 10. Military Engineers are classed as Command Figures and receive 1 GP plus an additional 1 GP per Command Level (CL) they possess. They are accorded rank equal to Knights. For purposes of command, a Military Engineer is required to command forces with more than 40 artificers. Generally, one Military Engineer will be present in a Mercenary Company (random roll for Command Level on 1-6 die, with 6 not counting). There is also a 10% chance per 100 Knights, Sergeants, and Men-at-Arms in a Lord's service that one has the talents of a Military Engineer, with a random roll for Command Level. Check once for each 100 men of these types.



5.5 Battle Scales

5.5.1 Frontages

The following guidelines should be followed when mounting figures on bases and spacing them on the battlefield:

Frontage of Figure in Formation

Type of Unit	Base	Close Order	Normal Order	Open Order	Depth
Light Infantry	20mm	20mm	25mm	30mm	15-25mm
Medium Infantry	15mm	15mm	20mm	25mm	15-20mm
Heavy Infantry	15mm	15mm	20mm	25mm	15-20mm
Light Cavalry	20mm	20mm	30mm	35mm	40-50mm
Medium Cavalry	20mm	20mm	30mm	35mm	40-50mm
Heavy & Armored Cavalry	20mm	20mm	25mm	30mm	40-50mm
Trolls & Giants	25mm	25mm	30mm	35mm	25mm

5.5.1.1 Scales

Ground scale is 1 : 400, with 2.5mm = 1m/yard or 1" = 10m/yard.

1 25mm figure usually represents 20 men. Dwarves, Haeflings, and Goblins have 30 men per figure, but only Dwarves count these as having an effective basic strength of 30. In the Case of Giants and Trolls, only 10 men are represented, with each man having a basic strength of 6 or 60 for the figure.

1 siege engine or wagon figure represents 4 engines or wagons.

1 turn represents a real time period of 10 minutes, but for purposes of game play, each turn represents an hour. Time is expanded to keep games in realistically playable limits.

1 movement phase represents a real time period of 3-5 minutes, but for purposes of game play, each phase represents 30 minutes.

5.5.1.2 Smaller Scale Battles

If players are conducting operations on a smaller scale, as when fighting Baronial armies, a 1 : 10 scale can be used without modifying the movements or ranges. Each figure will represent 1/2 its normal strength: 10 men, not 20; 2 war engines, not 4; and so on. The Commander Rule may be modified to permit senior Knights to lead Knights. Minor inconsistencies will result, but the battles still prove to be playable and balanced.

Casualties need not be halved. Simply rate each figure at double its normal value.

5.5.2 Equipment

Players will need the following equipment:

25mm miniatures.

Rulers: Metric rulers marked in millimeters are preferred, but inch markings can also be used.



Dice: 1d100 percentage dice, and several ordinary 6-sided dice and several marked 2-3-3-4-4-5. The special dice can be manufactured from ordinary dice by painting over the sides, then painting in new pips. The surface can be protected by coating with several layers of Urethane or other clear plastic paint. These specialized dice can also be purchased from a few suppliers. The special dice are used for Regulars and Mercenaries, and the ordinary dice for all others.

Pencil and Paper: For recording troop data, orders, and casualties.

5.5.3 Movement Rates

The following table contains the maximum distances which troops may move in clear terrain. Maneuvering, changing formations, and terrain features may slow movement. The ground scale is 1 : 400 or 2.5mm = 1m or 1 yd. Those players preferring measurement in inches can use a scale of 1" = 10 yds. For ease of conversion, the movement distance in meters/yards is given in brackets and conversion to inches can be made by dividing the distance by 10.

Type	Order	Normal Move	Force March	Charge
LC	Close	150mm	300mm	400mm
	Normal	200mm	400mm	500mm
	Open	250mm	500mm	650mm
MC	Close	150mm	300mm	400mm
	Normal	200mm	375mm	475mm
	Open	225mm	450mm	600mm
HC	Close	150mm	300mm	400mm
	Normal	200mm	375mm	450mm
	Open	225mm	450mm	550mm
AC	Close	150mm	300mm	400mm
	Normal	200mm	375mm	450mm
	Open	200mm	450mm	500mm
Mount Inf	Normal	200mm	350mm	400mm
	Open	200mm	375mm	450mm
LI	Normal	200mm	250mm	275mm
	Open	225mm	275mm	300mm
MI	Close	150mm	200mm	200mm
	Normal	150mm	200mm	225mm
	Open	200mm	250mm	275mm
HI/HAI	Close	150mm	200mm	200mm
	Normal	150mm	200mm	225mm
	Open	175mm	250mm	250mm
Elves	Close	200mm	250mm	250mm

Normal	200mm	275mm	300mm
	Open	250mm	300mm
Trolls	Normal	150mm	250mm
	Open	175mm	300mm
Giants	Normal	200mm	300mm
	Open	250mm	350mm
Goblin Wolves	Normal	150mm	350mm
	Open	200mm	425mm
Transport	150mm	200mm	
Mule train	175mm	250mm	

Lt. War Engine 150mm + 25mm if 4 additional horses or 20 men

Hy War Engine 100mm + 24mm if 8 additional horses or 40 men

Barding reduces Cavalry movement by 50mm if light or medium horse are so protected. Heavy cavalry horses are slowed by 25mm. Armoured cavalry mounts are capable of carrying barding without penalty.

Transport typically includes 5 wagons or carts drawn by 2 mules, horses, or oxen.

Light War Engines (4 per figure) are pulled by 8 draft animals; heavy engines by 16. Thus Light Engines require 24 animals per figure and Heavy Engines need 48. Speed can be increased slightly adding the number of animals or men per engine, as indicated above.

5.5.3.1 Terrain Features

Open Terrain: flat ground presenting no significant obstacles to visibility, movement, or missile fire.

Open Woods: scrubland, orchards, etc., restricting movement, visibility, and effects of missile fire.

Dense Woodland: extensive undergrowth and severe restriction of movement, visibility, and effects of missile fire.

Rolling Hills: slopes of a gradient insufficient to impede movement but blocking view from lower ground and giving troops occupying them a height advantage in combat.



Water: Small streams are fordable all along their length. Rivers can be crossed only by boat, bridge, swimming, or fording. The banks of water obstacles impede movement but offer no cover and troops crossing water or banks are downhill to any enemy on land.

High Banks: steep slopes along streams, rivers, etc., which impede movement.

Cliffs: very steep slopes which greatly impede movement. Perpendicular cliffs must be scaled with ropes.

High Hills: slopes are steep and impede movement considerably. Otherwise, they are like low hills.

Bridges and Linear Barriers: all bridges and obstacles of considerable length such as low stone walls, top of battlements, hedges, etc., impede movement. Bridges are often only 1 figure wide. Low walls and hedges provide cover and limit visibility and missile fire. Battlements provide extensive cover and reduce missile effects severely. They must be climbed using stairs, ladders, or ropes.

Muddy Ground: any terrain feature heavily wet by rains. Charges are reduced by 1/3 and normal movement by 1/2. Cavalry will take casualties from bad falls and overriding fallen troops.

Marshes: soft, water-covered ground which impedes or even prevents movement. Marshes can either be open terrain or open woods filled with reeds, tall grasses, and trees.

5.5.3.2 Visibility

As long as the line of sight is unobstructed, visibility in clear weather is unlimited.

Rolling hills, high hills, and linear obstacles may completely conceal the presence of troops unless they show themselves in line of sight.

Open woods restrict visibility to 150mm and troops concealed on the edge will not be seen until approached to within 200mm.

Dense woodland restricts visibility to 75mm and troops concealed on the edge will not be seen until approached to within 100mm.

Fog may act either as open or dense woodland in effect. Troops charging through fog at a speed faster than the maximum visibility will not be able to avoid obstacles that suddenly appear before them 30% of the time.

Missile troops firing from a wood automatically give away their position. Missile fire in fog is impossible beyond the range of maximum visibility.

Buildings and fortifications completely block visibility unless troops show themselves in windows or doors or over the battlements. Arrow slits in towers provide total cover.

5.5.3.2 Effect of Terrain on Movement

Terrain Effect of Terrain

Open Terrain: All troops, transport, and siege engines move at normal speeds.

Roads All terrain effects negated except Mud (unless all-weather road).

Open Woodland Infantry may march in normal or open order at full speed. Cavalry and Infantry in close order move at 1/2 speed. Transport and siege engines are restricted to roads and tracks.

Dense Woodland All infantry must move in open or normal order at 1/2 speed. Cavalry, transport and siege engines are restricted to roads and tracks.

Rolling Hills All combat troops are unimpeded. Transport and siege engines move at 2/3 speed.

Rivers, Streams and Moats If wading is possible, all movement is at 1/2 speed. If fording is possible only by swimming, only Light Infantry and Cavalry troops may cross at 1/5 speed (no charge or forced marches)

High Banks All Light and Medium Infantry lose 25mm of movement. All heavy Infantry and Cav-



ally lose 50mm of movement. Transport and siege engines require 1 phase at the bank to move.

Cliffs All Light Infantry climb or descend at 1/3 speed. All Medium and Heavy Infantry climb or descend at 1/5 speed. Cavalry, transport and siege engines cannot cross this terrain.

High Hills All Infantry move at 1/2 speed upslope. All Cavalry moves at 1/3 speed upslope. All transport and siege engines move at 1/4 speed.

Bridges and Linear Barriers Infantry deduct 50mm from their speed when crossing. Cavalry deduct 50mm at normal speed and 1/4 speed in charge. Transport and siege engines may cross only at bridges and gaps.

Fortifications All infantry deduct 50mm at top of battlements. Cavalry, transport, and siege engines may cross only through gates.

Sharpened stakes All troops cross at 1/2 normal speed. Charges are not possible. The troops must halt one phase in front of the barrier. Transport and siege engines may cross only through gaps.

Scaling Walls All Light and Medium Infantry require 25mm to climb 10 feet. All Heavy Infantry require 50mm to climb 10 feet.

Stairs All Infantry require 25mm to climb 10 feet. (Single file movement)

Muddy Ground All charges reduce by 1/3 speed and all normal movement by 1/2 speed.

5.5.4 Formations and Movement

The battle is fought in a series of turns. Movement is taken in turns of simultaneous action and each turn of movement/combat takes place in two phases. The sequence of play is as follows:

1. Determination of return of troops voluntarily off the battlefield.
2. Writing of turn orders.
3. Announcement of all intended charges in the first

phase.

4. Movement of all charging units after they test morale.
5. General movement.
6. Missile fire and casting of magical spells.
7. Morale tests as a result of missile fire, including the reaction of neighboring friendly units.
8. Pre-melee morale checks.
9. Melee.
10. Post melee reaction of troops.

When this sequence is completed, the second movement/combat phase occurs. The operations described in #2 to 9 are repeated. At the end of the second round of melee, the following operations are performed:

11. Post-melee morale tests.
12. Post-melee pursuit determinations and free facing.

5.5.4.1 Formations

All units are, by definition, formed bodies of troops and must have a set formation. The following formations are possible:

Battleline: All figures in the unit are facing in the same direction and are in normal or close order. The line may be two figures deep if Light Infantry, three figures deep if Medium or Heavy infantry, and four figures deep if Armored or Heavily Armored Infantry. The battleline will be relatively straight.

Positional Battleline: All figures in the unit are facing in the same general direction but the battleline has been bent to conform with terrain such as hills and woods in order to keep the entire unit within the confines of the terrain. Otherwise, like a Battleline.

Skirmish Line: A single rank of figures extending in open order. All figures in the unit are facing the same direction. A skirmish line is never used to attack close order troops and will fall back when attacked.

Column: All figures are facing in the same direction. The column is deeper than the Battleline and always moves in normal order.



Column of March: When travelling along a road a unit will assume a width to conform with the width of the track they are following. A Column of March will be one to three figures wide and as deep as is necessary to maintain unit integrity. A Column on the march is always in open order unless Heavy, Armored, or Heavily Armored Infantry, which may be in normal order.

Defensive Square: All figures in the unit are facing outward from a common center, with the lines not deeper than prescribed for a Battleline. Since a defensive square is used only in moments of grave peril or when facing an immediate attack by massed cavalry, a morale test is required by all infantry not of Type "A" or "B" status.

5.5.4.2 Change of Formation or Facing

A unit may perform one of the following functions in each phase of the movement turn:

Change Formation and/or Density: A unit may change from one formation to another. Also, a unit may change density from open, normal, or close order. Half of the movement will be lost in such a maneuver and charges or double-time marching are impossible that phase.

Change Facing: A unit may change the direction it is facing at a cost of one-quarter of its movement per 90°; the unit turns, then move the remaining distance.

Advance: A unit may advance to the limit of movement allowed.

Fall Back: A unit may fall back its normal move distance without turning its face from the enemy.

Retreat: A unit may turn away from the enemy and fall back its full charge move or it may turn away from the enemy, fall back one-half its movement and turn around again (50% of the time if it is pursued). The unit must double-time to do so.

Rally Back: Cavalry may fall back its full normal move to regroup of a charge if repulsed in its previous attack. It can rally back at gallop speed if it desires. It always turns in time.

Wheel: A unit may pivot on the end of one flank or another (or along any point in between if attempting to move around the flank of an enemy unit it is overlapping or to conform to terrain features). A Wheeling maneuver sees the pivot point remain stationary while the farthest flank moves up to its maximum allowable distance without breaking the line.

Rout: An immediate breaking of formation and general retirement to the rear without any thought of further disciplined action. The unit will be in open order, with backs to the enemy, and routs at the double.

Dismount/Mount: Mounting or dismounting and deploying takes one-half the movement of a cavalry or mounted infantry unit to a maximum of 150mm (60m/yd). When mounting, cavalry are unable to charge or gallop in the same movement phase. One figure in ten holds mounts.

Stand: A unit may choose to do nothing in the way of movement. An unformed or disordered unit may restore some semblance of formation to its ranks by standing and sorting out the mess. This is especially true of Type "C" and "D" troops which are not trained and drilled enough to reform on the move.

5.5.4.3 Disorganization

A unit becomes disorganized and is unable to execute movement or melee or fire missiles effectively when one of the following conditions exists:

1. Troops have undertaken a "forced march."
2. Troops are crossing sharp ridgelines, linear obstacles, wading or swimming, climbing cliffs, or scaling walls with ladders and ropes.
3. Cavalry has been charged while standing.
4. Troops have been charged in flank or rear while changing formation or engaged frontally in close combat.
5. Troops have lost a commander who was captured or killed in the previous phase.
6. Troops have not been able to rally after a rout, pursuit, melee, or charge that was unsuccessful.

Disorganized troops move at 2/3 normal speed and



may melee or fire missiles from the front rank only. Disorganization lasts so long as the conditions causing it continue. If disorganized and pushed back as a result of close combat, the troops will also be disorganized in the subsequent phase.

5.5.4.4 Rallying

Often the completion of a melee, a pursuit, an unsuccessful charge, or a rout troops will need time to rally and reform ranks. While they are rallying, they may advance only if they are Type "A" troops and led by a Commander of CL 4 or 5. Otherwise, they are able to stand or retire at normal speed. Until they have rallied and reformed all missile fire and close combat is conducted as if they were disorganized troops. The time taken to rally is given in phases and depends upon the training and experience of the troops affected:

All Cavalry not belonging to Elite or Veteran Chivalry will require 1 extra phase to rally and reform if they had charged into a melee.

5.5.4.5 Passage Through Friendly Units

All sub-units of a formation may pass through any other units of the parent formation without movement penalty so long as the unit that is interpenetrated is in normal or open order.

If in close order, the units passing through lose 25mm of movement for each rank of figures passed through. If passage is not completed and the formation is attacked in melee, treat the formation as disorganized.

In all other cases, interpenetration is possible only if a unit has "broken" and routed during close combat or had failed a morale test. Lighter troops may not pass through formations of heavier friendly troops unless the heavier unit is in open order.

5.5.4.6 Forced Marches

Infantry in open order may march "at the double" on alternate turns for both phases of the turn. Marching at the double causes the troop to become "windied" and fatigued. The troops are "tired" during the last phase of the forced march and in the first phase of the subsequent turn. Tired troops move at 1/2 speed, cannot charge, and fight with impaired efficiency.

Cavalry and Light Infantry may gallop or march at the double in one phase of each turn without becoming fatigued. The march must be made in open order. If the forced march is made in both phases of the turn, only Type "A" or "B" Cavalry will not become "tired." Even Type "A" troops will be fatigued if the forced march is performed in three successive phases without a rest phase in between.

Type "A" or "B" Elves and Dwarves are considered as equivalent to Cavalry of equal training and experience when forced marching. The condition of such infantry is superb and thus a fatigue situation is averted.

5.5.4.7 Charging into Melee

A "charge" is any move intended to bring troops rapidly into close combat with the enemy in the phase in which it is executed. A charge must be announced prior to all other forms of movement. In a charge, troops move their normal distance, then all missile firing and morale tests are determined, in that order. The charge bonus is then added to the move and, if contact is made, "impact" results are determined for the shock of the charge as it meets the enemy line.

Charges must be announced against a specific enemy, as stated in orders. The enemy must be within reach of a charging unit and visible to it at the beginning of a movement phase. If the unit does not make contact with the enemy, it will nevertheless continue to the limit of its charge distance. It should be noted that measurement of distances prior to charging is not allowed.

All troops defending against a charge must stand, evade the charge, or countercharge. A countercharge may be declared after the attacker has announced a charge, and it may be executed after the troops involved have completed their reaction time. If the charging enemy makes close contact before the reaction period is over, no countercharge can be launched. Also, if the charging troops reach the enemy within the normal movement distance, the defenders do not have time to fire missiles and neither side is required to test morale prior to melee.



Mounted Infantry may charge a position in order to dismount and seize it or else deploy and attack. Cavalry may similarly charge and dismount to make an attack on foot.

5.5.4.8 Skirmish Lines

A skirmish line may be established by any class of troops. The line is formed in single rank, with open order frontage. The line is “transparent” to missile fire directed from troops behind the skirmish line to targets in front of the skirmishers. Skirmishers will engage advancing enemy forces with missiles and even meet them in close combat so long as the enemy is in normal or open order. Skirmishers will always evade close order troops if they are of any equal or heavier class.

Skirmish lines formed by Light or Medium Infantry can turn away and evade a charge or melee attack so long as the enemy is not mounted or equal or faster in movement if infantry. A cavalry skirmish line can evade any attacker not equal or faster in movement.

Evading skirmishers can move up to their full movement distance directly away from the attack and are able to complete that movement facing the enemy. However, if the evading skirmishers fail to outdistance pursuit they are caught with their backs turned. Only Heavy Infantry and Heavy or Armored Cavalry skirmishers will stand or countercharge in the face of an attack; Medium and Light Infantry will always evade superior forces.

Missile armed troops who are not able to fire “all around” will be unable to fire during an evasion maneuver.

5.5.4.9 Retreat and Withdrawal

A unit may voluntarily retire away from the enemy up to its full charge move or it may fall back 1/2 the distance and turn around again (50% of the time if it is pursued by the charging or advancing enemy). The unit falling back must “double time” to do so and will “break” if contacted by the enemy unless Type “A” or “B” troops. This is a controlled retreat in the face of the enemy.

A unit may fall back its normal movement distance without turning its back to the enemy. The maneuver can be used if there is sufficient reaction time when receiving a charge by the enemy, but 1/2 the distance fallen back is counted toward being “pushed back” if the unit loses a melee.

Cavalry may always rally back its full normal move to regroup for a charge if repulsed in its previous attack. This rate can be increased to gallop speed if desired. The Cavalry always have time to turn back toward the enemy before it stops unless the enemy is of an equal class of mounted troops and pursues. Rallying Cavalry may turn and countercharge pursuing (charging) infantry or lighter cavalry. However, if heavier cavalry is pursuing (charging), the rallying force will “break” if close contact is made before the reaction time elapses.

5.5.4.10 Reacting to Enemy Action

Troops are able to use their initiative and common sense to counter a situation not fully anticipated in their orders or a “surprise” situation forced upon them by a concealed enemy. Reaction requires time, however, and the reaction times vary considerably for troops of different levels of training and experience. The nature of the situation also affects reaction time:

Expected actions by the enemy (covered in orders or considered likely under the circumstances) usually are subject to quick reaction. When the enemy is seen at the beginning of a movement phase or his presence in some concealment has been previously observed or else suspected in orders, reaction times of Type “A” and “B” troops are immediate, Type “C” troops require 1/3 move, and Type “D” troops require 1/2 move.

Surprise actions by an enemy suddenly appearing within charge distance, revelation of an unexpected charge, fire by previously concealed missile troops, etc., increase reaction times. Type “A” and “B” troops require 1/4 move to react, while Type “C” troops require 1/2 move, and Type “D” require a full move.

While a unit is “reacting” to the new situation, it will continue to follow orders. It cannot change direc-



tion or speed of march if moving, begin to move if standing, change formation or facing, or engage a new missile target. Only after the indicated reaction time has elapsed may it make any alteration in tactics to meet the threat.

Type “D” troops are rated as Green or Poor, and they consequently “break” on a die roll of 1-5, and “rout” on a 6 result taken on a 1-6 die whenever the enemy makes contact before the reaction period is completed. Type “C” troops immediately check morale with -3 morale points. Type “A” and “B” Troops check morale at the conclusion of the melee with -2 morale points if they lose the fight.

To make the “surprise” rule fully effective, a Referee is essential. The Referee will map the battlefield and plot the movement of all troops not visible to the opposing side. The figures belonging to the concealed units will be placed on the battlefield only when they become visible to the other side’s troops. The Referee might give clues at times by remarking that a cloud of dust, etc., has been observed behind such-and-such a hill by scouts, etc., if weather and terrain conditions are appropriate; or that a glint of sun on metal was seen at the edge of some woods.

5.6 Issuing Orders

5.6.1 General Orders

Before the start of an engagement, the Army Commander issues general written orders to each Battle in his command, outlining its overall tasks and objectives. Each Battle Commander also issues orders concerning order of march and the deployment of each of the Feudal Units in his Battle. It may be assumed that Units and Sub-Units will act on their own initiative within the framework of general orders for the duration of the action, unless further orders are received.

5.6.2 Dispatching Orders

All changes in orders and new orders may be carried in writing by a mounted messenger who gallops at open order speed to deliver it to the Commander for whom the orders are intended. Prearranged trumpet or flag signals may be given to Battle Commanders and any Type “A” or “B” troops. Trumpet signals will

be received up to 1500mm if noise and confusion is minimal in the intervening area or 750mm if noise or confusion is at a high level. Signals will be received and understood 75% of the time and must be simple orders to “Charge,” “Fall Back,” etc.

5.6.3 Army Commanders

Army Commanders may issue new orders concerning any matter they can see or received a report about, with 1 phase being taken for writing the order, at least 1 phase for the dispatch rider to deliver it, and 1 phase for the Battle Commander to read the order. Signals take 1 phase to be transmitted and received. Any Army Commander normally gives orders only to a Battle Commander, but if the troop of a Battle are all Mercenary or Regular troops, orders may be sent directly to Unit and Sub-Unit Commanders.

5.6.3.1 Battle Commanders

Battle Commanders may issue new orders concerning any matter they can see or received a report about, with 1 phase being taken for writing and transmitting the order if the sub-Unit in question is within 250mm. If the distance is greater, messages are sent as outlined for Army Commanders.

5.6.3.2 Uunit Commanders

Feudal Unit Commanders issue orders in the same fashion as Battle Commanders.

5.6.4 Loss of Orders

Whenever troops are routed in combat, have advanced as a result of disobedience to their orders, or the orders have become inapplicable to the situation developing around them, they have “lost” their orders and must test morale. If morale remains high, the Unit Commander may write his own orders, anticipating the wishes of his superiors. If the troops fail in morale, they will either stand or fall back, depending whether or not they are in the battleline or positioned to the front of it.

5.6.5 Limitations on Orders

Battles and Units may be ordered to move to or occupy positions they see or know of from maps (which are notoriously inaccurate). Units may change formation and density at will so long as they do not



violate orders or come into conflict with game rules. Orders are followed until changed by the orders of a higher ranking Commander, a morale test, or disobedience by a Unit Commander. In the case of player-character Commanders, any time a player disapproves of his orders he may take an obedience determination to see if he will take matters into his own hands.

Orders should be limited to about 25 words each, and a time limit should be set for the writing of orders at each level of command. It is too bad if not all the Units receive order changes, but such is the problem of staff work! Commanders should work out some system of fast order writing to avoid wasting time.

5.7 Battlefield Command and Organization

By modern standards Feudal armies were organized in a loose, almost haphazard manner. Each army was divided into several "Battles" generally two to four. These were, in turn, sub-divided into a number of tactical units.

The structure of an army is largely dictated to the field commander, however highly ranked he may be. There can be no arbitrary shuffling of men around to obtain well-balanced formations. Troops served out of a sense of personal loyalty and obligation as vassals sworn to follow their Feudal suzerain. Lord and vassal were linked by an intense personal bond arising from the very nature of Feudal life. A Knight knew every person on his manor, and the higher nobility knew their vassal Knights and even a good number of their vassals' vassals. A Feudal lord regarded his vassals as his men by divine right and bitterly resented giving them over to the personal control of anyone not in his service or in the service of his liege lord. The vassals matched the lord in bitterness whenever a "stranger" usurped the place of their "true and rightful liege." They saw no recognizable relationship with a commander brought in from outside: he was not their liege lord from whom rewards would flow for good and valiant service. He was not concerned with their welfare and safety. Thus Feudal troops fight best under the leadership of their direct feudal superiors.

To reflect this fact of Feudal life and warfare, troops may be grouped only under the leadership of their own lords or their representatives. Units composed of such troops may be commanded by the vassals of their rightful lord or else his own suzerain. Any other arrangement reduces their morale by one training and experience level (eg: from Type "A" to Type "B") and makes them subject to "disobedience" as if their lord was there.

The forces of several Feudal lords may be combined, however, with the lord with the highest social status commanding the Army or "Battle." Nevertheless only the liege lord of the troops can command their highest loyalty and performance. Furthermore, lords are very independent and jealous, and they will often show "disobedience" to orders if they see fit to do so if they are not commanded by anyone in a direct Feudal relation to them (ie: a liege lord and vassal relationship).

Players given to an "orderly" and meticulously "planned" approach to wargaming will be driven to the limits of frustration by the intractability of their sub-commanders, who quickly take on a life of their own and thwart the best plans of the finest table-top generals. The frustration will become borderline psychotic if the players also choose to interfere with customary Feudal Order of Battle and deploy troops without regard to the Feudal chain-of-command between liege and vassal. If there is always a "fog of battle" over a killing ground, the Feudal Armies might be said to have marched and fought in pea soup.

5.7.1 The Army

A Feudal Army is a large force composed of the troops of several Barons and titled Nobles. The Army will be led by a Command Figure who outranks all other lords in the Army (if he is of equal rank to another, the Commander is the one with the largest holdings

and numbers of troops). The Army is then sub-divided into at least two "Battles."

5.7.2 The "BATTLES"

A Feudal "Battle" is composed of the forces of at least one Baron or titled Noble. It may contain K, F,



and M troops. “Regular” troops of Mercenaries or Civic Militia can be led by a Captain appointed by the Army Commander, but the Captain will take his orders directly from the “Battle” Commander.

5.7.3 Feudal Units

A “Battle” may be divided into a number of Feudal Units corresponding to the Barons and titled Nobles and their vassals and Mercenaries. Each Unit is under the personal command of its liege lord or his representative.

5.7.3.1 Feudal Sub-Units

A feudal Unit may be sub-divided into a number of smaller formations, each commanded by a leader designated by the liege lord--invariably a trusted vassal.

5.7.3.2 Mercenary Battles

If finances permit, an entire “Battle” might be formed of Mercenaries, Regulars, and Civic Militia. Such a force will follow the orders of its Captain, who will behave as if he were an independent lord. Such a Captain will have an effective status in the “Battle” of an Earl, Count, or Marquis, depending on the size of his command.

5.7.3.3 Elves & Dwarves

Elvish and Dwarvish troops will not serve under the command of anyone not of their race. They will accept a loose relationship to a human Army Commander, but will conduct their operations in the manner they see fit. Leaders of such troops always assume a rank of equality to the Army Commander, whatever the actual facts may be.

5.7.3.4 Monsters

Monsters are given classifications as K or F troops and must be deployed and commanded accordingly.

5.7.4 Troop Classification

All troops will be classified under one of the following headings:

1. Skirmishers: LI and MI, LC, MC, or HC. Troops so designated may operate in a skirmish line and attempt to evade charges and advances directed against

them. However, Light and Medium troops so designated will charge and melee in normal or open order. Skirmishers are armed with SSH and light Melee weapons only.

2. Missile Troops: Formations composed entirely of Archers or Crossbowman. Such troops will not employ charge tactics and are prone to retire or retreat when charged unless protected by Shock Troops or prepared defenses. Only Type “A” and “B” Missile Troops or those in HI armor will charge an enemy.

3. Shock Troops: All units armed with Shock and Melee weapons as their primary armaments are classified as Shock Troops. They may charge or melee in close order. Skirmishers will always attempt to evade such troops.

5.7.5 Social Classes

The class one belongs to has assumed a major place in Chivalry & Sorcery, so it is fitting that distinctions be carried onto the battlefield for command purposes.

1. Dukes are the highest status figures on the battlefield. They are followed by:
2. Marquises.
3. Counts and Earls.
9. Barons. Demonic Infantry may be rated at this level for morale tests.
5. Bannerettes.
6. Knights. Elves, Dwarves, Nordic Berserkers, Trolls, and Giants are also included.
7. Mercenaries, Type “A” and “B” Feudal Regulars.
8. All Type “C” Feudal troops.
9. All Peasants, forced levies,

The Marshall of the Realm is always rated as a Duke, no matter what title he holds, as is the King or the Crown Prince.

5.7.6 The Field Commanders

There are eight different ranks for Field Commanders. Except for Dukes and Marquises, who may exercise some control over their Feudal Equals, all Commanders can expect to exert authority only over those below them in the Feudal Hierarchy:



The “CL” or Command Level may be computed by rolling a 1-6 die and not counting the 6 results. Mercenary, Sergeant, and Civic Regular Commanders are professionals and roll a 2-3-3-4-4-5 die. Military Engineers are treated as Mercenaries and add 1 pip to the die; they are really all-around soldiers and leaders. Orcish and other low-quality monsters subtract 1 pip from a 1-6 die roll. Determination of the quality of non-player leaders is made after all of the required leaders have been designated. If high-ranking leaders will appear again in the campaign, the determination will be permanent and should be recorded.

Player characters may compute their “CL” merely by dividing their Military Ability Factor by 2, and rounding up or down to the nearest whole number. A Military Ability of 11 or 12 is possible, giving a CL of 6!

Mercenary Captains can be of varying rank. To determine rank, roll a 1-6 die and add one to the total. Then count upward on the table to the indicated command rank. They can command Knights, but not nobles of Bannerette rank or higher unless they are nobles themselves (35% chance if Bannerette rank or higher is rolled).

Knights can be mixed with other types of troops provided they are not of an equal grade of training and experience.

Mercenary and Regular Feudal Infantry and Militia have a built-in “CL” of 1, reflecting their chain-of-command. MI, FRI, and CRM units add their “CL” to that of their leaders.

Subordinate Commanders: Lower ranking Commanders (Barons, Bannerettes, Knights are able to exercise authority over a limited number of subordinates. If he has a number of subordinates greater than his limit, he reduces his “CL” by 1 for each additional sub-Commander present in his Feudal Unit.

Cost of Commanders: To establish a “natural” limitation on the number of Commanders available, each Commander requires additional pay to maintain himself and his entourage.

Military Ability: All player characters have Military Ability scores. Non-player types can determine Military Ability by doubling their “CL” score. The Military Ability Factor is used primarily at the strategic level.

Fighting Ability: Command Figures are composed of Type “A” troops of superior ability. Sergeants count as two figures and Chivalry as three figures when computing Shock and Melee effects in attack, and add +10 to their effective strength in defense.

5.7.7 Commander's Character

The nature of the Commander as a person is perhaps one of the most important factors governing the handling of troops. This is particularly true of the Feudal Chivalry, whose impetuosity and plain stupidity at times launched such brave and disastrously glorious charges like Agincourt and Crecy. The question always must be: “Yes, but will he obey orders?” The answer will not be known until a leader makes his first “insubordination determination” in battle. Only after leaders are assigned their units will his Character be assessed;

Commander's Character Type	%Chance
Effect of Character on Obedience to Orders	
Self-disciplined:	1-10%
-2 on all obedience determinations.	
Cautious, thoughtful:	11-10%
-1 on all obedience determinations.	
Average: tends to obey	21-50%
No special effect on obedience det.	
Independent:	51-60%
+1 on all obedience determinations.	
Headstrong:	61-70%
+2 on all obedience determinations.	
Excitable, impetuous:	71-80%
+1 and does not subtract “CL” on obedience determinations	
Vainglorious and rash:	81-90%
+1 and does not subtract “CL” on obedience determinations	
Eager for glory, rash, and	91-100%
+2 and adds “CL” to obedience determinations. generally insubordinate:	
This “fire-eater” can ruin you or the enemy!	



% Die rolls are modified by the following factors:

- +5% if a Knight or Noble
- +5% if "CL" is 1 or 2.
- +5% if a Dwarf
- +30% if a Monster
- +5% if an "heir"
- 10% if a Mer. Captain
- 10% if an Elf
- 15% if a High Elf
- 10% if "CL" = 5

Character determinations are permanent and should be recorded for all player and non-player characters who will appear later in the campaign.

5.7.7.1 Insubordination Determination

Feudal Commanders tended to become carried away in the excitement of battle and often over-stepped their orders. The first time a "Battle" or "Feudal Unit" finds itself in charging distance of the enemy, its Commander must make an obedience determination to see if he will carry out orders or disobey and "take the bit in his teeth." In all subsequent turns, obedience must be checked:

1. Whenever social equals or inferiors are within charging distance.
2. Whenever a unit has suffered 5% casualties from missile fire and the unit is not missile armed or friendly missile troops are not engaging the enemy missile troops, and the enemy is within charging distance.

An insubordination determination is made by rolling two 1-6 dice if K or F class troops and two 2-3-3-4-4-5 dice if Mercenary or Regular troops. The following factors are then added or subtracted from the dice roll and compare the total to the Obedience Result:

- If K or F troops and Type "A" = +5
- If K or F troops and Type "B" = +4
- If K or F troops and Type "C" = +2
- if K or F troops and Type "D" = +1

- If Mercenary or Regular troops and Type "A" = -4
- If Mercenary or Regular troops and Type "B" = -3
- If Mercenary or Regular troops and Type "C" = -2
- If Mercenary or Regular troops and Type "D" = -1

- If upslope of enemy troops = +1
- If enemy presents flank/rear = +2
- If Cavalry and K or F troops = +1
- If enemy is disorganized = +1
- Friendly unit charging on flank = +1

Leader's Command Level ("CL") is subtracted

- If in good concealment = -2
- If in Prepared defenses = -3
- For each secured flank and rear = -1
- Friendly unit retiring within 300mn = -1

Obedience Factor Result

11+ Missile Troops make an uncontrolled advance toward the enemy for 1-2 phases, charging if possible. All Elves included here.

10+ Skirmishers make an uncontrolled advance for 2 phases, charging if possible.

9+ Mercenaries and Regulars make an uncontrolled advance for 2 phases, charging if possible.

8+ Chivalry and Feudal Shock troops make an uncontrolled advance for 2 phases, charging if possible.

Not until uncontrolled troops are within 150mm of the enemy will they check morale. If they fail the morale check, they will then react as indicated by the Morale Results Table. Chivalry and Feudal Cavalry lead by Independent to Vainglorious leaders will not check morale but follow them into the thickest part of the fight.

5.8 The Campaign

The individual battle is part of a much broader campaign. The following factors will represent the conditions affecting the overall fighting efficiency and morale of an Army on the eve of battle, and the results are applied throughout the battle:



STRATEGIC ADVANTAGES

Army is well rested	= +1
Army is well supplied	= +1
Army fighting in defense of the homeland	= +2
Army has defeated the enemy in this campaign season	= +1
Army fighting hereditary enemies seeking revenge	= +2
Army has a fortification to fall back on	= +2
All Mercenaries and Regulars paid two weeks' bonus	= +1
Army has confidence in the leader (Army Cmdr "CL" = 3+)	= +1
Army has total confidence in the leader ("CL" = 5+)	= +3

STRATEGIC DISADVANTAGES

Army force marched to battle	= -1
Army is forced to forage	= -1
Army is unsupplied	= -3
Army has no confidence in the leader (Army Cmdr "CL" = 1-2)	= -2
Army was defeated by the enemy in the past campaign season	= -1
Army was defeated by the enemy in this campaign season	= -2
Army cut off from friendly territory or fortifications	= -2
Mercenaries and Regulars have pay in arrears	= -1
Feudals kept in excess of 60 days' military service	= -1
Feudals unpaid for extra military service	= -3
Planting or harvest season	= -2

The Strategic Advantage is found by subtracting the lower score from the higher. The difference is the Strategic Advantage of the Army with the higher score. The Strategic Advantage is adjusted upward or downward by 1 point for each 10% one side outnumbered the other:

2-5 Morale is good: +1 added to "ML" of all troops.
 6-10 Morale is high: +2 added to "ML" of all troops and +1 to combat determinations.
 11-15 Superbly motivated: +3 added to "ML" of all

troops and +2 to combat determinations.
 16-20 Enemy is "shaken": +3 added to "ML" of all troops and +2 to combat determinations. Enemy deducts -1 from all morale checks.
 21+ Enemy demoralized: +4 added to "ML" of all troops and +3 to combat determinations. Enemy deducts -2 from all morale checks and -1 from all combat determinations.

5.8.1 Morale

Morale is essential to the fighting efficiency of troops and also to their obedience to orders. Morale Checks are made whenever:

1. A Unit has received 5% Casualties from missile fire in any phase.
2. A Unit is charging or is charged by the enemy.
3. At the conclusion of any melee in which a Unit has been pushed back 75mm to 150mm (30m/yd to 60m/yd). If pushed back 175mm (70m/yd), a unit automatically "breaks," and no morale check is necessary.
4. A Unit has "broken" an enemy unit and has the opportunity to pursue the fleeing troops.
5. The Unit Commander is slain or captured by the enemy.
6. The Battle Commander i.e. slain or captured by the enemy.
7. The Army Commander is slain or captured by the enemy.

5.8.1.1 Basic Morale Level

The basic Morale Level or "ML" is computed by adding up all of the following morale factors which are applicable to the unit determining its "ML" and is constant for the battle:

Type "A" troops attacking/defending	= +5
Type "B" troops attacking/defending	= +4
Type "C" troops attacking/defending	= +2
Type "D" troops attacking/defending	= +1
Infantry in full armor	= +1
Feudal Chivalry	= +2
Cavalry in armor	= +1
All Mounted Troops	= +1
Elves or Dwarves	= +2



Nordic Berserkers = +4
 Mercenaries or Regulars = +1

Infantry with 75% pole arms = +2
 Infantry with 50% pole arms = +1
 Infantry with pikes (add to pole arms) = +1

The morale factors are cumulative and the resulting “ML” of the Unit should be recorded as it will be used in all morale “checks,” Shock determinations, and Melee determinations.

Each friendly unit retiring within 500mm = -1
 Each friendly unit routing within 500mm = -2
 10% casualties suffered in previous phase = -1
 Unit under missile fire = -1

The “ML” of a unit may be altered by the death of a Commander. If a Commander is killed, one of the following factors will be added to the basic “ML” of the Unit for the duration of the battle:

Unit disorganized = -1
 Under 25% of enemy strength = -4

Feudal Chivalry seeking revenge = +3
 Feudal Troops seeking revenge = +1
 Nordics seeking revenge = +2
 Mercenaries retiring from field = +1

25-50% of enemy strength = -3
 51-75% of enemy strength = -2
 76-125% of enemy strength = -1
 126-150% of enemy strength = +1
 150%-200% of enemy strength = +2
 201%-300% of enemy strength = +3
 300%+ of enemy strength = +4

5.8.1.2 Checking Morale

Subtract the lower “ML” from the higher. If the difference i.e. less than 5, both Units will check morale. If the difference is greater than 4, the higher Unit is in excellent morale and the lower unit alone checks morale.

Cavalry vs. Infantry = +1
 Infantry vs. Cavalry = -1
 Each unsecured flank = -2
 Threatened rear = -2

To determine the morale of a Unit:

1. Roll One die (1-6 for “K” and “F” troops; 2-3-3-4-4-5 for Regulars and “M” troops).
2. Add the Commander’s “CL” to the die roll.
3. Add the “ML” of the Unit to the total of #1 and #2.
4. Add the value of any of the factors listed below which are applicable to the unit checking morale:

Missile Troops in close combat = -2
 Skirmishers in close combat = -1
 LI or MI facing Cavalry charge = -1
 Feudal Inferiors = -1
 Feudal Superiors = +2
 Unit in open order & charged = -1
 Unit in column of march = -1

Battle Commander personally present = +1
 Army Commander Personally present = +1
 Feudal Unit Commander personally present = +1

Each “secured” flank = +1
 Rear support by friendly unit = +1
 Each enemy unit retiring within 500mm = +1
 Each enemy unit routing within 500mm = +2
 Unit in covering terrain or on hill = +2
 Unit behind field defense works = +3
 Unit in major fortification = +5

Often, troops of several grades of experience will be mixed together. When 50% or more are of a higher grade of training, then the lower grades will check morale at the level of the higher. For example, 10 Type “A” Knights are combined with 9 Type “C” Sergeants. The unit checks as Type “A” Knights. However, if the reverse were the case, each type would check separately.

5.8.1.3 Results of the Morale Check

The total number of morale points is compared to the result in the following table:

Cavalry armed with lance or spear = +1



Chivalry Feudals		Regulars	Mer.	Result
10+	12+	10+	11+	unshaken
6 to 9	7 to 11	6 to 9	5 to 10	caution
5	5 to 6	4 to 5	3 to 5	acts with extreme caution
0 to 4	3 to 4	1 to 3	0 to 2	several shaken
0 to 2	0	0		completely demoralized
-1	-1	-1	-1	morale collapses

Morale Unshaken: Unit accepts and executes orders without hesitation.

Proceed with Caution: Unit will not charge social superiors unless charged. Skirmishers and missile troops will halt at maximum effective range to fire.

Extreme Caution: Unit will not advance aggressively unless Type "A" or "B" AC, HAC, HI or HAI. Shock troops will countercharge. Type "C" and "D" troops will fall back out of range if under missile fire and unsupported by friendly missile troops who are engaging the enemy archers or crossbowmen.

Morale Severely Shaken: Unit will fall back for one phase in good order Chivalry of Type "A" or "B" will countercharge. Shock troops of Type "A" or "B" will meet any charge where they stand.

Except Type "A" or "B" Elves, all missile troops, skirmishers, and Type "C" or "D" Feudals will "break" if charged or in close contact with the enemy. Mercenary and Regular Shock Infantry will countercharge on 1-25%, stand firm on 26-75%, and fall back on 76-100%.

Complete Demoralization: Depending upon the nature of the opposing force, a totally demoralized unit will react in one of the following ways:

1. Feudal Cavalry (not Chivalry) will "break" if charged by or in contact with the enemy and the enemy is at 75% of their strength if infantry and 25% if cavalry. Otherwise, they will retire back one "charge" move and attempt to rally.

2. Feudal Infantry will "break" if charged or in close contact with the enemy and the enemy is at 50% of their strength if infantry and 10% if cavalry. Otherwise, they will retire one "charge" move and attempt

to rally.

3. Mercenary and Regular Infantry will "break" if charged by or in contact with the enemy and the enemy is at 100% of their strength if infantry and 50% if cavalry. Otherwise, they will fall back.

4. Mercenary and Regular Cavalry will "break" if under the same conditions as their Infantry.

Collapse of Morale: Unit is routed and will attempt to leave the battlefield.

5.8.1.4 Role of Unit Commanders in Morale Check

A Unit Commander checks morale for each Sub-Unit in his Unit as long as the sub-Unit is within 250mn (100m/yd) of the Commander. His "CL" is added to the Sub-Unit's morale point total. If a Sub-Unit is "detached" from the parent Unit or the Unit Commander leaves the Unit (is over 250mm away), a Sub-Commander may add his "CL" to the morale points.

If there is no Sub-Commander, the Unit or Sub-Unit checks morale without his "CL". If more than 50% of the figures in a Unit have "broken" or "routed", a Unit Commander must immediately check the morale of his remaining forces.

Battle Commanders check morale for their Battles. When 40% of the forces in the Battle have "broken" or "routed," or when the Battle has suffered 50% casualties, the Battle Commander will check the morale of the Sub-Unit nearest to him. The result affects the morale of the entire Battle Chivalry included. He will also check morale each time an additional 10% casualties are sustained or when a Battle adjacent to his "breaks" or "rousts."

Army Commanders check morale for the Army whenever a Battle is routed from the field by checking the morale of the Sub-Unit nearest to him. The result affects the entire Army.

Battle Commanders may also double as Unit and Sub-Unit Commanders. Army Commander may



double as Battle, Unit, and Sub-Unit Commanders.

5.8.1.5 Death of a Commander

In a Feudal Army, the death of a Commander is a tragedy of grievous consequence. The troops look to their Lord for guidance and encouragement, and his death can be a very shattering experience.

CHIVALRIC COMMANDERS: If a leader of a force of Knights is slain, the unit checks morale as if he were present, adding +1 if Type “B” and +2 if Type “A” to the morale factor total. If a score of 12 results, the unit will retire from the battlefield but will fight an one who gets in their way. If a score of 13+ results, the Knights will range the battlefield seeking revenge for the death of their Lord, never checking morale and adding the +1 or +2 bonus (given above) to all close combat determinations. Elves and Dwarves will react in the same way.

FEUDAL TROOP COMMANDERS: Feudals check morale as do Knights if their leader slain. However they subtract -2 from morale checks if not Type “A” or “B” feudals. If they fail their morale check, they rout from the battlefield. If they seek revenge they add +1 to all close combat determinations and do not check morale for the duration of the battle.

REGULAR TROOP COMMANDERS: All regular units have a built-in chain of command so are never leaderless (+1 basic “CL”). If a Commander was present, his “CL” is subtracted from all subsequent morale checks until replaced by another Commander Figure.

MERCENARY TROOP COMMANDERS: All Mercenary units have a built-in chain of command like Regulars. When a Mercenary Commander is slain, the unit will withdraw in good order from the battlefield and will aggressively engage anyone who attempts to stop it. It takes no more morale checks until it has left the field.

MONSTER TROOP COMMANDERS: All monsters behave as Feudals when checking morale upon the death of their commander, including Trolls and Demonic Infantry. They will rout on a result of 12

but will fight against anyone who impedes their flight, cutting through to safety. On a result of 13, they will fight on with a “CL” of 1, there being some leader present to take command after a fashion. If that leader is killed, they will rout and cannot be rallied.

NORDIC COMMANDERS: Nordics will check morale like Knights if their Commander is killed. It should be noted that Berserkers never check morale and always fight with +2 on all close combat determinations.

BATTLE COMMANDERS: If a Battle Commander is killed the Battle will check morale like a Regular Unit that has lost its Commander. The ranking Nobleman will take command on the following turn. If no Nobles of command rank are left, the Battle will break. Regular Battles behave like Regular Units.

ARMY COMMANDERS: If the Army Commander is killed, each Battle will check morale as if its leader had been slain unless the Battle leader has an equal or higher “CL” than the Army Commander. If a result of 10 is obtained, the Battle will retire from the battlefield in good order, fighting any enemies that attempt to impede it. If a result of 11 is obtained, the Battle will fight on but may retire if neighboring battles are withdrawing on the Commanders discretion. The death of the Army leader was usually the end of the battle, for often his personal cause was the reason for the fight in the first place.

5.8.1.6 Captured and Killed Commander Determination

A Commander may be killed or captured whenever a unit suffers casualties. If missile fire, divide the total casualties by the number of figures in the whole unit in which the Commander is present, roll 3 dice (1-6 for Knights and Feudals, 2-3-3-4-5 for Regulars and Mercenaries), and add the totals. Subtract the Commander’s “CL” and the result is the Peril to the Commander.

Peril Factor Result of Missile Fire
22+ Commander is slain! Unit immediately checks morale.



16-21 Commander is grievously wounded and is borne from the battle.

13-15 Commander is slightly wounded and out of action for one phase.

If troops are engaged in Shock or Melee combat, a Commander must be in the front ranks to exert an effect on morale. If the Commander's "CL" is being used to augment the combat factor of the troops, he has placed himself in the forefront of battle and so runs the risk of being slain or captured. Otherwise, he is not in peril. Roll a six-sided die:

Peril Factor Result of Shock or Melee

1 Commander is locked in mortal combat with enemy Commander. Both roll 2 6-sided dice. A feudal superior add +1 to his roll. The Commander with the higher "CL" adds the difference between their "CL" scores. the opponent with the higher result wins the combat and rolls a six-sided die:

1= Enemy commander is slain! His troops check morale.

2= Enemy commander is captured! His troops check morale.

3= Enemy commander is grievously wounded and borne from the battle by his vassals.

4-5= Enemy commander is slightly wounded and is out of action for one phase.

6= Enemy commander puts up a savage fight. Roll again, with no die modifications to see who is higher

2-4 Commander personally slays a number of men equal to the roll of 2 dice (1-6 for Knights and Feudals, 2-3-3-4-4-5 for Mercenaries and Regulars.) Knights add +3 when fighting social inferiors.

5-6 Commander emerges from combat unscathed (but undistinguished).

5.8.2 Missile Fire

Missile fire takes place throughout the movement phase with results determined before any Shock or Melee combat. Firing occurs at any time in the phase when the target is in range, subject to "Reaction Time." Infantry may fire in an arc extending to 45° to either

side of a line perpendicular to their front. Horse Archers may fire all around except for a blind spot extending from 45° to the figure's right face to directly behind.

Two full ranks of Infantry may fire weapon-cast missiles (three if in open order). One rank of close or normal infantry may fire hand-hurled weapons (1 1/2 ranks if in open order). Horse Archers may fire in the front rank only, as do all other mounted troops.

Since firing occurs throughout the movement phase troops unable to fire through the whole phase are penalized. Heavy Crossbowmen may not move and fire in the same phase. Light Crossbowmen may advance at 1/2 normal and fire or retire at 1/2 speed and fire. All other Infantry may advance at normal speed or may fall back at 1/2 speed and fire. Horse Archers may move at full charge and fire when advancing or retiring. Other foot or mounted troops may fire only when advancing. All missile fire is direct fire only.

Except for troops armed with hand-hurled weapons, no troops may fire during a move in which they intend to charge or declare a counter charge. Missile fire cannot be used against an enemy in physical contact with any of their own troops. Nor can it be directed against routed troops or their pursuers during any phase in which they were in contact at the end of movement. Horse Archers lose -3 melee points if meleeing too.

OPTIONAL RULE: Missile fire may be directed into a Melee or Pursuit, but casualties are assessed against both sides in the proportion of troops present in the area under fire. However friendly troops will test morale under severe penalties and the "CL" of the Commander employing such tactics will drop 1 "CL" point for the duration of the battle.

5.8.2.3 Target Priority

Depending on the situation, most troops will engage the target they are ordered to fire upon. However there are exceptions and missile troops will always engage targets that have the highest priority in the following list:



5.8.2.1 Missile Weapon Ranges

Type of Missile Weapon	Long Range	Effective Range	Type "A"
Elvish Longbow	625mm (250m/yd)	300mm (120m/yd)	+100mm (40m/yd)
English Longbow	500mm (200m/yd)	250mm (100m/yd)	+50mm (20m/yd)
Composite Bow	500mm (200m/yd)	250mm (100m/yd)	+50mm (20m/yd)
Light Crossbow	425mm (170m/yd)	250mm (100m/yd)	+50mm (20m/yd)
Heavy Crossbow	675mm (270m/yd)	300mm (120m/yd)	Not applicable
Short Bow, Slingstaff	375mm (150m/yd)	175mm (70m/yd)	+25mm (10m/yd)
Hand-Hurled Missiles	100mm (40m/yd)	75mm (30m/yd)	+25mm (10m/yd)

5.8.2.2 Missile Weapon Factor

The Missile Weapon Factor is added to the Tactical and Windage Factors to obtain the Combat Factor for casualty determination:

Target Type

Type of Missile Weapon	LI	MI	HI	HAI	LC	MC	HC	AC	HAC
Elvish Longbow	8	6	4	2	8	7	5	3	1
English Longbow	7	5	3	1	7	6	4	2	0
Composite Bow	7	5	3	0	7	6	4	2	0
Light Crossbow	4	4	3	1	5	4	3	1	0
Heavy Crossbow	4	4	4	3	4	4	4	3	2
Short Bow, Slingstaff	7	3	0	-2	7	4	1	-2	-3
Hand-Hurled Weapons	6	3	1	-3	6	4	0	-2	-3

1. An enemy advancing toward them or positioned within charge range.
2. Enemy missile troops firing at them from effective range and 1/3 their strength and up.
3. Any enemy they have been ordered to engage.
4. The nearest enemy troops within range, failing any orders or contingencies to the contrary.

Mercenaries and Regular Troops will ignore Target Priority if they pass an insubordination test. Otherwise, they will fire at targets in order of priority.

- Target behind arrow slits = -6
- Open order target = -1
- Open order over 150mn (60m) = -1
- Target not in range for full phase = -2
- Target moved 200mn (80m/yd) = -2
- Type "A" Missile Troops firing = +3
- Type "B" Missile Troops firing = +1
- Troops firing from height = +1
- Troops firing from defenses = +2
- Troops protected by Infantry = +1
- Hand-hurled weapons at 25mn (10m) = +1

5.8.2.4 Tactical Factors

Tactical Factors are cumulative and are added to windage and Weapon Factors to obtain the Final Combat Factor to be used in determining casualties on the Casualty Table:

- Mounted Bows, etc. = -1
- Long range fire = -3
- Missile Troops retiring = -2
- Target In natural cover = -2
- Target on battlements = -4

The windage factor is added to the Tactical Factor. One 1-10 die is rolled and the die result is then compared to the table at the right. Elves add +1 to the die result as they are superlative archers.

- 1 = Deduct -3 from Tactical Factor
- 2 to 3 = Deduct -2 from Tactical Factor
- 4 to 7 = No alteration of Tactical Factor
- 8 = Add +1 to Tactical Factor
- 9 = Add +2 to Tactical Factor
- 10 = Add +3 to Tactical Factor



5.8.2.5 Siege Engines

Siege engines are described under castles. In the field, one model equals 4 engines.

Siege engines either are constructed on site, especially all large ones, which are immobile. Small engines are mounted on solid wheels and can move as fast as Heavy Infantry in close order. Small engines will require 6 horses or 40 men to pull them.

When firing against men, small engines have a maximum range of 1000mm (900m/yd) and an effective range of 500mm (200m/yd). One model does the same damage as 3 Heavy Crossbowmen. Casualties

are taken by only one figure.

When firing against men, large engines have a maximum range of 1500mm (600m/yd) and an effective range of 500mm (200m/yd). One model does the same damage as 5 Heavy Crossbowmen. Casualties are taken by only one figure.

Engines of war are notoriously inaccurate until carefully ranged. In a battle of motion, hitting a target is exceedingly difficult. Before determining the Combat Factor, check for ranging: using a 1-6 die:

1-2=short. Roll die again for distance. Each pip = 25mm or 10m/yd.

3-4=on target. Determine Combat Factor as for Heavy Crossbow.

5-6 = long. Roll die again for distance. Each pip = 25mm or 10m/yd.

Each engine model fires separately and fire from a number of engines cannot be combined for the purpose of determining casualties.

All missile casualties are determined by use of the casualty determination table.

5.8.3 Close Combat

Close combat is separated into two types of action: Shock attacks, which involve a charge or initial meeting of troops moving over an interval of 125mm (50m/yd), building up an impetus as they came; Melee attacks, which develop over distances under 125mm (50m/yd) or which represent continuing action after the initial shock of meeting.

The number of ranks of troops engaged in such combat depends upon the type of troops and their order:



Heavy Troops (HAC, AC, HC, HAI, HI):

Close Order: 2 ranks may engage in Shock;
1 1/2 ranks in Melee.

Normal Order: 1 1/2 ranks may engage in Shock;

1 rank in Melee.

Open Order: 1 rank may engage in Shock

1 rank may engage in Melee.

Light Troops (MC, LC, MI, LI):

Close Order: 1 1/2 ranks may engage in Shock;

1 rank in Melee.

Normal Order: 1 rank may engage in Shock

1 rank may engage in Melee.

Open Order: 1 rank may engage in Shock

1 rank may engage in Melee.

5.8.3.1 Close Combat: Shock

Shock occurs at the moment two battlelines come into violent contact as a result of an advance, charge, or pursuit. No shock effects will occur when both sides have been disorganized or the combat is across a defended obstacle such as a wall or ditch.

Type of Shock Weapon	LI	MI	HI	HAI	LC	MC	HC	AC	HAC
CAV. Heavy lance	7	7	6	4	7	7	6	5	3
Light Lance	7	6	5	3	8	6	4	3	2
Spear	6	5	4	2	6	5	4	2	1
Other Weapons	4	3	2	1	6	5	4	3	2
INF. Pikes	7	6	4	3	7	6	5	4	3
Pole arms	6	5	3	2	7	6	5	3	2
Other Weapons	5	4	2	1	4	3	2	1	0

Random Factor: Knights, Feudal troops, Dwarves, Haeflings, and monsters use 1-2-3-4-5-6 die.

Mercenaries, Feudal and Civic Regulars, and Elves: 2-3-3-4-4-5 die.

The Attacker's Tactical Advantages are added to the Defender's Tactical Advantages. Each rolls a random die appropriate to the troops under his command and the Defender's die result is subtracted from the Attacker's result. The final die result is added to the total of the Advantages and Disadvantages. The Shock Weapon factor is added to the total. The resulting Shock Factor is then used to compute the effect of the assault on the Casualty Table.

Attacker's Tactical Advantages:

Feudal Chivalry attacking:	+1
Chivalry on barded horses:	+1
Cavalry charging (6lm/yd):	+2
Infantry charging:	+1
Attacking HI in close order:	+1
Two ranks of pole arms:	+1
Pole arms vs. none for def:	+1
Fresh troops attacking:	+1
Defending troops are tired:	+1
Defenders are disorganized:	+2
Uncontrolled advance:	+1
Attackers' morale higher:	+1 per ML dif.
Commander's ability higher:	+1 per CL dif.



Defender's Tactical Advantages:

Feudal Chivalry defending:	-1
Defenders on barded horses:	-2
Two ranks of pole arms:	-1
Two ranks of pikes:	-2
Defending HI in close order:	-1
Pole arms vs. none for att.:	-1
Fresh troops defending:	-1
Attacking troops are tired:	-2
Defenders are up slope:	-2
Defenders behind cover:	-2
Defenders' morale higher:	-1 per ML dif.
Commander's ability higher:	-1 per CL dif.
Peasant Arms	-2

5.8.3.2 Close Combat - Melee

"Melee" occurs in any close combat situation not covered by "Shock." Melee describes a situation in which the combatants have become somewhat intermingled along the line of battle and are engaged in individual combats with hand-held weapons. Lances have no value in a melee situation, and cavalry armed with such weapons must abandon them in favor of hand-held weapons. Dismounted cavalry may employ lances as pikes, however. Spears may be abandoned at the discretion of the commanders. Once discarded, lances and spears cannot be picked up and must be replaced from a wagon designated for the rearming of troops or from a pre-designated re-arming point where the lances and spears are stacked.

Attacker's Tactical Advantages:

Feudal Chivalry attacking:	+1
Chivalry on barded horses:	+1
Attacking HI in close order:	+1
Fresh troops attacking:	+1
Defending troops are tired:	+1
Defenders are disorganized:	+2
Attackers are advancing:	+1
Uncontrolled advance:	+1
Defenders without hand-arms:	+3
Defenders are downslope:	+2
Attackers' morale higher:	+1 per ML diff.
Commander's ability higher:	+1 per CL diff.

Defender's Tactical Advantages:

Feudal Chivalry defending:	-2
Defenders on barded horses:	-1
Defending HI in close order:	-1
Attacking troops are tired:	-2
Defenders are up slope:	-2
Defenders behind cover:	-2
Defenders on wall:	-4
Attackers without hand-arms:	-2
Defenders' morale higher:	-1 per ML dif.
Commander's ability higher:	-1 per CL dif.
Pole arms vs. cavalry:	-1
Pikes vs. cavalry:	-2
Enemy using peasant arms	-2

Random Factor: Knights, Feudal troops, Dwarves, Haeflings, and monsters use 1-2-3-4-5-6 die.

Mercenaries, Feudal and Civic Regulars, and Elves: 2-3-3-4-4-5 die.

Type of Melee Weapon	LI	MI	HI	HAI	LC	MC	HC	AC	HAC
CAV. Heavy Weapons	6	5	4	3	6	6	5	3	2
Light Weapons	6	5	3	1	6	5	3	1	0
INF. Heavy Weapons	6	5	4	3	5	4	3	2	1
Light Weapons	5	4	2	0	4	3	2	0	-1
Pole Arms	5	3	2	1	5	5	3	1	0



Pikes	6	5	3	1	5	5	4	3	2
Mixed PC/PL	5	3	2	0	5	4	3	2	1

The Attacker's Tactical Advantages are added to the Defender's Tactical Advantages. Each rolls a random die appropriate to the troops under his command and the Defender's die result is subtracted from the Attacker's result. The final die result is added to the total of the Advantages and Disadvantages. The Melee Weapon factor is added to the total. The resulting Melee Factor is then used to compute the effect of the combat on the Casualty Table.

5.8.4 Casualties

Casualties are computed on the basis of the relative effective strengths of the units in combat. The basic unit of 1 figure contains 20 men and therefore can sustain a total of 20 casualties before it must be removed from the battlefield. Troops with superior training and experience have a greater effective strength, as do those in defensive cover or who are of a special type, so they can sustain more damage than 20 ordinary men could:

Type "A" = +5 Knights = +5 Barding = +5 Dwarves = +10 Giants = +40

Type "B" = +2 Cavalry = +5 Full Armor = +5 Trolls = +40 Demons = +30

For example, Type "A" Knights in full armor and mounted on barded horses would have an effective strength of 20 + 5 + 5 + 5 + 5 = 40, twice that of ordinary Type "C" or "D" infantry.

Every time strength points equal to those possessed by a figure in a unit are lost, one figure is removed from the formation. Until all of its strength points are lost, the figure will count as being at full strength for purposes of combat. A record should be kept of the strengths of the different types of figures in a formation, along with notes on losses suffered.

5.8.4.1 Casualty Determination Table

Number of Figures in Attacking Unit [1 fig.=20 men]

Combat

Factor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
-6	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2
-5	0	0	0	0	0	1	1	1	1	2	2	2	2	2	3
-4	0	0	0	0	0	1	1	1	2	2	2	2	3	3	4
-3	0	0	0	1	1	2	2	2	2	3	3	3	4	4	5
-2	0	0	1	2	2	3	3	3	3	4	4	5	5	6	6
-1	0	1	1	2	3	3	4	4	5	5	6	6	7	7	8
0	0	1	2	3	3	4	4	5	6	6	7	7	8	8	9
1	1	2	3	4	5	5	6	6	7	7	8	8	9	9	10
2	1	2	3	4	5	6	7	7	8	9	10	10	11	12	13
3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
4	1	2	3	4	6	7	8	9	10	12	13	14	15	16	17

Number of Figures in Attacking Unit [1 fig.=20 men]

Combat

Factor	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
5	1	2	4	5	7	8	9	10	12	13	14	15	16	18	20
6	1	3	5	6	8	9	10	12	14	15	16	18	20	22	24
7	2	4	6	8	10	12	14	16	18	20	22	24	26	27	30
8	2	4	6	9	11	13	15	18	20	22	24	27	30	33	36
9	2	5	7	10	12	14	16	19	23	26	29	32	35	38	41



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10	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45
11	3	7	10	13	16	19	22	25	28	31	34	38	42	46	50
12	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60
13	4	8	12	16	21	25	29	33	38	42	46	50	54	59	64
14	4	9	13	17	22	26	32	36	40	44	48	52	56	63	70
15	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75
16	5	10	16	21	26	32	37	42	47	52	58	63	68	73	78
17	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90
18	6	12	20	26	32	38	44	50	57	63	70	77	82	88	95
19	7	14	21	28	35	42	49	56	63	70	77	84	91	98	107
20	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120
21+	9	18	27	36	45	54	63	72	81	90	100	110	120	130	140

5.8.5 Close Combat Results

Upon completing a Shock or Melee combat, add the following factors for each of the opposing units. The factors are cumulative:

Cavalry charging at the gallop:	+3
Feudal Chivalry engaging inferiors:	+1
Troops in full armor:	+1
Troops in 2 ranks of close order:	+1
Per rank of organized infantry:	+1
Troops advancing into the battle:	+1
Caused the most casualties in figures:	+2
Caused twice the casualties received:	+2
Caused thrice the casualties received:	+3
Uphill at start and not now on the level:	+1
Troops fought in open order:	-1
Infantry vs. Cavalry and had pole arms:	+1
Infantry vs. Cavalry and had pikes:	+1

5.8.5.1 Cavalry vs Infantry

If the Infantry has the higher total in a Shock or Melee action, the Cavalry will “rally back” to regroup for another charge.

If the Cavalry has the higher total in a Shock or Melee action, it will bend the centre of the battleline back 25mm (10m/yd) per point it has won. The new frontage is made up by thinning the line of the Infantry. If the Infantry are pushed back 100mm (40m/yd) by Chivalry, 125mm (50m/yd) by Armoured or Heavy Cavalry, or 150mm (60m/yd) by any other Cavalry, it has been “penetrated” by the Cavalry assault and the battleline is split along a frontage in the center equal to 1/4 the number of Cavalry attacking in the front rank. Type “A” and “B” Infantry check morale immediately with -2 morale points. Type “C” and “D” foot troops immediately “break.” If a Shock action was fought, the Cavalry may continue their charge through the gap or through the entire line of broken infantry and may engage troops behind the shattered unit in the same phase, taking the full charge distance from their starting point. The Infantry unit that has its line broken is “disorganized” in the following phase.



5.8.5.2 Cavalry vs Cavalry / Infantry vs Infantry
The force with the higher total pushes back the lower unit by 25mw (10m/yd) for each point it is higher. Infantry or Light, Medium, or Heavy Cavalry “breaks” if pushed back 150mm (60m/yd) or more. Armoured Cavalry and Chivalry rally back at full charge and may “break” only if pursued by a force 50% of their strength if social equals or equal to their strength if inferiors.

5.8.5.3 Stalemate: CONTINUED MELEE

If Cavalry and Infantry have equal totals, the action continues as a melee in the following phase, with both sides “disorganized.” Leave the frontages and positions constant, however, to avoid unnecessary movement of figures. The same holds for Cavalry vs. Cavalry and Infantry vs. Infantry actions. At the end of the melee, both sides check morale.

5.8.5.4 Broken Troops

All “broken” troops retreat at “charge” speed for one full phase directly away from the force that broke them. They will continue to make for their base line (250mm from edge of battlefield) and will not halt unless they succeed on a subsequent morale throw and obey orders. If they fail a morale check at the base line, they will retire from the field. Broken troops will not fight or shoot missiles until they rally. A morale check is made -3 at the end of the first phase, -1 on the second and subsequent phases.

5.8.5.5. Routed Troops

Any troops who are “routed” will retreat toward their base line at full “charge” speed and will check morale a -3 at the end of the second phase and all subsequent phases until they rally or retire from the field. A Battle Commander may join the unit, adding his “CL” to the morale determination. If a Battle has “routed,” only the Army Commander may steady it again.

5.8.5.6 Pursuit

The forces “breaking” or “routing” the enemy will always pursue at full “charge” speed for the first phase of the pursuit. The pursuers obtain a free attack against the fleeing enemy at any point in the pursuit in which they are in contact. Half the enemy casual-

ties are considered “captured.”

At the end of the first phase of pursuit, the pursuing forces Commander will take an insubordination determination to see if he will call off the pursuit or press on, contrary to orders. If the pursuit continues, it will be at normal speed and the pursuers will rally to reorganize their unit.

If the pursuers meet with a body of enemy troops in the first phase of pursuit, they will attempt to avoid them if there is a gap wide enough to pass through. otherwise, they will charge the new enemy or, reaction time permitting, halt the headlong advance and rally the now disorganized unit.

5.8.5.7 Asking and Giving Quarter

Quarter may be asked or granted at any time in a battle, but usually it is asked only during a pursuit situation in which the retreating troops cannot escape their pursuers. Troops bent on revenge will slaughter surrendering men. Otherwise, both the pursuer and the fleeing troops each throw a die (1-6 for Knights and Feudals; 2-3-3-4-5 for Regulars and Mercenaries). If the pursuer’s total equals or exceeds the roll of the fleeing troops, they will continue the slaughter. If the fleeing troops exceed the pursuer’s die roll, they will be granted quarter. If quarter is

Combat Situation	Type A	Type B	Type C	Type D	KC Type A or I
Following a charge or melee	1	1	1	2	1
Following a hot pursuit	1	1	2	3	1
Following a rout	2	2	3	4	2

granted, the captured figures must be led to the victor’s base line, with one figure as an escort to every five captured figures. Surrendering Knights always add +2 to their die roll; they are valuable as prisoners to be held for ransom.

5.8.5.8 Troops Leaving the Field

Any troops exiting from the field by crossing the base line may stop there if “broken,” and they return if



they rally on the phase following the rallying morale check. All “routed” troops will not return.

5.8.6 Victory

Unlike many miniatures combat systems, **Chivalry & Sorcery** does not provide any victory conditions based upon the addition of surviving “points” of cavalry and infantry in order to decide the victor. In a campaign battle, the side holding the battlefield has “won.” Sooner or later, the Commander of an army that is being badly mauled will have to decide to sound a general retreat if he is going to preserve the remnants of his shattered forces. Only a fool or a desperate man who cannot hope for quarter from his enemies would “fight to the last man.” Without at least the cadre of an army to rebuild his forces around, he would be finished as a power in the land.

Nightfall often saves an army from total destruction, for the action stops at that point. The defeated army is able to slip away, counting itself lucky to be alive. The victors will roam the battlefield, looting, capturing enemy stragglers, and aiding their wounded comrades. If, however, both sides have been bled equally, the armies might camp on the field for the night and resume hostilities the following morning, with appropriate dressing of their lines and redeployment of troops.

5.8.6.1 Battlefield Has Been Won

The victor loses 1/3 of the figures removed as dead, 1/3 as wounded to be returned to duty in 2 weeks, and 1/3 as seriously wounded to be sent home for the season as invalids. If in hostile territory, all wounded must be carried in the baggage train. 10% of routed troops desert back home, and the remainder return to duty. Casualties which do not add up to complete figures are returned to duty the following day as well.

The loser suffers 1/2 of the figures removed as dead, 1/4 as captured, and 1/4 as wounded borne from the field by their comrades. Only 1/4 of the Knights are dead, 1/4 have been captured and held for ransom, 1/4 are fit for duty, and 1/4 are wounded for 2 weeks. 50% of the routed troops desert home, and the remainder return to duty.

The victor’s Knights are in excellent condition, 1/4 are dead, 1/2 are fit for duty, and 1/4 are wounded for 2 weeks.

All troops killed in pursuit after being broken or routed are considered dead.

5.8.6.2 Battlefield Still Contested

If neither army has quite the battlefield by nightfall, treat both sides as “victors” for the purposes of computing casualties killed, wounded, deserting, or returning to duty.

5.8.6.3 Honours of War

If the Army Commander is captured and represents a player character whose forces are largely represented by the army or on whose behalf the battle is being fought, he may sue for terms from the other side. If granted the Honors of War, he will pledge ransom for himself and his men. Such a pledge often carried a high price--the surrender of a castle or lands or the paying of a large sum of money. An Army Commander can also sue for terms even if he is not in the hands of the enemy. In this case, no “ransom” is paid as such, but some indemnity will be forthcoming.

5.8.7 The Competition Battle

The competition battle is perhaps the only truly “balanced” action which will occur in **Chivalry & Sorcery**. The competition battle is an abstraction, much like a chess game, and is divorced from campaigns as such.

The strengths of armies are determined by using the familiar “points” system. If a typical medium-sized battle is desired, each player or side will fight with an army of 1500 to 2000 “points,” with up to 300 points extra allotted to commanders. If an action of major size is desired, the point values can be raised to higher levels.

As in the regular campaign battles, each side will be assigned an edge of the battlefield and is given a certain number of terrain features which may be placed anywhere on the battlefield so long as they are more than 250mm or 10" from the edge assigned to the



side placing the terrain. Both sides then pick their armies, using the point values given below. The type of Feudal army should always be decided first, for under no circumstances may players choose troops or armaments not typical of the medieval forces he is supposed to command. It should be noted that the basic “figure” represents only 20 men and does not include arms, armour, or any other factor such as training and morale.

Armour

LI =	2
MI=	3
HI=	4
HAI=	6
LC=	2 + 5 (horses)
MC =	3 + 5 (horses)
HC =	5 + 5 (horses)
AC =	6 + 5 (horses)
HAC=	7 + 5 (horses)

Training

Type A=	+4
Type B=	+2
Type C=	+0
Type D=	-1

Weapons

Heavy Lance=	+2
Light Lance=	+1
Heavy Weapons=	+2
Light Weapons=	+1
Pike=	+2
Pole Arms=	+1
Javelin=	+1
Mixed SSH=	+1
Mixed PC(L)=	+2
Mixed PC(H)=	+3

Mixed PL=	+3
Peasant Arms=	+0
100% Longbow=	+3
100% L X-Bow=	+2
100% H X-Bow=	+3

Social Class, Organization, or Non-Human

KC/KI=	+3
FIR=	+1
FCM=	+0
FCR=	+1
FIL=	+0
MC=	+2
MB=	+2
MI=	+2
FSC=	+2
FSI=	-1
KNI=	+3
FNI=	+0
KEI=	+4
KEB=	+4
KDI=	+5
FHM=	+0
FWC=	+3
FGL=	+0
KTI=	+40
FGI=	+50
HDI=	+8

C

Siege Engine, Light:	+5 and crew
Siege Engine, Heavy:	+8 and crew
Mounts for Infantry:	+3

Victory is determined by comparing the casualties of the “victor” to those of the “Loser” (see “Victory” above). If casualties are 1:1.5 or less, a “marginal” victory was won. If casualties are 1:1.5 to 1:3 a “tac-

Commanders:Type	“CL” 1	“CL” 1	“CL” 1	“CL” 1	“CL” 1	Mercenary
Duke, Prince	+30	+50	+75	+100	+125	+20
Marquis	+25	+40	+60	+80	+100	+15
Earl, Count	+20	+35	+50	+75	+85	+12
Baron	+15	+30	+45	+60	+75	+10
Bannerette	+12	+25	+40	+50	+60	+7
Knight	+10	+20	+30	+40	+50	+5
Sergeant	+5	+10	+15	+20	+25	+2



tical” victory has been won. Casualties of 1:3 to 1:4 bring a “great” victory, and Casualties in excess of that bring a “crushing” victory. Casualties are counted in terms of the “points” of men killed, captured, and wounded. One-half the “point value” of routed and deserting troops are counted.

Players may also wish to use the “points” system to assign military capacity to Feudal holdings and nations, instead of dealing with monetary values and incomes. In that case, set rates should be given to holdings and nations which reflect their relative strength and resources.

5.9 SIEGE

Clearly, an attack on a castle can prove to be a brutal affair. The besiegers will use the most effective tactics possible. Each of these tactics is dealt with below, and, depending upon how complex the players wish to make it, conducting the siege can be a real exercise in skill, wits, and practical knowledge.

5.9.0.1 Starvation

Starving out the defenders is the least costly in lives as far as an attacker is concerned, but it requires time enough for the garrison to eat up at least two months of food. The risk of a strong relieving army arriving to engage the besiegers and raise the siege cannot be minimized. However, placing a castle under siege is a good way of “smoking out” the main army of your enemy to try the issue on the battlefield.

5.9.1 Storming the Walls

A direct assault against the walls of a strong castle is pure suicide, but it can prove to be most effective against lesser fortifications. It is a rather simple, almost trite fact that in order to get on top of a castle wall one must climb. If the wall is 40 feet high or less, it can be scaled with ladders and lines. A 20-foot

ladder can be constructed by 5 men in one hour, with an extra 20 minutes for each additional 5 feet.

Scaling lines may also be used, with 1 man climbing per line.

Defenders have a chance of dislodging ladders equal to the % chance of collapse, and all men on a dislodged ladder are injured if falling onto hard ground, with a % chance of death per man equal to the percentage on the table above. Scaling lines may be cut 50% of the time, with automatic injury and a % chance of death equal to the height for scaling ladders.

The assault can be staged in one of two scales: 1:10, using the mass combat rules; or 1:1, using the individual combat rules. The choice of scales will depend upon the number of troops involved.

Using 1:10 scale, the defenders can deploy one rank of troops in close order on the battlements to meet enemy attacks, with a second rank in reserve. The attackers may deploy in as much depth as they desire, but only one rank may climb to the attack. Attackers suffer double casualties because of the problems of climbing and fighting at the same time, while defenders reduce casualties by 1 man for every 3 lost because of their defensive advantage. Offenders may engage the men below the wall with missiles.

The assault continues for three melee phases. At the end of that time, casualties are assessed and averaged for each figure engaged or drawn up in reserve for attack or for defense along the threatened section of wall. The attacker then rolls to see if he has managed to dislodge any troops on the wall:

Defender Has Lost Attacker Rolls To Dislodge = 1 Attacker Advance on Wall*

Length of Ladder	No. Men Climbing	No. Men Hold	Chance of Collapse	Chance of Injury
20 feet	3	2	10%	15%
25 feet	3	2	15%	20%
30 feet	4	2	20%	25%
35 feet	4	2	25%	30%
40 feet	5	3	30%	35%



1 man per figure	1xd100	20 <i>per Dislodgement</i>	2 men per figure	2xd100	25
3 men per figure	4xd100	25			
4 men per figure	5xd100	25			
3 men per figure	6xd100	30			

*Figures have varying strengths, depending upon the class of troops, their armour, etc. Thus Aman@for Type A Knights in full armour would be 3.5 casualty points, while Type C troops without any other advantage would be 2 casualty points per man in 1:10 scale. *See Casualties*

<i>Defender Has Lost Attacker Rolls</i>		<i>To Dislodge = 1 Attacker Advance on Wall</i>
6 men per figure	8xd100	35
7 men per figure	9xd100	40
8 men per figure	10xd100	50
9 men per figure	12xd100	75
10 men per figure	-	-
Wall Cleared, All Attacking troops Advance		

If the attacking force fails to get a figure on the wall, it will fall back and must rally before a second assault can be launched.

If assaulting troops have gained a foothold on the wall, one defending figure must be detailed to deal with each attacker, and casualties suffered are double those printed on the table because of the desperate nature of the struggle. All casualties lost in such encounters are slain. If there are insufficient defending figures to cover all of the attackers on the wall, one figure climbing must be allowed on the wall for each attacker that is not covered.

Defenders may reinforce the wall only by bringing troops up stairs and along the walkways. If attackers are on the wall, they must be engaged in “desperate” combat to clear the way.

Desperate combats on the wall are decided each turn, as figures may be quickly eliminated before the completion of a 3-phase assault. Each group of figures is determined in a separate action.

Once the determination of the initial phase of combat is completed, a number of figures equal to the casualties suffered are removed from both the attacking and defending troops. The defenders suffer 1/4 killed, 1/2 wounded but able to serve the next day, and 1/4 are still fit for combat. Attackers suffer 1/2 killed, 1/4 wounded but able to serve the next day, and 1/4 seriously wounded and unable to serve for 1 week.

If man-to-man combat is being used for actions involving small numbers of troops, use the non-player Character Profiles:

- Type “A” Troops = level 10 Knights or Fighting Man in appropriate armour
- Type “B” Troops = level 7 Knights or Fighting Man in appropriate armour
- Type “C” Troops = level 5 Knights or Fighting Man in appropriate armour
- Type “D” Troops = level 2 Fighting Man in appropriate armour

Because of the close-packed ranks of troops both on the walls and climbing, ignore all parrying and dodging



rules and slug it out with blow-for-blow combat. To allow for the superior defensive ability of trained fighting men, give Type “A” and “B” troops a passive shield parry of -15% and Type “C” and “D” troops a -5% passive shield. All player characters will, of course, fight according to their characteristics.

Climbing troops cannot use shields when climbing the ladders or scaling ropes. They gain the wall only when a defender has been driven back as a result of a “bash” or when two attackers are able to gain an advantage by attacking a single defender with fewer blows than the combined total of the attackers. Of course, any undefended portion of the wall can immediately be won.

When the attackers have suffered 40% casualties they will begin to check morale. The defenders will not check morale until 65% casualties have been sustained. Failure of morale (see Individual Combat) results in flight or else surrender if flight is not possible. All non-noble fighting men left on the wall by retreating attackers will be slain by the defenders but nobles will probably be taken prisoner.

5.9.2 Siege Towers

If the walls are higher than 40 feet, siege towers must be used because ladders simply cannot stand the stress. Towers are built on the best hardwood and are covered with animal hide or iron plates (15% chance of catching fire). Costs of construction are high, approximately 5 GP per foot of height to 40 feet and 7 GP per foot above that height. Towers may have drawbridges extending up to 20 feet, across which troops are able to charge, using shock tactics to sweep defenders from the wall.

In 1:10 combat, a charge across a tower’s drawbridge can be made by two ranks of infantry, inflicting double damage in the shock. The frontage is 1 figure. Troops fighting from a tower are equivalent to troops on the wall. In man-to-man combat, troops may charge three to five abreast and have a +10% chance of striking the enemy in the initial charge.

Siege towers can be destroyed by fire or by toppling them. Toppling can occur when:

1. Destroyed by catapult fire. A tower may sustain 15 impact points for each foot of height.

2. Grappled: The defenders can grapple a tower with grapnels attached to lines 25% of the time within 25 feet of the wall. If fired from a ballista, the grapnels have a 75% chance at 25 feet or less, 50% at 26 to 75 feet, and 25% at 76-150 feet. It then takes two phases to topple the tower at a 40% chance with 49 men. One horse equals 5 men, if substituted. However, the attackers can try to ungrapple the tower at a 25% chance per phase.

3. Crossing a filled moat: The tower will tip 15% of the time when being pushed across a moat that has been filled with tied bundles of faggots and covered with a log corduroy lashed with ropes. Siege towers can move at 20m/yr per phase (20 feet per turn in individual combat). They require 3 men or 1 horse or mule per foot of height to be moved.

5.9.3 Missile Weapons

A bow can do nothing against a 10-foot thick wall except to eliminate the occasional defender careless enough to expose himself. In 1:10 combat, fire from outside the defenses causes only 1/5 casualties. In 1:1 combat, a hit occurs only when there is a critical hit result, and a second roll must be made for a “critical” hit.

5.9.4 Siege Weapons

There are three types of siege engines that can deliver missiles capable of damaging a wall or other structure:

1. THE ONAGER: A small catapult weighing about 500 Dr. which can be moved easily and generally rides on a solid wheeled platform. It can be built in about 10 days by a Blacksmith, a Carpenter, and 8 men to assist them.

2. THE MANGONEL: A medium-sized catapult that can throw stones or darts. It weighs about 1200 to 1500 Dr. and can be moved on wheels when pulled by draft animals or large numbers of men. It can be built in about 15 days by a crew of two Smiths, two carpenters, and 16 other men.



3. **THE TREBUCHET:** A very large siege engine that weighs up to 5 tons and requires disassembly to be moved. It can be built in 20 days by an Armorer, two Smiths, two carpenters, and 25 men. It can be inched forward on rollers to a position close to a wall and usually takes a full day to be sited if it is constructed out of missile range. (Such movement generally takes place at night.)

Such siege “gunnes” were most typical of the Feudal period. If players wish to stage actions more properly belonging to the early Renaissance and require bombard, they are about 50% more effective in impact than siege engines casting missiles of comparable weight. Ranges, however, are similar. In addition to the heavy siege “gunnes,” there are several other missile-casting engines:

4. **BALLISTA;** A light engine resembling a large crossbow and mounted on a swivel base with levers that allow the crew to obtain exact elevations and ranges. The engine has the range and general accuracy of a heavy crossbow but does three times the damage and has a critical hit factor of 60%. It weighs about 500 Or., like an onager, and can be constructed in 15 to 20 days by an Armourer, two Smiths, and 17 other men.

5. **SPRINGAL:** A light engine identical in size to the onager. However, instead of the arm pulling a sling through the air to cast stones, it hits a large bar located on the top or the frame and propels 5 to 20 spears up to a maximum of 100 m/yd. Each spear can damage an individual, so that the springal is actually a form of early ‘machine gun.’ In large-scale combat, treat springals as equal to hand-hurled weapons, with each engine worth 5 to 20 men.

6. **MANGONEL:** As well as acting as a catapult, the mangonel can fire a very heavy dart up to 3 times the distance of a heavy crossbow and with 6 times the destructive force.

When firing javelin-type missiles, siege engines must be supplied with darts, so extra transport and animals must be provided. Similarly, boulders have to be hauled to the heavy siege “gunnes” to keep them supplied with ammunition.

Rate	Defensive					
Type of Engine	Fire/Hour	Impact Pts	Cost	Size	Arm	Crew
Onager	1	200	100 GP	14'x5'	12'	5 men + 4 horses
Mangonel	5	300	175 GP	20'x8'	18'	10 men + 8 horses
Trebuchet	2	500	250 GP	50'x20'	30'	20 men + 20 horses
Ballista	15	100	100 GP	6'x4'	-	5 men + 2 horses
Springal	4	350	200 GP	20's8'	20'	10 men + 8 horses

5.9.4.1 Hit Probability Table For Siege Engines

Die Roll	Against Wall	Die Roll	Against Enemy Siege Engine
1-20%	Shot falls short	1-30%	shot falls short
21-26%	Hit adjacent 10' section (L or R)	31-50%	Hit adjacent 10' section (L or R)
26-30%	Hit base of wall 20-50% damage)	51-60%	Hit base, 20% damage.
31-70%	Hit aiming point	61-65%	Hit arm/bow; destroyed.
71-90%	Hit top of wall	61-100%	Shot overshoots 10-100'
91-100%	Shot went into castle over wall		



5.9.5 Impact Damage of Siege Engines

Impact damage against engines and all structures is a function of weight of the stone, the range, and the type of engine firing it. The following table gives the impact points of damage inflicted against structures:

<i>Range</i>	Onager		Mangonel			Trebuchet		
	<i>50dr</i>	<i>100dr</i>	<i>100dr</i>	<i>150dr</i>	<i>200dr</i>	<i>200dr</i>	<i>300dr</i>	<i>500dr</i>
30m/yd	155	320	360	470	560	650	800	1250
60m/yd	150	30	355	460	545	635	770	1150
100m/yd	145	280	350	445	535	620	750	1110
130m/yd	140	275	345	435	520	615	740	1080
160m/yd	135	275	340	420	515	595	730	1010
200m/yd	125	270	330	420	500	595	705	960
230m/yd	120	265	320	405	475	585	690	905
260m/yd	115	255	310	390	455	570	690	905
300m/yd	110	240	295	375	430	555	650	845
330m/yd	105	225	280	355	400	535	625	800
360m/yd	100	210	265	320	365	515	605	725
400m/yd	95	190	245	295	325	495	580	675
430m/yd	90	170	225	260	275	475	555	625
460m/yd	85	150	205	235	235	455	525	575
500m/yd	80	130	185	200	200	435	495	525
530m/yd	75	110	165	165		415	465	475
560m/yd	70	100	145	150		390	430	425
600m/yd	65		125			365	395	400
630m/yd	60		115			340	360	
660m/yd	55		100			315	325	
700m/yd	50					290	300	
730m/yd						265		
760m/yd						240		
800m/yd						215		
830m/yd						200		

5.9.5.1 Wall Resistance

The resistance of a wall is determined in one of two ways. In the case of small types of structures (cottages, inns, etc.) the resistance to impact is determined by the referee in impact points. In the case of solid stone buildings, walls, and towers, the impact resistance is calculated in the following manner:

1. Resistance = $1000 \times \text{thickness}^* + \text{height} \times \text{thickness} \times 100$

2

*Multiply thickness by the Defense Factor.

2. The effective thickness of the rock is determined by the type of rock and mortar used by the builder, as well as wood bracing.



Cheap stone=	0.9 Defense Factor	0.008	0.049% Damage
Poor Mortar=	no bonus	0.007	0.036% Damage
Average stone=	1.0 Defense Factor	0.006	0.025% Damage
Good Mortar=	+ 0.1 to D.F.	0.005	0.016% Damage
Good stone=	1.2 Defense Factor	0.004	0.004% Damage
Poor Wood Bracing=	+ 0.1 to D.F.	0.003	0.002% Damage
Fine stone=	1.3 Defense Factor	0.002	0.001% Damage
Hard Wood Bracing=	+ 0.2 to D.F.		
Square Tower=	+ 0.2 to D.F.		
Fine Wood Bracing=	+ 0.3 to D.F.		
Round Tower=	+ 0.5 to D.F.		
Iron Bound Bracing=	+ 0.5 to D.F.		

If the wall is of earth, one foot of packed earth equals six inches of average stone. If completely dry, one foot of earth equals six inches of poor stone; if wet, it is equal to six inches of good stone.

5.9.5.2 Computing Damage to Structures

The amount of damage actually done to the wall is determined by taking the impact force of the missile and dividing it by the impact resistance of the target. Then take the missile impact ratio and read off the resulting damage from the table below,

5.9.5.3 Missile Impact Results Table

<i>Result</i>	<i>Amount of Damage</i>
1.00	100% Damage
0.90	81% Damage
0.80	64% Damage
0.70	49% Damage
0.60	36% Damage
0.50	25% Damage
0.40	16% Damage
0.30	9% Damage
0.20	4% Damage
0.10	0.81% Damage
0.09	0.64% Damage
0.08	0.49% Damage
0.07	0.36% Damage
0.06	0.25% Damage
0.05	0.16% Damage
0.04	0.4% Damage
0.03	0.02% Damage
0.02	0.01% Damage
0.01	0.081% Damage
0.009	0.064% Damage

The amount of damage caused is calculated by multiplying the Impact Factor or the missile times the percentage of damage indicated. Unless delivered by a 300 Dr. or 505 Dr. stone, any result of less than .002 will cause no damage; 300 Dr. or 500 Dr. stones cause .001% damage when firing against walls of great resistance.

5.9.6 Protective Devices

Protection against the activities of siege engines and archers can be provided by large wooden shields or mantlets. In the field, it is mounted on small wheels so that it can be pushed in front of an advancing force. It can screen a firing position as well, and similar structures are used on the castle walls to protect the defenders. Mantlets are normally covered with skins soaked in vinegar to prevent fire (15% chance) and have an impact resistance of 200 points. Larger versions may be erected to protect siege engines drawn up close to the walls of a castle and have an impact resistance of 500 points. A small mantlet can be built in two hours by 5 men. Large mantlets and screens require a day or two of activity by 20 to 40 men, depending on whether a small or large engine is to be protected.

A second form of protection is the "sow." The "sow" is a long shed that normally covers a ram or the entrance to a mine. It is often on wheels and can move at a slow walking pace. The roof and sides are covered with hides, as is the mantlet at the front, and it can sustain 3000 points of impact on each 8-foot section. An 8-foot section requires 5 men to move it and weighs well in excess of 1000 Or.

5.9.7 Fire and Incendiaries

Fire is a versatile weapon that can be used against men and all flammable structures. Fire comes in solid form (fire missiles) or liquid form (kegs of inflammable



liquid). When the missile hits a target, there is a 65% chance that liquid fire will ignite the structure, and there is a 40% chance that a solid missile will start a fire in addition to doing impact damage. Hides soaked in vinegar reduce the chance of fire to 15%.

A solid fire missile will affect an area about 10 feet in diameter (3m/yd) while a liquid fire missile will affect an area 15 feet in diameter (5m/yd). Fire from a solid missile can be quenched with water, at 1-50% chance; while fire from liquid missiles must be smothered in earth, at 1-30% chance. Attempts to extinguish the fire may be made each turn.

Solid fire deals out 200 points of damage to flammable structures per turn and feeds on the materials it is burning.

Liquid fire deals out varying amounts of damage, depending upon the type of liquid that is used. The following list gives the impact force of six liquid fire missiles of 10 gallon kegs, along with the price of each:

Type	Cost	Initial Burning	Each 20 Min.
Any Oil	25sp	250 points	220 points
Turpentine	60sp	300 points	250 points
Pitch	15sp	200 points	200 points
Naphtha	75sp	350 points	300 points
Alcohol	60sp	350 points	250 points
Greek Fire	100sp	500 points	350 points

Incendiaries and boiling oil may also be used by the defenders with good effect when the besiegers attempt to storm the walls.

When incendiary missiles are fired, the defenders are usually able to dodge out of the way in time because of the high arc of fire and the relative slowness of the missiles. If a fire missile lands in an area occupied by troops, there is a chance that only 10-30% have been caught by a solid missile and a 10-60% by a liquid missile. Half the casualties are killed and the remainder are burned and must report wounded for 1-6 days.

When burning liquid or boiling oil is poured from the walls, attackers caught below on ladders or scaling lines suffer 50% dead and the remainder would

for 1-6 days. The incendiary material splatters everyone on a ladder and immediately below, then will spread out in a 5m/yd x 5m/yd area at the base. A figure in 1:10 scale will take 10% to 100% casualties if in close order and 10% to 60% casualties if in normal or open order. In 1:1 scale, the same percentages hold for all figures caught in the burning material, with 10% to 100% in the area being affected. Damage caused to individuals is given in the Individual Combat chapter. Fatalities are most likely those who received the initial splash, men on ladders or holding them or else men closest to the wall.

5.9.7 Rams

Rams are devices that are used to batter down a wall or reach a gate. The simplest ram is built from a large trunk, with handles attached so that the men can swing it against a target. Larger, more sophisticated rams are carried in "sows" or siege towers and do great damage:

Damage is computed per 1/2 hour of operation and minimum damage is always .001, no matter how resistant the wall is. Consider sow or tower mounted rams as equal to 2 Trebuchets striking the target spot at the same time. The depth of penetration is equal to the percentage of damage done to the wall. For example, if a wall 10 feet thick was sustaining damage at a rate of 3% per 1/2 hour, penetration would be 3% of 10 feet. When the penetration is complete, a hole 5-8 feet in diameter will be opened in the bottom of a thick wall and 6-10 feet in diameter in a thin wall.

When attempting to batter gates and wooden structures, a ram is less effectual. Wood is much more supple than stone and can absorb more stress. Consider large gates as equal to 1 foot of good stone and 10 feet high; small gates are 1 foot of good stone and 5 feet high. In other words, consider the gate as if it were a stone wall. The strength of the gate will vary, furthermore, according to the type of wood or other materials employed in its construction:

Material	Defense
Entwood	7.0
Teak	4.0



Type	Weight	Composition	Crew	Speed	Damage to Rock or Stone
Small	800 Dr.	Tree Trunk	10 men	1/2=100 Dr.	Onager at 30m/yd*
Forged head & handles	1200 Dr.	Oak Shaft, iron	20 men	1/2 = 150 Dr.	Onager at 30m/yd*
			x 1-2 (die roll)		
Iron	2400 Dr.	Solid iron, swing mount in sow or tower	30 men	sow = 300 Dr. x 1-3 (die roll)	Trebuchet at 30m/yd*
Steel	3600 Dr.	Iron shaft with steel head in sow or tower	40 men	sow = 500 Dr. x 1-6 (die roll)	Trebuchet at 30m/yd*

Cherry	3.5
Walnut	3.0
Hazel Nut	3.0
Oak	3.0
Mahogany	2.5
Witch Hazel	2.0
Ash	2.0
Yew	1.75
Pine	1.5
Fir	1.5

If the wood is “shod” with iron, add +1 Defense factor. The cost is 5 GP per “cubic foot” of gate.

If an Iron gate is used, backed with wooden bracings, the Defense Factor is 10. The cost of such a gate is 30 GP per “cubic foot.” Such a gate will have a resistance of 15000 points against impact, so it will stand for a long time if it is a main gate threatened by the enemy.

Resistance

$$1000 \times 1' + \text{height} \times 1' \times 100$$

2

Modify the thickness by the Defense Factor for the Wood plus any bonuses for extra preparation.

If the wood is Elvish in origin, add + 0.5 Defense Factor.

If the wood is “banded,” add +2 Defense Factors. Banding is carefully cutting the timbers into 2-inch sheets and gluing two different woods together with crossing grains (similar to plywood), lacquering it up to 12 times, and bracing it with cross beams. The cost of such a process is 10 GP per “cubic foot” of gate.

If the wood is “curved” during the banding process so that its center point is warped 6 to 12 inches outward, stress is further diffused and adds +1 Defense Factor to the banding. The cost of curving is an additional 10 SP per “cubic foot” of gate. If it is properly fitted in position in the entrance, such a gate can jam 1-50% of the time so that +2 Defense factors are added.

5.9.8 Mining

The slowest but probably the most effective way to breach a castle well was by mining. With careful planning the attackers could cut a tunnel to a point underneath the castle wall and fill the cavern with incendiaries. The impact of a successful explosion would bring a large section of wall down.

To use miners effectively, the commander of the forces must have driven at least 10,000 feet of tunnel under combat conditions. In addition the miners have the proper tools.

Mining Table I - Mining Supplies

Item	Cost
Pick	40 SP
Light hammer	15 SP
Drill	20 SP
Shoring Timber	5 SP/linear foot of 12" x 12"
Cooking Oil	20 SP/keg
Turpentine	50 SP/keg
Naphtha	50 SP/keg
Wheelbarrows	10 SP
Nails	5 CP/dozen
Iron Shovel	15 SP
Sledgehammer	30 SP
Spikes	1 SP/dozen



Pitch	20 SP/keg
Alcohol	80 SP/keg
Greek Fire	100 SP/keg
Azes	35 SP
Saw	40 SP

The average mining crew is composed of one master, two apprentices, 5 pick men, 5 shovel men, 20 men in the clearing crew, and 20 men in the shoring crew. The table below shows how far a human crew can drive a tunnel 6 feet wide and 6 feet high in an 8 hour shift. An Orc, Goblin, Dwarf, or Grey Gnome crew might be used. Orcs and Goblins work 12 hour shifts and are 50% more effective. Gnomes work a 10 hour shift and are 100% more effective. Dwarves also work a 10 hour shift and are 200% more effective. Note: Grey Gnomes will not work for humans. (see Mining Chart for chances)

It is not possible to mine below the water table without using prohibitively expensive stone shoring and tunnel linings. However, countermines may have been established by using this method. It is a well-known fact that many castles have extensive counter mines and various water traps. Therefore, chances of detection and failure are high. If detection percentages are rolled once per shift the defenders know the approximate position of the miners and will attempt to set traps or else countermine and assault the miners in the earth or burn them out with naphtha and pitch. If a failure percentage is rolled (once per shift) and failure results, there is a cave in. The percentage also indicates the number of crew lost. Failure in a marsh or under a moat means that the tunnel is flooded and twice the number of miners are killed.

If luck holds out and the tunnel reaches the defenders, the miners will place kegs of incendiary material and ignite them. If the mine is placed correctly, the full effect of the blast will likely bring down the mined section of wall. However, if the mine is not dead center, its effects will be reduced according to the following chart:

<i>% Die</i>	<i>Mine Location</i>	<i>Effectiveness/ Wall</i>
1-50%	Center of Mall	100% effective if explodes correctly
51-70%	10% off center	60% “
75-65%	20% off center	30% “
86-60%	30% off center	15% “
61-95%	40% off center	5% “
96-100%	50% off center	Totally ineffective

The actual explosion can either work and impart damage to the wall equal to a missile with the impact of the incendiary charges used (initial burning value). However, a check is also made to see whether the mine explodes properly before the damage is assessed:

<i>% Die</i>	<i>Result</i>
1-25%	The mine backfires with up to 75% of tunnel destroyed.
26-50%	Some backfire, up to 20% tunnel destroyed with 30% of the force directed against wall
51-70%	No backfire, but only 50% of force hits wall
71-100%	All the available force hits wall.

<i>Mining Chart</i>		<i>% Chance of Failure/</i>	
<i>Subsurface Material</i>	<i>Tunnel Dug</i>	<i>Detection of Work</i>	<i>Results of failure</i>
Marsh (moat +25%)	3 feet	25%/15%	Cave in and Flood
Sand	6 feet	20%/15%	Cave in
Loose soil	24 feet	15%/15%	Cave in
Medium soil	20 feet	10%/10%	Cave in
Packed soil	15 feet	10%/10%	Cave in
Rocky soil	12 feet	5%/20%	Cave in
Clay	8 feet	15%/25%	Cave in
Gravel	5 feet	10%/25%	Cave in
Solid Rock	3 feet	5%/30%	Cave in



6.0 Individual Combat

The individual combat system simulates man-to-man actions and is designed to provide a maximum amount of realism. It takes into account such factors as “surprise,” choosing tactics, the lengths and effects of various weapons upon different classes of armor, the order of striking blows, parrying and dodging blows, “bashing” an opponent to the ground, the effect of “critical” hits, ferocity, and morale. The rules are complex if all of the options are employed, so complete familiarity is essential to fast play.

6.0.1 Combat Turn Sequence

There are 2 combat turns in every 5-minute game turn. Except when “surprise” gives one side an initial advantage, combatants alternate in the role of “first-mover” (“A”) and “second-mover” (“B”). A simple die roll determines who moves first, with an even die result = “A” and an odd result = “B”. First move status then alternates on subsequent turns. Optional: Players desiring uncertainty may make a die roll at the beginning of each combat turn.

1. Both sides may opt to fire loaded missile weapons or cast ready spells, discharge breath weapons, etc. Fire is always simultaneous.
2. “A” moves all, some, or none of his characters up to 1/2 normal move. “B” then moves his troops as desired up to 1/2 normal move. Fire is then taken by those troops still capable of firing, if desired.
3. “A” completes movement, including any charge bonuses. “B” follows and completes all movement. Fire is taken by troops still capable of firing, if desired.
4. Hand-to-hand melees are fought. As different characters have different numbers of blows allotted to them, the melee phase ends when all possible blows have been tried by each character. If a character slays his opponent and still has blows available, he may

move up to 10 feet by expending a blow and engage in another combat. This maneuver may be performed as long as a character has blows to expend on movement. (Blows here are equated to time and quickness of the character.)

6.0.2 Movement

The basic movement rates for all characters and monsters is given in the movement Table: Individual Characters, which is found at the end of this section.

1. Movement must be made through an open space sufficient to allow passage of the figure.
2. Movement through a congested area causes a “body bash” (see below). A congested area is defined as any space less than the width of the figure but not less than 1/2 its width. Movement through narrower spaces is not permitted.
3. Movement over ground littered by bodies or debris brings a 15% chance of stumbling. All stumbles are checked on the Bash Table.

6.0.3 Hit Probability

The Combat Matrixes give percentage values indicating the basic probability of scoring a hit against different classes or armor with a particular weapon. These percentages may be altered:

1. Add the attacker’s dexterity bonus, favorite weapon bonus (if one is being used), and Personal Combat Factor (PCF) bonus to the basic hit probability.
2. Non-player characters and Monsters have a % Hit bonus stated in their profiles. This bonus is added to the basic hit probability in place of the bonuses given in #1 above.
3. Subtract the defender’s defensive bonuses for using a shield, parrying or dodging.
4. If Magick weapons or armor are involved, add or subtract the bonuses for such special equipment.
5. Modify the hit probability by the percentage given in the *Tac Matrix*, where applicable.



6. Add hit bonuses for unusual situations, such as striking at a defender from above, from the rear, or when the defender is on the ground.

6.0.3.1 The Combat Matrixes

There is a combat matrix for every type of character and Monster. Depending upon the type of attacker, a particular table will apply:

1. *Chivalric Arms*: Only the “military elite” uses this matrix: Knights, Squires, Fighting Clerics, Great Fey, Elves, and Dwarves.

2. *Infantry*: All characters who are members of the feudal armies and all non-chivalric Monsters capable of bearing arms will use the Infantry Matrix.

3. *Non-Fighters*: All characters who are not trained in arms for military service use the Non-Fighter Matrix.

4. *Bare-Hand Combat*: All characters who are fighting without weapons or who choose to employ fists or boots in addition to a weapon will use this matrix.

5. *Naturally Armed Monsters*: All Monsters who are fighting with “tooth and claw” use this matrix.

6. *Horse Combat Matrix*: Knights, Squires, Fighting Clerics, Sergeants, and any other characters or Monsters trained to fight from a horse use this matrix. All attacks are made by using an attack matrix. All of the tables are in the following form except the Lance to Lance Matrix (Horse Combat):

1. The first entry gives the relative length of the weapon (4), as compared to all other weapons. This is the “range” or reach of the weapon and it is used to determine who has the “first blow” in a combat sequence.

2. The second entry gives the class of the weapon. A mace is an “LH” weapon. “L” means a “light” weapon possessing considerable speed and manoeuvrability. “H” signifies a “heavy” slashing, thrusting, or impact

weapon possessing great force of impact but, because of its weight, somewhat slower speed. A “LH” weapon partakes of both classes, being both manoeuvrable and yet having considerable impact when it strikes a target.

3. The next entry is simply the name of the weapon.

4. The fourth entry is the number of blows that can be struck with the weapon in a given melee turn. This basic number can be increased by the PCF of a character or the blows bonus listed in the profiles of non-player characters and Monsters.

5. The next entry is the basic Weapon Damage Factor or “WDF” of the weapon. The WDF is the minimum damage a weapon will inflict upon striking a target. The WDF will be modified by the Damage Multiplier possessed by the user. For example, if a character had a PCF of 6, he would have a Damage Multiplier of $3 \times \text{WDF}$ (See *Personal Combat Factor* under *Prime Requisites*). If the character was using a mace, he would do $3 \times 2 \frac{1}{2} = 7 \frac{1}{2}$ points of damage when he strikes a target.

While other games tend to employ a variable damage system, **Chivalry & Sorcery** assumes that a hit will be a solid blow, and that the damage inflicted by a particular weapon in the hands of a given character will be more or less constant. Partial damage is accounted for by the armor class of the defender and by “critical hit” results.

6. The next ten entries provide the probabilities of hitting a defender in no armor (class 0) to full armor (class 10). Under each armor class is a set of percentages. The upper percentage is the probability of hitting the target. This percentage is modified by attack and defense bonuses. The lower percentage is the chance of a “critical hit” occurring whenever a target is struck by a blow.

6.1 Weapons And Armour

6.1.1 Weapon Use

There are a great variety of weapons available to characters. However, in the interest of authenticity, some weapons are reserved exclusively for the use of the



“Chivalry,” the military elite as represented by Knights, Sergeants, Fighting Clerics, Great Fey, Elves, and Dwarves. “Commoners” are forbidden to bear any of the “Great Swords,” for which crime the penalty is usually death. Also, any weapon unique to the Chivalry is unfamiliar to other characters and monsters, and if they do use them the hit and parry bonuses will be reduced by 1/2. For their part, Knights rarely use missile weapons such as the bow or the crossbow because there are “unchivalric” and “cowardly” armaments.

Each weapon has its own special characteristics, as reflected largely in the probability of hitting a target, the damage done, and the chance of a critical hit. Light weapons (“L”) have the advantage of the greatest possible number of blows in a melee round, but they do not do truly severe damage unless a critical hit is scored. Light-Heavy weapons (“LB”) have the speed of Light weapons but cause more damage when they strike a target. Heavy weapons (“H”) are slow, so a character using one is under the disadvantage of fewer blows, but the impact and damage of an “H” weapon can be devastating.

“Natural” weapons, such as claws and fangs, are also rated as light, medium, or heavy. All Monster weapons are identified by the letter “M”, followed by either “L” (light), ‘H” (medium) or “H” (heavy). A very few monsters possess “G” class natural weapons, meaning they are of gigantic size and power. A third letter follows, indicating the type of weapon: “B” = bite; “C” = claw or talon; “S” = sting’ “K” - kicking/trampling hooves; “B” = horns. The weapon designation is followed by a number indicating the relative length or reach of a natural weapon. Thus:
 MSB0=Monster Natural Weapon, Small Bite, 0 length.
 MSS0 = Monster Natural Weapon, Small Sting, 0 length.
 MSC 1= Monster Natural Weapon, Small Claws, 1 length.

These designations are used throughout the *Monster Profiles* to indicate the type of natural weapons possessed by a particular Monster type. The Damage Multipliers for these weapons are also given in the Monster Profiles. In a few instances, there will be two Damage Multipliers, as in the case of Trolls. This means that the Monster can use natural weapons or hand-held weapons.

The first Damage Multiplier=hand-held weapons; the second=natural weapons. Thus a multiplier 7x/4x means that the WDF is multiplied by 7 for hand-held weapons and by 4 for natural weapons.

Missile weapons are significantly different from melee weapons and so are dealt with under another heading.

6.1.1 Magick Weapons

Magick weapons add +5% to the hit probability of an attacker and subtract -5% parry bonus for each +1 increment of enchantment to +5 increments. Also, 1 additional point of damage is inflicted for each +1 increment. Thus a fine +5 sword would add +25% to attack chances, -25% from enemy hit probabilities on parries, and to 5 additional points of damage. A +8 sword would have the same attack and defense capabilities but inflicts 8 additional points of damage.

If the Magick weapon is an “Ego Sword” possessing a “life” of its own, it adds +1 blow for each +1 increment up to +5 increments, thereby increasing the number of blows a character may strike with it in a melee turn.

6.1.2 Blows

The number of blows possessed by a figure represents the number of offensive or defensive moves available to him a given melee turn. The greater his Dexterity and greater his skill and experience in handling weapons, the larger the number of blows that will be possible.

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
4	LH Mace	3	2 1/2	35	35	35	30	30	25	25	20	15	10	10
				30	25	20	20	20	15	10	10	10	10	10



The time available in a melee turn is strictly limited. Thus a figure must choose how he will expend that time, as represented by the number of blows he could strike. To parry, dodge, turn around, or shift to another target takes time, and “blows” must be expended to perform such maneuvers. Similarly, if a figure is knocked down, has a weapon struck from his hand and must draw another, etc., he must take time in the form of expending “blows” to recover.

Different weapons have different numbers of basic blows possible. If a figure chooses to draw and use another weapon, the number of blows possible in a melee turn is always the lowest number indicated.

6.1.2.1 First Blow

The sequence in which blows may be struck is always important, for it determines whether or not a figure will be able to slay or incapacitate his opponent before the same can be done to him.

1. In the first round of each melee turn, the first blow is struck by the figure who:

- a. has caught his opponent by complete “surprise” or is attacking from the rear;
- b. is attacking from above (as from stairs or a battlement;) characters 3 feet taller than their opponents and having weapons equal in length to their opponent’s weapons are assumed to have longer weapons and gain the first blow.
- c. is attacking with a weapon two lengths longer than his opponent’s weapon;
- d. is attacking with a weapon equal in length or one length longer or shorter than his opponent’s weapon, and also has two or more blows over his opponents total blows.

2. The first blow in each subsequent exchange is struck by the figure who had the first blow previously, except when the opponent has a weapon two or more lengths longer. For example, a Knight with a Mace (length = 4) is fighting a Thief armed with a dagger (length = 1). The Knight will have the first

blow in each exchange, and thus he also has the advantage of being able to kill the Thief before the Thief can deliver a counter blow.

3 If a figure chooses to make a defensive parry or dodge, the opponent automatically has first blow in the exchange. If both figures choose a defensive move, no blows will be struck, but each expends a blow being especially wary and defensive-minded.

4. (Optional): If two figures are firing missiles, spells, etc., at each other, the figure with a Dexterity 3 points or more higher than the other will fire first. A Dexterity difference of 1 or 2 points means that fire is simultaneous. A figure with Dexterity of 20 always fires first, even if there is only 1 point difference.

6.1.3 Armour

Armour is perhaps one of the most vital considerations confronting a character. For it one’s a armour more than anything else which determines a character’s defensive status.

Armour is either natural or worn. Natural armour is provided by the toughness of the hide of a creature. All human-like characters have natural armour of 0. Social Monster’s (Goblins, Giants, Gnolls) also have natural armour of 0, while all others have armour as printed in the Monster Profiles. Natural armour provides no defensive advantages besides reducing hit probabilities. “Worn” armour is any form of protection donned by a figure which is not part of his body as such. Special advantages may be gained thereby.

6.1.3.1 Armour Class

There are ten basic armour classes. Figures in “natural” armour are considered protected by leather helmets. Figures wearing “personal” armour of leather or metal are better protected. However, only Chivalry wear armour above class 5 without penalty.

Armour Class Number: Description of Armour Type, Basic Characteristics of Protection; the Percentage is the Armour Weight as a % of the Wearer’s Weight



0: *No Armour*: Character suffers 1 6-sided die of extra damage when he is struck by a Light (L) weapon and 2 dice of extra damage when he is struck by a Heavy (LH or H) weapon or by missiles. Increase his dodge bonus by -10%; 0%.

1: *Soft Leather*: Character is wearing a jerkin or coat of animal hide. One die of extra damage when struck by "H" weapons or by missiles. Increase dodge by -10%; 10%.

2: *Hardened Leather Cuirass*: Character is wearing stiffened armour of double or triple layer animal hide. One die of extra damage when struck by "H" weapons or missiles; 15%.

3: *Brigantine or Splint Armour*: Character is wearing a leather coat or cuirass that has been reinforced by small metal splints, plate, or studs. One die of extra damage when struck by missiles.

4: *Banded or Scale Armour*: Character is wearing a leather cuirass or coat reinforced by steel bands or overlapping plates of steel. One die of extra damage when struck by longbow shaft or Crossbow bolt; 25%.

5: *Chain Mail Shirt*: Character is wearing a corselet of finely linked steel rings, giving effective upper body protection. One die of extra damage when struck by longbow shaft or Crossbow bolt; 25%.

6: *Plate Cuirass*: Character is wearing a rigid bronze or steel breast and back plate over a leather undercoat. Reduce all "L" weapon damage by 1/5; 30%.

7: *Chain Mail Hauberk or Mail Coat and Hose*: Character is wearing full armour protection of finely linked mail, with padded undercoat, mail coif, and armoured gauntlets. Reduce all "L" weapon damage by 1/4; 40%.

8: *Superior Chain Mail*: Character is wearing full armor of triple linked annealed mail, complete with plate joint and shoulder protection, mail coif, and armored gauntlets. Reduce all "L" weapon damage by 1/3 and all "LH" weapon damage by 1/5; 45%.

9: *Chain Mail and Plate*: Character is wearing full armor of plate cuirass, shoulder, elbow, and knee protection, with triple linked mail undercoat and hose, armored gauntlets, and mail coif. Reduce all "L" weapon damage by 1/2, "LH" damage by 1/3, and "H" damage by 1/5. All missile weapons reduce by 1/3 except heavy crossbow; 60%.

10: *Full Plate*: Character is wearing complete protection of heavy steel plate, with armored gauntlets and chainmail undercoat. All "L" and "LH" damage is reduced by 1/2. "H" weapons and all missiles except heavy crossbow are reduced by 1/3 damage. Reduce dodge bonus by +10%; 45%.

To have complete armour protection, a character must also wear a helmet. Failure to protect the head reduces the armour class by one level and there is an automatic 10% chance that any critical hit is scored against the head before the Critical Hit Table is consulted. The following 5 classes of helmet provide various degrees of protection against different types of weapon:

6.1.3.2 Helmet Class

Helmet Class: Description of Helmet and Basic Characteristics of Protection

0 *No Helmet*: 50% chance of instant death if struck in the head by a "L" weapon 75% chance of instant death if struck in the head by a "LH" or "H" weapon.

1 *Leather Helmet*: Full protection from "L" weapons. 25% chance of instant death if struck in the head by an "LH" or "H" weapon.

2 *Conical Helmet*: A metal helmet providing full protection against "L" weapons. 10% chance of instant death if struck in the head by a "LH" or "H" weapon.

3 *Open-Faced (Norman) Helm, with Nasal*: A metal helmet providing full protection from "L" and "LH" weapons. 10% chance of instant death if struck in the head by an "H" weapon.



4 *Bascinet*: A superior metal helm providing full protection from all weapons if worn with a mail coif.

5 *Crusader's Helm or Visored Helm*: No critical damage to head from "L" or "LH" weapon, and only 1/2 damage from "H" weapons if head is struck. Lose -5% from hit probability due to vision loss. (Note: no stunning, etc., is experienced because of the thickness of the helm.)

6.1.3.3 Shields

Shields are also invaluable in providing a proper armored defense. Shields have an intrinsic defense bonus against all attacks from the front, known as a passive shield parry bonus:

Shield Class: Description of Shield Type and Basic Characteristics of Protection

1 *Rolled Cloak*: -5% basic defense against "L" weapons of class 1-3. Full parry bonus may be applied by any character using such a defense.

2 *Solid Object*: Any solid object such as a chair, stool, etc., may be used as an improvised shield. It will provide -10% basic defense against "L" weapons but can absorb only 3 solid blows then shatters.

3 *Dagger, Hand Axe*: A dagger or hand axe may be employed as a parrying weapon and used in combination with some other weapon. +2 defensive blows are gained in addition to the blows allotted to the character for using his major weapon. The defense bonus is the basic parry bonus only, and there is a 10% chance that the weapon will be struck from the hand if used in this manner each time a parry is attempted.

4 *Quarterstaff*: In the hands of a Yeoman or Clergyman, a Quarterstaff has a -10% basic defense against "L" weapons and -5% against "LH" and "H" weapons. If parrying "LH" or "H" weapons, there is a 10% chance that the staff may be shattered unless it is iron-shod. Full parry bonuses may be added.

5 *Spear, Pole Arm*: In the hands of a trained fighter, any pole are may be employed as a "shield," with -5%

basic defense against all hand-held weapons. Full parry bonuses may be added. 10% chance of breaking if used to parry.

6 *Light Shield (Target)*: -10% basic defense against "L" weapons and -5% basic defense against "LH" and "H" weapons. 10% chance of the shield being broken each time it is used to parry "LH" or "H" weapons.

7 *Buckler or Kite Shield*: -10% basic defense against all weapons. 5% chance of the shield being broken each time it is used to parry "H" weapons of the impact type (war hammer, morning star, etc.) The heavy shield may also be used to "bash" an opponent.

6.1.4 Magick Armor

Magick armor subtracts -5% from the attacker's hit probability for each -1 increment of enchantment placed on it. It also reduces damage by -1 point per increment unless there is a "critical hit."

6.1.4.1 Magick Shields

Magick shields subtract -5% from the attacker's hit probability for each -1 increment up to -3 increments of enchantment. A Magick shield also provides advantages when defending against a "bash" by an enemy or when making a "shield bash." When receiving a "bash" from an enemy, reduce the probability of the bash succeeding by -5% for each -1 increment. When performing a "shield bash" against an enemy, add +5% to the probability of the bash succeeding for each -1 increment. Magick shields will not shatter unless struck by a Magick weapon of equal or greater enchantment.

6.1.5 Defending Against Blows

6.1.5.1 Dodging Blows

Combat is rarely static, with combatants standing toe to toe and slugging it out. If a character has sufficient room to maneuver (at least 5 feet of open space around him), he may choose to dodge a blow. The player must call out "Dodge" before the percentage dice are rolled to determine the combat result. At that point, several possibilities arise:

1. The defender writes Left, Back, or Right on a slip



of paper. The same is done by the attacker, who tries to anticipate the direction of the dodge.

2. If the defender has fooled the attacker, there is a 25% chance that the blow has missed him completely and he can immediately launch a “free” counterblow. If no counterblow arises, the percentage dice are rolled to determine combat. The full dodge bonus of the defender is subtracted from the attacker’s hit probability. If the defender has a shield and has dodged to the Right or straight Back, the shield will be interposed between his body and the blow, so subtract the basic shield defense value (see Shields under Armor, above) from the hit probability as well.

3. If the direction of the dodge was anticipated by the attacker, the dodge bonus is reduced by 1/2 and there is a 35% chance that the defender was caught off balance when the blow landed and was “bashed.”

4. A dodge always requires the expenditure of 1 blow. Characters with a Dexterity of 15 or better receive 1 free dodge per melee turn.

A dodge may also be used to avoid a missile fired at the defender. In this instance, merely reduce the hit probability by the dodge bonus (and shield defense, if applicable).

6.1.5.2 Parrying Blows

If a character has insufficient room to dodge, or if the tactical situation seems to demand it, he may choose to parry a blow with his weapon or shield. If he parries deliberately, he must call out “Weapon Parry” or “Shield Parry” before the percentage dice are rolled to determine combat. A passive shield parry is automatic if he is bearing a shield, if being attacked from the front, and has called for no parry or dodge.

1. A passive shield parry requires no expenditure of a blow. The shield is merely slung on the arm or across the shoulder and serves as an extra layer of frontal armour. The basic defense value of the shield is applied to reduce the attacker’s hit probability. Anyone who has a shield may make a passive shield parry. If the blow strikes home, there is a 15% chance that a “LH” or “H” weapon has smashed a small shield,

and a 5% chance that a large shield is broken.

2. An active shield parry requires the expenditure of 1 blow. Only trained Knights and fighting men may employ a shield in this manner, for the tactic involves the precise manoeuvring and angling of the shield as to cause a glancing blow. If the defender successfully wards off the blow, he has a chance of making a “free” shield bash. If the parry fails, there is a chance that the shield will be shattered (see *1., above). To compute the defensive bonuses arising from an active shield parry, add the basic parry bonus and the basic defense value of the shield, then subtract the total from the attacker’s hit probability.

3. A weapon parry also requires the expenditure of 1 blow. The attacker attempts to manoeuvre his weapon so as to both block the attacker’s blow and, if possible, to deliver a counter blow. If the parry is successful, and the blow does not land, a 50% chance exists of an immediate and “free” counter blow. If the parry fails and the blow lands, the attacker has a 10% chance of disarming the defender. If an “H” weapon is attacking and a “L” weapon is defending, there is also a 10% chance that the lighter weapon was shattered. (Reduce these probabilities by -5% for each +1 increment if parrying weapon is Magick, and increase chance by +5% if attacking weapon is Magick.) To compute the defensive bonuses, merely add the basic parry bonus to the weapon skill bonus (if a favourite weapon is used), and subtract the total from the attacker’s hit probability.

4. All figures trained to arms (Knights, Sergeants, Men-at-Arms, Elves, and Dwarves) possess 1 additional defensive blow which may be applied to an active shield or a weapon parry.

6.1.5.3 Parrying Blows by Large, Powerful Monsters

It is often possible for a character to parry the blow of a large Monster by using a shield or weapon. Indeed, when a character has a high parry bonus, it is likely that a parry will prevent a blow from landing at all. However, it is inconceivable that all of the force of the blow will be dissipated harmlessly. Therefore, if the die result falls within the basic hit prob-



ability of the Monster (taking no bonuses into account except basic shield defense values), consider the glancing blow as delivering a “bash” 35% of the time and consult the Bash Result Table.

For example, a Chimera would have a basic 35% chance of striking a Knight in class 8 armor and carrying a kite shield when it strikes with a claw. If the Knight had a -35% parry, there would be no chance of the blow landing. However, there is still a 35% chance that the Chimera had struck the Knight hard enough to produce a 35% chance of a bash. Suppose the Chimera’s die roll was 30%. Check for a bash, which will occur 35% of the time. If a bash did result, consult the Bash Result Table.

Only a Magick shield will reduce the probability of a large Monster delivering a bash in this manner. It should be explained that this rule is necessary to balance the two significantly different combat situations arising from matching hand-held weapons to “natural” weapons. Skill may prevent damage from natural weapons, but it cannot eliminate the brute strength behind such mighty blows.

6.1.5.4 Dodging Blows by Large, Powerful Monsters

Large Monsters are, by definition, big brutes and their weapons are appropriately large as well. Thus it is more difficult to get out of the way of such weapons. If the direction of a dodge is anticipated by the Monster, a bash is possible even if there is no chance of damage being done. The bash probability is 50%. If a bash occurs, consult the Bash Result Table.

6.1.6 Critical Hits

Critical hits are scored directly against the body of a character or monster. A critical hit occurs whenever the attacker scores a percentage dice roll within the percentage indicated in the Combat Matrix while striking a blow. For example, a Knight using a Mace rolls 8% against Class 9 Armour (superior hauberk). The critical hit percentage is 10% for such a weapon. Thus the blow has been especially effective and the Critical Hit Table is consulted. It should be noted that the percentage on the die is the percentage taken for a critical hit, and any hit probability bonuses are not used to modify the possibility.

Critical hits by small fangs or teeth (MES 0), small pincers or mandibles (MSS 0) or small claws or talons (MSC 1) cause damage to the body only. Go not consult the Critical Hit Table unless the victim is within 50 Dr. of the attacker’s weight.

6.2 Tactics

6.2.1 Tac Matrix (Optional)

All beings engaged in combat will be able to choose some form of tactics at the beginning of each melee turn, prior to movement or fire. Combat is never static, and the *Tactical Matrix* simulates the manoeuvring of combatants as they attempt to gain advantages in position. The effects of the individual’s choice of tactics modify the hit percentages in the combat tables. Also, if a character chooses to shift position at any time during the melee turn (dodge, move after slaying opponent), the next blow he strikes will be subject to a tactical determination according to the *Tac Matrix*. This rule is optional because it involves writing down a word or two of instructions and can slow actions if large numbers of figures are involved. However, its use is recommended if a high degree of realism is desired by the players.

At the start of each melee turn, both sides write down whether they will:

1. *Fleche*: a savage lunge forward up to 20 feet to make a thrusting or slashing attack.
2. *Charge/Spring*: a sustained and somewhat headlong rush toward the enemy. Animals will end the Charge with a Spring unto the body of their prey.
3. *Close Target*: a careful and deliberate approach toward the enemy to bring him to close combat. This tactic must be used to approach an enemy outside of weapon range.
4. *Keep Distance*: a manoeuver designed to maintain the present distance between combatants.
5. *Stand Ground*: no movement occurs, but rather the combatant takes a firm stance with his weapon readied to meet the attack of an enemy. To “butt” a



spear, pike, or pole arm to brace it against a charging enemy, a figure must stand his ground. Also, any character forced back against a wall or any other obstacle must either advance or stand his ground.

6. *Retreat*: a withdrawal away from the enemy while facing him. Movement is 1/2 normal.

7. *Flight*: a headlong running away from the enemy, with one's back exposed and no thought being given to active defense. Movement is always at the full charge rate.

Animals and unintelligent Monsters are capable only of Charging/Springing, Closing Target, Keeping Distance, Retreating, and Fleeing.

The *Tac Matrix* modifies the first blow struck by combatants during the melee phase of the combat turn. Subsequent blows are not so modified unless a figure has slain an enemy or dodged.

The *Tac Matrix* appears at the end of this section. The tactics chosen by combatants will significantly alter the outcome of an individual battle. Players are urged to make a very careful study of the Tac Matrix to ensure the best choice of tactics. Also, to speed up play, a 10-second time limit per figure is recommended for decision and writing of the choice of tactics.

6.2.2 The Bash

One of the most neglected features of melee combat in most game systems is the "bash." There are a number of ways that the force of impact from a weapon, shield, fist, or even the entire body may be applied to knock down a stricken defender or drive him backward. Combat is always a matter of choosing tactics which will not only wound an opponent but which will also incapacitate him or place him in an awkward position. A successful bash serves to prevent an opponent from delivering an effective counterattack and often makes him a better target. When a bash occurs, consult the *Bash Resolution Matrix* to determine the effect of the bash.

The weight of an attacker or defender affects a bash.

For each 100 Dr. an attacker is heavier than a defender, the chance of a bash is raised by 5%. Conversely, for each 100 Dr. that an attacker is lighter than a defender, the chance of a bash is reduced by 5%. This is true of all forms of bash. Be sure to include armour weight in all of the calculations.

The type of weapon striking a blow determines the basic chance of a bash occurring. The probabilities are listed with the *Bash Resolution Matrix* and apply to all weapons used in combat.

The armour class of the defender will affect a bash. The better the armour, the less the chance of a bash.

1. The weapon bash has a chance of occurring whenever a blow is struck successfully with a handheld or natural weapon. Note: Not all melee weapons deliver a bash.

2. The missile bash has a chance of occurring whenever a missile strikes a target. There is a flat 25% chance of a bash, regardless of weight or armour, if a bow or crossbow is used, and a 15% chance otherwise.

3. The shield bash occurs whenever a defender makes a successful active shield parry. A "target" (small shield) is rated as an L* weapon, and a "buckler" or "kite shield" is rated as an "H" weapon when determining the chance of the bash.

4. The body bash occurs whenever combatants deliberately or accidentally are brought into violent contact as a result of the *Tac Matrix*. There is a basic chance that either combatant will be bashed. There is an additional 5% chance for each 100 Dr. or part thereof that one combatant is lighter than another, so that a lighter man or creature is at a disadvantage.

A body bash may be deliberately attempted. Such a bash is possible only when a Close, Charge, or Fleche tactic is chosen and the *Tac Matrix* indicates body contact occurs:

(a) A light animal (100 Dr. or less) springing at its prey has the equivalent of a L* weapon bash prob-



ability, provided its prey is not more than 100 Dr. heavier.

(b) A medium animal (100Dr-250 Dr.) springing at its prey has an “LH” weapon bash.

(c) A heavy animal (250 Dr. or more) springing at its prey has an “H” weapon bash.

(d) Animals possessing a hug have a 25% chance of hugging a victim when a hit has been scored with large claws. A hug costs 1 blow and does 3 6-sided dice of additional damage to anyone in class 0-5 armour and 2 dice of damage to those in class 6-10 armour. In addition, the creature may then toss his victim from 5-30 feet, with a 25% chance of the victim being stunned on landing (always check for bash). A hug is effective on victims up to 4 x the weight of the animal doing the hugging. Larger creatures are unaffected.

(e) A butt may be performed by any animal or Monster with MLH 7 Large Horns. The butt occurs when the animal Charges or Closes and subsequently strikes the victim. A butt will toss the victim 5-30 feet, provided he is not more than 2 x the weight of the butting animal. There is a 25% chance that the victim is stunned if he is bashed to the ground.

(f) A grapple is a wrestling hold used by human-like characters and Monsters. It may be employed whenever the attacker Charges or Closes with the enemy, or when the enemy has failed to make a shield bash or successful spring. A grapple can be used in two ways if the attacker succeeds (25% chance) in holding his victim:

(i) Restraint: Provided the defender is not significantly stronger, a grapple has a 50% chance of pinioning a victim in some way. The sword arm may be caught and held, or a full-fledged clinch may be possible. The victim has to expend a blow to break the restraint, with a 25% chance of success +5% for every 50 Dr. he is heavier than the being grappling him.

(ii) Toss: A being who is 100 Dr. or more lighter than his victim has an “L*” bash, a being within 100

Dr. of his victim’s weight has an “LH” bash, and a being more than 100 Dr. heavier has an “H” bash. If a bash result has been obtained, the victim is knocked to his knees 50% of the time or is knocked completely to the ground the other 50% of the time. There is a 20% chance that the being attempting the toss also falls.

6.2.3 Attack from the Rear

Any defender attacked from the rear loses 2 blows if he turns to meet the attack. He is unable to parry either blow, but he can dodge the second blow if his Dexterity over 12. The attacker’s hit probability is raised by +25% on the first blow, and by +10% on the second blow.

6.2.4 Attack from Above

If the defender has been knocked to his knees, the attacker has a 10% hit probability.

If the defender has been knocked to the ground, the attacker has a 25% hit probability

If the defender is below the attacker (attacker is on a battlement, stair, horse, etc.), the attacker has a +10% hit probability, while the defender loses -10% from his hit probability. These bonuses and penalties also apply to the success or failure of a bash.

6.2.5 Encumberment

A character who is partially encumbered gives an attacker +10% hit probability.

A character who is fully encumbered gives an attacker +25% hit probability.

See “Encumberment” under *Prime Requisites* for further details.

6.2.6 Desperate Defense

A character may choose to make a desperate defense by calling out before the percentage dice are rolled to determine combat. Such a defense expends 2 blows and increases his ability to parry or dodge a blow. Reduce the attacker’s hit probability by -25%. No counter blow or shield bash is possible, however, because the defender has gone totally to the defensive.



6.2.7 The Great Blow

Knights were used to fighting adversaries in full armor and so would tend to combine the force of 2 blows to smash through an opponent's defenses to inflict grievous wounds. If using a Great Blow, damage is increased by 1 6-sided die for "L" weapons, 2 dice for "LH" weapons, and 3 dice for "H" weapons. In addition, hit probability is increased by +10%. The chance of a critical hit or a weapon bash is also increased by +10%.

6.2.8 Ferocity

Viking raiders and Knights are always capable of working themselves up to a savage and virtually uncontrollable killing rage. All other characters and Monsters who have had 50% damage done to the body have a 20% chance of becoming "ferocious," so long as their morale has not snapped and they are in conditions that resemble those faced by the rat "cornered in a trap."

Ferocity involves the combining of 2 blows to raise the hit probability by +25% with +10% chance of scoring critical hits or bashes. However, there is a 25% possibility per melee turn that the ferocious character will be totally gripped by a Berserker rage (50% for animals) and will fail to take any active defensive measures until he has slain the enemy before him or he himself is slain. "Human" types add 2 blows to their total when "berserk."

6.2.9 Combat Fatigue (Optional)

Combat is an energy consuming activity. The number of melee turns that a character may maintain a maximum effort is therefore extremely limited. The maximum period that an experience level 1 character may fight efficiently is found by substituting in the following formula:

Maximum Fighting Efficiency Period = (Constitution)/3 = melee turns.

For each turn thereafter, a character loses 1 fatigue point per melee turn he continues to fight. Also, his damage Multiplier drops to 1/2. Thus a fatigued character with 3 x WDF would have only 1 1/2 x WDF.

Monsters are considered fatigued when they have suffered 1/2 damage to body and fatigue levels. The effects are the same as for characters (above).

The maximum fighting efficiency period is increased by 1 melee turn per level of experience a character attains up to level 10, if a character is a fighting type. It increases by 1 melee turn per 2 levels of experience attained up to level 10 if a character is a non-fighter.

6.3 Morale

6.3.1 Character Morale in an Adventure

The morale of characters in any situation which places them in such a hostile environment that flight or surrender means certain death will tend to remain grimly steady. "Spirit shall grow stronger, mind the keener, courage the greater as our might lessens," a brave Anglo-Saxon warrior once remarked as he and his companions were overwhelmed by Viking raiders. It is in this spirit that player-characters fight impossible odds so long as there is a warrior or Magick User of note among their numbers.

1. Morale is checked when a Monster of incredibly fearsome aspect appears or when 1/2 of the numbers of the party have been slain or put *hors de combat* by capture or by grievous wounds.

2. The party continues to fight or else withdraws according to some plan on 1-50%. If the leader is over level 10 or is a Knight, add +5% to the probability of maintaining morale for each Charisma point he possesses over 13. If the leader has a Charisma of 20+, morale is not checked so long as he remains in the forefront of battle and is visible to the other members of the party.

3. If the party fails to maintain morale,

a. there is a 1-33% chance that they will fight with Berserker Ferocity, "like cornered rats;"

b. there is a 34-67% chance that they will fight on, but with all attack bonuses reduced by 1/2 because they are "disheartened." Only Magick weapon bonuses are unaffected.



c. there is a 68-100% chance that they will panic and flee. If flight is not possible, they will consider surrender and ask for terms unless faced by unintelligent Monsters incapable of understanding. Surrender to Men, Elves, Dwarves, or Hobbits always brings the “honors of war,” and they are allowed to keep their weapons if they promise by solemn and binding oaths not to use them. Ransom will be set. Surrender to Monster races means laying down all arms and hoping for merciful treatment. Again, Ransom will be set for those capable of paying it.

4. A Knight or Great Fey will not check morale, no matter what the situation is, unless faced by a terrifying Monster or until he has suffered 50% wounds to the body. He maintains morale thereafter on 1-75%.

5. Once a party has suffered 1/2 casualties, it is jeopardized by a morale check at the end of each melee turn thereafter until the combat is concluded. Three turns after the first check, reduce the chance of maintaining morale by -5% per melee round thereafter. If the party survives the crisis, the survivors “count heads” and will not check morale again until 1/2 of the survivors have become casualties. A solitary character checks morale on 50% once he has suffered 50% wounds to the body.

6.3.2 Monster Morale

Monsters tend to be somewhat finicky about risking their lives unnecessarily. Even the most powerful Monsters (with a few exceptions) will check morale when 1/3 of their number have been slain. If alone, a monster will always check morale when it has sustained 50% damage to its body.

1. Monsters continue to fight or else withdraw in an orderly manner to prepare a counterattack or else call up reinforcements on 1-50%. Add +5% probability for each Charisma point over 13 that the leader possesses if they are intelligent, armed Monsters, such as Great Orcs or Great Goblins, etc.

2. If Monsters fail to maintain morale;

a. There is a 1-25% chance that they will continue to fight on.

b. There is a 26-50% chance that they will fight on, but with all attack bonuses reduced by 1/2 because they are “disheartened.” Only Magick weapon bonuses are unaffected.

c. There is a 51-100% chance that they will panic and flee. If flight is not possible, there is a 1-33% chance they will fight with “ferocity” and fight to the death. There is also a 34-100% chance they will attempt to surrender. All unintelligent Monsters will invariably fight to the end if an escape route is denied them.

3. If Monsters maintain morale after suffering 1/3 casualties, they must check morale at the end of each melee turn thereafter, with the chance of maintaining morale reduced by -5% per turn. In the second and all subsequent turns a morale check must be made, each Monster checks individually. Thus there will be Monsters “bugging out” steadily during the battle. If more than 1/4 of the surviving Monsters break in morale in any given turn, they all panic and flee.

4. If the leader of a group of intelligent Monsters is slain or captured, an instant morale check is made.

5. Animals and Beasts check morale individually once their numbers have been reduced by 1/3 or when they have suffered 50% wounds to the body.

6. Some Monsters never check morale because of their bravery and ferocity. These are:

- a. All classes of Undead.
- b. All classes of Demon, unless faced by a Cleric over experience level 20.
- c. Giant Kings, unless faced by one of the AEsir.
- d. Dragons.
- e. Great Horses, Unicorns, Griffins, Werebears, Lion of St. Mark.
- f. “Rocs” in defense of their nests or when fighting “Chaotics.”
- g. Any Monster which has been gripped by “ferocity.”

7. Notwithstanding #6, above, any Monster confronted by its “bane”--a weapon or Magick which can destroy it utterly--will instantly check morale as



if it had sustained 50% wounds to the body. Each turn thereafter, it will check morale -5% until it flees. Surrender is never envisioned; the Monster will Flee in abject terror. If it has to fight through its own companions to gain safety, it will do so, with “ferocity.”

A “bane” is defined as any weapon or device vs. a particular type of Monster. The Monster in question will always recognize its “bane” and seek to avoid it.

6.4 Combat Charts

6.4.1 Individual Combat Movement Table

<i>Character Type</i>	<i>Normal Move m/yd per Turn</i>	<i>Charge Bonus m/yd per Turn</i>	<i>Maximum Speed m/yd per Turn</i>	<i>Flying Speed m/yd per Turn</i>
<i>Human</i>				
Unencumbered	20	13	40	na
Partially Encumbered	16	10	33	na
Fully Encumbered	15	8	30	na
Severe Wound Penalty	-13	-	-20	na
<i>Great Fey, Elf</i>				
Unencumbered	27	20	50	na
Partially Encumbered	25	13	43	na
Fully Encumbered	16	10	33	na
Severe Wound Penalty	-13	-	-23	na
<i>Dwarf</i>				
Unencumbered	20	10	33	na
Partially Encumbered	20	10	33	na
Fully Encumbered	16	10	28	na
Severe Wound Penalty	-10	-	-16	na
<i>Haefling</i>				
Unencumbered	23	10	40	na
Partially Encumbered	20	10	33	na
Fully Encumbered	16	10	28	na
Severe Wound Penalty	-10	-	-16	na
Dex Bonuses:Over 15	+3	+3	+3	na
Over 17	+3	+8	+1	na
<i>Horses</i>	See <i>Movement of Cavalry in Melee</i> below			
<i>Mules/Wagons</i>	20	-	60	na
<i>Donkeys</i>	20	-	55	na
<i>Dragons</i>	20	40	60	216
<i>Lizard Man, Rat Man</i>	As Human or Animal			



		146			
<i>Kobolds, Goblins, Orcs</i>	20	10	33		na
<i>Bugbears, Knolls</i> As Humans					
<i>Ogres, Trolls</i>	20	16	40		na
Giants	26	26	66		na
<i>Skeltons, Ghouls</i> As Humans					
<i>Phantoms, Spectres</i>					
<i>Deaths</i>	20	20	34		34
<i>Vampires</i>	20	16	43	Gas:20	Bat: 80
<i>Mummies, Zombies</i>	16	8	23		na
<i>Wraiths, Ghosts</i>	20	20	40		Ghosts:40

*Humans, Great Fey, Elves, Dwarves, and Haeflings expend 1 fatigue point per turn spent at Maximum speed if unencumbered, 2 fatigue points if encumbered, and 3 if fully encumbered or severely wounded to the body (50% damage or greater). Those wounded in the leg may “hobble” at a basic 10 feet per turn unassisted or 30 feet if assisted. Men unable to walk may ‘crawl’ at 10 feet two turns. When all fatigue points have been expended, a man is considered winded” and fully encumbered for 1-3 turns.

*Living Monsters may proceed at maximum speed for 1 turn per 5 body points they possess, after which they slow to 1/2 normal speed because they are “winded.” Flying Monsters proceed at maximum speed for 1 turn per body point they possess. Monsters allotted fatigue levels are treated like Humans.

*Undead never tire, nor do Lycanthropes. However, they will tend to slow to normal pace after spending 6-20 turns at maximum rate. If the quarry is in sight, they will expend 1-6 turns at slow speed before increasing the pace; if the quarry is not in sight, they may give up the pursuit 1-50% of the time.

*Animals are treated as Living Monsters.

The movement of Legendary Beasts and Animals is given in the form 60/120, etc. In the case of animals restricted to the land, the first number is the normal move in feet and the second is the maximum rate. Charge bonuses are found by subtracting the normal rate from the maximum. In the case of birds, the first number is the land speed, the second the air speed. The speeds of all Animals and Legendary Beasts are given in the Monster Profiles.

The effect of terrain, etc., has not been dealt with because of the complexity of such variables. However, the Player-Referee is encouraged to make adjustments for the type of countryside, the surfaces traversed, turning sharp corners at high speed, the size, weight and general maneuverability of large creatures, and so on. Provided that there is fairness and realism, each group will quickly develop their own methods of dealing with the question.



6.4.2 Tactical Manoeuvre Matrix

Prior to the initial blows of each melee turn, players write down their choice of tactics on a slip of paper, then compare those tactics to the results on the tables below. The percentage results are bonuses or penalties to be applied to the hit probabilities of the combatants.

Attacker Tactics	Defender Tactics						
	Flight	Retreat	Stand	Keep Distance	Close	Charge	Fleche
Flight	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA
Retreat	NA/-30	NA/-25	-20/-15	-10/0	0 /+5	+5/+10	+5/+5
Stand	NA/-25	-20/-15	0/+5	0 /+5	+5/+5A	+15B/+15C	+10B/+10C
Keep Dist.	-25/-20	-10/-10	0/+5	0 /+5	0/+5	+5/+5A	+5/+5A
Close	-10/-5	-5/ 0	+5/+10	0 /+5	+10B/+10A	+10B/+10B	+5B/+10B
Charge	0/+5	+5/+5	+10B/+10C	+5/+10A	+10B/+10A	+10B/+10B	+10B/+10C
Fleche	0/0	0/+5	+10B/+10C	+5/+10A	+5B/+10C	+10B/+15C	+15B/+15C

Key:

S/L S = shorter or same length of weapon; L = longer weapon.

NA = no attack possible

-% = reduce hit probability by stated percentage.

+% = increase hit probability by stated percentage.

0% = no effect on hit probability.

+%A= failure to hit opponent places him within weapon. Lose 1 blow. Note: a man with a longer weapon must attempt a bash to disengage. Treat next blow as beginning with a body bash (shield bash if a trained fighter).

+%B = deliver a body hash after attempting to strike with weapon. Optional.

+%C = deliver a body hash after attempting to strike with weapon. Note: If the weapon is a pole are, lose one blow. Bash must be delivered.

A *partially encumbered* man can only flee, retreat, stand, keep distance, or close. He cannot charge or fleche because he is too burdened to move with great speed.

A *fully encumbered* man can only flee (reduce all penalties by 1/2), stand, or keep distance. He is so weighed down that he is unable to move fast enough to retreat, close, charge, or fleche with appreciable effect.

An *animal* or *semi-intelligent monster* will only flee, retreat, keep distance, or charge.

An *unintelligent monster* will flee or charge.

A human-type character may choose an optional *dodge* when retreating, standing ground, or keeping distance. This will reduce the enemy's hit probability accordingly, and it eliminates any chance of a bash by the enemy unless he guesses the direction of the dodge.

If a deliberate attempt to spring upon, hug, or grapple an opponent is made (an initial attack by animals usually involves such an attempt), a *charge* is necessary. All of the "B", or "C" results = a bash. The bash is



delivered *before* any blows are delivered or bites are attempted. If the spring, hug, or grapple is unsuccessful, the enemy has a +20% chance of hitting the being failing to make the attack, as the manoeuver is so headlong as to leave him completely open to a counter blow.

6.4.3 Missile Fire Matrix

Missile Fire is determined by rolling a percentage die. There is a hit when a die roll is equal to or less than the numbers printed plus bonuses. The first percentage is for point-blank range (10% maximum range for bows, 10 feet for hand-hurled weapons), the second is for effective range (1/2 maximum range), and the third is for extreme range.

2 Character Hit % is added to % to hit

Modifications to the Hit %:

Target protected by a Heavy Shield	-15%
Target protected by a Light Shield	-5%
Target protected by a Mantlet	-20%
Target protected by a Battlement	-20%
Target partially obscured by trees	-10%
Target in dense trees	-20%
Target moving at 20 m/yd or faster	-10%
Using Magick Bow or Arrows	+5%/increment
Target wearing Magick Armour	-5%/increment
Target in open and stationary	+10%
Target behind arrow slit	-35%
Archer firing from above	+10%
Target large creature	+5%
Target very large	+10%
Target is gigantic	+15%

6.4.3.1 Missile Weapon Characteristics

Weapon Type	Rate of Fire	Damage	Critical	Bash%
Short Bow	2/Melee Turn	3+1d10	15%	15%
Horse Bow	2/Melee Turn	4+1d10	15%	15%
Lt. X-Bow	1/Melee Turn	5+1d10	20%	25%
Hy. X-Bow	1/Melee Turn	7+1d10	30%	35%
Long Bow	2/Melee turn	5+1d10	20%	20%
Elvish Bow	3/Melee Turn	6+1d10	20%	20%
Composite Bow	2/Melee Turn	5+1d10	15%	20%
Sling#	1/Melee Turn	3+1d10	15%	15%
Axe, Javelin	2/Melee Turn	*	*	15%

*Hand-Hurled weapons have damage and critical hits as given in the close combat tables.

Rate of Fire for self-bows used on foot, and also slings, axes, and javelins, may be increased by 1 if Dexterity is over 14 and by 2 if over 18.

#Slings improve with Experience Level by +1 Rate of Fire per 5 levels and +1 Damage, Critical and Bash per



5 levels. Extremely experienced slingers are very dangerous and much sought after by users of troops.

Strength will affect the amount of damage done by self-bows and hand hurled weapons. If strength is over 17 add 1 point of damage per strength point. Superhuman strength increases range of a weapon by 10% per level of super human strength.

Field defences such as *sows*, *siege towers* and large mantlet provide complete protection against fire by light missile weapons.

6.4.4 Melee Weapon Charts

Extreme Range	Weapon Type	Defending Armour Class							
		0	1	2	3	4	5-6	8	9-10
150	Short Bow	50/45/35	45/40/30	40/35/25	35/30/20	30/25/10	25/20/10	10/5/0	5/0/0
100	Horse Bow	50/45/35	45/40/30	40/35/25	35/30/20	30/25/10	25/20/10	10/5/0	5/0/0
166	Lt. X-Bow	55/50/40	50/45/35	45/40/30	40/35/30	35/25/10	30/25/10	15/10/0	10/5/0
250	Hy. X-Bow	55/55/45	55/50/45	55/50/45	50/45/40	45/40/35	40/35/30	30/20/10	25/15/0
200	Long Bow	60/55/50	55/50/45	50/45/40	45/40/35	40/35/30	35/30/20	20/20/0	15/5/0
250	Elvish Bow	65/60/50	60/50/45	50/45/40	45/40/35	40/35/30	35/30/20	20/20/0	15/5/0
200	Composite Bow	60/55/50	55/50/45	50/45/40	45/40/35	40/35/30	35/30/20	20/20/0	15/5/0
133	Sling	50/45/35	45/40/30	40/35/25	35/30/20	30/25/10	25/20/10	10/5/0	5/0/0
33	Axe Javelin	75/50/25	65/45/20	60/50/20	50/35/20	40/25/10	35/10/5	15/0/-5	0/-5/-10

6.4.4.1 Chivalric Arms

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	40	30	25	20	15	10	5	0	0	-5	-10
				25	20	15	10	10	10	10	5	5	5	5
2 L*	Hand Axe	3	2	40	35	25	20	15	10	5	0	0	-5	-10
				30	25	20	15	15	10	10	5	5	5	5
3 L	Short Sword	3	1.5	50	45	40	30	20	15	10	5	5	0	-5
				25	25	20	15	15	10	10	5	5	5	5
4 LH	Mace	3	2.5	35	35	35	30	30	25	25	20	15	10	10
				30	25	20	20	20	15	10	10	10	10	10
4 LH	Dwarf War Hammer	4	2.5	40	40	35	35	30	25	25	20	15	10	10
				30	25	20	20	20	15	10	10	10	10	10



150

5 L Light Sword	3	1.5	50 45 40 30 20 15 10 5 0 -5 -10 30 25 20 15 15 10 10 10 5 5 5
5 L* Scimitar	4	2	55 50 40 35 30 25 20 15 10 5 0 35 30 25 20 20 15 10 10 10 5 5
5 L* Sword	3	2	55 45 40 35 30 20 15 10 10 5 5 35 30 25 20 20 15 10 10 10 5 5
5 LHNorman War Axe	3	2.5	45 40 35 35 35 25 20 20 15 10 10 35 30 30 25 20 15 10 10 10 5 5
6 LH Kt=s Broadsword	3	2.5	50 50 45 40 35 30 25 25 20 10 10 35 30 30 25 20 15 10 10 10 5 5
6 H War Hammer	3	2.5	35 35 35 30 30 30 25 25 20 15 15 35 30 30 30 25 25 20 20 15 15 10
6 LH Bar. Longsword	3	2	50 45 40 35 30 25 15 15 10 5 0 30 25 20 20 20 20 15 10 5 5 5
7 LH Bastard Sword	2	3	45 40 35 35 35 30 30 25 20 15 10 35 30 30 30 25 20 20 20 15 10 10
7 H Morning Star	2	3.5	40 40 40 40 40 35 30 30 25 20 20 40 35 30 25 25 20 20 20 15 15 15
8 H 2-H Sword	2	3.5	35 35 35 35 35 35 30 25 25 20 20 40 35 35 30 25 20 20 20 15 15 15
8 H 2-H Axe	2	3.5	35 35 35 35 35 35 30 25 25 20 20 40 35 35 30 25 20 20 20 15 15 15
9 H Flail	2	4	30 30 30 30 30 25 25 20 20 20 15 50 50 45 40 40 35 25 25 20 20 15
9 H Thrusting Spear	2	3	50 45 40 35 30 25 20 15 10 5 0 40 40 35 35 35 25 20 15 10 10 5

Bash Probability

L* = 20% weapon bash against opponent in 0 to 6 armour and not +100 Dr heavier
 10% weapon bash against opponent in 7 to 8 armour and not +100 Dr heavier

LH = 25% weapon bash against opponent in 0 to 6 armour
 20% weapon bash against opponent in 7 to 8 armour
 10% weapon bash against opponent in 9+ armour



H = 30% weapon bash against opponent in 0 to 6 armour
 25% weapon bash against opponent in 7 to 8 armour
 20% weapon bash against opponent in 9+ armour

Increase % chance by +5% per 100 Dr the Attacker is heavier
 Decrease % chance by -5% per 100 Dr the Defender is heavier

6.4.4.2 Infantry, Yeoman, Militia

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	45	40	35	30	25	15	10	5	0	-5	-10
				25	20	15	10	10	10	10	5	5	5	5
5 L	Light Sword	3	1.5	55	50	45	35	30	25	15	5	0	-5	-10
				30	25	20	15	15	10	10	10	5	5	5
5 LH	War Axe	3	2.5	45	40	35	35	35	25	20	20	15	10	10
				35	30	30	25	20	15	10	10	10	5	5
8 LH	Quarterstaff	5	1	60	55	45	40	35	35	15	10	0	-5	-10
				25	25	20	15	10	5	5	0	0	0	0
8 H	2-H Sword	2	3	35	35	35	35	35	35	30	25	25	20	20
				40	35	35	30	25	20	20	20	15	15	15

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
8 H	2-H Axe	2	3.5	35	35	35	35	35	35	30	25	25	20	20
				40	35	35	30	25	20	20	20	15	15	15
9 H	Thrusting Spear	2	3	50	45	40	35	30	25	20	15	10	5	0
				40	40	35	35	35	25	20	15	10	10	5
10 LH	Pole Arm**	2	3	50	45	40	35	30	25	20	15	10	5	0
				40	40	35	35	35	25	20	15	10	10	5
10 H	Halberd	2	4	50	45	40	35	35	30	30	30	25	20	15
				50	45	40	35	35	30	25	25	20	15	15
10 H	Pike***	2	3	35	35	35	35	35	30	25	15	10	5	0
				35	30	30	25	25	20	20	20	15	15	15

** *Bills* may be used to >hook= a man and pull him down, No damage but check for bash

*** *Grounded Pikes and Lances* inflict 3d6 of damage against charge, 10% chance of a hit, critical or bash



6.4.4.3 Non-Fighters

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
1 L	Dagger	4	1	45	40	35	30	25	15	10	5	0	-5	-10
				25	20	15	10	10	10	10	5	5	5	5
1 L	Thief's Dagger	4	1.5	55	50	45	40	35	30	25	20	20	15	10
				50	50	45	40	35	30	25	20	20	15	15
2 L	Hatchet/Lt Club	3	2	40	35	25	20	15	10	5	0	0	-5	-10
				30	25	20	15	15	10	10	5	5	5	5
4 L*	WoodAxe, Hy Club	3	2	45	40	35	30	30	20	15	10	5	0	0
				30	25	20	20	20	15	10	5	5	5	5
5 L	Light Sword	3	1.5	45	45	40	35	30	20	15	10	0	-5	-10
				25	20	20	15	15	10	10	5	5	5	5
6 L*	Pitchfork	3	1.5	40	35	30	25	20	15	5	0	-5	-10	-15
				20	20	15	15	10	10	10	10	10	5	5
8 LH	Quarterstaff	5	1	50	45	40	30	25	10	5	0	-5	-10	-15
				25	25	20	15	10	5	5	0	0	0	0
8 H	Hunting Spear	2	3	45	45	40	35	25	20	15	10	5	-5	-10
				40	40	35	35	30	20	15	10	10	5	5
8 H	Flail	2	4	30	30	30	30	30	25	25	20	20	20	15
				50	50	45	40	40	35	25	25	20	20	15
8 H	Peasant Pole	2	2	40	35	30	25	20	15	10	5	0	-5	-10
				25	20	15	15	10	10	10	5	5	5	5

6.4.4.4 Naturally Armed Creatures

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
MSB 0	Small Fangs, Teeth	4	.5	45	35	30	25	20	15	10	-5	-10	-15	-20
				10	5	5	5	5	5	5	0	0	0	0
MSB 0	Small Pincers, Mandibles	4	.5	50	40	35	25	20	15	10	0	-5	-10	-15
				10	10	5	5	5	5	5	0	0	0	0
MSS 0	Small Tail Stinger	2	P	55	50	45	35	30	25	20	5	0	-5	-10
				-	-	-	-	-	-	-	-	-	-	-
MSS 1	Small Viperl Striking	3	P	55	50	45	35	30	25	20	5	0	-5	-10
				-	-	-	-	-	-	-	-	-	-	-



MSC 1 Talons	Small Claws,	4	.5	50 45 40 30 20 15 10 -5 -10 -15 -20 10 10 5 5 5 5 5 5 0 0 0
MMB 2 Teeth	Medium Fangs,	3	2	55 45 40 35 30 20 15 10 5 -5 -10 10 5 5 5 5 5 5 0 0 0 0
MSH 2	Small Horns	3	1.5*	45 40 35 30 25 15 10 5 0 -5 -10 15 15 10 10 10 10 10 5 5 5 5
MLB 3 Teeth	Large Fangs,	2	4*	60 50 45 40 35 30 25 15 10 5 5 35 35 30 30 25 20 15 10 10 10 10
MMC 3 Talons	Medium Claws,	3	2.5*	55 50 45 35 30 25 20 10 5 0 -5 25 20 20 15 15 15 10 10 5 5 5
MSK 3	Small Hooves	4	1	40 35 30 30 25 15 10 5 0 -5 -10 15 10 10 10 5 5 5 0 0 0 0
MMH 4	Medium Horns	3	2.5*	55 50 45 40 35 25 20 10 5 0 -5 30 25 25 20 20 15 10 10 10 10 10
MLS 5 Striking	Large Viper	2	P	55 50 45 40 35 30 25 15 10 5 0 - - - - - - - - - - - -
MLS 6 Stinger	Large Tail	2	P+1*	55 50 45 45 40 35 30 20 15 10 5 - - - - - - - - - - - -

Armour Class Being Hit by Attack

Type	Weapon	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
MLC 6 Talons	Large Claws,	2	3.5*	60 55 50 45 40 35 30 25 20 15 10 35 30 30 25 25 20 20 15 15 15 10										
MLH 7	Large Horns	2	4**	55 50 45 40 35 30 25 20 15 10 5 35 30 30 25 25 20 15 15 10 10 10										
MGB 8 Teeth	Giant Fangs,	2	5**	55 55 50 45 40 35 30 25 20 15 15 45 40 40 35 30 25 25 20 20 15 10										
MLH 8	Large Hooves	3	2**	50 45 40 35 35 25 20 20 15 10 10 35 35 30 30 30 25 20 20 20 15 10										
MGS 9 Constrictor Striking	Giant Snake,	2	var.	55 50 45 45 40 35 25 20 15 0 -5 40 35 30 30 30 25 20 20 20 10 5										
MGB 10 Mandibles	Giant Pincers,	2	4.5	60 55 50 45 40 35 30 25 20 15 15 50 45 40 35 30 25 20 20 15 15 10										



MGC 10Giant Claws,	2	4.5*	60	55	50	45	40	35	30	25	20	15	15
Talons			50	45	40	35	30	25	20	20	15	15	10

**Bash* possible: MSH 2 = L* Weapon Bash, MMH 4 = LH Weapon Bash, MLB 3 = L* Weapon Bash MLS 6 = LH Weapon Bash, MMC 3 = LH Weapon Bash MLC 6 = H Weapon Bash

** A hit by one of these natural weapons permits the Attacker to bash or toss the victim 5-30 feet. There is a 60% chance that a victim in class 0-2 armour will be >stunned= and a 25% chance that any others will be >stunned=. Increase chance of >stunning= by +5% per 5' short of a possible throw if victim thrown against a wall or other solid obstacle.

6.4.5 Bare Handed Combat

Hit probability, use the Dagger percentages in the Infantry, Yeomanry & Militia Matrix. All bonuses for hitting and dodging or parry are used as well. Characters have a base of 4 Blows plus bonuses when fighting bare-handed

Type	Damage	Bash%	Critical Hit
Fist	.5 WDF	L%	10% Stun
Armoured Fist	1 WDF	LH%	15%
Boot	1.5 WDF	LH%	10% Stun
Armoured Boot	2 WDF	H%	20%
Grapple (Grapple%)	None	L/LH/H%	10% Stun

Damage: Damage is inflicted only on beings without full armour protection. Generally, large creatures (e.g.: man vs. bear) will be unaffected by blows unless delivered by a Superhuman character.

Bash: Treat a hit by a body weapon as a Light (L), Light-Heavy (LH), or Heavy (H) weapon, as given under the Chivalric Arms Table. A blow struck against men in full armor will cause a bash, even though no damage will be done.

Grapples are treated under “The Bash,” (6.2.2 under number 4(e) above) When computing the probability, refer to the TAC Matrix percentage to hit + 25%. Dexterity is irrelevant here, as contact has been made. The important consideration is weight of the wrestling opponents. Both a restraint or a toss are possible. Monsters may employ this tactic.

Superhuman: double fist or kick damage and add + 25% to Grapple, restraint, or toss.

Titanic Strength: as for Superhuman, but add +5% to critical hit possibility.

Irresistible Strength: double fist or kick damage + 1-6 points. Add + 35% to Grapple, restraint, or toss, and raise critical hit probability by +5%.

Invincible Strength: triple fist or kick damage + 1-10 points. Add + 40% to Grapple, restraint, or tripping, with 1-20 points of damage from hug. Raise critical hit probability by + 10%. “Stun” should be read as a critical hit if the character desires it.



6.4.6 Throwing Matrix

Often, characters throw objects like “flasks” of oil (Medieval Molotov cocktails which deliver 1-20 points of damage each turn they burn, which is usually 1-3 turns unless some flammable material ignites at a 1-50% chance.), daggers intended for the exposed throat or spears intended for the heart of a lightly armored or unarmored sentry, etc:

Oil Flasks: 50% chance of breaking when thrown, 50% chance of being kicked underfoot (check for breaking again):

- 1-50%= On target; check for breaking.
- 51-60%= Short 5-30 feet.
- 61-70%= Long 5-30 feet.
- 71-80%= 30' left of target.
- 81-90%= 30' right of target.
- 91-100%= wick goes out.

A bursting flask of oil will splatter an area of 5 feet x 5 feet with burning oil that must be smothered (25% chance by rolling; 50% with dirt or blankets, etc.) The victim checks Morale -30% instantly.

Daggers, Spears, Throwing Axes

If the weapon strikes the target on the missile Combat Matrix (use Sling % with range = (90 feet/60 feet/30 feet), there is a 10% chance + 1/2 the character's hit probability bonus that the victim has received a mortal wound (multiply damage x 1-6) if damage exceeds the creature's total damage level. If not, treat as a normal hit. Reduce this mortal wound probability by -5% per 10 feet away.

6.4.7 Bash Results

If a “Bash” is successful, roll a 6-sided die for the result:

1. Opponent is staggered and retreats 5'. He loses 1 blow.
2. Opponent is staggered and retreats 5'. He loses 1 blow.
3. Opponent is knocked to the knees, loses 2 blows, and attacker has +10% hit probability on the next blow.
4. Opponent is knocked to the knees, loses 2 blows,

and attacker has +15% hit probability on the next blow.

5. Opponent is knocked off his feet. He may attempt to rise on 1-4 (on 6-sided die), losing 1 blow for each attempt to rise. Attacker has +20% hit probability when he is down.

6. Opponent is knocked off his feet and stunned for 1 melee round. Attacker has +25% hit probability while he is down. Procedure for rising as in #5.

6.4.8 Critical Hit Results

If a critical hit is scored, increase damage by 50% and roll a 1-10 die, with 10% of the total damage being scored against the body of the character for each point on the die. Then roll a 1-20 die. If the attacker is shorter, add 1 pip to the result for each foot shorter. If the attacker is taller, subtract 1 pip for each foot taller.

Note: Armor and Helm will affect the amount of damage sustained. Full protection eliminate the 50% bonus for a critical hit. (This chart includes later errata from the C&S Sourcebook)

1. HEAD: 5 stunned for 1-3 blows. Attacker has a +10% chance at hitting the victim each turn he is incapacitated.
2. GLANCING BLOW: no damage to body; Fatigue loss only.
3. EYE HIT: Victim loses 1-2 blows, has a 20% chance of being blinded (-10% hit probability) if wounded by an edged weapon.
4. GLANCING BLOW: no damage to body; Fatigue loss only.
5. HECK HIT: +1 point of injury (Fatigue, then Body) until properly bandaged or Cured. 1/6 chance of being beheaded by an edged weapon 1/4 chance of neck being broken if struck by an impact weapon.
6. GLANCING BLOW: no damage to body; Fatigue loss only.
7. DISARM: Victim loses 1-3 blows and has a 25%



chance of dropping his weapon. If a Monster is fighting with “natural weapons,” there is a 25% chance that it has been “amputated.”

8. SHOULDER HIT: 15% chance of a bone being broken if struck by a Heavy slashing or impact weapon. If bone is broken, the arm affected is useless until Cured or it has healed naturally.

9. GLANCING BLOW: no damage to body; Fatigue loss only.

10. SERIOUS HIT TO CHEST: 25% chance of 1 die extra damage, with loss to Fatigue Levels or to Body if Fatigue points have been exhausted.

11. GLANCING BLOW: no damage to body; Fatigue loss only.

12. GLANCING BLOW TO SWORD ARM; 50% chance of DISARM.

13. SPINE HIT 50% chance paralysis if in Class 0 - 1 armor; 30% class 2 - 3 armor; 25% if in Class 4 - 8 armor; and 10% chance in Class 9 - 10 armor. If paralysis results, roll a %ile die. 0-20% = 1 limb; 21-40% = 2 41-60 = 3 limbs; 61-80% = 4 limbs. 81% = Dead.

14. GLANCING BLOW: no damage to body; Fatigue loss only.

15. GROIN HIT: Victim incapacitated for 1-2 melee phases, unless constitution 17+.

16. GLANCING BLOW TO LEG: 25% chance of a “Bash.”

17. LEG HIT: 20% Chance of leg being broken if struck by a Heavy slashing or impact weapon. If bone is broken, the leg affected is useless as until Cured or it has healed naturally. Otherwise, 50% chance of a “Bash.”

18. GLANCING BLOW: no damage to body; Fatigue loss only.

19. GLANCING BLOW: no damage to body; Fatigue loss only.

20. GLANCING BLOW TO LEG: 25% chance of a “Bash.”

6.5 Horse Combat

Combat from the back of a horse is a very different thing from combat on foot. When fighting from horseback against a man on foot, the advantage is always to the man on the horse. When fighting another horseman, the advantage goes to the man who has a good horse; for while personal prowess is important, a good fighter on an average or poor horse is not at his best.

Active Shield Parries while on horseback differ from parries when on foot:

1. When fighting a man on foot, the shield may be used with the same effect as would be obtained if the defender was also on foot. Thus, if he had an Active Shield Parry of -20% on foot, he would possess it on horse as well.

2. When fighting a man on horseback, man-to-man with edged or impact weapons, the effect of active shield parry is increased if the defender's horse is cantering (-5%) or galloping (-10%).

3. When receiving the lance, full active shield parry is employed.

Note: The shield may be used for an active parry only on the left side of the defender. On the right side, the shield may be used to cover the body or legs, but only at the Passive Shield Parry defense factor.

Critical Hits suffered while on a horse are of two types:

1. Critical Hits caused by melee weapons.

2. Critical Hits caused by the lance.

Critical Hits suffered from melee weapons are dealt with in the Critical Hits Results Table. There is, how-



ever, a 10% chance that a successful Critical Hit has knocked the rider from the saddle. (Glancing blows do not count unless Bash is indicated, at which point a 10% check is made.)

LANCE CRITICAL HITS

Critical Hits suffered from the lance are quite a different matter. The table below gives the possible results of a serious strike by a lance. A 20-sided die is rolled whenever a lance strikes a mounted rider:

1. Lance glances from Helm. 25% chance of being stunned if wearing open helmet. Dead if wearing no helmet.
2. Lance strikes Helm squarely. 50% chance of being unhorsed. Otherwise, stunned for 1-2 melee rounds and Helm is knocked askew, requiring adjustment if closed.
3. Lance Strikes Shield squarely. 25% chance of being unhorsed if mount is lighter or inferior to the opponent's mount.
4. Lance passes Shield, causing a light wound. 50% damage.
5. Lance breaks on Shield. No damage, just shaken up a little.
6. Lance glances from Shield and catches against the front of the Saddle. 25% chance that the straps will break; 40% chance that the lance will break.
7. Lance shatters on Shield. One-half damage from force of the impact.
8. Lance strikes Horse. 25% chance that horse is wounded. 20% chance that unwounded horse stumbles and 50% chance that wounded horse stumbles.
9. Lance strikes Aiming Point. Full damage and a 50% chance of being unhorsed.
10. Ditto.
11. Ditto.

12. Lance inflicts a grievous wound. Rider is unhorsed. Check Melee Critical Hits Results Table for additional damage. Glancing blows represent being stunned for 1 turn.

13-15. Ditto. Attacker's lance is broken.

16-18. As in #12, only double damage is inflicted. Attacker's lance is broken.

19-20. Glancing blow. Lance is broken.

If the attacker is made from the rear, increase the hit probability by 20% if the defender does not expect the attack. A successful hit means that there is a 50% chance of unhorsing and a 25% chance of double damage being inflicted. Note: the shield cannot be used to guard from an attack from the rear with a lance.

6.5.1 Movement of cavalry in melee

In melee situations, horses have varying speeds, depending upon the type of the horse and the manoeuvres attempted. (See "The Warhorse" in the chapter on Knighthood for additional details.)

The distances are in *m/yd*

Speed of Horse	Palfrey	Light Horse
Medium Horse	Heavy Horse	
Walking	20	20
20	20	
Trotting	40	40
30	30	
Cantering	60	60
50	45	
Galloping	70	80
70	60	
Charging	80	90
80	70	

The speed a horse may accelerate to or else decelerate from is given below.

A horse's ability to turn depends upon his agility and weight. The numbers are the degrees of a circle the horse will be able to turn at the speed indicated:



Speed of Horse	Palfrey	Light Horse	Medium Horse	Heavy Horse
Walking/Standing	360	360	360	360
Trotting	270	300	270	270
Cantering	180	240	210	180
Galloping	90	120	90	90
Charging	30	45	30	30

The degrees indicated represent the total angle of turn that a horse may make in a turn of melee. For every 30 degrees of turn, a 10' reduction of speed occurs.

A horse's ability to accelerate or decelerate quickly also depends upon his agility and weight:

<i>Speed of Horse</i>	<i>Accelerate Speed</i>	<i>Decelerate Speed</i>
Palfrey	2 speed levels	3 speed levels
Light Horse	3 speed levels	4 speed levels
Medium Horse	2 speed levels	4 speed levels
Heavy Horse	2 speed levels	4 speed levels

The levels represent the speeds from: Standing/Walking to a full Charge. Acceleration requires 20 feet per level the speed is increased, while deceleration requires 10 feet per level. A light horse requires 10 feet less in total than heavier ones.

Superior Horses possess bonuses for speed and turning. These are given in the section on "The Warhorse" in the chapter on Knighthood.

6.5.2 Horse Combat

When fighting in melee from horseback, the opponent will be either on horse or on foot. Depending upon the combat situation, the individual horseman may be at an advantage or a disadvantage.

6.5.2.1 Horse vs. Horse

When fighting an opponent on horse back, use Speed of Horse Table and Charge vs. Target Table (below) for determination of first blow.

1. On horse, a player loses one blow if in leather or chain, and two blows if in plate (excluding heavy weapons).
2. If one or both opponents trot or gallop, there is a chance that a slower or stationary horse will fall or stumble on impact if the horses are the same class. A smaller class of horse will tend to stumble or fall if struck by a larger horse. Barding reduces the chance of stumbling and falling.

If horses are same class: 30% chance of stumbling

If horses are unequal in class: 50% chance of smaller horse stumbling

20% chance of larger horse stumbling

Padded barding reduces chance of stumbling by 10% (all classes of horses).

Chain mail barding reduces chance of stumbling by 20% (Heavy Horses only).



Plate barding reduces chance of stumbling by 25% (Heavy Horses only).

3. When a horse stumbles, there is a 50% chance that the horse will fall and the rider will be thrown:

--Thrown rider will be stunned and prone for 1 melee round, will suffer one die of damage from the fall, and has a 20% chance of critical injury. Thrown rider may have kicked free in time on 1-25% and lands on his feet. A rider saving from a bad fall loses two blows recovering his balance, but he may parry blows with shield or weapon.

4. In the melee a horse may turn 360 degrees, causing an equal horse to stumble on 30% and an unequal, lighter horse to stumble on 50% (less barding), when impacted.

5. If the ground is littered with bodies of men and fallen horses, there is a 10% chance that a horse will stumble. If impact is also involved, add the stumble probabilities together.

The mounted lance is a weapon unique to heavy and armored cavalry and does a great deal of damage to the target, especially if the target is on foot or is not armored and protected by a shield. Damage = PCF damage multiplier x 3 points + 1-10 points if the cavalryman is charging. (Plus 1-20 if target is counter-charging at him.)

1. The target must be to the left of the charging cavalryman. If target is to the right, reduce 20% vs. mounted enemy and 10% vs. enemy on foot. Apply to the hit probability matrix.

2. If target is on horse:

Attacker	Target Horse and Rider			Type of Horse
	Stationary	Canter	Trot	
Canter	+5%/+10%	+0%/+5%	-5%/0%	-15%/-10%(Inferior/Superior)
Trot	+10%/+15%	+5%/+10%	0%/+5%	-10%/-5%
Gallop	+15%/+20%	+10%/+15%	+5%/+10%	-5%/0%

If horses are equal, for hit use "inferior" values determination.

If the opponent is "defending" (knows the attacker is coming and has set his shield to meet the charge or is himself charging):

a. The combatant with the bigger horse has 5% added to his hit probability and the combatant with the smaller horse loses 5%.

b. +5% per level of difference in experience to more experienced fighter.

3. If target is on foot and stationary, apply Stationary Bonus as if Target is a stationary horse and rider.

4. If target is running, apply Canter Bonus as if Target is a cantering horse and rider.

5. Base vs. Horse = 40% -Critical on 15% if in class 5 armor or better; 20% if not.



Base vs. foot = 50% -Critical on 25% if in Class 5 Armor or better; 40% if not.

Critical hit on Foot always means being knocked down and stunned by the blow for one turn.

6.7.2.2 Horse vs. Foot

When fighting an opponent on foot, the man on horse possesses distinct advantages because he is fighting from above and because he is fighting from horse back:

1. A man on horse always has the first blow unless faced with a pole arm, pike, or halberd. The first blow of each melee round is delivered at +10% chance of hit.
2. A critical hit is always delivered to the head or upper body, at +5%.
3. One extra weapon damage factor is added to hit damage because the blow has been delivered from above with added leverage and force.
4. The horse may impact the man on foot with a 50% chance of felling and stunning him.
5. The horse may 3 x MLK 8 large hooves (2xWDF) plus the following:
 - Large Horse: 4 damage points
 - Medium Horse: 2 damage points
 - Small Horse: 1 damage point

6. Anyone thrown under the horse may be trampled by two hooves of damage plus the size of horse factor. This is in addition to kicking (#5, above).

6.5.2.3 Foot vs. Horse

When fighting an opponent, on horse, the man on foot possesses distinct disadvantages. The man on horse has the advantage in morale and height:

Blows are struck at -5% hit probability (unless employing morning star, two-handed sword, battle axe, flail, pole arm, halberd, or pike), and critical hits are at -5% probability.

Grappling and pulling down a rider is at 20% prob-

ability + PCF % hit bonus if the horse is standing. However, if the horse is moving, a grapple is reduced by:

-15% if trotting, with a 10% chance of impact by the horse if Grapple fails.

-15% if cantering, with a 15% chance of impact by the horse upon failure.

-20% if galloping, with a 20% chance of impact by the horse upon failure.

-25% if wheeling, with an automatic impact by the horse upon failure.

If the footman successfully grapples the horseman, he pulls him from the saddle. In addition to the horse's bonuses, the target may counter the grapple with one-half of his own Dexterity bonuses.

Also, the character grappling has no shield effect and may be hit more readily.

If attempted from horseback, a grapple is computed in much the same manner as a grapple by a footman.

Under no circumstances may a grappling action be attempted from the front of the horse. Only the flanks and rear are open to a grapple.

The man on foot possesses some slight advantages when fighting a man on horse. These advantages are few, but they may prove decisive:

1. The footman may use an anti-cavalry weapon without penalty.
2. The footman may, upon obtaining a critical hit, elect to hit the horse (35%).
3. Any horse hit by a weapon suffers full damage if unbarded and half damage if barded. The horse will stumble on 50% probability, minus barding bonuses.
4. A footman may attempt to hamstring the horse. This procedure must be done with a dagger at



1-10%, plus dexterity bonuses. Hamstringing can be done only when a horse is stationary or wheeling on the spot, and involves the attacker's rolling beneath the horse. One blow is possible, and only one man may attempt to hamstring the horse per melee turn. The tactic exposes the footman to two Hooves of damage. If he is successful, he may look to the happy prospect of the horse falling on him (40%), with no dodge being possible. If the horse falls on him, he is stunned, pinned, and injured by 3 dice of damage at 25% critical hit probability.



7.0 THIEVES, BRIGANDS, and ASSASSINS

A life of crime will either be chosen by a character or else will be forced upon him by circumstances over which he has no control.

7.1 Thieves

Thieves specialize in burglary, pickpocketing, and muggings, avoiding bloodshed where possible. The moment a character becomes a Thief by choice, his Alignment is a minimum 10. Thieves must join the Thieves and Beggars Guild in the town where they wish to ply their trade, paying 20% of all they steal as Guild dues. Failure to join a Guild or any cheating on Guild dues results in a backstabbing in a dark alley, for the Guild resents “freelance” operators. If a Thief is visiting any other town, he must apply to the local Guild for permission to steal and pays 50% of his “take” in dues for the first 1-3 months. Failure to observe this courtesy will most certainly result in the local Guild’s taking stern measures to protect its member’s rights. Thieves have the following abilities:

Experience Level	Disarm Trap	Open Lock	Pick Pocket	Move Silent	Hide in Shadows	Mugging	Hear Noises	Chance of Discovery
1 Apprentice	5%	5%	5%	-	-	-	-	45%/10%
2 Apprentice	5%	5%	7%	-3%	-	-	-	40%/10%
3 Apprentice	7%	7%	10%	-4%	5%	-	-	35%/10%
4 Apprentice	10%	10%	12%	-5%	7%	-	5%	33%/9%
5 Apprentice	12%	12%	15%	-7%	10%	-	7%	30%/9%
6 Cutpurse	12%	12%	20%	-8%	12%	-	7%	28%/8%
7 Cutpurse	15%	15%	25%	-9%	15%	5%	8%	27%/8%
8 Pickpocket	17%	20%	30%	-10%	18%	7%	9%	25%/7%
9 Pickpocket	20%	22%	35%	-11%	20%	8%	10%	23%/7%
10 Pickpocket	25%	25%	40%	-12%	22%	10%	12%	20%/6%
11 Burglar	35%	35%	45%	-13%	25%	12%	13%	19%/6%
12 Burglar	45%	40%	50%	-15%	28%	15%	14%	18%/5%
13 Burglar	50%	45%	55%	-17%	30%	17%	15%	17%/5%
14 Thief	60%	50%	60%	-18%	35%	20%	17%	16%/5%
15 Thief	65%	60%	65%	-19%	38%	22%	18%	15%/5%
16 Thief	70%	65%	70%	-20%	40%	25%	19%	14%/4%
17 Master	75%	75%	75%	-21%	43%	30%	20%	13%/4%
18 Master	85%	85%	80%	-22%	45%	40%	21%	12%/3%
19 Master	90%	90%	85%	-23%	48%	50%	22%	10%/2%
20 Guildmaster	100%		100%	100%	-25%	50%	60%	25%

Thieves are rated as Non-fighters until they reach level 14, at which time they convert to Fighter class for all additional Fatigue and PCF bonuses.



DISARMING TRAPS: The ability to remove small traps without setting them off. Thieves detect traps at a percentage 30% higher than their disarming ability.

OPEN LOCK: The ability to pick a lock, with 1 attempt being made every 3 turns.

PICK POCKET: The ability to cut a purse from a person's belt or pick his outer pockets without being discovered. Thieves are able to do a literal search of a victim without detection. There is, however, a chance that the victim will detect the attempt, and discovery means failure and identification of the pickpocket. For each level of experience above the 4th, a victim has a 5% chance of discovery per level, so that a level 10 victim would reduce the Thief's chances by -30%.

MOVE SILENTLY: As a Thief rises in proficiency, he develops the ability to move silently. The bonuses are subtracted from a listener's ability to hear the Thief. Elves and Hobbits also acquire this talent as a natural ability.

HIDE IN SHADOWS: All characters and monsters with day vision have a 75% chance of seeing a Thief hiding in shadows, and those with night vision have a 100% chance. This chance is reduced by the percentage bonus allotted to a Thief. Over 30 feet away, reduce chances of those with day vision by -5%, for each additional 10 feet the Thief is standing away from the observer. Elves and Hobbits always have a Thief's talents in this respect.

MUGGING: The ability of a Thief to "sandbag" any person not protected by a metal cap and mail coif. If the Thief has crept up to the victim (human-like figure) without being detected, he has successfully placed himself for one blow at a basic probability of 25%. If the blow lands, the victim is knocked out for 1-6 turns, permitting the Thief to rifle the body for loot without further objection on the part of the victim.

HEAR NOISES: Thieves being cautious people, they have developed their sense of hearing to the maximum. Whenever a Thief is listening for noises, add this bonus to his basic chance of hearing.

CHANCE OF DISCOVERY: A Thief always runs the risk of someone witnessing his crime. The first percentage is the chance of witnesses in a public place with a fair number of people present. The second percentage is the chance of witnesses in a relatively deserted alley or other place chosen by the thief to commit his crime. It is also the nighttime chance. Discovery automatically raises the "hue and cry." with every citizen under a strict duty to apprehend the Thief. The Thief rolls a 1-100 die in a public place or a 1-20 die in a deserted place or in nighttime. The result is the percentage chance of being caught, and a second roll is made to see if the Thief has escaped. Players may wish to have the Thief attempt to fight his way out of the trap. However, if discovered, there is also a chance of identification: 10% + 5% per Appearance point over 12 or under 8. Thieves with Appearance 1, 2, 3, 18, 19, and 20 are always remembered by witnesses. Discovery requires "laying low" for 1-10 weeks until the "heat is off," and food and quarters will cost 2-6 times as much as normal to buy the silence of the person hiding the Thief.

7.2 Brigands

Brigands are "outlaws" forced to flee to the wilder parts of the forests for safety. Brigands form bands of 10-60 men, usually, with 20% Fighters and 80% Non-Fighters. Rarely do they have armor better than good leather or brigantines. They have no special talents as Thieves and must "fence" their loot with a Master Thief from town.

Brigands often contain men wrongfully accused of crimes, and not just hard-bitten criminals, and there is always a chance of reprieve for the innocent. Brigands rob travelers on the King's Highway or operate out of inns run by crooked innkeepers who "tip off" the robber band when rich travelers are passing through.

7.3 Assassins

Assassins have all of the abilities of Thieves, but only gain 1/2 experience for the usual thievish activities. Assassins are employed to commit murder, plain and simple, and they operate out of the Thieves Guild under the personal command of the Guildmaster. Assassins charge high fees for their work, the price



being determined by the status of the victim and the danger involved. They rarely consent to killing men of influence and great wealth because of the inevitable backlash against the Thieves Guild, but they do kill men whose deaths will not arouse overmuch comment or reaction in the community. Assassins also act as “strong-arm” men when Thieves require a Fighter for a heist of a dangerous nature, but take 2 shares of the loot as a fee. There are usually 6-10 Assassins in each local Guild (6-20 in large towns and as many as 40 or 50 in cities). Assassins are characters who elect for Thief status and have chaotic Alignments.

7.4 Operating a Thief

A player who has a Thief must make provision for “safe” quarters and a “hideout” when the “heat” is on. Thieves who are not guild members have a 90% chance of detection in the daytime and a 30% chance of detection at night; and a visit by the local Guild’s Assassins will follow within 24 hours.

7.5 “Fencing Loot”

Thieves cannot dispose of any loot not in the form of coins without a Fence. The Master Thieves are the Fences, and they will give 10% to 50% of the value of gems, jewelry, and other loot. Roll a 1-6 die, with 1 or 2 = 10%, 3 = 20%, etc. Payment will be 1/2 on delivery and 1/2 in the following month when the loot has been sold.

7.6 Guild Organization

The Thieves and Beggars Guild is organized along the lines of a Secret Society. All Thieves, Beggars, Brothelkeepers, Prostitutes, and other members of the underworld are either in the Guild or affiliated with it. In small towns, the local Guild is headed by a Master Thief who has under him 1 Thief per 100 townsmen and 1 Assassin per 200 townsmen. In large towns and cities, each Master Thief has 2-12 Thieves in his “gang,” and the Master of the Guild has 2-12 Thieves and 1 Assassin per 200 townsmen.

The Grandmaster and Master Thieves form the Inner Council of the Guild. They receive information from the beggars and other lesser denizens of the underworld, and know what is happening in the town

90% of the time. They also pay 10% of their income to the local authorities (if corruptible) for “protection,” so they are often unassailable by “finks” who accuse them of complicity in crimes. As high officers of the Guild, they have great power over the lower ranks and complete control over all criminal activity in the town.

If there is “honor” among Thieves, it is an enforced honor. The Thieves Guild will attempt to avenge any “finking” on the part of its members with a most hideous death at the hands of the Guild Assassins. However, Thieves caught by the authorities will be subjected to torture:

1-25%= Thief tells everything he knows about the crime.

26-50%= Thief passes out. Resume questioning in 1-6 hours when he is fit again.

51-75%= Thief seriously injured by “rigorous questioning”: 1-10 points of damage.

76-90%= Thief grievously injured by “rigorous questioning”: 1-20 points of damage.

91-100% = Thief dies “under the question.”

Torture can also be applied to extract information from spies and common soldiers who are captured by a patrol. The Nobility used the technique extensively. (Note: there can be no use of “curative” miracles or other means of restoring a tortured prisoner. Torture is torture, and one takes his chances when using it.) Characters with scores above 15 in Intelligence and Wisdom subtract -5% from the die roll for “sophisticated” methods. Each bout of “questioning” lasts 1 hour.

7.7 Daily Income

Thieves do not have a daily income as such, but players may roll to see if a successful mugging or pickpocketing has occurred between major “jobs.” Remember to check for the detection of the Thief:

Victim is a yeoman: 1-6 SP (2-12 if a Freeholder).

Victim is a Townsman: 1-6 SP (3-18 if a business owner).



Victim is a Guildsman: 1-6 SP if a Journeyman and 8-48 SP if a Guild Officer. If a Guild Officer was “mugged,” expect a call on the Guildmaster by the Town Watch. The “heat” is on and the Guildmaster is angry.

Victim is a Nobleman: 1-10 SP if a Knight; 1-20 SP if a Noble. Expect the town to be turned upside down if a member of the Nobility was “mugged,” with the “heat” on every member of the Guild not of Master Thief status. Everyone in the Guild is mad at the Thief.

The status of the victim may be determined by rolling on the Character Status Tables for random encounters.

Penalties for bringing on the “Law” by mugging the wrong people is punishable by 50% fine for the next month’s income, as soon as the offending Thief is able to come out of hiding.

In addition to their own “jobs,” Guildmasters and Masters have daily incomes equal to a Goldsmith’s from investments, profits on fencing operations, etc.



8.0 The Clerics

The Church was a powerful and influential force in the Feudal Period, with the highest ranking members of the Hierarchy comparable in power and status to the great Lords in the land.

8.1 The Clergy

Clergy are members of the central Church institution and are, typically, ordained Priests. They are generally non-fighters unless serving as Chaplains in Religious Fighting Orders. They may not shed the blood of any creature, so they use the mace and related weapons instead of edged weapons. In battle they might wear a good chain shirt, when Noble will invariably be fairly well trained and capable of fighting as Knights. The main interest of the Clergy is the caring for their "flocks" and the performing of good works, while increasing the temporal power of the Church.

The Church is feudal in structure, with the Rector of a parish occupying much the same position in the Hierarchy as the Landed Knight does in the social order. Rural Deans have the supervision of a number of Parishes, and are comparable to Knights Bannerette. The Bishop is the chief cleric of the Diocese, ranking close to a Count or Marquis. His second-in-command, the Archdeacon, is a hard-nosed politician who maintains order and discipline. The Archbishop has Ducal rank and is the spiritual leader of a region equivalent to a province. Heading the nation is the Primate, comparable to the King in overall status. The Pope is the head of the Church and is chosen from the ranks of the Princes of the Church. A character has only a 5% chance of election on the vacancy of this highest of offices.

Advancement in the Church is by Influence exerted on a 1 to 1 basis. A Clergyman is ordained at experience level 5. After that, he must rise to high position by influencing his superior. He may gain a position as Chaplain to a Lord or may apply to the Rural Dean for a Curate's post in a parish. If he is very ambitious, he may apply to the Archdeacon for a position on the Cathedral staff as a Canon, declaring his interest

in Church politics. Most Priests, however, will hope for a position as Rector, at best settling for a parish. Bishops and Archbishops come to their positions by influencing the Primate. 20% of the time, the King may be able to appoint a Bishop. The Primate is elected by the Grand Chapter of Bishops (number is set by the players), with a 25% chance of a vote by each one being in favor of the aspirant. If elections are lost (40% required for election), a non-player character is elected.

Minimum Requirements: 10 IQ, 12 Wisdom for Ordination to the Priesthood; otherwise, no limitation.

8.2 The Monastics

The Monastic orders are dedicated to the pursuit of prayer and meditation in the cloistered surroundings of the Monastery. Only Lawfuls may enter Monastic Orders, and advancement is by attaining experience, with each rank requiring two experience levels for qualification e.g.: a level 8 Monk would be a Precentor). A second requisite is a Bardic voice of 10, for a Monk must be able to sing the chants of the Order.

At levels 1 and 2 the Novice spends time in the fields around the Monastery and in the Cloister at hard, back-breaking labor, and he gains each level after 4 months less 1 week for each Wisdom point over 14. Levels 3 and 4 are spent as a Lay Brother, learning the chants, and he gains each level after 4 months less 1 week for each Bardic Voice point over 10. Those with Intelligence or Dexterity of 10+ will be taught to read and write, for they will be put to work illuminating Holy Manuscripts. When a Brother attains level 5, those with Alignments of 1, 2, or 3 will be advanced as candidates for the Priesthood and will subsequently serve as Chaplains and Abbots of the Monastery. Others will have only a 33% chance of such advancement. Experience after level 5 is earned as outlined in the chapter on Experience.

When a Monk becomes a Lay Brother, he acquires the ability to make Holy Waters, clerical potions embodying any curative miracle he knows:



WATER OF LIFE: 1 dose per day. This is a cordial similar to Benedictine and it has limited curative powers (1-3 points from damage). It is sold at 1 SP per dose.

WATER OF HEALING: 1 dose in 50 days divided by experience level of the Monk. The Waters are equal to a Cure Minor Wounds and are sold at 3 SP per dose.

WATER OF GREAT HEALING: 1 dose in 100 days divided by experience level of the Monk. The Waters are equal to a Cure Serious Wounds or a Cure Disease and are sold at 10 SP per dose. The Waters will also act as an antidote to poison 25% of the time.

HOLY WATER: 1 dose per day. Holy Water will burn 1-10 points when employed against Undead or Chaotic Lycanthropes, and will bubble and steam in the presence of evil Demons and the like. Only Clerics may obtain Holy Water, which is also used in religious rites.

All such Waters require 7 petals from each of 7 flowers, 7 doses of Sanctified water from a pure spring, and a Prayer II for Intervention. 7 doses of the Waters result.

A Lay Brother may also begin the illumination of Holy Manuscripts at level 3 if he has a Dexterity of 10+. Holy Manuscripts are equivalent to Magick Scrolls and may be used to contain Holy Words. Each page will take 10-100 days to illuminate and will contain 1 miracle of Command (dictated by a Cleric who knows it) which may be used by any Cleric able to read.

8.3 Friars

Characters who do not qualify for the Clergy or the Monastic Orders may become Friars. The Friars are simply not fitted to the discipline of the Monastery or the Clergy and are therefore able to move about with freedom. Some are of the classic Friar Tuck variety, worldly, pleasure-loving, and able to wink at the weaknesses and foibles of men, so long as they

are not too wicked. Such Brothers have the ability to Sanctify Waters of Life and Holy Water, but they are really Fighting Clerics and often use weapons with an edge. They do not wear armor heavier than a mail shirt and metal cap, and invariably come from rural, Commoner stock. The Quarterstaff is their first choice of weapons for specialization. Each makes his headquarters in a small chapel in the woodlands, aids and abets Outlaws unjustly oppressed by wicked lords, and sides with the peasantry crushed by harsh, grasping nobles.

8.4 The Military Orders

The Fighting Orders are of two types. One type of Fighting Cleric, a noble with an Alignment of 2, joins the household of a lawful lord as a Paladin (an Alignment of 1 joins a Fighting Order as such). Paladins seek great Quests to the Glory of God and are implacable foes of all evil in the world. They will gather around them a following of Knights and Sergeants of goodly character who share in this vision. The other type of Fighting Cleric is either a lawful man who wishes to serve the Church in a military capacity or else a Knight or Sergeant who has done wrong and has taken vows to atone for his guilt. Such Fighting Clerics live in a Chapter House and follow a Monastic life.

The Religious Fighting Orders exist as the military arm of the Church, although they are quite independent of the national Hierarchy and answer ultimately to the Pope. They have much the same goals as Knights, but do not seek the favor of ladies even if they will rescue them. Unless a Priest has joined such an Order, a member will have limited Clerical Powers, usually only Miracles #1 and 2. Paladins acquire all of the Miracles, however. (See "Clerical Fighting Orders" in the chapter on Heraldry.)

8.4 Clerical Powers

Clerics might be said to perform a kind of Magick, but it is of a miraculous nature. For the Cleric does not have to learn any spells and, in a sense, has no "spells" as such to learn. Rather, the Power comes to him from on High through an Intervention by the Deity.



8.5 Intervention

Intervention is a function of the basic Lawfulness of a Cleric. The more lawful he is, the greater the chance that his prayers will call forth a “miracle”:

% chance of a Miracle = 90% - 5% per Alignment point over 1

Each time a Cleric desires to perform a Miracle, he must obtain a percentage die roll within the range indicated for a person of his Alignment.

8.6 Clerical Miracles

There are no spell levels for Clerical Miracles because the whole concept is meaningless. Clerics are the instruments by which miracles are wrought. As they rise in their holy vocation, they become more sensitized to the Divine Power and thus become capable of requesting a greater number of miraculous effects each day. For each 10,000 experience points a Cleric obtains, he has a chance equal to his chance of an Intervention to receive the benison of another Miracle. All men sworn to the service of the True Faith in Holy Orders begin with the ability to Cure Minor Mounds. Subsequent miracles are listed in a numbered order, and are acquired in the order in which they appear. The number also refers to the total number of miracles he may request in a day. If he had 80,000 experience points and was very lucky, a Cleric could have a Cure Minor Mounds plus miracles #1 to 8 in the following list. He could perform up to 8 miracles in a day, his capacity being equal to the number of the last miracle he acquired.

1. Cure Minor Wound plus
1. Purify Food & Water
2. Remove Curse
3. Cure Disease
4. Cure Serious Wound
5. Strength of the Holy
6. Cure Grievous Wound
7. Summon Lawful Monster
8. Find the Open Way
9. Recognize Evil
10. Smite the Godless
11. Walls of Protection
12. Holy Word

13. Holy Symbols
14. Part the Waters
15. Strength of the Holy
16. The Great Cure
17. Control Weather
18. Humility
19. Visions
20. The Wrath of God
21. Crusade

The effects of each miracle listed are given at the end of this chapter.

8.7 Miraculous Magical Effects

There is a chance that Clerics will have a miraculous power to cast Magick spells as well as perform miracles, provided he meets the minimum requirements:

% chance of Magick abilities = 60% - 5% per Alignment point over 1.

Clerics who have the ability to produce miraculous magical effects are “Primitive Talent” Magick Users and acquire spells in the same manner as all Primitive Talents do. There is also a chance that Clerics of superior Intelligence, Wisdom, and Charisma (15+ in all three traits) will be capable of Shamanistic Magick instead of Primitive Talent. In all cases, the focus of Power will be a Cross or Rod, and the “Totem” will be a Cherub or a Guardian Angel equal in power and fighting ability to a demon of the same class, but with an additional 80 experience factors. The Angel is capable of performing miracles as well as magical spells. The number of spells that can be performed are equal to the number of miracles that can be requested, for the effects are miraculous in nature.

Magick Users who take Holy Orders do not lose the ability to perform Magick and remain in the magical mode they practiced before becoming Clerics. However, they may not continue in magical research unless they are Lawful in Alignment, and Magick will be performed as before, with fatigue losses and normal targeting probabilities.



8.8 Clerical Miracles

1. **CURE MINOR WOUNDS:** A miracle which restores 6-10 points to a character's body and fatigue level. It may be received once per day. Physicians also have the power.

1. **PURIFY FOOD & WATER:** A miracle which will make spoiled or poisoned food and water usable for 1-10 people. However, the condition of the food must first be known.

2. **REMOVE CURSE:** A miracle which will dispel any one Curse or Evil Sending. The chance of success if an Intervention occurs is 5% + 1% per experience factor of the Cleric. If Ordained, the basic chance is 10%; if a Bishop, 20%; if a Primate or Pope, 25%.

3. **CURE DISEASE:** A miracle which will arrest a disease and begin recovery. Recovery time is 1-20 days. It may be received once per day. Physicians have the power.

4. **CURE SERIOUS WOUND:** A miracle which restores 10 points to a character's body plus 3 points for each point of fatigue lost by the Cleric. It may be received once per day. If placed in a Holy Water, 6-20 points may be restored. Physicians of experience factor 100 also have this power.

5. **STRENGTH OF THE HOLY:** A miracle which a Cleric may employ for 1 hour once per day. It increases his carrying capacity 50% and adds 2 x WDF to his fighting ability when combating enemies of the Church.

6. **CURE GRIEVOUS WOUND:** A miracle which acts as a Serious Wound cure but also causes bones to mend temporarily. It must be performed once per week for the time taken for paralysis to heal (10 x normal) to restore use of a limb. Similarly, disease caused by Mummies may be reduced to 1-20 days for recovery if such a miracle is performed. Physicians of experience factor 200 also have this power.

7. **SUMMON LAWFUL MONSTER:** A miracle which will summon any lawful monster within 250 feet in a dungeon or underground complex and within 2 miles above ground. The Lawful monster will give assistance to the Cleric until the immediate danger is over or, if it can communicate the answer, it will answer up to 3 questions. The time taken to arrive is relative to the speed of the creature and the distance to be traveled.

8. **FIND THE OPEN WAY:** A miracle which will show the Cleric the safest and best route out of danger for 1-20 turns. It may be employed but twice in one day. During the course of the miracle, the Cleric will Detect the presence of enemies, etc., up to 100 feet away, but will know their numbers or nature only 20% of the time.

9. **RECOGNIZE EVIL:** The Cleric will know which of his companions or those whom he meets are Chaotic, and he will recognize lies for what they are. Duration: 3-8 turns, with a range of 60 feet.

10. **SMITE THE GODLESS:** A miracle which a Cleric may employ for 1 hour once per day. It increases his hit probability by +10%, his chance of a critical hit by +10%, and adds +1 WDF when he is fighting chaotics and all servants of Darkness.

11. **WALLS OF PROTECTION:** A spell which permits the Cleric to create Walls of Stone or Fire as if a Magick User of PMF 25. At experience factor 200, the Walls are placed as if a Magick User of PMF 50.

12. **HOLY WORD:** A miracle which follows upon the utterance of words of Scripture which are relevant to the situation. Holy Words are equivalent to Spells of Command and a Cleric will acquire a spell of Command 20% of the Time for each 10 experience factors he attains once he has learned to use Scripture in this way. Such spells are acquired in order, beginning with the first spell of the Outermost Circle and ending with the last spell of the Tenth Circle. Only Clerics with a Wisdom of 15+ will be able to advance past the Third Circle.



13. **HOLY SYMBOLS:** A miracle which follows upon the inscribing of signs and symbols of Holy significance upon an object or wall. Holy Symbols are equivalent to spells of Illusion, and a Cleric will acquire them in the same manner as he acquires Holy Words of Command. However, only Clerics with Wisdom of 15+ may advance past the Outermost Circle. Inscribing the Symbol immediately produces the effect.

14. **PART THE WATERS:** A miracle which will open a path through the waters 10 feet wide and up to 50 feet deep for a distance of 10 feet for each 10 experience factors the Cleric possesses. It will be employed only to effect safe crossings of large bodies of water and to aid in flight, never to attack an enemy directly. Duration: until all have crossed over or until dismissed by the Cleric.

15. **STRENGTH OF THE HOLY:** A miracle like #5, only carrying capacity is doubled and the effect lasts 1-6 hours.

16. **THE GREAT CURE:** A miracle which acts as a Cure Grievous Wound, only 25% of the time a total cure is effected, with no recovery required. Diseases may be healed, the use of limbs restored, and even amputated limbs may begin to regenerate (1 month to complete restoration of 1 limb). Sight may also be restored, hearing, etc. If a Great Cure has happened, the Cleric will spend 10% to 60% of his fatigue points.

17. **CONTROL WEATHER:** A miracle similar to the level 7 spell of Ancient Lore.

18. **HUMILITY:** A miracle whereby the Cleric is transformed by a spiritual experience. It is possible only 95% of the time - 15% per Alignment point over 2. If the experience occurs, reduce the Alignment score by 1-6 points because of a total rededication to God and a turning away from personal goals. Only characters who undergo such an experience (Saints always do) can progress to the following miracles. Check only once per 200,000 experience factors attained hereafter.

19. **VISIONS:** A miracle appearing only to those with humility, whereby the Cleric has visions of the Saints and is able to speak with them asking 7 questions which they will answer truthfully. Only one Vision may be attempted per month, after fasting for 21 days without any other activity except prayer and meditation.

20. **THE WRATH OF GOD:** A miracle which only the Saintly may perform, the Wrath is a bolt of lightning which will harm only those who are chaotic, godless, or the enemies of the Church and its servants. The bolt strikes from the heavens and affects an area 10-60 feet in diameter and all those in it. Each figure in the blast zone suffer $20 + 9 \times 1-6$ dice of damage, are stunned for 1-6 turns, and will flee upon arising, if possible. No Magick Circle will stop the Wrath, but damage will be reduced to 50%. Even Demons will flee from such a terrifying blast of energy. If directed against the walls of a structure, the Wrath does instantly the damage of 1-20 Trebuchets striking that section of wall simultaneously.

21. **CRUSADE:** A miracle whereby the Cleric is able to preach a Crusade against the Infidel, and he has a 20% chance of convincing anyone he meets (human) that he should kneel and take the Cross. This miracle may be exercised for 3 months once every 3 years.

8.9 Prayer

All Clerics have the power of Prayer. Prayer is of four types:

PRAYER FOR DIVINE PROTECTION: Made at the expenditure of 1 fatigue point, such prayer protects the Cleric personally from Magick. (See "Spells of Protection" in the Magick Spells chapter.)

PRAYER I: Made at the expenditure of 1-6 fatigue points, such prayer enhances the supplicant's ability once per day to call down a miracle at +5% per fatigue point expended. It may also be used to reduce the BMR of any material to be enchanted into a Holy Water or Holy Device by 1 to 3 levels (once per ma-



terial).

PRAYER II: Made at the expenditure of 1-6 fatigue points, such prayer requests an Intervention. If an Intervention occurs, no fatigue is suffered.

COMMON PRAYER: Prayer having the same effect for Clerics as Meditation has for a Magick User when enchanting materials. See also "Spells of Protection."

8.10 **Benediction**

All Clerics in Holy Orders have the power to Bless others. A Benediction may be bestowed on any character in the service of the church or who is not a heretic, unbeliever, or any one fighting lawful opponents who are themselves behaving lawfully.

MONKS, UNORDAINED CLERGY: The benison must be given during a turn in which recipients are not engaged in combat. Morale checks are raised +5%, +5% is added to all hit probabilities, and mortally wounded characters will not die for 1-10 turns. Cost: 1 fatigue factor for every 2 turns of benefit.

ORDAINED CLERGY, ABBOTS: The benison must be given during a turn in which recipients are not engaged in combat. The effects are the same as for Monks and Unordained Clergy, except that an advantage of +5% or 1 pip is gained on all die rolls in the favor of the recipient. Cost is 1 fatigue point and the effects last 1 hour.

A Benediction may be bestowed on anyone up to 30 feet away from the Cleric, and in a kneeling position, or on anyone in a Church or Chapel.

8.11 **Sanctification**

When reducing the BMR of any material to be used to make a Water or Device with Holy properties, Clerics are treated the same as Magick Users. Once the materials are prepared, the Cleric must pray for 2-21 days, after which time the miracle is placed in the Water or Device. Holy Words, of course, must be spoken.

8.12 **Undead**

Clerics have the same ability to turn away or command Undead as a Necromancer (See "Necromantic Magick" in the chapter on Magicians.) Usually, an enchanted Cross or a Holy Relic will be employed in the process.

8.13 **Abbots and Ordained Priests**

Abbots and Ordained Priests possess a number of rites, sacraments, and abilities:

MASS & HIGH MASS: The central sacrament of the Church, the Mass establishes a Circle of Protection around the Church or area in which the Mass is held. All Evil Sendings, Demons, Undead, etc., are prevented from entering the charmed area, and all benefits of Benediction are felt by the celebrants. Duration: 1 hour for a Mass and 2 hours for a High Mass. No fatigue loss is experienced, and one Mass may be celebrated per day.

CONVERSION: The ability of a Priest to convert unbelievers at a percentage equal to 50% - 5% per Alignment point over 1. One person may be converted per 10,000 experience factors possessed by the Priest or Abbot. Conversion causes a reduction in alignment of 1-6 points.

EXORCISM: The ability to drive out a Demon possessing any individual, creature, or place. The Exorcism is always cast as a Magick spell, with targeting equal to the level of the Demon. If successful, the Demon must depart immediately and cannot trouble the victim or place for 2-7 months thereafter. The Cleric must be standing within 100 feet of the Demon and, once he has begun the rite, the Demon is powerless to stop him or harm him or his companions until the rite is completed.

CONFESSION: The ability of a Priest or Abbot to hear the confession of a Believer and grant him absolution. If the sins are at all serious, the Confessor may impose a penance on the penitent equal to a Geas. The Quest imposed will be to do some good work, difficult enough to match the sin but no vicious or overly deadly in nature. Believers must go



to Confession at least twice per year on a High Holy Day, or they will receive no benefits from Interventions or Holy Waters and Devices. Pretty sins require an offering to the poor, etc., to atone, or else restitution to wronged parties.

INTERNMENT: The rite by which a body is placed in hallowed ground and protected from disturbance by those who would defile it. Internment protects a body by rendering it even potentially usable by a Necromancer, etc., only 10% of the time.

SUPREME UNCTION: The final rite of the Church for the dying which increases the chance of Resurrection by a Bishop by 10% and preserves the body for 10 days. Persons who are slain in battle while having the benefits of a Benediction will have the remaining time to receive Supreme Unction so long as the Priest or Abbot can reach his side.

8.14 Bishops

Bishops have a number of rites, sacraments, and abilities in addition to those they possess as 8.13.1 Priests:

EXCOMMUNICATION: The rite by which a Believer is cast out of the Church and is denied all benefit of clergy. The Excommunicated person is shunned by all lawful people, loses all of his Influence with lawful persons, and his vassals are released from their oaths of homage and fealty. This powerful expression of Church disapproval cannot be employed without good reason and the Pope has the final say on its validity (it remains in effect until the appeal succeeds).

ORDINATION: The power of a Bishop to elevate a cleric to the Priesthood.

RESURRECTION: The power to raise the recently dead. A body takes 3 days to begin decaying, after which -5% is lost from the chance of Resurrection per day (see "Constitution" in the chapter on Prime Requisites). Bishops with Alignments of 1 or 2 may raise bodies dead for 30 days without penalty, but recuperation time is twice as long afterward. The Constitution of a raised character falls 1 or 2 points

each time he is killed, for purposes of subsequent Resurrection only.

8.15 Primates

As spiritual leaders of entire nations, Primates have special powers and rights:

CORONATION: The right to crown the King. If there is no Primate, an Archbishop or two Bishops may perform the ceremony.

INTERDICT: The power to place the entire nation under the Ban, denying all men the benefit of Clergy save those in the direct service of the Church. It is usually directed at Kings who have grievously oppressed the Church by committing crimes against members of the Clergy. It is never employed without unassailable reasons, and only if the King has proved to be unpenitent and stubborn in his stand.

INVESTMENT: The right of the Primate to invest a Bishop or Archbishop with his Diocese. This is in direct conflict with the desire of the King to have control over who holds land as a "tenant-in-chief" in his nation, and there is a 20% chance he will disagree and make an issue out of an Investment unless he has already agreed to the candidate.

8.16 The Pope

As the Spiritual Father of all believers in the True Faith, the Pope has powers like those of a Primate except for Coronation (unless also a Primate or dealing with the Holy Roman Empire). He is the supreme head of all international Clerical Fighting Orders and Monastic Orders, and he has several prerogatives:

PROCLAMATION: The Pope may issue "bulls" and other documents regarding the practice of the Faith, and may hear appeals from the decisions of Bishops and Primates on such matters as Excommunication and Interdict.



9.0 The Magicians

Part 1

9.0.1 Introduction to Magick

To feudal mind, Magick was a very real thing, just as real as were dragons and basilisks and the many other legendary beasts and monsters which the men of a pre-scientific period believed to inhabit the darker corners of the earth. Since Magick colours the whole feudal period and is an integral part of the medieval psyche, it must also occupy a necessary place in the world of *C&S Red Book*.

However, if Magick is an interesting and spectacular thing, it is never 'easy' to perform, as any serious student of the subject knows full well. Yet far too many players who have Magick Users assume a blithe complacency about the subject. To most, it is a type of 'weapons technology,' a quick and really easy method of burning, blasting, and otherwise crushing opponents which they cannot destroy by mere wit and superior tactics. When in doubt, use "over-kill!" That these ego-trippers and uninformed players do not understand is that it is not in the nature of magicians to risk their skins unless some great treasure is to be had. They do not act as weapons engineer for power or gold-hungry people; nor do they consent to acting as a heavily armed escort for others. They are not even very hungry for other magicians' magical devices, however powerful those might be. Their interest, their sole interest, is in discovering all the secrets of their Art: and with a few exceptions, they are motivated to rise to the pinnacle of Magical Power by their own efforts. Even the howling chaotic is given to this all-dominating drive in his personality, and the "chaotic" things he does are only done as a means to attaining his goal. What real "experience" is to be had in a dark, damp dungeon? The Arcane Arts are essentially contemplative in nature, the actual practices being done only after long preparation and research. The magical effects are too difficult and are often too dangerous to achieve to permit any Magick User, however highly placed, the luxury of blazing away with spell after spell, or of taking time off from

important work to go down into a dungeon!

Many of the members of our group have grown bored with the Magick User being an unimaginative method of removing the opposition. Because of the constant escalation in the numbers and the power of "magical" spells, the dungeon expedition has become a form of walking nightmare to player and dungeon master alike. True, thousands of strange and wonderful devices appear, each one more powerful and ingenious than the last. Armed with such devices, players begin wiping out and looting entire dungeon complexes. To combat this tendency, dungeon masters spawn new and ever more devils of darkness to destroy the ravaging dungeon crews who come on every raid armed to the teeth. Of course, the argument can be made that such developments are injecting new "interest" into a flagging game by reducing the predictability of an adventure or an encounter. But cannot "interest" be best maintained by imaginative play? The tendency to "newer" and "bigger" and "better" stuff is the product of a technological mind. The point is that, first of all, we are surely trying to get away from the "new, new, NEW" craze by playing a fantasy campaign; and, second, it is not in the nature of Magick to be a "technology" or to be used as one.

The Magick User might be compared to a combination philosopher-sage-research scientist, particularly the magicians of the Arcane and Mystical Schools. He will acquire the vast majority of his "experience" by mastering his art. In *C&S Red Book* Magick Users obtain experience because they practice Magick. No experience exists for going on adventures, discovering gold or jewels or even magical items, or even killing monsters. Only those activities which directly aim at increasing one's mastery of Magick itself can give the magician any "experience" worthwhile to him: Magick is not a crowbar to lever the opposition out of the way. It is a pursuit for its own sake. The many devices and potions and scrolls a magician produces are mere by-products of the practice of his Art. A wand or ring is merely a focus to enhance his powers and reduce personal risk from a failure to control the great powers with which he must work. A protective amulet provides a means to stop his enemies from harming him, for he cannot devote time to



self-defense training, nor does he have any love for purely physical activity in the first place. Most of his magical devices are mere time-savers, aids to the performing of Magick which is no longer of prime interest to him, but which might also be necessary from time to time.

This, then, is the general mental set of the real Magick User. His Art is all that really interests him. Any time he takes from his Magick is “wasted” as far as he is concerned. Mere worldly power or riches are valued only by “low-grade” Magicians who lose sight of their true destiny.

9.1 Creating the Magus

C&S Red Book breaks magick into various Modes each of which are sub-divided into various specific methods of doing magick. The player should roll to determine the Mode to be practiced by the character and then determine the method. *C&S Red Book* mages require two prerequisites in characteristics: IQ of a certain level, and a second requisite depending on the Mode and Method.

9.1.1 Class Origins and Magick Mode

Magick Users are born and not made. Even the type of Magick one practices is predetermined. The following tables reflect this situation. The first table is used to determine the kind of Magick User the player has become, and it does not apply to anyone who is a well-aspected Gemini, Virgo, or Scorpio because the stars favor whatever mode of Magick they practice. (These characters may choose the Mode of Magick they wish to learn, no matter what their social class, provided they have a minimum IQ of 11.)

Table 1: Mode determination

Social Class	Min. I.Q.*	Natural	Minor	Arcane	Major	Arcane	Mystic
Serf	12	1-75%	76-90%	91-95%		96-100%	
Yeoman	12	1-65%	66-80%	81-94%		95-100%	
Yeoman in Livery	12	1-50%	51-70%	71-94%		95-100%	
Townsmen	11	1-35%	36-50%	51-85%		86-100%	
Guildsman	11	1-20%	21-40%	41-80%		81-100%	
Nobleman	11	1-30%	31-50%	51-95%		96-100%	

*The IQ of a character is the Prime Requisite of a Magick User, and players who do not have the minimum IQ indicated cannot become Magick Users.

Table 2: Natural Mode Magick Users

All characters obtaining a “Natural” result in Table 1 use this table to determine the type of Natural Magician they will become:

Social Class	Primitive	Drug Trance	Dancel/Chant	Shaman	Medium
Serf	1-25%(50)*	26-45%(75)	46-70%(75)	71-94%(75)	95-100%
Yeoman	1-30%(50)	31-50%(50)	51-70%(40)	71-94%(50)	95-100%
Yeoman in Livery	1-35%(25)	36-50%(35)	51-75%(20)	76-94%(40)	91-100%
Townsmen	1-40%(20)	41-65%(30)	66-80%(70)	81-85%(45)	86-100%
Guildsman	1-60%(50)	61-70%(20)	71-75%(70)	76-85%(45)	86-100%
Nobleman	1-50%(20)	51-70%(40)	71-80%(45)	81-90%(45)	91-100%

*The bracketed percentage represents the chance that the character is a member of a secret Magical Order of Society.



Table 3: Minor Arcane Mode Magick Users

All characters obtaining a “Minor Arcane” result in Table 1 use this table to determine the type of Minor Arcane Magician they will become:

<i>Social Class</i>	<i>Alchemist</i>	<i>Astrologer</i>	<i>Diviner</i>	<i>Hex Master*</i>	<i>Artificer</i>
Serf	1-10%	11-25%	26-40%	61-90%	91-100%
Yeoman	1-15%	16-40%	41-70%	71-85%	86-100%
Yeoman in Livery	1-20%	21-45%	46-70%	71-85%	86-100%
Townsmen	1-25%	26-55%	56-65%	66-75%	76-100%
Guildsman	1-40%	41-50%	51-60%	61-70%	71-100%
Nobleman	1-30%	31-50%	51-70%	71-80%	81-100%

*Hex Masters are the only Minor Arcane who may secretly organize. See the section on Hex Masters for conditions of the Covens.

Table 4: Major Arcane Mode Magick Users

All characters obtaining a “Major Arcane” result in Table 1 use this table to determine the type of Major Arcane Magician they will become:

<i>Social Class</i>	<i>Enchanter</i>	<i>Conjurer</i>	<i>Thaumaturgist</i>	<i>Necromancer</i>
Serf	1-25%(60)*	26-75%(60)	76-90%(60)	91-100%(100)
Yeoman	1-30%(40)	31-60%(45)	61-85%(50)	86-100%(100)
Yeoman in Livery	1-30%(50)	31-60%(50)	61-85%(50)	86-100%(100)
Townsmen	1-35%(30)	36-60%(35)	61-85%(45)	86-100%(100)
Guildsman	1-40%(30)	41-50%(30)	51-75%(40)	76-100%(100)
Nobleman	1-40%(20)	41-60%(20)	61-80%(20)	81-100%(100)

*The bracketed percentage represents the chance that the character belongs to a secret Magical Order or Society.

Table 5: Mystic Mode Magick Users

All characters obtaining a “Mystic” result in Table 1 use this table to determine the type of Mystic Magician they will become:

<i>Social Class</i>	<i>Power Word</i>	<i>Cabala/Symbolist</i>	<i>Sacred Square</i>
Serf	1-65%(70)*	66-80%(60)	81-100%(60)
Yeoman	1-60%(60)	61-80%(50)	81-100%(60)
Yeoman in Livery	1-55%(50)	56-80%(50)	81-100%(40)
Townsmen	1-50%(30)	51-80%(30)	81-100%(30)
Guildsman	1-45%(25)	46-80%(40)	81-100%(30)
Nobleman	1-35%(50)	36-60%(40)	61-100%(60)

*The bracketed percentage represents the chance that the character belongs to a Secret Magical Order or Society.

9.1.2 The Second Requisite

While IQ is the Prime Requisite for being a Magick User, other characteristics determine just how well a character does initially in a particular mode of Magick.



9.1.2.1 Natural Mode Second Requisite

Primitive Talent:	Dexterity
Drug Trance:	Constitution
Dance/Chant:	Bardic Voice
Shaman:	Charisma
Medium:	Wisdom

9.1.2.2 Minor Arcane Mode Second Requisite

Alchemist:	Dexterity
Artificer:	Dexterity
Diviner:	Wisdom
Hex Master:	Charisma

9.1.2.3 Major Arcane Mode Second Requisite

Enchanter:	Bardic Voice
Conjuror:	Dexterity
Thaumaturgist:	Charisma
Necromancer:	Wisdom

9.1.2.4 Mystic Mode Second Requisite

Power Word:	Bardic Voice
Cabala/Symbolist:	Intelligence
Sacred Square:	Wisdom

9.1.3 The Personal Magick Factor**9.1.3.1 Second Requisite Table**

The following table provides a factored value for the Second Requisite of all Magick Users. The Second Requisite Factor is used when computing the basic *Personal Magick Factor* (PMF) of a character.

The Second Requisite gives a character an initial advantage when he starts practicing Magick. However, as he advances in skill, his experience will greatly overshadow any advantages he enjoyed at the beginning due to his native abilities:

Factors for Second Requisite Talents for Use in Determining PMF.

Requisite Talent	Dex.	I.Q.	Wis.	Char.	Voice	Con.
1-7	0	0	1.0	0	0	1.0
8-9	0	1.0	1.0	1.0	1.0	1.0
10-12	1.0	1.5	1.5	1.5	1.5	1.5
13-14	1.5	2.0	2.0	2.0	2.0	2.0
15	2.0	2.5	2.0	2.0	2.5	2.0
16	3.0	3.5	3.0	3.0	3.5	3.0
17	4.0	4.5	3.5	4.0	4.5	4.0
18	5.0	5.5	4.5	5.0	5.5	5.0
19	6.0	6.5	5.5	6.0	6.5	6.0
20* (01-50%)	7.0	7.5	6.5	7.0	7.5	7.0
20+ (51-90%)	8.0	8.0	8.0	8.0	8.0	8.0
20+ (91-99%)	9.0	9.0	9.0	9.0	9.0	9.0



Factors for Second Requisite Talents for Use in Determining PMF.

Requisite Talent	Dex.	I.Q.	Wis.	Char.	Voice	Con.
20+ (100%)	10.0	10.0	10.0	10.0	10.0	10.0
21	11.0					
22	12.0					
23	13.0					
24	14.0					
25	15.0					

* Characteristics other than Dexterity which go above 20 roll for the level of the Second Requisite Factor

9.1.3.2 Concentration Level

The Concentration Level (Conc. L.) of a Magick User is the measure of his ability to control and cast magical spells. Players will note that all references to the power of Magick Users is made in terms of their Concentration Levels, not in terms of their experience levels. (To find the experience level, multiply the Conc. L. by 10,000 and consult the appropriate Experience Table in the section on Experience.)

To find the initial Concentration Level of a character, substitute in the following formula:

$$\text{Conc. L.} = (\text{IQ} + \text{Unfactored Second Requisite})/10 + \text{Experience Factor}$$

1. The reference to the Second Requisite in this formula is to the basic 1-20 result obtained when the character's Prime Requisites were rolled.
2. The Experience Factor is found by dividing the total experience points earned by a Magick User by 10,000.

Example A: A character has an IQ of 16 and, because he is an Alchemist, a Dexterity of 19 as his Second Requisite. He is just starting, and so has no points for experience:

$$\text{Conc. L.} = (16+19)/10 + 0 = 3.5$$

Example B: Our Alchemist has been practicing Magick for some time now and has amassed 175000 experience points. His Concentration Level is:

$$\text{Conc. L.} = (16+19)/10 + (175,000)/10,000 = 21.0$$

Since the Concentration Level is constantly changing as a Magick User gains in experience, players should update it at the end of each expedition to keep an precise check on the status of a Magick Using character.

9.1.3.4 Determining The Personal Magick Factor

The Personal Magick Factor (*PMF*) occupies the same place in the Magick Systems as the Personal Combat Factor (PCF) does in the Combat Systems. The PMF is basically a measure of the ability of a Magick User to "move" materials. It also determines his range, the duration of his spells, and the amount of damage he can inflict using certain types of Magick. The PMF is found by using the following formula:

$$\text{PMF} = \text{Second Requisite Factor} + \text{Astrological Factor} + \text{Alignment Factor}$$



1. Second Requisite Factor: see Second Requisite Table, above.
2. Astrological Factor: As players may have noticed, the “Stars” affect the lives and fortunes of characters in *C&S Red Book*. The Astrological Factor is found by taking the percentage bonus given in the Astrological Reading Table and dividing by 10. For example, a Well Aspected Virgo has a 15% bonus as a Magick User. To find his Astrological Factor, 15 is divided by 10, giving 1.5. This reflects the degree of favor by the Stars of his practice of Magick.
3. The Alignment Factor reflects the limits to which a Magick User will go to produce the effects he wants. The Chaotic has the greatest advantage because he has no real scruples. The Lawful has scruples, but receives “divine” assistance. The Neutral has some scruples and, at the same time, receives no special assistance, so he does not enjoy significant advantage.

LAW = 0.3 NEUTRAL = 0.1 CHAOS = 0.5

Example: Suppose a Magick User was an Enchanter. Bardic Voice is the Second Requisite, and with a score of 17 (at 1-50%), his Second Requisite Factor = 4.5. Because he is also a Well-Aspected Virgo, his astrological Factor is 1.5. He is also a howling Chaotic, giving him an Alignment Factor of .5. Substituting in the formula, we have

PMF = 4.5 + 1.5 + .5 = 6.5

The PMF given in the above example is the basic Power possessed by the character. The PMF will increase as the character advances to higher Magick Levels (MKL). The MKL of a character is nothing more than a relative measure of proficiency in the casting of spells. There are 22 Magick Levels, corresponding to the 22 cards of the Major Arcana in the Tarot Deck. The relation of the Magick Levels to Concentration Levels and to Experience has already been given in the section on Relationships of Measures of Magical Proficiency.

9.1.3.5 The Effects of the Personal Magick Factor

After the initial PMF has been decided, a character receives an increase of 2 PMF per Magick Level (MKL) he advances:

PMF	Direct Injurious Effect (for Basic Magick only)	Volume Multiplier Missiles	Multiplier Material	Time Factor	Spell Range
Under 1	1 X EDF	x1	(x1)	1 x MKL	5' per MKL
1 to 3	1 x EDF	x1	(x2)	2 x MKL	5' per MKL
3 to 6	1 x EDF	x1	(x3)	2 x MKL	10' per MKL
6 to 9	2 x EDF	x1	(x4)	3 x MKL	10' per MKL
9 to 12	2 x EDF	x2	(x5)	4 x MKL	10' per MKL
12 to 15	2 x EDF	x2	(x6)	4 x MKL	10' per MKL
15 to 20	3 x EDF	x2	(x7)	4 x MKL	10' per MKL
20 to 25	3 x EDF	x3	(x8)	4 x MKL	15' per MKL
25 to 30	3 x EDF	x3	(x9)	4 x MKL	15' per MKL
30 to 35	4 x EDF	x3	(x10)	5 x MKL	15' per MKL
35 to 40	4 X EDF	x3	(x11)	5 x MKL	15' per MKL
40 to 45	5 x EDF	x4	(x12)	6 x MKL	20' per MKL
45 to 50	5 x EDF	x4	(x15)	7 x MKL	20' per MKL
50+	6 x EDF	x5	(x20)	8 x MKL	20' per MKL



Effects Damage Factor: The EDF is the basic unit of offensive damage caused by the various Basic Magick effects. The EDF of a given effect is found in the description of the Basic Magick spell being used. For example, 1 volume of fire does 1-6 points of damage where the amount of damage may be increased by the Direct Injurious Effects Multiplier when magic missiles are cast.

Direct Injurious Effects Multiplier: The DIE Multiplier is given in the Personal Magick Factor Table and is used to multiply the EDF x the offensive capability of a particular Magick User. As a Magick User rises in power and ability, the multiplier increases in value.

Volume Multiplier: The volume Multiplier also appears in the Personal Magick Factor Table and is used to determine the amount of material that a Magick User can handle at any one time. The number outside the brackets represents the maximum number of standard volumes of material that the Magick User may fling as a missile. A Magick User with a PMF of 12, for instance, can cast a missile of 2 standard volumes. For example, this could be a magick missile of rock 1' x 1' x 2' and weighing 600 Dr. The number inside the brackets represents the maximum number of standard volumes of material he could create. Again, taking a Magick User with a PMF of 12, this would amount to 4 volumes or 1' x 1' x 4' of rock weighing 2400 Dr. As will be noted below, an Amplification spell will double the volume of material that can be handled.

Time Factor: The Time Factor gives the duration of an effect produced by a Magick User, and it is applied not only to Basic Magick but also to most other spells as well. The Time Factor is given in the Personal Magick Factor Table and indicates the number of turns the effect will last. For example, our Magick User of PMF 12 has a Time Factor of 3 x MKL. Suppose his MKL is 2. This gives a duration of $3 \times 2 = 6$ turns.

Range: The range of a Basic Magick Effect, and also the range of most other spells, is also given in the Personal Magick Factor Table. This is the maximum distance that a Magick User may usually send his spells. For example, our Magick User of PMF 12 and MKL 2 has a range of 10' per MKL or 20'.

The player is urged to become familiar with these terms as they are used repeatedly in subsequent discussions of the various types of Magick spells.

9.1.3.6 Relationships of magical proficiency

There are a number of different ways of measuring Magical Proficiency, and the following table is included to give players a quick comparison of the equivalencies of the different values:

MAGICK LEVEL	CONCENTRATION LEVEL	SPELL LEVEL	APPROXIMATE EXPERIENCE	PERSONAL MAGICK FACTOR BONUS
1	1-4	1	0	0
2	5-10	1	10K to 100K	+2 (2)
3	10-15	2	100 K to 150K	+2 (4)
4	15-20	2	150K to 200K	+2 (6)
5	20-30	3	200K to 300K	+2 (8)
6	30-40	3	300K to 400K	+2 (10)
7	40-50	4	400K to 500K	+2 (12)
8	50-75	4	500K to 750K	+2 (14)
9	75-100	5	750K to 1000K	+2 (16)
10	100-125	5	1000K to 1250K	+2 (18)
11	125-150	6	1250K to 1250K	+2 (20)



MAGICK LEVEL	CONCENTRATION LEVEL	SPELL LEVEL	APPROXIMATE EXPERIENCE	PERSONAL MAGICK FACTOR BONUS
12	150-200	6	1500K to 2000K	+2 (22)
13	200-250	7	2000K to 2500K	+2 (24)
14	250-300	7	2500K to 3000K	+2 (26)
15	300-350	8	3000K to 3500K	+2 (28)
16	350-400	8	3500K to 4000K	+2 (30)
17	400-450	9	4000K to 4500K	+2 (32)
18	450-500	9	4500K to 5000K	+2 (34)
19	500-600	10	5000K to 6000K	+2 (36)
20	600-700	10	6000K to 7000K	+2 (38)
21	700-800	11	7000K to 8000K	+2 (40)
22	800+	11	8000K+	+2 (42)

Magick Level: A term indicating relative proficiency of a Magick User.

Conc. Level: A term indicating the ability of a Magick User to focus his Power and concentrate on the actual casting of a spell.

Spell Level: A term indicating both the level of spell that the Magick User is able to learn with relative ease and the level of spell he can place in any Magick device at a particular Magick Level.

Approx. Experience: The approximate number of experience points required to attain a particular Magick Level, Concentration Level, and Spell Level. Magick Users are unusual in that they advance in development of fighting skills, body and fatigue improvement, etc., as some character types (they can be such types as Non-fighters, Foresters, Elves, Dwarves, even Fighters) but their proficiency in the practice of the Arcane Arts progresses according to an entirely different scale. The above guideline permits players to determine the Magick proficiency of characters of any type quickly. It also provided a quick guide to determining the experience level of any non-player character or Monster so that other data concerning fighting ability will be easily obtained from the Monster Profiles.

PMF Bonus: The bonus added to the basic PMF of any character or non-player character to compute Magical Combat skills and the ability to bring off Basic Magick Effects. The number in brackets is the cumulative total of bonuses given up to the Concentration Level.

9.1.3.7 Spells known by Non-Player Magick Users

While the exact spells “known” by player-characters is readily available, non-player characters present a problem. Rarely will they know all of the spells at a given spell casting level. The following table randomizes the probability of a non-player Magick User knowing any given spell at a particular Spell Level. “Knowing” a spell means that the Magick User has reduced the resistance of the spell to BMR 0 at 100%. The table makes allowances for a Magick User’s knowing spells beyond his current Spell Level, and also for not having bothered to learn certain spells.



Level of the Spell the Non-Player Magick User Has learned

Conc. Level	MKL	1	2	3	4	5	6	7	8	9	10	11
1-10	1-2	25	15									
10-20	3-4	25	15	10								
20-40	5-6	35	25	15	10							
40-75	7-8	45	35	25	15	10						
75-125	9-10	65	45	35	25	15	10					
125-200	11-12	75	65	45	35	25	15	10				
200-300	13-14	85	75	65	45	35	25	15	10			
300-400	15-16	90	85	75	65	45	35	25	15	10		
400-450	17	95	90	85	70	55	40	30	20	15		
450-500	18	95	90	90	75	65	45	35	25	20	10	
500-600	19	95	90	90	80	75	55	45	35	25	15	10
600-700	20	95	90	95	95	85	65	55	45	35	25	15
700-800	21	95	95	95	95	90	75	65	55	45	35	25
800-900*	22	95	95	95	95	95	85	75	65	55	45	35

*Each 100 Concentration Factors after 900 increases the probabilities by +5% for any spell to a maximum probability of 90%.

9.2 Fast Magick System

For those players wishing to avoid the complexity of the Magick System contained in *Chivalry & Sorcery* with regard to how Magick Users learn Magick, they may use the Non-Player Magick User Table above as a way of finding out which spells their player-characters have learned.

A player-character receives a chance to roll for a spell at the outset. A new Magick User rolls once for each concentration point he possesses.

A player-character receives a chance to roll for a spell each time he acquires 10,000 experience points (1 concentration factor). He may check only for spells at or below his Spell Level (see Relationships of Measures of Magical Proficiency). Spells which have been acquired in this manner give a character only 1/4 of the experience points normally assigned to them, but the player receives the full experience points for using them. This sort of spell selection should be reserved only to Basic Magick spells, thus allowing the character to learn some spells, or it can be "wide open"--in which case the player's spell selection is restricted by what his Master knows (a non-player character, usually). Players choosing the fast Magick route will not be allowed to combine effects or alter them any way.

9.3.1 Encounters with Magick Users

Magick Users will be encountered but rarely in any dungeon or wilderness adventure because there are simply too few of them. However, when one does confront the adventurers, the following guidelines should be used to determine the proficiency of the "Monster" Magick User, and then the Non-Player Magick User Table should be consulted to determine which spells he has "learned":

1. If a Magick User is present in the party and has less than 200 experience factors (under 2,000,000 experience points), roll a 20-sided die and multiply the result by
 - a. 10 in civilized areas (towns, settled countryside, etc.);



- b. 30 in wilderness areas or underground.

The result is the Concentration Level of the encountered Magick User.

2. If a Magick User is present in the party and has more than 200 experience factors (over 2,000,000 experience points), roll a 20-sided die and multiply

- a. 30 in civilized areas;
b. 50 in wilderness areas or underground.

The result is the Concentration Level of the encountered Magick User.

3. If no Magick User is present in the party, divide the experience points of the highest member of the party by 10,000 to obtain an experience factor.

- a. If the experience factor is less than 200, roll a 20-sided die and multiply the result by 10.
b. If the experience factor is more than 200, roll a 20-sided die and multiply the result by 30.

The result is the Concentration Level of the encountered Magick User.

4. If the encountered Magick User is accompanied by an apprentice or assistant, his junior partner will have a Concentration Level of 5% to 50% of that of his Master. Roll a 10-sided die. Each pip represents +5%, so a result of 6 would mean that the assistant is $5 \times 6 = 30\%$ of the Master's Concentration Level.

5. If the player conducting the expedition is so inclined, he may develop a Magick User of a specified level of experience without resorting to a random technique. However, in such an instant, the identity and power of the Magick User will be known to the party, and indeed the whole point of the expedition should have to do with their obtaining (or stealing) some item from him, or perhaps even slaying him.

9.3.2 Masters

All young Magick Users have powerful Masters who

teach them and protect them. The non-player Master's Concentration Level is found by rolling a 20-sided die and then multiplying the result by 25. However, the minimum level for any Master is a Conc. Level of 75, so ignore all die rolls of 1 or 2 and treat them as 3. For example, a die roll of 12 would give an apprentice a Master of Conc. Level 300 (equal to 3,000,000 experience points).

The spells known by the Master are then determined exactly by consulting the Non-player Magick User Table and rolling for each spell in the spell lists. An apprentice can learn only those spells which his Master possesses, and even then, only the spells at his current Spell Level. If his Master acquires a new spell, he may teach it to his pupil. Conversely, if an apprentice acquires a new spell (finds a scroll, book, etc.), he will deliver it into the hands of his Master. An apprentice who fails in this duty to his Master will be found out 90% of the time and punished appropriately. It should be pointed out that an apprentice has absolutely no magical protection against spells cast by his Master until he reaches experience level 5.

9.3.3 Magical Guilds, Orders, and Societies

In the time period covered by *C&S Red Book*, it is assumed that knowledge was so rare a commodity that no one could acquire enough of it on his own. Therefore, every Magick User begins by becoming an Apprentice to some Master Magician and by joining a Magical guild, order, or society.

9.3.3.1 Setting up a Magick Order

The first player to become a Magick User in a particular town or area is the one who sets up the Order by rolling for the number of Masters and Journeymen in the organization, and then determining their Concentration Levels as outlined immediately above for Masters. Journeymen are found by rolling a 1-20 die $\times 5 =$ Concentration Level, with a minimum of 15. The player then develops the headquarters of the Order--a form of "dungeon complex" which is subject to attack and which he must defend with the resources of the Order against intruders. The headquarters might be a converted inn, a small tower, or almost any structure.



9.3.3.2 The Magical Societies

A Magical Society is a loose organization of a number of Masters (2-12). Each Master has a chapter house, with 1-3 Journeymen and 1-4 Apprentices, 8-48 non-Magick User servants and guards, and 1-20 Monsters. Societies are regional or national in scope. Societies are regional or national in scope and are divided into two types. The open Society is established to further the Arcane Arts as a field of study. The secret Society has a sinister or evil purpose relating either to demonic influences or power-seeking on the part of the Masters. In any event, the Masters elect a Grand Master for life to oversee the activities of the Society. Promotion to the rank of Master occurs whenever a member reaches Concentration Level 75.

9.3.3.3 The Society Royal

The Society Royal is a national Magical Society recognized and encouraged by the King as contributing to the life of the nation. As such, it has 5-20 Masters, each with 3 Journeymen and 4 Apprentices. The Master Royal is the head of the society and is never less than Concentration Level 500, unless slain and replaced by a member of a lower level. The Master Royal has a tower in the Royal Castle in the Capital, and the others are scattered throughout the Kingdom, each Master maintaining a chapter house in a converted inn. Otherwise, the Society Royal is like any other Society.

The Arms of the Society Royal are quartered, with the Royal Arms in the upper right and lower left, the Arms of the Society in the lower right, and the Arms of the Master (who is a Grand Sergeant of the Throne Room) in the upper left. The Master Royal is a close Advisor and confidant of the King.

9.3.3.4 The Magical Guilds

Each of the Guilds is formally titled as “The Master, Wardens, and Commonality of the Art and Mystery of _____ of the City of _____.” The first blank is filled in with the name of the type of Magick Users who are in the Guild, the second with the name of the city. There are 2-7 Masters, double that number of Journeymen, and 2 Apprentices for each Master or Journeyman. The Magical Guild is organized like

any other Guild: there is a Grandmaster, a Council of Warders composed of the Masters (Syndics), and the Commonality (Journeymen and Apprentices). The Grandmaster lives in the Guildhall, which contains the Council Chamber of the Guild as well as the Library. Journeymen and Apprentices attend classes at the Guildhall.

The Grandmaster is the Master with the highest Concentration Level, followed in rank by the other Master Warders in order of Concentration Levels. Journeymen are always from sister Guilds in other cities. Promotion to Journeyman comes at Concentration Level 15, and to Master at Level 75. Promotion to Grandmaster comes only with the death of the old Grandmaster.

9.3.3.4 The Quasi-Military Magical Orders

The Military Orders of Magick Users are formed either from Forester-Primitive Talents or Artificer-Mechanicians and Weaponsmiths. Each Order is a “Battle,” divided into 10 Companies. Each Company is commanded by a Master with 10 Journeymen and 30 Apprentices, and 100 men-at-arms. The Captain-General of the Order is the most experienced Magick User, with all of the others having rank according to their Concentration Levels. Promotion to the rank of Captain or Captain-General requires the death of one’s predecessor and a minimum Concentration Level of 75. All members of the Order are Fighting Men, with Masters and Journeymen being equivalent to Knights and Apprentices to Squires. Elves and Dwarves may join, and a Company usually has from 1-10 friendly monsters attached to it.

The headquarters of the Military Orders is usually a small castle or a large fortified manor house. These headquarters are superbly fortified and equipped because of the high quality of the troops within. Minimum qualifications for acceptance, in addition to Magical Prerequisites, are superior PCF and a Military Ability of 7+.

9.3.3.5 The Red Circle Brotherhood

Of all the Secret Orders, the Red Circle Brotherhood is the most secret. It is devoted to maintaining the



natural order of things, hence its other name: The Masters of Karma. The Brotherhood is composed of Sacred Square Mystics, who are primary in the Circle, Cabalists, Power Word Mystics, and Thaumaturgists. The Brotherhood is devoted to the study of the Arcane Arts and has a healthy dislike of the “prostitution” of Magick for “materialistic” and “worldly” ends. Thus it takes steps to neutralize the use of Magick in warfare and also its misuse by power-hungry Magicians who have forgotten their goal is study, not dominion over men.

9.3.3.6 Other suggested Magical Orders

There follows a table of possible Magical Orders that could be formed in the campaign. Of course, not all of the Orders have to be formed, but players desiring to develop some are encouraged to do so in order to add “color” to daily play.

9.4 Magical Resistance

In Physics, all objects have a basic inertia and resist any attempt to change their direction of motion or, if at rest, to move them at all. The same is true of Magick. Everything has a Basic Magic Resistance, which will be hereafter referred to as BMR. The BMR of anything a Magick User attempts to influence or control magically presents a resistance to such attempts to change it in any way.

The BMR of a spell, object, or creature is rated on an index of 0 to 10. A BMR 0 means that there is very little resistance to Magick. A BMR 10 means that there is a great deal of resistance of Magick.

All spells in *C&S Red Book* are given with a BMR assigned to them. The BMR reflects both the difficulty in mastering the spell itself and also the resistance of the objects or creatures that will be affected by the Magick effects created by the spells.

There are also some materials of special importance in the fashioning of Magick Devices. A list of these materials appears at the end of the Magick section, along with their BMR.

9.4.1 Magick Resistance Table

The following table is used when a Magick User is attempting to reduce the BMR of any spell or material. The percentages under each BMR level indicate the basic probability of successfully reducing the BMR. These probabilities may be increased by procedures outlined in the section of Enhancement of Spells which follows.

Magick Level	Conc Level	Spell Level	Basic Magick Resistance of Anything										Success Bonus	
			0	1	2	3	4	5	6	7	8	9	10	
1	1-4	1	25	25	20	15	10	5*	0*	-5*	-10*	-15*	-20*	+5%
2	5-10	1	30	25	20	15	10	5*	5*	0*	-5*	-10*	-15*	+10%
3	10-15	2	30	25	20	15	10	5	5*	5*	0*	-5*	-10*	+10%
4	15-20	2	35	30	25	20	15	10	5	5*	5*	0*	-5*	+10%
5	20-30	3	35	30	25	20	15	10	10	5	5*	0*	-5*	+10%
6	30-40	3	40	35	30	25	20	15	10	5	5	5*	0*	+10%
7	40-50	4	40	35	30	25	20	15	10	5	5	5	5*	+10%
8	50-75	4	45	40	35	30	25	20	15	10	5	5	5	+15%
9	75-100	5	45	40	35	30	25	20	15	10	10	5	5	+15%
10	100-125	5	50	45	40	35	30	25	20	15	10	5	5	+15%
11	125-150	6	50	45	40	35	30	25	20	15	10	10	5	+15%



12	150-200	6	55	50	45	40	35	30	25	20	15	10	5	+15%
13	200-250	7	55	50	45	40	35	30	25	20	15	10	10	+15%
14	250-300	7	60	55	50	45	40	35	30	25	20	15	10	+15%
15	300-350	8	60	55	50	45	40	35	30	25	20	15	15	+15%
16	350-400	8	65	60	55	50	45	40	35	30	25	20	15	+15%
17	400-450	9	65	60	55	50	45	40	35	30	25	20	15	+15%
18	450-500	9	70	65	60	55	50	45	40	35	30	25	20	+15%
19	500-600	10	70	65	60	55	50	45	40	35	30	25	20	+20%
20	600-700	10	75	70	65	60	55	50	45	40	35	30	25	+20%
21	700-800	11	80	75	70	65	60	55	50	45	40	35	30	+20%
22	800+	11	85	80	75	70	65	60	55	50	45	40	35	+25%

The percentages starred with an asterisk (*) do not add a “success bonus,” and failure to cast them brings an automatic Backfire. (See “Backfire” in the chapter on Sorcery.)

Type of Magck	Name of Order	Organization	Focus	Badge
Primitive	Company of Huntsmen	Royal Quasi-Military	Silver Arrow	Great Stag & Oak Leaves
Primitive	Society of Free Foresters	Society	Woodsmen's axe	Forester's Cap & Axe Crossed
Primitive	Brothers of the Horse	(Knights) Quasi-Military	Riding Crop	Horse Rampant & Laurel Leaves
Drug Trance	Dream Brotherhood	Society	Medicine Bag	Staring Eye in White Triangle
Dance/Chant	Bear Society	Society	Bears Claws	Bears Rampant
Dance/Chant	Eagle Society	Society	Eagle Feather Cloak	Eagle with Outstretched Wings
Dance/Chant	Serpent People	Secret Society	Live Serpent in Staff	Coiled Viper
Shaman	Weather Masters	Society	Medicine Bundle	Circle with Indigo Centre
Shaman	Fire Walkers	Society	Medicine Bundle	Red Circle with Flames in Centre
Shaman	The Ancient Ones (Druid)	Secret Society	Golden Sickle	Golden Sickle & Mistletoe
Medium	Society of Spiritual Friends	Society	Crystal Ball	Dove with Olive branch in beak
Alchemists	Society of Hermetic Physicians	Society-Royal	Motar & Pestle	Royal Arms & Mortar/Pestle
Alchemists	The Lodge of Seekers	Society	Mortar & Pestle	Circle in Square inside an egg
Alchemists	Masters, Wardens & Commonality	Guild	Mortar & Pestle	Retort & Crucible of the Art & Mastery of Alchemy
Astrologers	Royal Society of Astrologers	Society-Royal	Astrolabe	Zodiac Signs in Gold on Black
Astrologers	Masters, Wardens & Commonality	Guild	Astrolabe	Planet Signs in Silver on Black
Diviners	Dowsers-Society	Society	Diving Rod	Silver Divining Rod on Green
Diviners	Society of Mantic Arts	Society	Dice & Bones	Wheel of Fortune



Type of Magck	Name of Order	Organization	Focus	Badge
Hex Masters	Kingdom of Wicca	Secret Gov Coven	Wand	Silver Circle
Hex Masters	Society of Independent Wizards	Society	Wand	Silver Infinity Sign
Artificers	Company of Engineers	Royal Quasi-Military	Golden Ruler	Royal Arms & Gold Compass
Artificers	Master, Wanders & Commonality of the Art & Mastery of Mystic Gems	Guild	Gem Tools	Hand with Golden Rings
Artificers	Master, Wanders & Commonality of the Art & Mastery of Armours & Smiths	Guild	Hammer & Forge	Helm & Crossed Swords
Artificers	Company of Sword Masters	Quasi-Military	Hammer & Sword	Crossed sword & Anvil
Necromancers	Dancers of Death	Secret Society	Bone Wand	Skull in Silver Circle
Necromancers	Comapany of the Dark Brotherhood	Quasi-Military	Bone Wand	Skeletal Hand Clutching Dagger
Conjurors	The Iron Cauldron	Secret Society	Cauldron	Black Kettle on Red
Conjurors	Master, Wanders & Commonality of the Art & Mastery of Mystic Brew	Guild	Cauldron	Crossed Spoons on Blue
Thaumaturges	The Demon Ring	Secret Society	Wand	3 Red Circles on Gold
Thaumaturges	Master, Wanders & Commonality of the Art & Mastery of Essences	Guild	Wand	3 Black Rods on Silver
Cabbalist	Master, Wanders & Commonality of the Art & Mastery of Scripts	Guild	Pen & Ink	Alpha & Omega in Gold
Cabbalist	Order of Fiery Chariot	Quasi-Military	Pen & Ink	Flaming Chariot
Power Word	Master, Wanders & Commonality of the Art & Mastery of Words	Guild	Staff	Open Scroll of Stars
Power Word	Society of Awful Word (Jesters)	Society	Punch on Staff	Jester in Motley
Sacred Square	Demin Masters	Secret Society	Cloak	3 Interlocked Rings
Sacred Square	Numerical Fellowship	Secret Society	Cloak	Ring of 7 Squares
Enchanter	Master, Wanders & Commonality of the Art & Mastery of Ancient Magick	Guild	Instrument (Musical)	Instrument in Ring
Enchanter	Royal Choral Society	Society-Royal	Instrument	Royal Arms & Harp
Enchanter	Silver Bell Society	Secret Society	Silver Bell	3 Bells in a Triangle



The Success Bonus is added to the basic percentage at the next lower BMR if a Magick User unsuccessfully casts the spell while learning it.

9.4.2 Learning a New Spell

A Magick User spends a good deal of his time learning to master new spells disclosed to him by his Master or found in Scrolls and Books he has acquired.

If a new spell is at or below the current spell casting level of the Magick User, he will spend 3 days studying and contemplating the enchantment. At the end of that time, he may attempt to cast the spell.

If a new spell is above the current spell casting level of the Magick User, he will spend 7 days + level of the spell studying and contemplating the enchantment. At the end of that time he may attempt to cast the spell.

Under no circumstances may a Magick User learn a spell above his Research Limit (see IQ Prime Requisite).

A new spell is learned by casting it. Success lowers the BMR; failure increases it.

1. *Success:* If a Magick User successfully casts a new spell, its BMR will drop by one level per success until BMR 0 is reached. The success bonus is added to the basic probability of casting the spell at the lowered BMR level. At BMR 0, each success permanently increases the basic probability by the success bonus. When 100% chance of casting the spell at BMR 0 is reached, the Magick User has “learned” the spell.

For example, Ole Flopspell, a Magick User of Concentration Level 27, has acquired a spell of BMR 4. He has a basic chance of 15% to cast the spell successfully. He “enhances” his percentages to 90% (Enhancement will be dealt with later). Casting the spell, he is successful. The spell is reduced to BMR 3, and his new chance is 20% + 10% success bonus = 30%

Ole Flopspell enhances his chances again to 90%, casts the spell, and is successful. The spell is reduced to BMR 2, and his new chance is 25% + 10% success bonus = 35%. So it goes until he has it at BMR 0, at 35% + 10% = 45%. Each time he casts the spell successfully, +10% is added to the basic chance of success. This is a permanent increase. At 100% he has completely learned the spell and will always be able to cast it without hesitation.

2. *Failure:* If a Magick User fails to cast a new spell, its BMR will increase by one level per failure until BMR 10 is reached. Failure to cast the spell at BMR 10 will permanently eliminate the spell from the Magick User’s stock of spells. He can never learn it: it is apparently beyond his powers to learn. What is worse, when a spell is at a percentage marked with an asterisk (*), a Backfire occurs upon failure. Magical Backfires are dealt with later, but it might suffice here to note that the effects are exceedingly unpleasant.

9.4.3 Enchanting Materials

In order to turn ordinary, everyday materials into enchanted objects, the BMR of the materials must be reduced to BMR 0 at 100%. Reducing the BMR of objects proceeds in much the same fashion as it does for reducing the BMR of new spells. However, there is no bonus added for success until BMR 0 is reached.

Each successful enchantment cast upon the object increases the level of enchantment present in the object by a percentage equal to the success bonus + a % equal to the caster’s Magick Level. When the total enchantment present equals 100%, the BMR is reduced to the next lower level and the object is said to be “partially enchanted.”



A Magick User would probably wish to enchant an object fully, for 100% enchantment at BMR 0 is required to create a Magick Device from the materials. Once the object has been partially enchanted, each successful spell cast upon the object increases the level of enchantment at a particular BMR by the success bonus + % equal to the MKL of the caster + % equal to the Astrological Bonus of the caster. When the BMR has been reduced to BMR 0, with 100% enchantment, the object is said to be “fully enchanted.” All that remains to be done is to fashion the materials into a Magick Device and to place the desired spells in it. (Note: The BMR of all materials used in Magick can be found in the *List of Materials* at the end of the *Magick* section.)

For example, suppose Ole Flopspell wished to enchant a bit of pigskin with BMR 3. With a Concentration Level of 27, he would have a basic chance of 20% of casting an enchantment successfully. With “enhancement,” he obtains a good probability and successfully casts the spell. The pigskin now has $10\% + 1\% \times \text{MKL } 5 = 15\%$ enchantment at BMR 3. Six more successful spells, each adding +25% enchantment, would reduce the BMR to 2. The pigskin would be “partially enchanted.” If Ole Flopspell wished to enchant the pigskin totally, each time he cast an enchantment spell, he would increase the level of enchantment by $10\% + 1\% \times 5 \text{ MKL} + \text{his Astrological Factor (suppose it is } +10\%) = 25\%$. Four spells would decrease the BMR to BMR 1, eight to BMR 0, and 12 to BMR 0 at 100% enchantment,

Clearly, enchantment of materials is a lengthy process. But that is perhaps as it should be, for otherwise there would be a profusion of Magick Devices of great Power in the world, and one might as well conduct the campaign in the Twentieth Century, with its multiplicity of scientific marvels.

9.4.4 Limits on the Casting of Spells

Magick User is not capable of unlimited casting of spells: rather, he is severely limited as to the number and type of spells he may cast:

1. *ENCHANTMENT SPELLS*: When enchanting objects to a lower BMR, Magick Users employ a very

neutral type of spell that has no effect other than the preparation of the material to receive spells. A Magick User may cast 1 Enchantment spell per day at 20% fatigue loss. He may enchant up to 1 Dr. of Material per MKL he possesses (3 Dr./MKL if Weaponsmith; 10 Dr./MKL if Artificer). He may enchant only 1 type of material per 5 MKL. Thus a MKL 15 Magick User could enchant 3 different materials at one time, with a weight that totaled 15 Dr. (30 Dr. for Weaponsmith; 150 Dr. for Artificer).

2. *UNLEARNED SPELLS*: When casting “unlearned spells,” a Magick User suffers 20% fatigue loss. He may cast such a spell as many times as he is able in a day, but only one of these castings will count toward reducing the BMR of the spell (although each failure will increase the BMR of the spell.) Extra -20% fatigue loss if spell over casting level.

3. *LEARNED SPELLS*: When casting “learned spells” (BMR 0 at 100% success probability), a Magick User will incur one of the following fatigue losses:

No Magick Aid: -10% fatigue loss + Extra -10% if above casting level.

Magick Focus Used: -5% fatigue loss + Extra -5% if above casting level.

Own Book or Scroll Used: -5% fatigue loss + Extra -5% if above casting level.

4. *ENCHANTED MAGICK DEVICE*: When casting spells contained in a Magick Device charged with its own magical power, a Magick User suffers one of the following fatigue losses:

Own Magick Device Used: -5% fatigue loss.

Other's Device Used: -10% fatigue loss + Extra -10% if above casting level.

5. *NON-MAGICK USERS* may learn to cast a spell contained in a Magick Device. If the IQ of the user is 11 or higher, he has a 10% chance per 2 IQ points of casting the spell, provided he knows the nature of the spell. Spells above casting level 1 carry a 10% + 10% chance per level thereafter of causing uncon-



sciousness for 1-20 turns if the spell goes off. The spell will be at the Experience Factor and PMF of the Magick User who enchanted the Device.

9.4.5 Casting Learned Spells

Any spell which a Magick User has reduced to BMR 0 is considered to be a “learned” spell.

1. If he has increased his chance of successfully casting it to 100%, he has the spell completely memorized and requires no concentration time to recall it. He may cast the spell with assurance that it will create the desired effect. If it is used in a Magick attack, he proceeds directly to the *Magick Conflict Table* to target the spell against the intended victim or object.

2. If he has not increased his chance of successfully casting it to 100%, he has to “remember” the spell. Remembering is done either by consulting his % Ability to Remember Spells (see IQ Prime Requirement) or his % chance of successfully casting it. A check may be made during each firing phase of the movement portion of the turn. Once he has remembered the spell, he may cast it at his % chance of success. If it is used in a Magick Attack and the effect materialized, he proceeds directly to the *Magick Conflict Table* to target the spell against the intended victim or object.

3. A Scroll may be used in the place of “remembering” a spell, with the chance of remembering being the % Ability to Read Well (see IQ Prime Requirement). However, a Scroll requires 1 turn to read.

9.4.6 Casting Unlearned Spells

A known spell is an enchantment which a Magick User has by reducing it to BMR 0. Any spell which a Magick User has not reduced to BMR 0 but which he has acquired from his Master or from some other source is considered to be “unlearned.”

1. The Magick User must consult his % Ability to Remember Spells. He must designate the spell he is attempting to remember and expend 1 turn in Deep Concentration undisturbed by any activity or physical violence done to his person. At the end of the turn, he rolls the percentage dice. This procedure is

followed until he remembers the spell. He must cast the spell in the subsequent turn or else remember again. The spell is cast at his % chance of successfully creating the effect.

2. If the spell is used in a Magick Attack, it should be noted that the *Magick Conflict Table* is based upon spells at BMR 0. Since the Magick User is casting a spell above BMR 0 (it is unlearned”), his chance of successfully targeting the intended victim or object is reduced by 5% per BMR the spell is above 0.

For example, suppose a Necromancer (Major Arcane) has acquired a spell to *Detach Dense Rock* at BMR 6 but has not yet “learned” the spell by reducing it BMR 0. He decides to cast the spell against a Knight equal to his Experience Factor. There are no other targets in the path of the sphere of rock. The *Magick Conflict Table* gives a 60% chance of targeting successfully. However, a 6 BMR spell is reduced by -30%, 50 the chance of targeting is only 30%.

Furthermore, the % chance of successful targeting lost to having an unlearned spell can be recovered by Enhancement, but only up to the percentage printed on the *Magick Conflict Table*. If this % chance of targeting is not recovered temporarily by such means, a failure to “target” the intended victim causes an automatic Backfire. If the lost % chance of targeting is temporarily recovered by Enhancement, no Backfire will occur if targeting fails. The spell merely misses in this case.

It should be noted that if there is more than 1 target, only 1 target has to be struck to avert a Backfire; as the energy of the spell is discharged and cannot rebound on the caster of the spell. Detection and Communication spells will not produce a Backfire unless directed against a Circle of Protection. Nor will any spells intended to give benefit to another being, as these are targeted at the highest possible probability.

9.4.7 Enhancement of Spells

Magick Users often do not enjoy a favorable probability of casting a spell correctly (when learning it) or of targeting the spell in the *Magick Conflict Table*. “Enhancement” will improve chances of success.



When *learning* a spell (reducing it to BMR 0 at 100% chance of casting it), there is no upper limit to the % enhancement of one's chances if success in the *Magick Resistance Table*. When targeting a spell in the *Magick Conflict Table*, a maximum of +25% may be added to the caster's probability of striking an intended target.

1. *MEDITATION* adds +1% enhancement per MKL to one's chances with a spell for each day spent in Meditation. Meditation is possible only when a Magick User is in surroundings of complete quiet and peace, and there is a 1-50% chance that all benefits will be lost if he is disturbed in the middle of his Meditations. If the spell is not at BMR 0, any benefits from Meditation may be applied only once. If the spell is at BMR 0, benefits may be applied 1-3 times. Magick users may possess 3 enhanced spells + 1 spell per MKL at any one time. Such spells are enhanced one at a time, but once enhanced they will remain at the improved percentages until they are cast. If a Magick User desires to discard one spell from his enhanced spells list and add another, the replacement spell must first be enhanced. The discarded spell then drops to normal success percentages.

2. *FASTING* hastens the process of Meditation by adding +1% enhancement per MKL to one's chances of success for each day spent fasting after the third day. After 21 days of fasting, the Magick User's fatigue levels will drop by 10% to 60%. After 40 days of fasting, his fatigue level will be at 10%, and he will suffer 1-3 points of damage to the body for each additional day spent fasting. A Fast is beneficial only when it is employed with Meditation.

3. *rites of the Church* add +5% enhancement to one's chances of success. Such benefit may be enjoyed once per week by attending a Mass. [This will only be effective if the Magick being enhanced meets with the Church's approval]

4. *Benediction* bestowed by a Bishop or other high-ranking member of the Church Hierarchy adds +5% enhancement to one's chances of success with a spell. Since this is a great blessing, it may be added to the normal maximum of +25% enhancement of

targeting probabilities, giving a new maximum of +30%. Only one Benediction may be so employed per enhanced spell, and no more than one blessing may be received per week. [Church approval required to get the benefits of the blessing]

Example: Suppose a Magick User possessing a Concentration Level of 75 has discovered a Scroll containing a spell of level 5 and BMR 5. He would have a scant 20% chance of successfully casting it. Failure to perform the spell would increase the BMR to 6 and further reduce his chances. Enhancement is clearly in order. He is at MKL 8, so he will gain benefits quickly:

1. He goes to Church and receives the Sacraments:
+5%
2. He Meditates for 7 days: $7 \times 8 = +56\%$
3. He Fasts for 7 days: $(7 - 3) \times 8 = +32\%$
- Total +93%

Since he had a basic chance of casting the spell of 20%, his probability is now over 100% and he will automatically be successful at creating the effect. However, he can add only +25% to his targeting probabilities if he casts the spell at an object or being.

5. *EXPENDITURE OF FATIGUE POINTS* may be used to enhance the chance of casting a spell or of targeting a spell. A +1% enhancement is obtained for each fatigue point the caster expends. However, when targeting in the *Magick Conflict Table*, a maximum of +25% enhancement from all sources (+30% if a Benediction was obtained) cannot be exceeded.

In addition to the enhancement procedures already outlined, Magick Users may also benefit from the following magical devices:

1. *THE MAGICK FOCUS* used by a Magick User will increase his chance of success with any spell he has learned (reduced to HMR 0) by +10%. The +25% targeting limit cannot be exceeded.

2. *THE MAGICK BOOK* used by a Magick User will increase his chance of success with any spell he has written in it (reduced to BMR 0) by +10%. The +25% targeting limit cannot be exceeded.



3. A *MAGICK SCROLL* written by a Magick User will increase his chance of success with any spell inscribed in it (reduced to BMR 0) by +10%. The +25% targeting limit cannot be exceeded.

4. *ANY MAGICK DEVICE* he is using which was enchanted by another Magick User will target at the Experience Factor of the one who enchanted it. If the Device is Superior to the Magick User wielding it, he cannot enhance its effects unless he has himself learned the spell the Device is casting. Again, the 25% targeting limit cannot be exceeded.

9.4.8 Enchanting a Magical Device

A “magical device” is any object fashioned of fully enchanted materials and containing one or more spells which are permanently retained in the object. In many cases, the spells in the device will be capable of self-recharge. If the wielder knows the nature of the spell contained in the device and has learned the secret of releasing it, he may cast the spell through the device.

Preparation of the materials to be used in making a device is outlined in the section on Enchanting Materials, above.

9.4.8.1 Simple Magical Devices

Simple magical devices may contain one or more spells and have a limited number of charges which must be replaced by the Magick User by casting a spell into the discharged device. In the case of potions, drugs, inks, poisons, brews, powders, and perfumes, the spell is discharged once per application, and the number of “doses” prepared is equal to the number of charges obtained. Once used, potions, drugs, etc., are consumed and cannot be recharged. Only devices of a permanent nature, like rings or wands, can be recharged.

To permanently contain a spell, a magical device must be fashioned from at least 7 different materials. Each material must be enchanted to BMR 0 at 100%. Such a device will hold one spell of casting level 1, with 1-10 charges. An additional material must be added for each level the spell is above casting level 1. Thus a spell of casting level 2 would require $7 + 1 = 8$ different materials; level 3 spells need $7 + 2 = 9$ materials; and so on.

If more than one spell is desired in the object, 3 different materials must be added to the number required for the highest spell contained in the device. Suppose 3 spells were to be placed in a ring. The highest is a level 4, requiring $7 + 3 = 10$ materials. An extra $2 \times 3 = 6$ materials are needed for the other two spells, making a total of 16 different types of material. One charge is added for each additional spell placed in the device.

In all cases, 4 of the first 7 materials must be appropriate to the peculiar nature and form of the device;

Metal Base; rings, amulets, etc.

Wood or Bone; wands, rods, staves.

Skin or Parchment; scrolls, books.

Liquid; magical potions, drugs, inks, poisons, brews.

Essence or Organic; magical powders, perfumes, poisons.

9.4.8.2 Magical Devices of Power

Devices of Power require exceedingly careful enchantment requiring the consultation of an Astrologer to determine the Sign under which the final enchantment (the placing of the permanent spells) must begin. Such enchantments can easily go wrong if the Magick User is disturbed during the enchantment process.

1. A Magick User must consult an Astrologer to discover the Astrological Sign under which the final enchantments must be performed. If that Sign has already passed, he must wait until it returns in the year. The Sign of the magical device will be found by rolling percentage dice on the *Horoscope Table*.

2. Once the favorable Sign of the magical device has been decided, roll again in the Other column of the Horoscope Table. This determines how well or poorly aspected the final enchantment of the device will be.



-5% Result; The final enchantment must begin exactly on the first hour of the first day of the Sign. The enchantment is completed on the last hour of the last day of the Sign. The Magick User cannot be disturbed by anything except routine matters for the entire month and cannot engage in other tasks without risk of the whole enchantment failing. There is a 105% chance that any serious disturbance will disrupt the enchantment, with -5% from that probability for each MKL of the Magick User.

0% Result; The final enchantment must begin exactly on the first hour of the first day of the Sign and is completed on the last hour of the third week of the Sign. The Magick User must not be disturbed for the crucial 3-week period and cannot engage in other tasks without risk of the enchantment failing during the first and last weeks of the crucial period. There is a 100% chance -5% per MEL that the enchantment will fail if he is disturbed.

+5% Result; The final enchantment must begin in the first half of the Sign and lasts 2 weeks. The Magick User is free to engage in other tasks during the crucial 2-week period, but if he is disturbed or fails in any other task he has a 95% chance -5% per MEL that the enchantment will fail.

+10% Result; The final enchantment requires two weeks and may be completed at any time in the Sign. He is free to perform other tasks, but if he is disturbed or fails in any other task he has a 90% chance -5% per MKL that the enchantment will fail.

+15% Result; The final enchantment requires one week any time in the Sign. If the Magick User is disturbed or performs any other task in the crucial period, he has an 85% chance -5% per MKL that the enchantment will fail.

+25% Result; The final enchantment requires 2-7 days at any time in the Sign. If the Magick User is disturbed or performs any other task in the crucial period, he has a 75% chance -5% per MKL that the enchantment will fail.

If an enchantment fails, there is a chance equal to that of the failure that the materials used in the device will have to be re-enchanted. In any event, there is no possibility of performing the final enchantment unless the materials have not been ruined and sufficient time remains under the Sign to complete the work.

The favorability of the enchantment may be modified by well or poorly aspected the Magick User is himself. A +15% or +25% Astrological bonus increases the Lock factor (result in the Other column) by 1 level. Thus a Magick User possessing an Astrological bonus of +15% would increase a +5% Result to a +10% Result. If a +25% Result had already occurred, the percentage chance of failure would then be reduced by the Magick User's Astrological bonus. However, if a Magick User has a -5% Astrological bonus, he would drop his Lock by one level. If a -5% Result had already occurred, he would increase the percentage chance of failure by 5% to 110%.

3. Once the Astrological situation has been determined, the Magick User will prepare his materials for the enchantment. He will require 15 materials, 7 of which must be appropriate to the peculiar nature and form of the device. This will provide a basic spell capacity equal to his MKL, with 0-100 charges. If additional spell capacity is desired, he may do one of the following things,

- a. Use 3 additional materials for each extra spell he wishes to place in the device.
- b. Use *1 Alchemical Material* for each two extra spells he wishes to place in the device.
- c. Use any material with a basic BMR 0 for each extra spell he wishes to place in the device.

4. To provide the device with a "recharge" capacity of its own, he must enchant the seven Correspondences favorable to the Sign under which the device must be enchanted. The following table contains the Correspondences favored by each Astrological Sign, and substitutions are possible only under special circumstances explained below the table.



Sign	Metal	Gem	Plant	Essence	Liquid	Skin	Bone
Aries	Iron	Ruby	Oak	Sage	Blood	Wolf	Bear
Taurus	Copper	Topaz	Pine	Sandalwood	Lake Water	Dove	Swan
Gemini	Mercury	Onyx	Willow	Orchid	Spring Water	Ape	Ibis
Cancer	Silver	Emerald	Lotus	Frankincense	Rain Water	Dog	Dog
Leo	Gold	Opal	Sunflower	Myrrh	Wine	Lion	Hawk
Virgo	Mercury	Diamond	Palm	Mace	River Water	Swallow	Ape
Libra	Copper	Jade	Yew	Aloes	Beer	Sparrow	Dove
Scorpio	Iron	Cornelian	Oak	Sulfur	Blood	Horse	Wolf
Sagittarius	Brass	Sapphire	Poplar	Cloves	Cooking Oil	Eagle	Eagle
Capricorn	Lead	Black Opal	Ash	Musk	Holy Water	Crocodile	Lizard
Aquarius	Lead	Aquamarine	Elm	Pink Rose	Lake Water	Frog	Snake
Pisces	Bronze	Pearl	Beech	Nutmeg	Sea Water	Hawk	Peacock

Substitutions are possible if the following guidelines are met:

Alchemical materials may replace any Correspondence of a similar type; e.g.; Star of Iron replaces Iron; Magick Oil replaces any liquid; the Mercuries replace any of the essences; etc.

Materials closely resembling the Correspondences may be substituted 10% of the time. For example, a lion skin could be replaced by that of any other hunting cat. However, one will not know for certain that the material will be acceptable until after it is enchanted to BMR 0 to 100%.

Materials having unique properties of their own which reflect the very nature of the device itself can always be substituted for the Correspondences up to a maximum of 3 substitutions. For example, Black Lotus can produce sleep, even death. If the device was a Wand of Command, Black Lotus could replace the Corresponding essence.

Blood, Skin, and Bones of enchanted beasts may always be substituted for those of ordinary creatures, provided they are of a similar nature. For example, Troll skin could replace wolf skin, as both are “hunting” creatures.

Sentient blood, bones, skins, etc., will be used by Evil Mages, who spurn the use of ordinary materials.

The *recharge* rate of a Device of Power is 3 charges per day. However, 1 additional charge is gained for each 3 Gems (different types) placed on the device, giving a maximum of 7 charges. Alchemical Gems act as 6 ordinary Gems and also boost the over-all recharge capacity (see Alchemy). The Stars of Cooper, Silver, Gold, and Platinum, and the Fixed Mercury have a capacity to increase recharge rates as well (see Alchemy).

9.4.8.3 Magical Focusing Devices

A Magick User will always prepare a *Focus of Power* for himself. The Focus has 10-100 charges with a recharge rate of 7 charges per day. (Recharge rate can be boosted as for any Device of Power). However, instead of the usual method of determining the materials to be used in a device, he must use the 7 Correspondences favorable to the Sign under which the Focus must be made plus the 14 from the Signs before and after it. A Gem six Signs removed from the Gem of the favorable Sign must be placed in the part of the object farthest from the Gem of the favorable Sign. For example, if the Gem of the favorable Sign is a Diamond, the opposite is Pearl. This polarizes the Magick in the Focus and gives the magical number of 22.



All of the spells a Magick User knows can be cast through a Focus, and 1 spell may be placed in it per MKL attained by the Magick User which is cast without loss of fatigue.

9.4.8.3.1 Amulets of Protection

Because of their broad protective powers, Amulets of Protection are prepared in the same manner as a magical Focus.

9.4.8.3.2 Magical Books and Scrolls

Unlike other “devices,” magical books and scrolls require only a skin or parchment which is enchanted to BMR 0 at 100%. A magical ink must be prepared from 7 ingredients, also enchanted to BMR 0 at 100%, which is used to write the scroll with a quill pen from any flying creature (also enchanted to BMR 0 at 100%).

A spell will require 1 day per casting level to be properly inscribed. When the scroll or page of the book is completed, it will contain 2-7 charges. However, only a person who has learned the spell will be able to cast the spell from the scroll or book.

If the ink is prepared with the Correspondences, the scroll will have 1 recharge per day. Inks can be increased in recharge capacity by the addition of ground gems or Alchemetical materials.

Cabalists prepare a Focus which is nothing more than a magick Inkpot and Brush. The Symbols they inscribe are equivalent to a book or scroll, except that only 1 turn is required to make the inscription, after which one spell may be cast from each Symbol. Recharging Symbols require 1 day per casting level of the spell to write, with a 25% chance of error that requires repeating the process. Such Symbols are self-activating.

To read a magical scroll or book requires a Read Magick spell. If the scroll or book was not written by the Magick User, he must also Read Correctly (see IQ Prime Requisite). A minimum of 1 turn is required to read a scroll or a page in a book, after which the spell may be cast.

9.4.8.3.3 Magick Weapons and Armor

Magick Weapons and Armor are highly specialized devices and are dealt with in the section on artificers in *The Magicians - Part II*.

9.4.8.3.4 Quantities of Material for Enchantments

The Materials List provides a notation after each material giving the minimum quantity required for any enchantment. That quantity is the minimum amount needed when fashioning a device. For example, 2 Dragons of Ash is the smallest amount of wood that could be put into a wand if a spell was going to be permanently contained by the wand at all.

9.5. Magick Materials List

There are a great many materials which can be used in enchantments. The BMR, minimum amounts that must be enchanted for any purpose, and the source of materials are given in the list below. The Magick User or his agent has a limited chance per month of purchasing such materials in 1-6 times the minimum amounts needed if common materials, and in the minimum amounts stated for exotic materials. Only one attempt per month is made at any one source to purchase a given item. If such materials are found during the course of an expedition, if they are not rare or exotic, there is a 1-100% chance they are unusable. Roll a percentage die, note the result, and roll again. If the second die roll is lower than the first, the materials can be used. No more than 6 times the minimum amount will be usable from such a “natural” source.

Characters attempting to sell materials they have found will have the same chance of finding a buyer as is indicated for the chance to make a purchase. The price offered will vary from 10% to 60% of the market value for 1-10 times the minimum quantity. A material of high value will be bought only in small quantities, as few purchasers have the cash available to buy huge amounts.

BMR = Basic Magical Resistance of the material

“E” = Material already fully enchanted to BMR 0 at 100%



Quantity = minimum amount needed for enchantments.

Cost = price of the materials. Unless otherwise stated, the cost is per minimum quantity.

% = chance of finding a seller or buyer having the material on hand or wishing to buy it.

Alchemical Materials

This material is available most from Alchemists. All materials at stated BMR level and 50%. Only minimum quantity sold

<i>BMR</i>	<i>Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E	Fixed Mercury	1/10dr	?	1%
0	Star Platinum	1/10dr	?	3%
0	Star Gold	1/10dr	?	5%
1	Star Silver	1/10dr	?	7%
1	Star Copper	1/10dr	?	9%
1	Star Iron	1dr	?	15%
10	True Lead	10dr	?	20%
0	Alchemist Diamond	200ct	?	5%
1	Alchemist Ruby	200ct	?	5%
1	Alchemist Sapphire	200ct	?	5%
1	Alchemist Emerald	200ct	?	5%

1 ct = 1/1000dr in weight.

Alchemical Liquids

All Alchemical liquids are fully enchanted at BMR E/100%. They are only available from Alchemists in single doses with a 7% availability.

Metals

Precious metals are obtained from a Goldsmith or Silversmith. Common metals can be obtained from a Foundry in large quantities or an armourer or smith in smaller amounts. Generally supply is a matter of payment unless huge amounts are needed.

<i>BMR</i>	<i>Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
0	Dragon Gold	1/10dr	?	5%
1	Dwarvish Gold	1/10dr	50gp	5%
1	Dwarvish Silver	1/10dr	30gp	5%
2	Gold	1/10dr	10gp	99%
3	Silver	3/10dr	30sp	99%
4	Copper	5/10dr	2sp	99%

4	Dwarvish Iron	3dr	12gp	20%
5	Iron	3dr	5sp	99%
6	Steel	3dr	10sp	75%
7	Dwarvish Steel	3dr	20gp	10%
10	Vulcan Steel	3dr	?	2%
9	Lead	10dr	10sp	99%
3	Electrium	2/10dr	10gp	50%
2	Platinum	1/10dr	50gp	10%
4	Bismuth	3/10dr	15sp	25%
6	Other Metals	10dr	5sp	50%

Gems

Gems may be obtained from Dwarves or Goldsmiths. From 10-100 gems may be on hand at any one time, with weights of 1-20ct. each. Sellers may sell 1-10 gems at a time. All costs are per ct, except Amber which is per 1/10dr.

<i>BMR</i>	<i>Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E	Vulcan Cut Gem	5ct.	?	1%
0	Dragon Horde Gem	10ct.	?	2%
1	Dwarf-cut Diamond	10ct.	5gp	15%
1	Dwarf-cut Ruby	10ct.	5gp	15%
1	Dwarf-cut Emerald	10ct.	4gp	20%
1	Dwarf-cut Sapphire	10ct.	4gp	20%
2	Cut Diamond	20ct.	3gp	40%
2	Cut Ruby	20ct.	3gp	40%

<i>BMR</i>	<i>Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
2	Cut Emerald	20ct.	2gp	50%
2	Cut Sapphire	20ct.	2gp	50%
2	Carved Jade	20ct.	1gp	15%
2	Opal	20ct	2gp	20%
2	Amber	2/10dr	1gp	30%
3	Pearl	30ct.	1gp	30%
4	Raw Diamond	30ct.	1gp	55%
4	Raw Ruby	35ct	1gp	55%
4	Raw Emerald	40ct.	1gp	60%
4	Raw Sapphire	40ct.	1gp	60%
6	Semi-Precious	50ct.	5sp	80%

Woods

Most rare wood is found in the appropriate type of forest (normal, elvish, sacred). All other type of wood can be purchased from carpenters or woodsmen.

<i>BMR</i>	<i>Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E	Dryad Bone	1/10dr	?	1%
0	Dryad Skin	1/10dr	?	1%



1	Dryad Oak	1dr	?	5%
1	Dryad Hazel	1dr	?	5%
1	Dryad Yew	1dr	?	5%
1	Dryad Ash	1dr	?	5%
3	Elvish Oak	3dr	?	20%
3	Elvish Hazel	3dr	?	30%
3	Elvish Yew	3dr	?	30%
3	Elvish Ash	3dr	?	30%
1	Elvish Beech	3dr	?	7%
5	Other Wood	5dr	1-5cp	99%

Liquids

All liquids are available on the open market. Common Liquids may be purchased from wine sellers, oil merchants, etc. Some liquids can be simply found, others must be hunted down. Truly rare or exotic liquids may be purchased from an Apothecary. (Flagon = 5/10dr wt.)

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Dragon Blood	1/10dr	9gp	4%
E Medusa Blood (Right)	1/10dr	?	3%
E Medusa Blood (Left)	1/10dr	?	3%
E Holy Water	1 Flagon	?	20%
E Wine of Drunkenness	1 Flagon	1gp	10%
E Enchanted Pool	1 Flagon	?	2%
0 Elvish Blood	2/10dr	?	3%
0 Lycanthrope Blood	2/10dr	1gp	5%
1 Human Blood	2/10dr	5sp	8%
1 Troll Blood	2/10dr	2gp	5%
1 Fine Brandy	1 Flagon	2sp	50%
2 Great Cat Blood	2/10dr	1gp	10%
2 Great Eagle Blood	2/10dr	1gp	10%
2 Brandy	1 Flagon	1sp	75%
2 Pure Spring Water	1 Flagon	?	5%
3 Boar Blood	2/10dr	1sp	15%
3 Stag Blood	2/10dr	5gp	15%
3 Fine Wine	1 Flagon	20cp	75%
4 Wine	1 Flagon	10cp	99%
5 Animal Blood	5/10dr	2cp	99%
5 Mead, Beer	1 Flagon	1cp	99%
6 Rain Water	1 Flagon	?	99%
7 River Water	1 Flagon	?	99%
7 Lake Water	1 Flagon	?	99%

Essences and Perfumes

All essences may be obtained from a perfumer or local herbalist

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Black Lotus	1/20dr	10gp	5%
0 Black Poppy	1/20dr	4gp	15%
0 Black Rose	1/20dr	10gp	5%
0 Frankincense	1/20dr	5gp	20%
1 Myrrh	1/20dr	5gp	15%
1 Purple Rose	1/20dr	5gp	15%
2 Musk	1/20dr	1gp	25%
2 Orchid	1/20dr	1gp	20%
2 Red Poppy	1/20dr	1gp	20%
2 Pink Rose	1/20dr	1gp	20%
2 Red Rose	1/20dr	1gp	20%
3 Sunflower	1/20dr	5sp	55%
3 White Rose	1/20dr	1gp	30%
3 Yellow Rose	1/20dr	1gp	25%
4 Cherry Blossom	1/20dr	1sp	50%
4 Gardenia	1/20dr	5sp	75%
4 Lavendar	1/20dr	7sp	75%
4 Narcissus	1/20dr	4sp	70%
4 Peony	1/20dr	3sp	60%

Bones

Exotic bones either have to be hunted or they may be purchased from an Apothecary. The common variety are available from butchers, hunters, Rag & Bone men, etc.

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Chimera	1/10dr	20gp	2%
E Dragon	1/10dr	25gp	5%
E Dragon's Tooth	1/10dr	25gp	2%
E Lycanthrope's Tooth	1/10dr	5gp	5%
E Unicorn	1/10dr	25gp	2%
E Unicorn Horn	1/10dr	10gp	5%
0 Basilisk	1dr	5gp	5%
0 Elf	1/10dr	1gp	5%
0 Hippogriff	1dr	3gp	5%
0 Minotaur Horn	1/10dr	6gp	5%
1 Boar's Tusk	1/10dr	1gp	5%
1 Human	1dr	5gp	5%
1 Giant	1dr	3gp	5%
1 Great Horse	1dr	5sp	10%
1 Ogre	1dr	3gp	5%
1 Rhinoceros Horn	2/10dr	1gp	10%
1 Troll	1dr	10gp	2%
2 Bat	1dr	3cp	25%
2 Lion	1dr	10sp	10%



2	Lion's Tooth	1/10dr	1gp	10%	1	Toad's Liver	1/10dr	10sp	25%
2	Stag	1dr	1sp	25%	2	Great Eagle Feather	1/10dr	1sp	35%
2	Great Stag Horn	1/10dr	10sp	15%	2	Hippogriff Feather	1/10dr	5sp	5%
2	Stag Horn	1dr	1sp	20%	2	Squid Suckers	3/10dr	3sp	15%
2	Tiger	1dr	10sp	10%	2	Wolf Eyes	2/10dr	3sp	35%
2	Tiger's Tooth	1/10dr	10sp	10%	3	Other Monster Hide	12"x12"	3gp	15%
2	Wolf	1dr	5cp	25%	3	Parchment	12"x12"	5sp	99%
3	Bull Horn	4/10dr	5cp	50%	3	Shark Skin	5"x5"	1sp	30%
3	Elephant	1dr	5sp	10%	4	Other Feathers	2/10dr	1sp	40%
3	Elephant Ivory	1/10	1sp	15%	5	Sea Mammal Hide	10"x10"	1sp	30%
3	Eagle	1dr	3sp	25%	6	Animal Hide	12"x12"	7cp	75%
4	Land Animal	1dr	1cp	75%	6	Eel Skin	1"x1"	1sp	15%
4	Sea Mammal	1dr	2sp	25%	9	Leviathan Hide	1"x1"	100gp	1%
4	Other Horn	4/10dr	2cp	50%					
5	Reptile	1dr	1cp	50%					
5	Turtle Shell	1/10dr	5cp	30%					
5	Other Teeth	2/10dr	1cp	50%					
6	Fish	1dr	1cp	50%					

Specific Organic, Compounds and Medicinal Minerals

All organics may be purchased from an Apothecary. They may also be gathered.

Skins, Leathers, and Animal Tissue

These materials may be obtained from hunters or tanners if they are common, or from Apothecaries if rare. They may be hunted as well. Skins and leathers come in 12"x12" sections with an equivalent weight of 1dr, although some may be used in smaller portions or amounts. Animal tissue is given in minimum weights. Prices are for a 12"x12" piece or weight listed.

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Bats Eyes	1/10dr	20sp	15%
E Dragon Scale	2"x2"	25gp	5%
E Imp Hide	1"x1"	50gp	2%
0 Elvish Skin	4"x4"	10gp	5%
0 Troll Hide	12"x12"	10gp	5%
0 Virgin Skin	1"x1"	4gp	7%
1 Bat's Wings	1/10dr	15sp	20%
1 Ghoul Skin	12"x12"	5gp	5%
1 Giant Skin	12"x12"	6gp	7%
1 Great Horse Hide	5"x5"	15gp	5%
1 Hippogriff Hide	5"x5"	15gp	2%
1 Lion Heart	2/10dr	15sp	20%
1 Lycanthrope Hide	5"x5"	10gp	7%
1 Manticore Hide	5"x5"	10gp	7%
1 Mummy Skin	1"x1"	20gp	5%
1 Newt's Eyes	1/10dr	10sp	25%
1 Snake's Eyes	1/10dr	5sp	30%
1 Tiger's Entrails	1/10dr	5sp	20%

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Belladonna	1/20dr	1gp	20%
E Black Lotus	1 Bloom	1gp	20%
E Black rose	1 Bloom	21sp	20%
E Boneset	1/20dr	1gp	20%
E Mistletoe	1/20dr	1sp	20%
<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
E Opium	1/20dr	2gp	20%
E Pepper	1/20dr	5gp	50%
E Saffron	1/20dr	2gp	30%
E Shamrock(4-leaf)	1 Bloom	1gp	20%
0 Jasmine	1/20dr	1sp	25%
0 Mushroom(poison)	1/20dr	5cp	45%
0 Nightshade	1/20dr	1sp	30%
0 Orchids	7 Blooms	4sp	20%
0 White Lotus	7 Blooms	21sp	40%
0 White Rose	1 Bloom	7sp	20%
1 Aconite	1/20dr	1sp	20%
1 Arsenic	1/20dr	1sp	20%
1 Bullfist(Puffball)	1/20dr	1sp	50%
1 Cantharides	1/20dr	1sp	40%
1 Celandine	1/20dr	1sp	40%
1 Cherryblossom	1dozen	1sp	35%
1 Comphrey	1/20dr	1sp	40%
1 Coral	1/20dr	2sp	35%
1 Destroying Angels	1/20dr	2sp	35%
1 Ginger	1/20dr	5sp	40%
1 Heliotrope	1/20dr	3cp	40%



1	Hyssop	1/20dr	7cp	40%	3	Nutmeg	1/20dr	1sp	30%
1	Monkshade	1/20dr	7cp	40%	3	Orchis	1/20dr	3cp	50%
1	Purple Rose	7 Blooms	7sp	25%	3	Pink Rose	3 dozen	1sp	60%
1	Purslane	1/10dr	1gp	75%	3	Sandalwood	1/20dr	3cp	40%
1	Rosemary	1/20dr	1gp	45%	3	Sage	1/20dr	2cp	45%
1	Senna	1/20dr	1sp	30%	3	Sloe Berries	1/20dr	1cp	40%
1	Sunflowers	7 dozen	1sp	50%	3	Salt(Mined)	1/25dr	1cp	75%
1	Wolfbane	1/20dr	1sp	30%	3	Scabious	1/10dr	1cp	45%
2	Ansinthe	1/20dr	1sp	50%	3	Wormwood	1/20dr	3cp	45%
2	Aniseed	1/10dr	2cp	60%	3	Yellow Rose	3 dozen	1sp	55%
2	Balm	1/20dr	8cp	50%	4	Almonds	1/10dr	1cp	75%
2	Basil	1/20dr	7cp	65%	4	Burdock	1/10dr	2cp	85%
2	Cinnamon	1/20dr	1sp	40%	4	Caper	1/20dr	1cp	75%
2	Devil=s Bow	1/20dr	4cp	40%	4	Chrysanthemum	3 dozen	1sp	65%
2	Dogsbane	1/10dr	3cp	40%	4	Coriander	1/20dr	2cp	75%
2	Linden Leaves	1/20dr	7cp	50%	4	Cornbine	1/20dr	1cp	75%
2	Moonwort	1/20dr	6cp	35%	4	Cowslip	1/20dr	1cp	80%
2	Margolis	1/20dr	7cp	35%	4	Crowfoot	1/20dr	2cp	80%
2	Mace	1/20dr	2cp	35%	4	Dayflower	1/20dr	2cp	55%
2	Nard	1/20dr	1sp	40%	4	Foxglove	1/10dr	1cp	60%
2	Palm	1/20dr	7cp	40%	4	Groundseal	1/20dr	6cp	80%
2	Poppy Seed	1/20dr	1sp	50%	4	Hawkweed	1/10dr	1cp	80%
2	Red Rose	1 dozen	1sp	40%	4	Hensbane	1/10dr	2cp	75%
2	Rue	1/20dr	1cp	40%	4	Lime	1/20dr	1cp	70%
2	Snowdrop	7 Blooms	1sp	25%	4	Marjoram	1/20dr	1cp	80%
2	Sulpher	1/10dr	1cp	65%	4	Oregano	1/20dr	1cp	60%
2	Tulip	1 dozen	1sp	40%	4	Salt(sea)	1/25dr	1cp	90%
2	Wintergreen	1/20dr	7cp	35%	4	Spearmint	1/20dr	3cp	80%
3	Anise	1/10dr	1cp	65%	4	Sorrel	1/20dr	1cp	70%
3	Aloes	1/10dr	3cp	50%	4	Sweet William	3 dozen	1sp	50%
3	Bloodroot	1/20dr	3cp	55%	4	Tansy	1/20dr	1cp	60%
3	Brodium	1/10dr	1cp	70%	4	Tartar	1/20dr	1cp	60%
3	Chamomile	1/20dr	1cp	65%	4	Water Lily	1 dozen	1sp	40%
3	Catnip	1/20dr	1cp	65%	5	Calamint	1/20dr	1cp	90%
3	Cloves	1/20dr	3cp	65%	5	Chives	1/20dr	1cp	90%
3	Chervil	1/20dr	4cp	60%	5	Endive	1/10dr	1cp	75%
3	Elderflower	1/20dr	2cp	60%	5	Foxtail	1/10dr	1cp	70%
3	Fennel	1/20dr	2sp	60%	5	Fumitory	1/20dr	1cp	75%
3	Fern	1/10dr	1sp	50%	5	Geraniums	3 dozen	1sp	40%
3	Gentian Peppers	1/20dr	3cp	55%	5	Houseleek	1/10dr	1cp	90%
3	Goldseal	1/20dr	1sp	60%	5	Marigolds	5 dozen	1sp	65%
3	Hazelnuts	1/10dr	1cp	65%	5	Milkweed	1/10dr	1cp	85%
3	Horehound	1/20dr	2cp	60%	5	Mint	1/20dr	1cp	85%
3	Ivy	1/20dr	3cp	55%	5	Moss	1/10dr	1cp	85%
3	Juniper	1/20dr	3cp	50%	5	Narcissus	3 dozen	1sp	25%
3	Maidenhair	1/20dr	3cp	45%	5	Oak Apples	1/10dr	1cp	60%
3	May Apples	1/10dr	1cp	50%	5	Pansy	9 dozen	7cp	80%



5	Pellitory	1/20dr	1cp	80%
5	Thyme	1/20dr	1cp	85%
6	Assorted Nuts	1/10dr	1cp	85%
6	Birchbark	1/10dr	1cp	99%
6	Beetroot	1/10dr	1cp	85%
6	Daisy	7dozen	1sp	65%
6	Lilies	7 dozen	1sp	70%
6	Parsley	1/10dr	1cp	85%
6	Peony	7 dozen	1sp	65%
6	Polenta	1/10dr	1cp	85%
7	Buttercups	5 dozen	1sp	75%
7	Dandelion	7 dozen	1sp	70%
7	Gladiolas	7 dozen	1sp	70%
7	Treebark	1/10dr	1cp	90%
8	Clover	7 dozen	1sp	90%
8	Treeroot	1/10dr	1cp	99%
9	Thistle	7 dozen	Free	90%
9	Thorns	7 dozen	Free	90%

1 bloom = 1/20dr for enchantment purposes
 Fresh flowers available only in season

Moulds and Fungi

These materials are available from herbalists and Apothecaries

<i>BMR Material</i>	<i>Quantity</i>	<i>Cost</i>	<i>%Seller</i>
2	Toadstools	1/20dr	1sp 45%
4	Yeasts	1/20dr	1cp 60%
5	Common Mushrooms	1/10dr	1cp 75%
5	Slime Mould	1/20dr	5cp 45%
6	Common Moulds	1/10dr	5cp 75%



10 The Magicians

Part 2

10.1 Natural Magic Users

10.1.1 Primitive Talents

Unlike all other Magick Users, the Primitive Talents have a natural affinity for Magick and are able to cast some spells naturally, without actually learning them. Initially, a Primitive Talent will possess the following spells as “learned” spells:

Yeoman or Serf:

Reveal Tracks
Find Direction
Circle of Protection
Hold Small Animal
Hold Large Animal

Townsmen:

Measure Volume
Read Languages
Circle of Protection
Sleight of Hand

Guildsman:

Measure Volume
Read Languages
Read Magick
Circle of Protection

Nobleman:

Reveal Alignment
Reveal Tracks
Find Direction
Circle of Protection
Hold Large Animal

In addition, any Primitive Talent with a Charisma or Bardic Voice of 15 or higher also has a Charm Person by virtue of the power of their personality or “gift of gab.”

Each time a character with a Primitive Talent earns 10,000 experience points (which is equal to 1 Concentration Level point or 1 Experience Factor), he

may choose 1 spell from any category of spell within his spell casting level, except for Necromantic spells. A check is made on the table in Spells Known by Non-player Magick Users to see if he knows the spell as a natural ability. If he is successful, he acquires it as a “learned” spell. If he fails, he acquires no spell at all. In short, the Fast Magick System is used.

Primitive Talents are unable to enchant magical devices themselves but may use devices enchanted by others. Note: It is possible for Primitive Talents to pursue other vocations, such as Fighting Man or Cleric, for his magical abilities are innate to his nature and are not acquired by any active measures on his part.

Elves

Elves are “Primitive Talent” Magick Users who are capable of enchanting magical devices, particularly a Focus which is always a +2 Magick Bow. They are foresters without parallel, and possess the following spells as “learned spells” right from the beginning:

Reveal Altitude	Reveal Secret Door
Measure Distance	Reveal Magick
Reveal Small Trap	Reveal Tracks
Circle of Protection	Find Direction
Reveal Observation	

Great Fey

Great Fey are “Primitive Talent” Magick Users who possess all of the natural abilities of Wood Elves. However, they can advance as far as Enchanters in the practice of spells of Illusion and Command. They acquire spells “naturally” as they gain in experience points, with 1 spell possible for each new 10,000 experience points earned. However, unlike any of the other “Primitive Talents,” a Great Fey is able to learn spells from scrolls, books, etc. They are capable of enchanting magical devices, including a +3 Magical Bow and +3 Arrows for the bow, which is a personal Focus.

Female Great Fey who do not become Fighters will become able to specialize in spells of Communication and Revealing, with no spell being barred to them. They may also make an Amulet or Talisman



like a goldsmith/Artificer. Their Focus will always be a jeweled Ring.

10.1.2 Drug Trance Mages

Like the Primitive Talent, the Drug Trance Magick User may follow some other vocation, practicing Magick as a kind of hobby or sideline. The Drug Trance Magician must employ powerful drugs to be able to cast any spells. The technique is both experimental and highly dangerous. He does not “learn” spells as such; he stumbles upon them:

1. The Drug Trance Magician will enchant a potion or powder according to the method given in the section on enchanting Simple Magical Devices. This is the only form of enchantment he is able to perform on any materials. The product is a drug which is capable of creating some effect, as yet unknown. He records the ingredients he used, then consumes 1 dose of the drug. The first time the drug is used, he will not be able to predict the effects.

2. After 1-6 turns, the Drug User is thrown into a drugged state of mind, a form of waking trance. At the end of this time, he is capable of creating a magical effect:

1-20%	= Basic Magick
21-35%	= Reveal Spell
36-45%	= Illusion Spell
46-55%	= Command Spell
56-65%	= Communication
66-70%	= Transportation
71-90%	= Black Magick
91-99%	= Ancient Lore
100%	= Summon Demon

A drug cannot be enchanted for a spell higher than the current spellcasting level of the Drug User. As soon as the category of spell has been determined by rolling percentage dice on the table above, a 6-sided die is rolled for each spell, starting at the first spell at the lowest casting level and working toward the spells of a higher casting level. Spells already obtained by the Magician and contained in any drugs he has made are not checked. As soon as a 1 or a 6 turns up, that is the spell contained in the newly created drug.

3. A “1” result indicates that the drug is absolutely safe for use, and every time the “recipe” is used, the identical drug and magical effect will be obtained.

4. A “6” result indicates that there are “impurities” in the drug, carrying the chance of a “bad trip” which is roughly equivalent to a Backfire. The magical effect will be produced, but there is also a 10% chance per casting level of the spell that the User will be thrown into a deep coma each time he uses the spell: 1-33% coma for 1-10 turns; 34-67% = coma for 1-10 hours; 68-100% = coma for 1-10 days. There is also a 1% chance per casting level of the spell that the drug is poisonous, with a check for poisoning being made once each day. Such a drug is not useless, merely dangerous each time it is used. It also has a 10% chance of poisoning anyone else for a 1-10 turn coma; 20% for a 1-10 hour coma; and 30% per day for a 1-10 day coma.

5. If a “Summon Demon” spell occurs, one of two possibilities occurs. If a “1” result occurs, the Drug User may command the “demon” of the drug to place the spell of his choice in the drug (subject to the demon’s casting level). If a “6” result turns up, the Drug User becomes addicted to the drug--a form of Demon Possession--and must have 1 fix per day. There is no other effect except the addiction, which can be broken only by Drug Users with a combined ID and Wisdom score of 30 or higher (basic 1 - 7% chance per day). The drug is not poisonous, but a random coma will result from its use. Within 24 hours of awakening, an addict will need another “fix.”

6. One cannot mix drugs safely. The effect of a “safe” drug lasts from 1-10 turns after it is taken. The person who is refereeing the adventure makes a secret determination of the time needed for a drug to wear off and writes it on a slip of paper. If a Drug User takes any other type of drug within that time period, he goes into reaction as if he had taken an “impure” drug (see %4. above). Note: Drugs producing any spells of Basic Magick may be mixed.

Because the Drug Trance Magician is not a conscious and deliberate Magick User as such, he may, as noted above, be found in almost any vocation. There is,



however, a natural limit on the number of times a Drug User may cast a spell by consuming a drug which is based on his Constitution: Con. 1-10 = 4 x per day; Con. 11-15 = 5 x per day; Con. 16+ = 6 x per day. Exceeding this limit brings an "Over Dose", with a 1-67% chance of a comatose reaction and a 68-100% chance of a "Summon Demon."

10.1.3 Dance/Chant Magick

The Magick of the Dance/Chant is part of a very ancient tradition. The Dance/Chant User will retire to a lonely place in the wilderness where he fasts and meditates until he is sent a vision in a dream. The dream reveals his "Medicine," the Focus of Power which he must fashion in order to summon his Totem Spirit. Unlike any other Magick User, the Dance/Chant User is totally involved in the practice of Spirit Summoning, a form of Demonology; only the Medium and the Evil Priest approach this involvement.

1. In the dream, the Totem of the Dance/Chant User will appear: 1-20% = Bear; 21-40% = Wolf; 41-55% = Boar; 56-70% = Stag Deer; 71-80% = Wolverine; 81-90% = Lion; 91-100% = Eagle. The Totem will show him the Sign of his Focus, which is always a drum or other primitive percussion instrument. (The Sign is determined by using the Astrological Table.) The Dance/Chant User will awaken and begin to enchant his Focus from the 22 Correspondences favored by the Sign shown him by his Totem. He will enchant no other devices except those of a personal Focus type.

2. The Dance/Chant User will learn no spells, but his Totem will teach him 7 level 1, 3 level 2, and 1 level 3 Detection spell which he will possess as "natural talents" and may cast at 5% loss of fatigue points any time he desires.

3. To summon his Totem to his assistance, the Dance/Chant User will play upon his Focus and chant rhythmically while dancing in a circle. In 2-7 turns he will fall into a trance, and the circle becomes a Circle of Protection. Inside the Circle will appear the misty shape of his Totem, which always assumes the shape of the Totem Animal. The power of the Totem depends upon the spell casting level of the Dance/Chant User:

Spell	Level Totem	Demon Equivalent	Experience	
			Abilities	Factors
1	Small Animal Spirit	Demon Type I	cast level 1 spells	10
2	Large Animal Spirit	Demon Type II	cast level 2 spells	20
3	Totem III	Demon Type III	cast level 3 spells	40
4	Totem IV	Demon Type IV	cast level 4 spells	75
5	Totem V	Demon Type V	cast level 5 spells	125
6	Totem VI	Demon Type VI	cast level 6 spells	200
7	Totem VII	Demon Type VII	cast level 7 spells	300
8	Totem VIII	Demon Type VIII	cast level 8 spells	400
9	Totem IX	Demon Type IX	cast level 9 spells	500
10	Totem X	Demon Type X	cast level 10 spells	700

A Totem will cast at least one spell for the Dance/Chant User who summoned him. An additional number of spells will be cast, depending upon the level of the Totem as compared to the level of the Dance/Chant Users casting ability. To determine the number of spells that will be cast, add the casting level of the Magick User to one and subtract the level of the Totem. For example, a Dance/Chant User of casting level 6 will have $6 + 1$ spells - 1 = 6 spells cast for him by a Small Animal Spirit (I), but if he had summoned a Totem IV he would receive only $6 + 1$ spells - 6 = 1 spell. In short, the closer the Totem is to the spell casting level of the



Dance/Chant User, the less he may command the aid of the Totem.

The Totems and Animal Spirits take over the protective Circle the moment they appear inside it, so the Circle will invariably be strengthened by their presence.

All spells of Animal Command are known to the Totems and Animal Spirits, however low they may rank. The same is true of Detection spells. Totems are unaffected by any form of Illusion or Command and protect everyone in a Circle as an Adept of maximum IQ or Wisdom with an Amulet of Protection.

4. There is a 10% chance that the Totem will merge with the Dance/Chant User any time a spell is cast by the Totem. In such an instance, the Magick User will be seen to change shape, his form becoming that of the Totem. He will remain in that form 1-100 turns, with 5 x the hits the animal would normally be able to sustain and a hit probability of +50%. When in such a condition, the Magick User/Animal will possess an animal's nature but saves from "targeting" at the level of the Totem who has possessed him. He is unaffected by "critical hits" and attacks any creature who is hostile toward him or his companions. If so possessed, no further Magick will be performed, but a protective Circle will be maintained if the party is under magical attack.

There is also a +1% chance for each turn over the Time Factor of the Dance/Chant User that possession by the Totem will make an animal form permanent. For example, if he was possessed for 67 turns and had a Time Factor of 16 turns (the duration of his normal trance), he would have a $67 - 16 = 51\%$ chance of permanently remaining in an animal form. At the end of the possession, he would become a Lycanthrope capable of assuming human form during the day on 1-25%, but also shunning human society. Such a being retreats to the wilderness and acquires a band of 20 animal followers like himself. While not hostile, he will be dangerous to all not of his kind. After 7 years, he will become a protective Spirit of the animals he resembles.

5. A Dance/Chant trance may be extended beyond the Time Factor of the Magick User by the expenditure of 1 fatigue point per turn. However, such an extension will bring a risk of Possession by a Spirit of Totem rank.

10.1.4 Mediums

Mediums have no Master, although they may be members of Magical Orders and have superiors in the Order. The Medium acquires a Spirit guide who is a long departed Magick User. The initial contact with the guide is achieved by trance practice, with a chance equal to the "Memory" percentage given for a particular trance level. Until he obtains his first contact with his guide, a Medium can perform no Magick.

Trance

<i>Level</i>	<i>BMR</i>	<i>Duration</i>	<i>Danger Point</i>	<i>%Memory</i>	<i>Number of Controls</i>	<i>Fatigue Loss</i>
I	0	10 Turns	7 Turns	5%	1 (Spirit Guide)	-20% Fatigue
II	1	15 Turns	9 Turns	7%	2 (Guide+1 other)	-25% Fatigue
III	2	20 Turns	12 Turns	10%	3 (Guide+2 others)	-30% Fatigue
IV	4	25 Turns	15 Turns	12%	4 (Guide+3 others)	-40% Fatigue
V	4	30 Turns	18 Turns	15%	5 (Guide+4 others)	-50% Fatigue
VI	7	40 Turns	24 Turns	21%	6 (Guide+5 others)	-75% Fatigue
VII	9	60 Turns	33 Turns	33%	7 (Guide+6 others)	-100% Fatigue

1. A trance lasts for a variable duration, depending upon the wishes of the Medium. He will make contact with his Spirit guide in 1-6 turns after the beginning of the trance. Contact with any other Spirit is made 1-3



turns after the Spirit Guide attempts to find him. Except for the Spirit guide, any Spirit the Medium contacts will tend to evade a question. There is a +10% chance per level of the trance that a Spirit will answer 1-3 questions truthfully. Only information specifically and precisely demanded in question will be given.

2. If the Danger Point is passed during a trance, the Spirit who is currently present will literally possess the Medium. During "possession," the Medium acquires the powers and knowledge of the "Control." However, Insanity may result at +5% chance per turn over the danger point, with the possibility being checked each 3 turns or part thereof. If Insanity occurs, the control is trapped in the Medium and the Medium's personality will change to that of the Spirit possessing him. However, the Medium will not possess any of the Spirit's powers. An Exorcism is necessary, but there is only a 1-10% chance the Spirit guide will be able to lead the Medium to any one Cleric capable of performing the rite. (Note, this percentage is reduced by a % equal to the level of the trance if over level I.)

3. It is possible to remember 1 spell any Spirit teaches the Medium or casts during a state of "possession." If the Control is a Fighter, Thief, or Cleric during a "possession," remembering gives the Medium 1 ability which the Control possesses, but only at the current experience level and spell casting level of the Medium. However, to learn any spell above casting level 1, the Medium must remain in a trance state beyond the danger point for 1 turn per level of the spell before attempting to break contact. Upon his returning to consciousness, the Medium consults his chances of remembering by rolling percentage dice and comparing the result to the % Memory needed to learn the ability.

4. A Medium must enchant a Crystal Ball by placing the quartz sphere in a mixture of the 22 correspondences required by the Sign of the Focus. Once the Crystal Ball has been fully enchanted, he may cast 3 spells per day through it + 1 spell per 4 MKL he has attained. This is the only way in which he may cast any Magick directly.

5. To determine the important characteristics of the Spirit guide, the following factors must be determined:

Alignment
 Magick User Type
 Non-player experience Factor=(1d20 x 20)
 Sex
 Non-player Spell Knowledge

To determine the important characteristics of a Spirit/Control, the following factors must be determined:

Alignment
 Social Class and Vocation=Refer to Social Class Table)
 Non-player Experience Factor=(1d20 x 10)
 Sex

The age of any Spirit before it died is found by dividing the Experience Factor by 2. The Minimum Experience Factor is 30. For additional "color," another player may give details as to how long ago the Spirit died, where it lived, etc.



10.1.5. Shaman

Like Dance/Chant Users, Shaman belong to an ancient magical tradition. Because they are quasi-religious figures, Shaman acquire the following Clerical “Miracles” in addition to any spells they may learn:

MKL 1 =	Cure Minor Wounds	MKL 6 =	Exorcism
MKL 2 =	Cure grievous Wounds	MKL 7 =	Speak with Plants Remove Curse
MKL 3 =	Neutralize Poisons	MKL 10 =	Raise Dead
MKL 4 =	Speak with Animals	MKL 16 =	Raise dead Fully

Shaman have Masters, from whom they learn their Magick. They may cast spells directly, or they may go into a trance which enhances their ability to enchant materials or cast spells by 25%. In the trance state they may also summon demons:

Trance

<i>Level</i>	<i>BMR</i>	<i>Duration</i>	<i>Danger Point</i>	<i>Summoning</i>	<i>Enchantment</i>	<i>Targeting</i>	<i>Fatigue Loss</i>
I	1	7 Turns	1d6 Turns	Spirit I	-	+10%	-5% Fatigue
II	2	9 Turns	2d6 Turns	Spirit II -	1/2 BMR	+10%	-5% Fatigue
III	3	12 Turns	3d6 Turns	Totem III	-1/2 BMR	+10%	-10% Fatigue
IV	4	15 Turns	3d6 Turns	Totem IV	-1 BMR	+15%	-20% Fatigue
V	5	16 Turns	4d6 Turns	Totem V	-1 BMR	+15%	-30% Fatigue
VI	6	21 Turns	4d6 Turns	Totem VI	-2 BMR	+20%	-40% Fatigue
VII	7	24 Turns	5d6 Turns	Totem VII	-2 BMR	+20%	-50% Fatigue
VIII	8	27 Turns	6d6 Turns	Totem VIII	-2 BMR	+20%	-60% Fatigue
IX	9	30 Turns	6d6 Turns	Totem IX	-3 BMR	+25%	-75% Fatigue
X	10	36 Turns	7d6 Turns	Totem X	-3 BMR	+25%	-100% Fatigue

If the “danger point” is exceeded, one fatigue point is lost for each turn over the danger point the trance lasted. The trance duration is fixed and cannot be altered. If fatigue points are lost in excess of the total Fatigue Level, damage is assessed against the body of the Shaman.

No movement is allowed on the part of the Shaman while in a trance. If he moves or is disturbed by a violent blow, 1-20% Fatigue (minimum of 1 point) will be lost, with a 1-20% chance of 1-6 points of damage to the body as well.

1. Shaman will enchant a Focus, a “Medicine Bundle” composed of the 22 Correspondences favored by the Sign of the focus. The favorable Sign is revealed to the Shaman by his Totem Spirit when he goes into the wilderness to fast and meditate for 21 days. The Totem will appear in the form of an animal (see Dance/Chant Magick for details)

2. The Shaman must enchant potions containing spells he has learned. He will also enchant Protective Amulets.

3. Demons summoned by a Shaman are of the Totemistic variety dealt with in Dance/Chant Magick



10.2 The Minor Arcane

10.2.1 Alchemy

Alchemists usually come in two types: those who are medically oriented and are Physicians as well as Alchemists (1-65%); and those who are philosophically oriented and seek to know the ultimate nature of things (61-100%). Physician-Alchemists may learn basic spells of curing (see Clerical Miracles) for Minor Wounds and Serious Wounds at spell level 1 at BMR 1, and for Disease at level 2 at BMR 2.

Alchemists are the source of much of the world's most important Magick materials needed to produce devices of the greatest Power. These materials are the by-products of the Alchemical operations performed in the course of the Alchemist's transmutation of the metals and the commencement of the Great Work. The Alchemist's goal is to become the Archeus. To be an Archeus was to teach the supreme mystical state, the identification of the self with the Divine unity of all things. Alchemy, furthermore, is the exclusive pursuit of Men, for it belongs not to the temperament of Elves, Dwarves, or Haeflings.

Rank	MKL	Task which Must Be Mastered to Advance in Proficiency	
Novice	1	Tending the Master's Fires*	
Apprentice III	2	Conquest of the Common	Metals I*
Apprentice II	3	Conquest of the Common	Metals II*
Apprentice I	4	Grasp of all the Common	Compounds*
Scholar IV	5	First Entity of Liquids	
Scholar III	6	First Entity of Liquids*	
Scholar TI	7	First Entity of Herbs	
Scholar I	8	First Entity of Herbs	
Master II	9	First Entity of Gems:	Emeralds
Master I	10	First Entity of Gems:	Emeralds*
Sage II	11	First Entity of Gems:	Sapphires
Sage I	11	First Entity of Gems:	Sapphires*
Adept VIII	13	First Entity of Gems:	Rubies
Adept VII	14	First Entity of Gems:	Rubies*
Adept VI	15	First Entity of Gems:	Diamonds
Adept V	16	First Entity of Gems:	Diamonds*
Adept IV	17	First Entity of Metals:	Lead*
Adept III	18	First Entity of Metals: Iron,	Copper, Zinc*
Adept II	19	First Entity of Metals:	Gold, Platinum, Mer-
		cury*	
Adept I	20	The Philosopher's Stone	and the Elixir*
Archeus	21	The Great Work	
Archeus Magnus	22	The Great Work	

Unlike other Magick Users, Alchemists advance in Magick level and Spell Casting level according to their success with the tasks set for them at any stage of their careers. When a task is completed at any level, the Alchemist automatically moves to the next MKL and casting level. Experience points are used only to determine body and fatigue points, and to establish the Alchemist's fighting ability. An Alchemist cannot move to a higher level of proficiency in Magick, however many experience points he has, if he has not completed an assigned task.



TENDING THE MASTER'S FIRE: The Novice is any character who is deficient in the Second Requisite (Dexterity 1-12). He must spend 1 year tending the Master's many experiments until he settles down a bit. During this period, no Magick may be performed or spells learned. The Novice may be sent out on "errands," however.

CONQUEST OF THE COMMON METALS I: The Apprentice learns of each of the common metals (lead, zinc, bismuth, iron, steel, copper brass, bronze, silver, gold, platinum, electrum, and Vulcanite Steel). Apprentices with IQ's below 19 learn 1 metal per month, IQ's of 16-20 learn 2 metals per month; IQ's above 20 learn 1 metal per month. 1000 experience points + 200 per month spent are awarded at the completion of the task, and the Apprentice advances to the next Magick Level. And yet, no other magick is performed.

CONQUEST OF THE COMMON METALS II: The Apprentice learns 14 Reveal Metal spells of casting level 1 and BMR 1. When the spells are learned, he will have a permanently operating Reveal Metal spell which reveals the presence of any metal when he looks at a sample, including whether it is common metal or metal from a Dwarvish, Dragon, or Alchemical source. Experience points are awarded for learning the spells. The Apprentice can now enchant any metal by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment. (See Enchanting Materials). He writes down the spells and other information he has on the common metals in a book in 10 + 1-20 days, then advances to the next Magick Level.

GRASP OF ALL THE COMMON COMPOUNDS: The Apprentice literally learns each material in the Magick Material Table (except metals). Apprentices with IQ's below 15 learn 20 materials per month. IQ 15-19 learn 30 materials per month; IQ 20-25 learn 50 materials per month. When a material is learned, the Apprentice also learns to enchant it by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment cast. He may also begin to learn spells up to his casting level which he may place

in materials to make potions, powders, perfumes, and the like. He is limited, however, to spells which affect matter (Basic Magick), curative spells, and poisons (Black Magick). He may duplicate any other potion or powder which comes into his possession, however, provided the spell contained in the original sample is not above his casting level. The Apprentice must spend 1/2 of his time learning the common compounds; the "free" time may be spent in other activities. At the completion of the task, 1000 experience points + 200 per month spent in learning is awarded, and the Apprentice advances to the Next Magick Level.

THE FIRST ENTITY OF LIQUIDS: The Scholar begins the first stage of real Alchemy, which is to produce the Philosophical Sulfur. This is a Stage I process (see "Alchemical Operations" below) and requires 1 cask of wine, 7 liquids, 7 flowers, 7 essences, and 21 Organics. Success with the task earns 10000 experience points and the Scholar goes to the next Magick Level. Only 1 week at the start of each operation is taken up in the task; the remaining time is open for any other activity.

THE FIRST ENTITY OF GEMS: For the Alchemist, the main product of the First Entities of Gems is the Great Water of Emerald, Sapphire, Ruby, and Diamond. These and other by-products are discussed below. Until the Alchemist has succeeded in producing the Great Waters in order, he cannot proceed to the one below:

Emerald: A Stage I operation requiring 3 Dr. of raw emeralds (2 Dr. of cut or 1 Dr. of Dwarf-cut), 7 flowers, 7 liquids, 7 powdered skins, 7 bones, and 7 Organics. On completion of the task, 10000 experience points are awarded. Only 1 week at the start of each operation is taken up by the task; the remaining time is free.

Sapphire: A Stage II operation requiring 3 Dr. of raw sapphires (2 Dr. cut or 1 Dr. Dwarf-cut), 7 liquids, 7 ground metals, 7 horns, and 7 Organics. On completion of the task, 25000 experience points are awarded. Only 1 week at the start of each operation is required by the task; the remainder is free.



Ruby: A Stage III operation requiring 2 Dr. of raw rubies (1 Dr. of cut or 1/2 Dr. of Dwarf-cut) , the blood, bones, and skins of 14 different Monsters, 7 Earths, and a 1/4 Dr. pinch of pepper. 10000 experience points are awarded upon completion. Only 1 week at the start of each operation is required by the task; the remainder is free.

Diamond: A stage IV operation requiring 1 Dr. of raw diamonds (1/2 Dr. of cut or 1/4 Dr. of Dwarf-cut), 14 Organics, 7 bloods, 7 waters, and 1 sunflower ground in 10 square inches of dragon skin. 40000 experience points are awarded upon completion. Only 1 week is required at the start of each operation; the remainder is free.

THE FIRST ENTITY OF METALS: For the Alchemist, the main product of each First Entity of a metal is the “mercury” or clear liquid which is obtained:

Lead: A Stage II process requiring 1000 Dr. of lead, 1 sapphire, and 7 essences. 20000 experience points are awarded for success.

Iron: A Stage III process requiring 500 Dr. of iron, 1 ruby, and the blood of 14 different creatures. 10000 experience points are awarded for success.

Copper: A Stage III process requiring 250 Dr. of copper, 1 emerald, and 7 bones. 10000 experience points are awarded for success.

Silver: A Stage III process requiring 100 Dr. of silver, 1 diamond, and 7 liquids. 10000 experience points are awarded for success.

Gold: A Stage IV process requiring 50 Dr. of gold, 1 diamonds, 7 liquids, and 1 sunflower. 40000 experience points are awarded for success.

Platinum: A Stage IV process requiring 25 Dr. of platinum, 3 diamonds, 7 liquids, 7 essences, and 1 Black Rose, 1 Black Lotus, and 1 Black Poppy. 40000 experience points are awarded for success.

Mercury: A Stage IV process requiring 5 Dr. of Quicksilver (Mercury) ; 3 Elvish Oak; freshly cut; 1 diamond; and the blood of a freshly killed Troll or Hobbit. 40000 experience points are awarded for success.

THE PHILOSOPHER’S STONE: A Stage V process requiring 7 parts Philosophical Sulfur, 7 parts Philosophical Salt, 7 parts of each of the 7 “Mercuries” of the metals, and 7 parts of Great Water. Each “part” is equal to 7 Dr. or 10 “doses.”

THE ELIXER: A Stage V process requiring 7 parts Philosophical Sulfur, 2-7 Parts Philosophical Salt, 2-7 parts of each of the 7 “Mercuries,” and 6-14 parts of Great Water. Each part is equal to 7 Dr. or 10 “doses.”*

*Both the Philosopher’s Stone and the Elixir earn 100000 experience points for success.

THE GREAT WORK: The Great Work is a most difficult Stage VI operation requiring new ingredients to be added at every 4th step of the process, just before the end of the 4th, 8th, and 12th steps.



The materials and their proportions are:

Material	1st Step	4th Step	8th Step	12th Step
The Phil. Stone	1	-	-	-
The Elixir	-	-	1	-
The Great Fire	-	-	-	1
The 4 Waters	4	-	4	-
The Phil. Sulfur	-	1	-	1
The Phil. Salt	1	-	1	-

Each part is equal to 1 Stone, 7 Dr., or 10 “doses.”

The Great Fire is acquired by the Archeus drinking 1 dose of each of the 7 Mercuries and the 4 Waters, with a 10% chance of being poisoned. He then reduces the spell from BMR 10 to BMR 0 at 100% to enchant the Great Fire that will heat the crucible in which the Great Work will be conducted.

10.2.1.1 Advanced Alchemical Operations

The Alchemical operations required to produce the Great Waters, the Mercuries, the Philosopher’s Stone, the Elixir, and the Great Work are complex and require considerable time to perform. The time frame for each step is the Philosophical Month (30 days + an extra 1-100 days divided by the MKL of the Alchemist). The time is reduced by the Astrological bonus of the Alchemist. The materials do not have to be enchanted as these are chemical processes

Stage	A	B	C	D	E	F	G	H	I	J	K	L
I	1	1	1	-	-	-	-	-	-	-	-	-
II	1	1	1	1	1	1	-	-	-	-	-	-
III	1	1	1	1	1	1	1	1	-	-	-	-
IV	1	1	1	1	1	1	1	1	1	-	-	-
V	1	1	1	1	1	1	1	1	1	1	1	-
VI	1	1	1	1	1	1	1	1	1	1	1	1

Once the Alchemist has mastered the process of making any of the Waters, etc., he will always be able to duplicate the process in the minimum time (1 month - 30 days) and may prepare more than 1 mixture at a time.

A. Calcination: Heating the material in air until it is reduced to a fine powder to remove all of the “surface qualities.

B. Solution: Dissolving the calcinated powder in “a mineral water which shall not wet the bonds.” This produces a “fusion” of the materials.

C. Separation: Dividing the materials into their original components to separate the “pure” from the “im-pure.” A by-product called “Magick Oil” is obtained.

D. Conjunction: Reunifying the materials to obtain the “first form” of the material before it acquired the “accidents of nature.” This produces an Alchemical by-product known as the “Oil of the Philosophers.”



K. Putrefaction: Warming the material in water or fermenting dung, the “rotting death” that leads to the “rebirth” of the material. A by-product produced by the process is a second-grade Oil of the Philosophers useful for poisons and Curses.

F. Coagulation: Crystallizing a white solid from the liquid produced by putrefaction to create the “embryonic” or “new” material.

G. Cibation: Feeding the embryonic material with honey, milk, celadine, etc.

H. Sublimation: Warming the embryonic material in water or fermenting dung, passing it several times from liquid to solid states to rid it of its “infirmities” resulting from the new birth. A “Sulfur” is obtained, which is retained for Step K.

I. Fermentation: Extracting the “true life” or “Mercury” of the material.

J. Exaltation: Heating the “Mercury” to the highest intensity to purify it.

K. Multiplication: Reuniting the Sulfur and the Mercury.

L. Projection: Applying the product to the external world.

If any stage fails, there is a 35% chance + Astrological bonus of the Alchemist that he may “save” the materials and merely repeat the step, taking a full 130 days. Otherwise, all of the materials will be “ruined” and he will have to begin again at Step A. The “ruined” materials are discarded, for they are useless.

10.2.1.2 Alchemical Products and By-Products

The Alchemical processes outlined above are fairly authentic, except for the “recipes,” which were included for purposes of playing Chivalry and Sorcery. The products and the by-products produced are again authentic; and once more some of their properties have been modified for the game.

THE FIRST ENTITY OF LIQUIDS results in the following products:

1. Philosophical Sulfur: 3 + 1-6 Dr. used in Alchemical operations.

2. Magical Oil (Oleum Magicale): 10 + 1-50 “doses” of clear oil which magnifies the quantity of any non-medical potion by 1-6 doses. It also reduces fatigue point loss by 1/2 if it is used to coat a Focus (1 dose per day for 21 days). If it is sprinkled on an object, it lowers the BMR by 1-2.

THE FIRST ENTITY OF HERBS results in the following products:

1. Philosophical Salt: 3 + 1-6 Dr. used in Alchemical operations. The Salt can also be substituted for any Organic and is at BMR 0. Minimum enchantment amount = 1/20 Dr.

2. Waters of the Wise (Aqua Verti): 10 + 1-50 “doses” of pure “waters” which magnify the quantity of any medical potion or potion of heroism, longevity, or other body-changing spell. Consumed by itself, 1 dose increases saves vs. Commands by +10% + 1-20%, and reduces targeting by enemies using any spell by -10% - 1-20%. Having a BMR of 10 itself, it increases the BMR of any object it is sprinkled On by 1-6. A non-Dwarvish Weaponsmith/Artificer will need the Waters of the Wise to put the final temper into any Weapon above +3 (Except Elvish arrows and bows). Applied to leather armor, -5% is obtained per application of 1-3 doses until -25% is reached.

THE FIRST ENTITY OF EMERALD results in the following products:

1. Great Water of Emerald: 10 + 1d100 “doses” of emerald green “waters” used to create the Great Fire. It also can be used to make a potion of protection vs. Illusions which gives the user True Sight for 1-6 hours (True Sight spell does not have to be known to produce the potion.)

2. Alchemist’s Emerald: A 200 ct. emerald which amplifies the effect of all spells of Command and



Illusion by 1 proficiency grade. It improves recharge rates by 1 spell charge per day when placed in a device.

THE FIRST ENTITY OF SAPPHIRE results in the following products:

1. Great Water of Sapphire: 10 + 1-100 “doses” of pale blue “waters” used create the Great Fire. Used in potions of Detection, Communication, Reading, Speaking, and other related spells, it magnifies the quantity produced by 1-10 doses per “dose” of the Water used.

2. Alchemist’s Sapphire: A 200 Ct. sapphire which will contain as many spells of Detection, Communication, or Transportation as the Magick User wishes to store in it. Also, when these spells are cast against the possessor of a Sapphire, the gem reduces targeting to the next lowest level (e.g.: Superior to Equal). It improves recharge rates by 2 spell charges per day when placed in a device.

THE FIRST ENTITY OF RUBY results in the following products:

1. Great Water of Ruby: 10 + 1-100 “doses” of blood-red “waters” used to create the Great Fire. Used in potions of Protection, it will reduce targeting of any spell by -10%. Used in any potion containing a harmful spell, it increases targeting by +10%. Consumed by itself, it renders the drinker immune to all forms of Fear or loss of morale for 1-6 hours per dose.

2. Alchemist’s Ruby: A 200 ct. ruby which will, if placed in the pommel of a sword, increase damage inflicted by 1-10 points and increase hit and parry bonuses by +10% and -10%, respectively, with 1-3 extra blows per turn. If worn as an Amulet by a military engineer or Artificer/Weaponsmith, it will reveal weak points in a fortification and give him 95% accuracy when firing war engines. Ground into a fine powder and fed to a War Horse, it will turn the animal into a Great Horse in 1-7 weeks. Further, the Great Horse will breed true 1 out of 3 times, so that his offspring will be Superior to Great Warhorses.

THE FIRST ENTITY OF DIAMOND results in the following products:

1. Great Water of Diamond: 10 + 1-100 “doses” of crystal “waters” used in making the Great Fire. When mixed with 3 doses of Magick Oil, 3 doses of Waters of the Wise, and 7 essences, 1 dose of Water of Diamond will produce a potion that reduces the time to enchant 7 materials to 1/2 the spells normally required. Such a potion also reduces the BMR of any spell to be learned by 2 BMR, in addition to the 1/2 spells required normally. IQ is increased temporarily to 25 for 1-6 hours as well.

2. Alchemist’s Diamond: A 200 ct. diamond which, when placed into a Focus, reduces fatigue point loss for casting any spell through the Focus to 1 point per spell. It improves recharge rates by 5 spell charges per day when placed in a device.

THE FIRST ENTITY OF METALS result in the following products:

1. True Lead: 100 Dr. of lead so resistant to Magick that no spell can penetrate it. When mixed in the ratio of 1 Dr. of True Lead to 10 Dr. of paint (1 gallon), it can be used to “anti-magick” a wall, floor, etc., of 1000 square feet so that no spell would pass through it. It can also be made into a glossy lacquer than can be applied to armor, giving it -10% against all spell targeting, provided that it is a full suit of armor. True Lead is necessary to bind Level VII-X Demons.

2. Star of Iron: 50 Dr. of iron which is the basis of all the Great Swords: Mystic Blades, Dancing Swords, Holy Swords, Soul-Drinkers, and Bane Swords. It is also necessary to the fashioning of Magick Armor -4 to -5, Shields -4, and the like. The alloy needs is 1 Dr. of the Star to 3 Dr. of iron, and all must be enchanted.

3. Star of Copper: 25 Dr. of the Star is produced. The Star of Copper is most useful in fashioning enchanted books and scrolls, for if it is used (powdered) in Magick Inks, it reduces writing time to 50%. Used in a device or Focus, it will increase recharge rates by



1 spell per day when used with any 7 Gems or 1 Alchemical Gem. Used in enchanting an Amulet of Protection or a Talisman, enchantment time for the object is reduced by 1/2, and 1-6 additional spells may be placed in it.

4. Star of Silver: 10 Dr. of the Star is produced. The Star of Silver must be used in fashioning of all magical mirrors, Amulets of Night Vision, Cloaks or Helms of Invisibility, and the like. Used in an enchanted cross, it will repel all Undead 20% of the time for 1-6 turns (more in the case of Vampires). Used in a device or Focus, it increases recharge rates by 1 spell per day when used with any 7 Gems or 1 Alchemical Gem. When used as a setting for an Alchemical Sapphire, 1-6 additional spells may be placed in the device.

5. Star of Gold: 5 Dr. of the Star is produced. When used in a device containing spells of Fire (Basic Magick), the Star will hold all such spells. The Star is also used in most Rings because it has the virtue of increasing the total spell capacity of a Ring by 22 spells. When used as a setting for Alchemical Rubies or Emeralds, it increases recharge rates by 1 spell per day and triples the number of charges in the device.

6. Star of Platinum: 1 Dr. of the Star is produced. When used in a device containing spells of Water (Basic Magick), the Star will hold all such spells. The Star is most effective as a setting for Alchemical Diamond because it has the virtue of making the Diamond capable of storing 22 spells; and the recharge rate is increased by 3 charges per day, with 1000 charges in the device.

7. The Fixed Mercury: 1/10 Dr. of the Fixed Mercury is produced. This exceedingly rare material has infinite spell capacity, contains 5000 charges, and recharges any device at the rate of 25 charges per day. It has no BMR whatsoever, and any spell may be placed in it instantly. It resembles ordinary silver, however, and only an Alchemist will recognize its true identity all of the time. (Even the Diviner has only a 10% chance of identifying Fixed Mercury.)

8. The “Mercuries”: Each one of the processes for the First Entities of Metals produces a “mercury” or liquid which is the “essence” of the metal, just as the Stars are the quintessence of their solid properties. 7 + 1-100 doses of each “Mercury” will be produced. When mixed in equal proportions, the universal Solvent is created, a very fascinating liquid which will dissolve 1-10 cubic feet of anything for 1-100 turns. (The Alchemist does not mix the solvent until it is needed.) The “Mercuries” are also vital to the creation of the Stone and the Elixir.

THE PHILOSOPHER’S STONE: The Stone is the Focus for what will become the Alchemist’s greatest achievement. At the moment, the Stone is totally inert, for it is not until the completion of the Great Work that it acquires its powers. From 1-10 stones are produced. The Stone is valuable to other Magick Users as well, for it has the virtue of being able to store 78 Basic Magick spells. There is also a by-product, a fine white ash which has BMR 0 at 100%. From 1-100 applications of the ash is produced, and when 1 pinch is put into a batch of potion (1-10) it will triple the amount produced.

THE ELIXIR: The Aqua Vitae or Elixir of Life is the sole product of the operation, and 50 + 1-50 “doses” are obtained. One dose of the Elixir will cure any wound, however grave, and no recuperation time is required. When mixed with the Great Waters in equal parts and run through a Stage III operation, the Water of Regeneration will be produced 98% of the time, with 1-3 doses being produced. When mixed with the blood of a Lycanthrope, the Water will permanently give the drinker +1 point of regeneration per turn. One dose of Aqua Vitae mixed with 7 doses of any healing potion will produce 7 doses of universal Antidote against any poison. By taking 21 doses of Universal Antidote, mixed with the great poisons, permanent immunity to poison will result. Finally, by mixing 3 doses of Aqua Vitae, 7 doses of Water of Regeneration, and 7 doses of Universal Antidote, 1-3 doses of the Potion of Longevity is produced in 7 Philosophical Months. This potion adds 300 years to the life of the person drinking it, gives him immunity to all disease and poison, prevents the infir-



mities of old age, and gives him a Constitution of 20.

THE GREAT WORK results in a product at the end of each 4 steps in the operation:

Step 4: The Seed of Metals is obtained. The Seed is removed from the process and placed in a crucible, along with all of the materials required by the First Entities of Metals. A Stage III operation is performed with 100% chance of success. The “germinated” seed is then planted in solid rock and produces:

1-5%	1000 Dr.	True Lead	+ 90000 Dr. of Lead
6-35%	350 Dr.	Star of Iron	+ 75000 Dr. of Iron
36-55%	175 Dr.	Star of Copper	+ 60000 Dr. of Copper
56-70%	70 Dr.	Star of Silver	+ 50000 Dr. of Silver
71-85%	35 Dr.	Star of Gold	+ 25000 Dr. of Gold
86-95%	7 Dr.	Star of Platinum	+ 1000 Dr. of Platinum
96-100%	1 Dr.	Fixed Mercury	+ 500 Dr. of Quicksilver

Step 8: At the end of the Sublimation process, 21 bean-like objects are found with the “embryonic” material. These “beans” are the Homunculi: 1-20% = Human; 21-60% = Animal; 61-100% = Monster. The creature, if human, will become the “son” of the planter and has superior Prime Requisites (12+ in all categories except variable Alignment). An animal or Monster will be utterly under the control of the planter. Animals have 3 x the hit points and +20% additional hit bonus. Monsters will be of an utterly new species 25% of the time (the planter can choose the characteristics and design the Monster)

Step 12: The Philosopher’s Stone: The Archeus now has a Focus of great Power which permits him, and only his, to cast any spell he desires. In short, it grants “wishes” in the sense that anything possible to Magick is within the power of the Philosopher’s Stone to grant. The Stone always has a fully enhanced targeting percentage and the Archeus is always rated at the Superior Magick User level for purposes of offense and defense. Each month thereafter, the Archeus has a 10% chance of being summoned to the mysterious Council of the Wise, at which point he disappears from the knowledge of the world, leaving behind all of his materials, writings, and works intact.

10.2.2 Artificers

Artificers are the Magick Users who fashion many of the “public” magical devices found in the world--devices usable by anyone. There are 3 kinds of Artificer:

1. WEAPONSMITH: A maker of Magick swords, weapons, and armor. Dwarves are Weaponsmiths 70% of the time, if male.
2. JEWELSMITH: A maker of amulets, rings, and all other kinds of Magick Jewelry. About 10% of male Dwarves and 85% of female Dwarves are this type of Artificer.
3. MECHANICIAN: A maker of large-scale magical devices such as war engines, robots, etc. About 20% of male Dwarves and 15% of female Dwarves are this type of Artificer. When a character rolls an Artificer, the type of Artificer is determined by the following:

Weaponsmith: Greater Strength than IQ or Wisdom.
 Jewelsmith: Greater Wisdom than 10 or Strength.



Mechanician: Greater 10 than Strength or Wisdom.

In the case of Dwarves, the characteristic applying to the percentage determination for a type of Artificer will be raised, if necessary, to meet the requirements of this type.

Weaponsmith Artificers

Weaponsmiths have the skills of a blacksmith, armorer, foundryman, and fighting man. The Weaponsmith is the only non-noble who has the right to carry Chivalric arms, including the great sword of a Knight. Because of his unique vocation, he is as well trained as any Knight (Dwarves don't ride) and he is also versed in the use of all missile weapons.

1. Weaponsmiths can enchant 3 Dr. of material per MKL each time they cast a spell of enchantment. In addition, they acquire the following abilities as they advance in magical proficiency:

MKL 2:	+1	weapons,	-1 armor	MKL 12	+6 swords
MKL 3:	+2	weapons,	-1 shields	MKL 13	Flaming Sword
MKL 4:	+3	weapons,	-2 armor	MKL 14	Ego Swords
MKL 5:	-2	shields		MKL 15	+7 swords
MKL 6:	-3	armor		MKL 16	Work Vulcanite
MKL 7:	-3	shields		MKL 17	-5 armor
MKL 8:	+4	swords		MKL 18	-5 shields
MKL 9:	-4	armor		MKL 19	+8 swords
MKL 10:	-4	shields		MKL 20	+9 Dancing Sword
MKL 11:	+5	swords, +5 bows		MKL 21:	+10 Bane Sword
MKL 22:	+10	Mystic Blade			

2. The Weaponsmith must enchant a number of Focusing devices. These are:

THE ANVIL: The Magick Anvil is fashioned from 50 Dr. of iron melted together with the 22 enchanted Correspondences favorable to the Sign of the Focus. It is used to forge all magical weapons.

THE HAMMER: The Magick Hammer is fashioned from 7 Correspondences given for the Sign of the Focus and is used to forge all magical weapons. When used to forge any ordinary weapons, the Weaponsmith works at 3 x the rate of an ordinary armorer.

THE TEMPER: The magical liquid used to "quench" a red-hot blade and give it strength. The liquid is made from 7 liquids, 7 crushed rubies, and 21 herbs. Once enchanted, 100 to 200 "doses" of the Temper will be obtained. One dose of the liquid is added to the water used to place a temper in any magical weapon.

THE FORGE: The Forge is fashioned from 500 Dr. of brick and 50 Dr. of iron. It takes 21 weeks to enchant - 1/2 MKL of the Weaponsmith. The Forge triples the amount of metal that the Weaponsmith can enchant at any one time and also is utterly essential to the making of Dwarvish metals. (Dwarves have a +10% chance of learning how to make Dwarvish metals per MKL attained.)

FORGING WEAPONS: In order to forge any magical weapon, the Weaponsmith must enchant the metal required to BMR 0 at 100% (see the list for weapon costs for weight). When the metal is enchanted, it must be heated in the forge. Once fully enchanted, the red-hot metal is then worked on the Anvil. All woods are "cured" by drying them near the forge. The time required for forging is:



+1 weapon=	3 weeks
+2 weapon=	5 weeks
+3 weapon=	7 weeks
+4 sword=	14 weeks
+5 sword=	21 weeks
+6 sword=	1 year
+7 sword=	3 years

Only 1 day out of each week is spent working on the weapon. No other magick may be performed by the Weaponsmith, but he may work on ordinary weapons as well. Each time he works on the weapon, he must “quench” the metal in 1 dose of the Temper. +4 swords and above will require Dwarvish Steel or else thrice-enchanted steel. +6 swords require 1 Dr. of the Star of Iron to 3 Dr. of steel.

4. TESTING THE TEMPER: If a sword of +3 characteristics and over is fashioned, the Weaponsmith must “test the temper of the blade” by smiting it against the Anvil with all of his force. There is a 1-75% chance the blade will survive. If the blade shatters, it may be reforged in three weeks, during which time no other tasks may be performed. If the Weaponsmith is interrupted, he will have to start the 3-week period over from the beginning. If the blade shatters a second time, it will be set aside.

5. THRICE FORGED SWORDS: If a sword shatters twice when tested, it is clearly a blade that has been marked by destiny for some great purpose. Only thrice-forged swords may be turned into Dancing Swords, Bane Swords, Vorpall Blades, or Holy Swords. Such a weapon will invariably develop an Ego.

6 FORGING ARMOR: When forging magical armor, essentially the same procedure is followed as for magical weapons. The metal must be enchanted to BMR 0 at 100%. When heated, the metal is enchanted and afterwards is worked on the Anvil. Leathers are “cured” by smoking them above the fires of the forge. The time required is:

-1 armor or shield=	2 weeks
-2 armor or shield=	5 weeks
-3 armor or shield=	7 weeks

-4 armor or shield=	14 weeks
-5 armor or shield=	21 weeks

This time is in excess of the time normally needed to fashion any armor or shield. The armor or shield must be coated with the Temper 3 times for each -1 enchantment worked on it. At the end of the time, the armor is fully enchanted. Only 1 day out of each week is needed to fashion the armor once the normal time to shape the armor has ended (see the list for weapon costs for time to make armor).

7. SPECIALIZED WEAPONS:

Swords: An Ego sword is a blade literally possessed by a type of Demonic force. The personality of the sword (IQ, Wisdom, Alignment) is determined as for a person. It will invariably seek glory in battle, and if its combined IQ and Wisdom are ever higher than its owner's, it will lead him into danger to test his worthiness to own such a fine weapon and to gain the opportunity of slaying enemies. Ego swords are intensely jealous of any other swords the owner may possess, especially magical swords. They are also treacherous when stolen from an owner with the same alignment (their powers will fail anyone they disapprove of at a crucial point in a battle). Also, an Ego sword has several magical powers which operate continuously:

- Reveal Alignment
- Reveal Enemies
- Reveal Observation
- Reveal Influence
- Reveal Invisible

The range of such spells is 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 power of speech. Additional spells may be placed in the sword by a Cabalist, who inscribes Runes of Power on the blade.

Flaming Sword: An enchanted blade which flames when drawn in battle. An additional six-sided die of damage (1-6 points) is done every time it strikes a blow. There is also a 15% chance that flammable materials will ignite.



Dancing Sword: A +9 magical weapon that not only possesses an Ego but also can move by itself (speed of a man, charging). If struck from the hand, it will leap back in an instant. It can also fight for 3 turns by itself before returning to the hand of its owner. Once acquired, such a weapon will not leave its owner willingly. In one case out of three, it is also a Soul Drinker, for all Chaotic blades of this type can suck 1000=20000 experience points from the body of a victim each time it strikes. Anyone slain by such a weapon has his soul taken into the blade. 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.

Bane Sword: A +10 magical weapon that is sensitized to one type of creature. For example, a sword vs. Lycanthropes will inflict the usual damage to such beings but, in addition, will have a 20% chance of slaying outright if a critical hit is scored.

Mystic Blade: A +10 magical weapon that always scores a critical hit when it strikes a victim, with a 20% chance of beheading the victim.

Holy Sword: A thrice-blessed weapon intended only for the hand of a Lawful person who intends no evil purpose. A Holy Sword will not serve any other person but one "pure in heart." It defends the user like a Holy Relic against all spells (it must be blessed 3 times by a Bishop, and a Relic must be placed in the pommel). The Holy sword is essentially 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. A Holy Sword cannot be forged by a Weaponsmith with an Alignment over 7.

8. **VULCANITE ARMOR:** If a Weaponsmith is ever fortunate enough to acquire enough Vulcanite Steel to make an alloy of 1 Dr. of Vulcanite Steel to 6 Dr. of steel, he may forge -7 armor from it. Such armor also reduces damage from all magical and ordinary weapons by 1/2, unless the weapon is +7 or higher.

Jewelry Artificers

Jewelrysmiths have the skills of an artist, a jeweler, and thief. They are able to make an exact appraisal of gem, jewelry, and coins. They have "connections" as well, so they pay only 50% of the market value for precious metals and gem. When selling "loot," they have three times the likelihood of finding a buyer, compared to an ordinary person.

1. When enchanting materials, a Jewelrysmith can decrease the BMR by 1 level per successful spell of enchantment, and at RMR 0 by 50% per spell.

2. Jewelrysmiths can learn 5 spells per Magick Level, which they can enchant into jewelry, etc. They do not cast spells directly.

3. **THE GREAT TALISMAN:** When a Jewelrysmith reaches MKL 7 he can enchant a 3" diameter medalion made from 1/5 Dr. of the Star of Copper + the ingredients for any potions given to him. This mixture is melted down for 7 months minus a number of weeks equal to the MKL of the Jewelrysmith. The materials are transmuted and the Talisman which is fashioned from them will make 1 dose of each potion per day in water and 2 doses in wine.

4. **RINGS OF POWER:** When a Jewelrysmith reaches MKL 11 he can enchant a Ring of Power of Power from Dwarvish Gold, Dragon Horde Gold, or the Star of Gold. Such a ring will hold a number of spells equal to the MKL of the Jewelrysmith. Additional spells may be placed into the ring by the addition of gems. If a powdered Alchemical Gem is added to the gold, the spell capacity is doubled, with 7 recharges per day. Enchantment time: 7 months.

5. **GREAT RINGS OF POWER:** A Great Ring can only be prepared by a Jewelrysmith and enchantment takes 1-3 years. He requires each of the 7 Alchemical Metals, 4 Dwarf-cut gems--ruby, emerald, sapphire, and diamond--and an Alchemical Gem. The finished ring is not yet endowed with any properties but it can hold up to 200 spells, with 21 recharges per day. The Great Ring is a Focusing device which can then be filled with spells by a Magick User in 1 year.



6. Amulets: Amulets are made from Dwarf-cut gems set into large medallions of precious metal with a fine-linked chain to permit wearing them about the neck. They will be able to provide appropriate protection when final enchantments are placed by a Magick User.

Mechanician Artificers

Mechanicians have the skill of a military engineer, a stonemason, a clockmaker, and a fighting man.

1. As a military engineer, he is capable of designing and supervising construction of large fortifications. When he reaches MKL 3, cost of such works is reduced by 5% per MKL of the Mechanician until costs are lowered to 50%.

2. The Mechanician is capable of constructing any engine of war and of supervising its operation.

3. The Mechanician can enchant 10 x the weight of material that an ordinary Magick User can when dealing with common materials, such as rock, leather, wood, and metals other than silver, gold, and platinum. He is able to reduce the BMR by 1 level per spell of enchantment he successfully casts.

Note: Only another Mechanician may take any advantage of such enchantments because they are so completely attuned to the Magick of Mechanicians that the object seems to be at its original BMR to any other type.

4. The Mechanician can learn 5 spells per Magick Level, but these can be placed only in a Mechanician's device.

5. At MKL 3 a Mechanician can Animate an Object directly, with complete control over the object. There is no Backfire upon failure except for a 50% loss of fatigue points. The spell is cast at a basic 15% chance of success (enhancement is possible) + 5% per MK attained after MK 3. The spell can be used only once per day, with the following results:

Unenchanted Object:animated for 1-10 turns +
1/2 MKL

Partially Enchanted:animated for 21-40 turns +
1/2 MKL

Fully Enchanted:animated for 100 turns +
7 x MKL

The object must be functional in form: e.g. a battering ram, robot machine, etc., and is not merely a lump of material.

6. At MKL 3 a Mechanician also acquires Control Animated Object, a spell which allows him to direct an animated object so long as it is in operation. The spell must be cast to switch on an animated object or give it instructions to do so, and it lasts for the time the object is functioning. However, there is only a percentage chance of control:

Unenchanted Object: 40% + 1% per MKL

Partially Enchanted: 50% + 1% per MKL

Fully Enchanted: 60% + 2% per MKL

Failure to exercise control means that the animated object runs "amok" for 1-100 turns, blindly wrecking everything in sight or else doing "whatever comes naturally," like the animated broom in The Sorcerer's Apprentice. Once gained, control is constant for 24 hours, after which the spell must be cast again.

7. Animated Statues, etc., are really complex clockwork devices. Once the materials are enchanted, the Mechanician will construct the mechanism: 2 days are required for each hit point the mechanism will sustain (maximum of 200); 2 days are required for each 1% hit probability (maximum = that of maker); and 3 days are required for each damage point it will inflict (maximum of 21). To put in each of the above characteristics requires 10 Dr. of material. In other words, a statue of 1 hit point with 1% hit probability and able to do 1 point of damage would weigh 30 Dr. and would take 7 days to construct. Rock has an armor class of 8; metal has an armor class of 10. If an armorer and a blacksmith are assisting the Mechanician, construction time is reduced by 1/3.

10.2.3 Astrology

Astrologers are among the most literate of the Minor Arcane, like Alchemists, and they write unenchanted books in which all of their learned spells and their observations are inscribed. However, only another Astrologer is capable of reading such writ-



ings. While there are very few formal titles among Astrologers, they insist on being called “Master” at MKL 10 and “Doctor” at MKL 16. Except for the Circle of Protection and the few spells specifically within their ability to cast directly, Astrologers can perform no Magick unless using a device enchanted by someone else.

Before any major undertaking, player-characters will consult an Astrologer 80% of the time. Lawful Clerics, Fighting Clerics, and Elves do not seek consultation, however. The Astrologer will study the task or enterprise to be undertaken to determine whether the Stars are “favorable” or “unfavorable” to the doing of such a thing:

1-33% Aspect	= Planets are well placed = 5% advantage on all die rolls.	= Good
34-66% Aspect	= Planets are neutral = no special advantage or penalty.	= Neutral Aspect
67-100% Aspect	= Planets are poorly placed = 5% disadvantage on all die rolls.	= Poor

In addition to drawing Horoscopes for specific tasks or adventures, Astrologers will also cast a “Life” Horoscope for a character. This Horoscope is cast at the birth of a child and is always accurate. The Horoscope Table at the end of the Astrology section is used to find the most favorable “calling” ordained by the Stars for the child. The numbers indicate the percentage increase or decrease in experience points that can be earned in a particular field of endeavor and are termed Astrological bonuses. The Sign under which each character is born and the planetary aspect should be recorded for permanent reference. Once the Horoscope is cast, there is no changing it.

When Magick Users are enchanting devices of great Power (capable of recharge), they must have the Horoscope of the device cast to determine the Sign most favorable to the work. This procedure is outlined in the section dealing with Enchanting a Magick Device.

If an Astrologer has the time to make a thorough study of the problem, there is always 100% Accuracy. Time required is 7 days + 1-100 days divided

by the Magick Level. If a quick reading is required, the accuracy of the finding varies. There is a basic 25% chance + 2% per MKL of the Astrologer that the findings are accurate. The determination of his accuracy is made only when the first important die roll of the character is made once the task has begun. If the finding turns out to be accurate, all subsequent die rolls made during the task or adventure is adjusted accordingly. If he was in error, the placement of the planets is re-checked and the new finding is taken as the accurate one, with 1-10% chance of Good Aspect, 11-90% chance of Neutral Aspect, and 91-100% chance of Poor Aspect.

Astrologers can also perform a limited number of Spells, which they learn at casting level 1 and BMR 1:

LOCATE OBJECT: At night, with a clear sky, or if gazing into a Stellar Mirror, he may attempt to locate a specific object whose origin date is known. He has a 30% chance + 3% per MKL to find the exact direction. He then has a 10% chance + 3% per MKL of finding the distance. If he is successful, subsequent Locate spells have a +10% chance of being accurate. The spell may be used once per day per object, with a limit of 5 objects in any day. Only -5% loss of fatigue points occurs when the spell is cast. It cannot be blocked by any Magick unless the object is underground. Lead does not affect the spell.

LOCATE PERSON: Under the same conditions as given above, he may locate a particular person, creature, etc. Circles of Protection lower the probability by -10%.

REVEAL ALIGNMENT: Under the same conditions as given above, he may determine alignment of any person, creature, etc. The spell operates automatically and without fatigue if face to face, with a 25% chance of knowing and a 75% chance of coming up with a blank.

REVEAL EXPERIENCE FACTOR: As for Reveal Alignment.



REVEAL INFLUENCE: As for other Reveal spells, only the Basic Influence Factor (BIF) of a character is known.

READ MAGICK/READ LANGUAGES: A "Natural Talent" possessed by Astrologers which they may use the moment they begin their vocation. Cost: 5% fatigue points. Duration: 3 readings.

LEGEND LORE: An Astrologer will specialize in the study of all legends that he can find to determine the date that some object or magical device was made, or the date some past figure was born. If the object or person is identified, he has a 10% chance + 2% of determining the exact date. If the object or person is not identified, he has a 10% chance + 2% per MKL of determining the identity, after which he can discover the date. He will know if he has made an error, but he must wait 1 month to check again. Fatigue expenditure: -50% fatigue for 1-7 days. If total success occurs, he will be able to tell the location (Locate Object) and 7 significant characteristics about the object or person.

<i>Sign</i>	<i>Aspect</i>	<i>Ftr.</i>	<i>Mag.</i>	<i>Cler.</i>	<i>Thief</i>	<i>Govt.</i>	<i>Craft</i>	<i>Guild</i>	<i>Farm</i>	<i>Merchant</i>	<i>Other</i>
1-10 ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
	N	0	0	0	0	0	0	0	0	+10	+10
	P	-5	-5	-5	+5	-5	-5	-5	-5	+5	+5
11-18 TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
	N	0	0	0	0	0	0	+10	+15	0	0
	P	-5	-5	-5	-5	-5	-5	+5	+5	-5	-5
19-25 GEMINI	W	+5	+15	+5	+5	+5	+5	+5	+5	+15	+5
	N	0	+10	0	0	0	0	0	0	+10	0
	P	-5	+5	-5	-5	-5	-5	-5	-5	+5	-5
26-32 CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
	N	0	0	+10	0	0	+10	0	+10	0	0
	P	-5	-5	+5	-5	-5	+5	-5	+5	-5	-5
33-40 LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
	N	+10	0	0	0	0	0	0	0	0	0
	P	+5	-5	-5	-5	-5	-5	-5	-5	-5	-5
41-48 VIRGO	W	+5	+15	+5	+5	+15	+5	+15	+5	+5	+25
	N	0	+10	0	0	+10	+10	+10	0	0	+10
	P	-5	+5	-5	-5	+5	+5	+5	-5	-5	+5
49-56 LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5
	N	0	0	+10	0	+10	+10	0	0	0	0
	P	-5	-5	+5	-5	+5	+5	-5	-5	-5	-5
57-64 SCORPIO	W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5
	N	0	+10	0	0	0	0	0	0	0	0
	P	-5	+5	-5	-5	-5	-5	-5	-5	-5	-5



<i>Sign</i>	<i>Aspect</i>	<i>Ftr.</i>	<i>Mag.</i>	<i>Cler.</i>	<i>Thief</i>	<i>Govt.</i>	<i>Craft</i>	<i>Guild</i>	<i>Farm</i>	<i>Merchant</i>	<i>Other</i>
65-72 SAG.	W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5
	N	+10	0	0	0	+10	0	0	0	0	0
	P	+5	-5	-5	-5	+5	-5	-5	-5	-5	-5
73-80 CAPRI.	W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+25
	N	0	0	0	+10	0	0	0	+10	0	+10
	P	-5	-5	-5	+5	-5	-5	-5	+5	-5	+5
81-88 AQUAR.	W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5
	N	0	0	+10	0	0	0	0	0	0	0
	P	-5	-5	+5	-5	-5	-5	-5	-5	-5	-5
89-100 PISCES	W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+15
	N	+10	0	0	+10	0	+10	+10	0	0	+10
	P	+5	-5	-5	+5	-5	+5	+5	-5	-5	+5

Note: W = Well Aspected N= Neutrally Aspected P = Poorly Aspected

10.2.4 Divination

Like Astrologers, Diviners have the ability to see into the future and are able to locate and detect objects and persons, although at less range than Astrologers. Diviners have no Legend Lore, but they are able to determine certain qualities of an object by handling it. This ability is called “psychometry.”

1. Diviners may be consulted instead of an Astrologer to give advice about 1 to 6 events which might occur on an adventure. If a “good aspect” occurs, the player has the sole option as to which event it should cover. If a “bad aspect” occurs, the player-referee who is managing the adventure has the option of applying it:

1-25% = good aspect 26-75% = neutral aspect 76-100% = bad aspect

As for Astrologers, Diviners may or may not give good advice. A Diviner has a chance of 40% + 3% per MKL or being correct. His accuracy is checked when the “good” or “bad” aspect is applied to a particular event. If he is wrong, there is a 1-75% chance that the aspect is neutral and a 76-100% chance that the aspect is opposite to the one he predicted. Good aspects give a 5% advantage on all die rolls. Bad aspects bring a 5% disadvantage on all die rolls. The length of time covered by the prediction is equal to the MKL of the Diviner, measured in turns.

2. Locate Object: A Diviner learns a Locate at BMR 1. He is able to locate a specific object within his range by using a Dowsing Rod which he enchants from Hazelwood. He has a 40% chance +3% per MKL of determining the exact direction and a similar chance of determining the exact distance. If he is successful, the chance is increased by +10% the next time he attempts the spell to locate the object sought.

3. Locate Person: As for a Locate Object, only a specific person is sought. Spell = BMR 1.

4. Reveal Alignment: When “face-to-face” (20 feet away), a Diviner has a 40% chance + 3% per MKL of discovering the exact alignment of a character. If examining some article belonging to the character in question, he has a 25% chance +2% per MKL. Spell = BMR 1.



5. Reveal Experience Factor: As for Reveal Alignment. Spell = BMR 1.

6. Trace: A Diviner can determine a number of things about an object when he handles it personally. He begins with a 10% chance + 3% per MKL and gains 1% per additional fatigue point expended. The spell can be cast only once per day. If successful, he will learn the information indicated by the percentage rolled on a 1-100 die:

- 1-30%= The immediate pest of the object in question.
- 31-50%= Whether or not the object is enchanted.
- 51-75%= The number of spells placed in the object, if any.
- 76-85%= The number and exact nature of the spells placed in the object.
- 86-95%= Whether or not the object contains defensive spells or Curses.
- 96-100%= The maker of the object, its purpose, and all other relevant information.

If there is a failure, the chance of success is reduced -25% for the next Trace attempted.

7. Unlike all other Magick Users, a Diviner can enchant a Focus from Hazelwood and does not need to consult the Stars, etc., for a favorable Sign or use the 22 Correspondences. The Focus is used to cast all of his Divination spells (#1 to 6, above).

8. The Great Decks: Diviners cannot cast any spells directly except the Divination spells listed above. However, they can enchant a Focus in the form of a 54 card-deck or a 78-card deck. These Great Decks enable him to cast spells of Basic Magick and, in the case of the 78-card Tarot deck, spells of Illusion as well.

The complete deck is enchanted by preparing each card as an enchanted scroll. When all of the cards are prepared, the Great Deck becomes magically active.

a. THE 54-CARD GREAT DECK: A standard 52-card playing deck plus two Jokers will be used to perform spells of Basic Magick:

- Diamonds =Earth Spells
- Spades =Air Spells
- Clubs =Earth Spells
- Hearts =Water Spells
- Joker =Any Spell, any suit

- 1-5 =Create & Detach
- 6-10 =Create, Detach, & Amplify
- Jack =Create or Detach or Remove
- Queen =Create, Detach, & Amplify or Concentrate
- King =Create, Detach, & Amplify or Remove

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material that can be moved, range, etc.:

- 1-10 = +PMF equal to number on card.
- Jack = +15 PMF



Queen	= +20 PMF
King	= +25 PMF
Joker	= +30 PMF

To cast a spell, 5% fatigue points are expended and a card is drawn at random. The spell does not have to be cast if it is inappropriate, but fatigue points are still lost. The card is replaced and the deck is shuffled before the next draw.

b. THE 78-CARD TAROT DECK: The Tarot Deck can be used to cast Basic Magick and Illusions. As in the case of the 52-card deck, cards are drawn at random at 5% fatigue point expenditure, and the spell can be cast or withheld as desired:

Pentangles	= Earth Spells
Swords	= Air Spells
Wands	= Fire Spells
Cups	= Water Spells
1-5	= Create & Detach
6-10	= Create, Detach, & Amplify
Page	= Create or Detach or Remove
Knight	= Create, Detach, Amplify, & Accelerate
Queen	= Create, Detach, & Amplify or Concentrate
King	= All spells of Basic Magick

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material to be moved, range, etc.

1-10	= +PMF equal to number on card
Page	= +15 PMF
Knight	= +20 PMF
Queen	= +25 PMF
King	= +30 PMF

The 22 cards of the Major Arcane cast Illusion Spells:

Jester:	Any spell of Basic Magick (+30 PMF) or any Illusion up to Seventh Circle.
Magician:	Outermost Circle: Sleight of Hand or Wall of Fog.
Priestess:	Outermost Circle: Blurred Image or Reveal Illusion I.
Empress:	Outermost Circle: Wall of Fog or Reveal or Dispel Illusion I.
Emperor:	Second Circle: Cloud of Dust or Deafness or Delusion.
Pope:	Second Circle: Reveal or Dispel Illusion II or Illusory Script.
Lovers:	Second Circle: Delusion or Reveal Illusion II.
Chariot:	Second Circle: Cloud of Dust or Reveal or Dispel Illusion II.
Justice:	Third Circle: Diminish or Reveal or Dispel Illusion II.
Hermit:	Third Circle: Hallucinatory Landscape or Growth.
Wheel of Fortune:	Third Circle: Mirror Self or Trustworthiness.
Strength:	Fourth Circle: Reveal or Dispel Illusion III.
Hanged Man:	Fourth Circle: Hypnotic Spiral or Hallucinatory Landscape.



Death:	Fourth Circle: Projected Image or Hallucinatory Landscape.
Temperance:	Fifth Circle: Reveal or Dispel Illusion V.
Devil:	Fifth Circle: Disguise or Phantasmal Landscape.
Tower:	Fifth Circle: Phantasmal Weather or Reveal Illusion V.
Star:	Sixth Circle: Reveal or Dispel Illusion VI.
Moon:	Sixth Circle: Shadow Forces or Shadow Monsters.
Sun:	Seventh Circle: Reveal or Dispel Illusion VII.
Judgment:	Seventh Circle: Phantom Monsters.
Universe:	Eighth Circle: All Illusions from Outermost to Eighth Circle.

The Illusion spells cast with the Tarot Deck are rated at the level of proficiency of the card itself. For example, a Hanged Man casts a Fourth Circle spell, but the Sun casts a spell at the Eight Circle of proficiency. For protective purposes, the Diviner personally “saves” as an Eighth Circle Adept.

10.2.5 The Hex Masters: Witchcraft

Not all “Witches” are devoted to Black Magick and Devil Worship. There are actually a number of distinct types of witch or Hex Master:

Solitary Hex Masters

Solitary Hex Masters are neutral or lawful in alignment and are truly rugged individualists. They have IQ's of 17 or higher. They call themselves “Hex Masters” only until they reach MKL 11, whereupon they assume the title of Sorcerer. At MKL 18, they become Wizards.

1. The Focus: A Solitary Hex Master will enchant a wand as a Focus, using the 22 Correspondences favored by the Sign of the Focus.

2. The moment a Solitary Hex Master begins the study of Black Magick and Demonology, he will acquire a Familiar, usually a cat, which is actually a Demonic Spirit (not evil). The Familiar will act as a second Focus, but does not need to be enchanted. The practice of Black Magick and Demonology is possible for the Solitary Hex Master because he refrains from employing such measures against anyone except chaotics (turning their own Evil against them) and uses the Name to command Demons rather than submitting to the Powers of Darkness to obtain their assistance.

3. Magical devices enchanted by a Solitary Hex Master include potions, books, scrolls, amulets, and a broom for transportation.

At MKL 11, a Solitary Hex Master becomes a Sorcerer. As a Sorcerer he can choose to specialize in one of several fields:

Dexterity 12 or higher: Conjuration is possible, and the Sorcerer may practice the Art as if he were a Conjuror, but without the limitations placed on that type of Magick User.

Bardic Voice 14 or higher: Power Word Magick is possible, and the Sorcerer may practice the Art as if he were a Power Word Magician, but without the limitations placed on that type of Magick User.

Wisdom 12 or higher: Divination is possible, and the Sorcerer may practice the Art as if he were a Diviner, but without the limitations placed on that type of Magick User.



The magical devices which Magick Users of one of the three types may enchant will be within the power of the Sorcerer to enchant once he chooses his specialization.

Evil Priests

Evil Priests are the chaotic counterpart to the Solitary Hex Master. They too must have IQ's of 16 or Higher. And there is where the similarity ends. Evil Priests will join a Coven of Witches and practice Magick as one of their number. However, when he reaches MKL 11 he can become an Evil Priest. The sole advantage he has over other Coven members is that he may proceed farther along in the practice of Demonology, Illusions, and Commands.

1. Focus: as for Solitary Hex Masters.
2. Familiar: The Familiar is acquired immediately as an Evil Genius who guides the prospective Evil Priest along the paths of damnation. The Familiar will divulge the secrets of Black Magick to the Evil Priest one casting level early (e.g.: level 3 spell is given at level 2). See cats in the Men and Monsters chapter.
3. Magical devices enchanted by an Evil Priest include potions, books, scrolls, amulets, and a broom for transportation.

AT MKL 11 the Evil Priest should be studying the Invocation and Sacrifice to the Lords of Hell, for the moment he is able to perform the ceremony he will attempt to summon Lucifer himself to dedicate his life to the service of the Dark One. If he is successful, he will acquire control of the Coven (he may have to slay the current leader, who is also an Evil Priest). Upon becoming an Evil Priest, he will have the following abilities like a Cleric:

Cure Minor Wounds
 Cure Grievous Wounds
 Remove Curse
 Neutralize Poisons
 Raise Dead

These Clerical "miracles" can be performed to the benefit only of members of a chaotic Coven or

chaotics in the service of the Evil Priest who have sealed their loyalty to him with an oath of Damnation. The Evil Priest will have a 50% chance of performing such miracles at a cost of 5% fatigue for each attempt, successful or not.

The Covens

Hex Masters who do not possess an IQ of 16 or higher become ordinary members of Covens. A Coven will always contain 13 members. Those who attain MKL 11 become Coven Leaders--usually these turn out to be Evil Priests who subvert lawful Covens almost immediately. If there is already a Coven leader, he must be overthrown or else a new Coven has to be started by influencing 12 others to join.

Members of Covens are often referred to as Witches and Warlocks, and the Coven they belong to is part of an "invisible government." At MKL 13, a Coven Member may become a Prince or Princess of the Witches and acquires a Coven made up of the leaders of 12 Covens. These are preferably 6 males and 6 females. Promotion is not possible unless the office is open, and 12 offices generally exist. At MKL 21 a character may become King or Queen of the Witches provided that office is not already filled. If there is already such a personage, the character moves to the Higher Council, a Grand Coven of 33 which advises the King or Queen. The King or Queen has a Coven composed of the 6 Princes and 6 Princesses.

Ordinary Witches and Warlocks enchant the following:

1. Focus: as for Solitary Hex Masters.
2. Familiar: acquired immediately as for Evil Priest.
3. Magical devices: potions, amulets, and a broom for transportation.

One spell may be worked per Coven Meeting, which is held on the Black Sabbath, at the leader's choice. The chance of success is raised by +50% because of the combined effort and concentration of the 13 Witches and Warlocks present. Such spells are used for the purpose of learning new spells (by the leader) or the enchanting of materials. If any materials are being enchanted, the quantity that can be enchanted



is 3 x leader's normal limit. Also, when casting spells offensively, presence of the entire Coven enhances the leader's chances (or those of any member casting the spell) by +25%, provided no other member casts a spell in the same firing phase.

10.3 The Major Arcane

10.3.1 Conjunction

The Conjuror performs all of his Magick by brewing it up in his Magick Cauldron or by using some of the "brew" as a potion.

1. THE ENCHANTING OF THE CAULDRON:

The Cauldron is the Conjuror's Focus. It is made by enchanting the 22 Correspondences required by the Sign under which the Focus has to be made. The "brew" thus enchanted is placed in a cauldron of iron or copper, and 6 additional parts of each of the corresponding materials (unenchanting) are then added to the brew to increase its volume. Each time the Conjuror learns a new spell he adds 7 different materials (3 parts of each, unenchanting) to the brew.

Once each year, during the Sign of his Cauldron, the Conjuror must replenish the brew. He must add 7 parts (unenchanting) of each of the 22 original Correspondences plus 21 herbs, 7 flowers, 7 powdered skins, 7 crushed bones or horns, 7 essences, 7 woods, 7 crushed Gems, and 7 metals. To this must be added 7 uncommon liquids, 21 parts of each. Failure to perform this task will cause the Cauldron to boil dry in 10-100 days after the sign, requiring the complete reenchantment of the Focus.

2. THE "BREW": The "brew" contained in the Cauldron is a form of Universal Potion which can duplicate any magical effect which the Conjuror has learned as a spell. On any given day, he may draw off a number of "doses" of the potion equal to his MKL, but he must add materials equal to the number of doses he draws off. When he drinks a dose of his brew, the Conjuror can instantly cast the spell he desires, provided it is a learned spell contained in the brew. In this case, the brew acts as a Focus.

If the Conjuror is preparing a particular potion for another person, there is a 5% chance per MKL that

he can draw off 1 dose of the correct potion. For example, a Conjuror of MKL 8 would have an $8 \times 5\% = 40\%$ chance of coming up with the desired potion for a customer. If the desired potion is not obtained, no one knows it; for the check is made only when the potion is actually consumed. If a mistake has been made, one of the following things will happen:

1-90%: Nothing happens, just a foul taste in the mouth from the potion.

91-95%: Drinker shrinks to 1/20 size for 1-20 turns (1-50%) or 1-20 days (51-100%)

96-100%: Drinker turns into a Frog, requiring a Princess/Prince to kiss it better.

3. THE "SPOOK": There is a 1% chance per 10,000 Experience points acquired by the Conjuror that he will attract a rather mischievous Spirit of the Brew to his Cauldron. He can learn new spells from the Spook 1-50% of the time, checked once per week. The Spook is also capable of defending the Cauldron and the Magick User's quarters from intruders by casting spells like a Magick User of the Conjuror's level on his Home Ground.

Alchemists and Conjurors get along very well with each other, for they both deal with the same basic type of Magick.

10.3.2 Enchanters

The Enchanter performs his Magick through verse, song, and musical instruments, as all of his magical effects are created through sound. If he can produce no sounds, he can do no Magick. Backfires for Enchanters result in laryngitis for 1-20~days, with no other ill effects.

1. THE BOOK: An Enchanter will write a Magick Book containing the spells he has learned. He is exceedingly sensitive to the power of the spoken word, and the Book preserves his spell chants perfectly, with a profusion of marginal notes. Any failure in the pitch, tone, and certainly in the wording of a chanted spell would result in utter failure.

2. SCROLLS: An Enchanter's scrolls are totally in-



comprehensible to any other Magick User unless he has learned to read music (cost = 6 language points).

3. Many Enchanters become Poets, Troubadours, Musicians, and the like, because of the close relation of the Fine Arts to their type of Magick. When they travel, they will assume such guises to conceal their true vocations.

4. THE FOCUS of an Enchanter is a musical instrument fashioned by enchanting the 22 Correspondences required by the Sign under which the Focus has to be made.

5. All Magick Devices fashioned by an Enchanter are in the form of musical instruments (except for the Books and Scrolls he may write).

6. Enchanters are very contemplative and have high powers of concentration. Thus they are capable of Meditation at 1/2 the normal rate even when in public and engaged in other activities and tasks. Only a violent fight will break such concentration, and then only if the Enchanter himself is directly involved in it.

10.3.3 Necromancy

The Necromancer deals with death and he does not fear it in any of its forms. He is not affected by Illusions and Fear 90% of the time (save if 91-100%); for when one has faced the ultimate reality of Death mere Illusions hold no perils. His magical implements are all suggestive of the grave. Bones form the basis of his wands, staves, and many other magical devices. His books and scrolls are inscribed on parchments made up of exotic skins with inks made of the blood of creatures and a pen of human bone. He prefers to wear clothes rescued from dead bodies, and even the very room he is in will tend to be filled with the odor of death. His skin acquires a ghastly pallor because of his preference for the dark, his features are sunken and skull-like, and he acquires the ability to see in the absence of light when he attains MKL

1. A Necromancer fashions his Focus by enchanting the 22 Correspondences required by the Sign under which the Focus is made, then adding 7 additional kinds of bone. The Focus is always a wand made from

the thigh bone of a man. When it is completed, it must be washed in 7 different kinds of blood and is carried in a wand case made of 7 different exotic skins. Additional spells are placed by inscribing a Symbol for the spell on the wand and inlaying the Symbol with 3 precious metals enchanted to BMR 0 at 100%.

2. A Necromancer will acquire a Shadow Guide, a Spirit of the Dead who was once a powerful Necromancer and acts as his Mentor. In this sense, the Shadow Guide acts as a "Master," but the relationship is not one of superior and inferior. To summon the Shadow Guide for advice and to be taught new spells, the Necromancer must perform a solemn ceremony (see Demonology).

3. A Necromancer shuns the learning of all spells of Illusion, but he will actively and enthusiastically pursue knowledge of all spells of Command he is capable of performing. Most important of all, there are a number of Necromantic spells unique to his mode of Magick. These spells cannot be learned by anyone else, although a device containing such spells might be used 1-10% of the time by a Magick User of MKL 10 or higher.

10.3.4 Thaumaturgy

The Thaumaturgist is the "worker of miracles," a master of Illusion. He has a talent for slight of hand, and can pick pockets like a Thief of equal experience level or juggle and do feats of popular "magic" like a jongleur. He practices his Magick largely through the use of "smokes" and perfumes, and is a specialist in spells of Illusion and Command, which he will learn in preference to any other spells that come into his possession.

The quarters of a Thaumaturgist will be found filled with vials and bottles of powders, essences, herbs, and the like, which he uses to prepare his magical incenses and perfumes.

1. THE BOOK: A Thaumaturgist will write a Book containing the recipes for spells he has learned, but he does not have to enchant the materials used be-



cause he does not use the book to actually cast spells. The time needed to write a page is therefore only 1 day. If the Book is lost or stolen, a Thaumaturgist will re-write the spells he has learned from memory (see "Remember Spells," IQ Prime Requisites). Any spells he fails to remember have to be researched again at a rate of 2 days per level of spell, after which they may be inscribed correctly.

2. **THE FOCUS:** A Thaumaturgist will enchant a magick powder from the 22 Correspondences of the Sign favorable to the creation of his Focus. This magick powder or incense is the basis for all of his powders and perfumes. It has no spells in it, but it serves as a magical catalyst which automatically enchants any materials used in a powder or as a magical catalyst which automatically enchants any materials used in a powder or perfume that does contain a spell. Enchantment time = 1 day per casting level of a spell x number of "doses" of powder or perfume needed + 7 days. Once each year, in the Sign of the Focus, the stock of magical powder must be replenished by the 22 Correspondences, each one of which must be enchanted by the Thaumaturgist to BMR 0.

3. **POWDERS AND PERFUMES:** A Thaumaturgist will prepare a powder or perfume for each spell he has learned. Each powder requires 7 ingredients which are essences or organics, plus 3 ingredients for each casting level of the spell. From 6-10 "doses" of powder will result. When thrown into a flame (the Thaumaturgist usually carries a brazier of hot coals), the powder will produce a magical "smoke" that creates the spell. Only 5% fatigue loss occurs when such a spell is cast. Perfumes are prepared from 7 liquids, 3 essences, 7 organics, and 3 fresh flowers. The level of the spell is irrelevant, but only 1-3 doses are prepared. Perfumes are used to contain spells which affect the emotional state of the intended target or his actual physical state; they do not directly cause damage. If powdered gems are used in a potion or powder, targeting is enhanced by +5%. Any Alchemical oil or mercury used in a perfume will automatically enhance targeting to +25%. Any Alchemical metal or gem ground into a powder will automatically enhance targeting to +25%.

If a Thaumaturgist has lost his magick powder of Focus, he must enchant each material used in a powder or perfume to BMR 0 at 100% to place a spell in it.

As long as a powder or perfume contains some of the magick powder, the Thaumaturgist casts spells with all the advantages of having a Focus. If no magick powder is in the powder or perfume, treat as an ordinary device.

10.4 Mysticism

10.4.1 Cabalism

The Cabalist/Symbolist performs all of his Magick by writing a Symbol on an object, etc. The Symbol then discharges the spell in whatever manner desired by the Cabalist. This type of Magick User possesses the advantage of being able to leave his Magick behind him, with the discharge of a spell occurring whenever he desires it; as for example, when any creature passes over it or looks at it. Once he is Out of range of the spell, he cannot be touched by any Backfire effects.

1. **The Focus:** Cabalists prepare a Focus which is nothing more than a Magick Inkpot made of the 22 Correspondences required by the Sign of the Focus.

2. **The Brush:** A brush is prepared by enchanting 7 woods, in the tip of which are placed the hairs of 21 different creatures. The brush has the appearance of a wand from a distance.

3. **The Ink:** Cabalists prepare a form of universal Magick Ink from 7 liquids, 7 crushed gems, 7 powdered metals, 7 essences, and 21 Organics. This ink must be enchanted to BMR 0 at 100%. The Cabalist is able to draw a permanent, recharging Symbol of any spell he has learned if he uses this ink. Each Symbol becomes, in effect, a magical device with a recharge rate equal to 7 charges per day (more if Alchemical materials are used: see Devices of Power, above)

4. If a Cabalist has lost his Magick Ink, he may prepare an ink according to the method prescribed for



the Writing of Magical Books and Scrolls, above.

5. Cabalists, at a cost of 20% loss of fatigue points, may draw a Symbol in the air with a finger. The Symbol will appear, glowing, in the air when the drawing is complete and the spell will be discharged from it. Such a method is very exhausting because the Cabalist is not used to performing spells in so direct a manner.

Cabalists tend to work closely with Artificers, particularly Weaponsmiths and Goldsmiths, because they are capable of inscribing the symbols on devices which give them recharge capacity and permit the inscription of a permanent Symbol of Guard on a device.

10.4.2 Power Word Magick

The Power Word Magician is a natural linguist. He spends his early career learning the 7 Ancient Languages, in which all Magick is written. As soon as he masters the 7 Magick Tongues and 21 “modern” languages, he has acquired a vocabulary sufficient to enhance the “targeting” of all the spells he has learned by +10%. For the exact Word is utterly vital to the practice of his Art. There is great Power in the single Word that sums up the very essence of a magical effect, and therefore improves its efficiency.

1. The Focus: Power Word Magicians invariably use a staff as a focusing device. The Staff of Focus is enchanted from the 22 Correspondences required by the sign of the device. It is shod with metal, furthermore, to give it weight and strength, for a Power Word Magician’s Staff is also the only offensive weapon he will use in battle. With it, he obtains a +10% chance of striking a blow and a -15% parry against all manner of weapons, with a maximum chance of a bash at 20%. It deals out 2 points of damage per WDF and is employed like a Quarterstaff.

2. The Book: Power Word Magicians will write down spells they have learned in a book or scroll that is fully enchanted. A second Focus may be fashioned in the form of a book that has already been written and enchanted by binding it in a cover made of the 22 Correspondences.

Power Word Magicians get along well with Enchanters, whom they regard as kindred spirits because of their love of the spoken word

10.4.3 Magick Square Mysticism

The Magick Square Magician is devoted to Numerology and the wonder of Numbers. He will embody all of the spells he has learned in mystical number sequences which contain the mathematical relation of the magical effects he creates to the world as a whole.

1. *The Robe*: A Magick Square Magician will create a Focus from the correspondences required by the favorable Sign by using threads created from the correspondences to embroider squares containing number sequences on his robe.

2. *The Book of Numbers*: A Magick Square Magician will write down spells he has learned in a book or scroll that is fully enchanted. A second Focus may be fashioned by binding an enchanted Book of Numbers in a cover made of the 22 Correspondences. Each page will contain one spell, with notations, finally translated into the correct numerological form.

3. If a Magick Square Magician has lost his Focus, he may write a magical number sequence on a parchment, the dust of the ground, or in the air to cast a spell he has learned. However, so alien is this technique to his usual method of performing magick that he will lose 20% of his fatigue points casting the spell, as it is too direct and hasty a method.

4. *Enchantment*: A Magick device may be enchanted by a Magick Square Magician in the typical manner of most Magick Users. The device will be inscribed with the magical number sequence.

5. *Spell Casting*: To cast a Magick Square spell, one has to read the number sequence or else pass one’s hand over the symbol in the prescribed manner (only Magick Square Magicians know how to do either of these things). Because of their mutual love of mathematics, Magick Square Magicians and Artificer Mechanics often become close associates and assist each other in magical projects of joint interest.



6. *Anti-Magick*: At MKL 18, a Magick Square Mystic acquires the ability to temporarily nullify all magical effects around him for a distance of 1-10 times his spell casting range. The Anti-Magick capability is not learned but rather comes as a mystical insight into the nature of the Universe. From 1-3 Fatigue points are expended per turn the capability is exercised.

7. *The Spirit Guide*: At MKL 7, a Magick Square Mystic acquires a Spirit Guide similar to the Medium's, and he is able to enter Medium-like trances.



11.0 Sorcery

11.1 Magical Conflict

Any Magick not clearly beneficial to a recipient is considered to be “hostile” in nature. Indeed, any spell intended to influence any creature or object directly or to reveal some information without the freely given consent of the recipient is comparable to a missile being directed at a target. Clearly, this includes most spells of Detection, Necromancy, Black Magick, Command, Illusion, and Ancient Lore, as well as Basic Magick.

The Magick Conflict Table provides the probabilities of each type of Magick User or of a device to strike the intended target with a spell. “Targeting” a victim must occur if a spell is to have any effect. The table contains a number of columns, each column giving the probabilities of a type of Magick User to “target” the type of intended victim listed below. The basis of comparison in this table is the Experience Factor. One Experience Factor = 10,000 experience points.

There are three percentages given for each type of target under the appropriate type of Magick User. An example is given below:

<i>Target</i>	<i>Natural</i>	<i>Min.Arcane</i>	<i>Maj.Arcane</i>	<i>Mystic</i>	<i>Evil Priest</i>	<i>Magick Device</i>
Minor Arcane	80/45/20	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20

If the Experience Factor is more than 5 factors greater than the target (50,000 exper. points), the left-hand percentage is used as the chance of successful targeting. If the Experience Factor is 5 points greater to 10 points less than the target, the center percentage is used. If the Experience Factor is over 10 points less than the target, the right-hand percentage is used. These correspond to an attacker being a Superior, Equal, or Inferior Magick User, compared to the target’s defensive resistance to Magick.

<i>Target</i>	<i>Natural</i>	<i>Min.Arcane</i>	<i>Maj.Arcane</i>	<i>Mystic</i>	<i>Evil Priest</i>	<i>Magick Device</i>
Natural	90/50/25	90/50/25	80/50/25	80/50/25	80/50/25	80/45/25
Minor Arcane:	80/45/20	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Major Arcane	80/45/20	80/50/25	90/50/25	90/50/25	80/50/25	80/45/20
Mystic	80/50/25	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Cleric	80/50/25	70/45/20	75/40/25	75/40/25	80/50/25	70/40/20
Evil Priest	90/50/25	80/50/25	80/50/25	90/60/25	90/50/25	75/45/20
Ftg.Cleric	80/55/30	80/50/25	80/50/25	90/55/25	80/50/25	80/60/25
Knights	80/60/30	80/60/30	80/60/35	80/60/40	85/60/40	80/60/40
Ftg. Men	90/65/40	90/60/40	90/60/40	90/60/40	90/70/45	90/60/40
Other Humans	90/70/40	90/60/40	90/60/40	90/65/45	90/70/50	90/60/40
Haeflings	75/45/20	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
Dwarves	85/45/25	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
Great Fey	80/45/20	80/45/20	75/40/20	80/50/25	75/40/20	75/40/20
Elves	90/50/25	80/45/20	80/45/20	90/50/25	80/45/20	80/50/20
Goblins	90/75/50	80/60/40	85/65/45	90/75/50	85/65/45	90/75/50
Gnolls	80/60/40	80/50/30	85/55/40	90/75/50	85/65/45	90/60/40
Ogres	80/50/20	75/50/20	75/50/20	90/60/30	80/50/25	80/50/25
Trolls	80/50/25	70/40/20	70/40/20	80/50/25	80/50/25	80/50/25
Giants	80/50/25	80/45/20	80/45/20	80/50/25	80/60/30	80/45/25
Lycanthropes	80/60/30	80/45/20	80/50/20	80/50/25	80/60/30	80/45/25
Skeletons	40/40/40	50/50/50	50/50/50*	45/45/45	60/60/60	50/50/50



Zombies	40/40/40	50/50/50	55/55/55*	45/45/45	60/60/60	50/50/50
Deaths	40/40/40*	35/35/35	35/35/35*	40/40/40	60/60/60	50/50/50
Ghouls	80/45/25	80/45/25	80/45/25*	80/45/25	80/45/25	80/45/25
Phantoms	25/25/25*	20/20/20	25/25/25*	40/40/40	20/20/20	40/40/40
Spectres	20/20/20*	20/20/20	20/20/20*	20/20/20*	40/40/40	30/30/30
Vampires	40/40/40	25/25/25	30/30/30	35/35/35	50/50/50	40/40/40
Mummies	20/20/20	20/20/20	30/30/30	30/30/30	40/40/40	40/40/40
Demons	75/50/25	75/50/25	75/50/25	90/60/30	80/60/30	75/50/25
Great Horses	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	40/40/40
Basilisks	45/45/45	20/20/20	25/25/25	30/30/30	35/35/35	40/40/40
Centaur	80/80/80	50/50/50	50/50/50	75/75/75	60/60/60	60/60/60
Chimera	80/80/80	40/40/40	60/60/60	75/75/75	60/60/60	50/50/50
Cockatrices	75/75/75	30/30/30	35/35/35	40/40/40	45/45/45	60/60/60
Dragons	90/60/25	75/40/20	75/40/20	75/40/25	75/40/20	80/50/25
Gargoyles	45/45/45	45/45/45	45/45/45	60/60/60	70/70/70	60/60/60
Gorgons	25/25/25	25/25/25	35/35/35	35/35/35	40/40/40	50/50/50
Griffins	60/60/60	25/25/25	35/35/35	40/40/40	35/35/35	45/45/45
Harpies	50/50/50	50/50/50	60/60/60	60/60/60	60/60/60	50/50/50
Hippogriffs	70/70/70	25/25/25	35/35/35	40/40/40	35/35/35	50/50/50
Hydras	50/50/50	40/40/40	40/40/40	40/40/40	75/75/75	50/50/50
Manticores	65/65/65	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Minotaurs	60/60/60	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Pegasi	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Unicorn	35/35/35	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Will o Wisp	30/30/30	40/40/40	35/35/35	70/70/70	40/40/40	45/45/45
Wyverns	80/80/80	40/40/40	50/50/50	50/50/50	50/50/50	70/70/70

11.1.1 Overcoming Target Defenses

If the target is protected by Magick, the spell may have to overcome the protections before the intended victim may himself be targeted:

1. If a Circle of Protection defends the intended target, the Circle must itself targeted for the spell to penetrate. Failure to penetrate the Circle causes the spell's effects to be dissipated outside the Circle.
2. If the intended target is wearing an Amulet of Protection, the Amulet must be targeted to penetrate its defenses. The Amulet will have an "Experience Factor" equal to that of the Magick User who fashioned it (at the time of enchantment). In addition, an Amulet will acquire 1 Experience Factor of its own for every 5 years of its existence. For example, if a Magick User with 100 Exper. Factors fashioned an Amulet 300 years ago, the Amulet would have $100 + 60 = 160$ Exper. Factors for purposes of defense. If such an Amulet is overcome, the defensive spell will discharge for 1-10 days if the spell overcoming it was of a harmful nature and directly injurious. Note: Amulets protecting against spells of Illusion and Commands have other properties as well.
3. If the intended target is carrying a Focus, the Focus will have the same Exper. Factor as the Magick User wielding it. The Magick User may elect to use the Focus defensively, like an Amulet. However, there is a 50% chance of a Backfire occurring if the Focus fails to stop the spell. (See Magical Backfire.)
4. After all of the above defenses have been overcome, the spell will reach the victim himself and is targeted against him according to a comparison of the Exper. Factors of attacker and defender. If targeting occurs, the victim is affected by the spell.



If Words of Guard or Prayers had been spoken, the penalties against targeting are subtracted from the percentage needed to target the outermost magical defense.

The Magick Conflict Table gives the percentage chance of hitting a particular target. However, animals and non-sentient materials are not in the list of targets.

If an animal is the target, use the following guidelines:

1. Small animals: 25% chance of targeting; Natural Talents add 10%.
2. Large animals: 50% chance of targeting; Natural Talents add 10%.

Increase the targeting chance by +2% per MKL of the Magick User.

If non-sentient material (rock, wood, etc.), the basic chance is 60% + 2 per MKL of the Magick User.

11.1.2 Area Effects

When a Magick effect occurs in a general area, all figures in that area may be affected by the spell. Each figure is individually targeted. Fireballs and the like are area effects, as are many illusions and some commands.

11.1.3 Necromancers

Necromancers enjoy special advantages when casting spells at all forms of Undead, so increase their targeting probability by +35% against Undead, Phantoms, and Specters and those marked with the * on the chart.

11.1.4 Mediums

Mediums are used to dealing with Spirits and other incorporeal beings, so increase their targeting probability by +35% against Deaths, Phantoms, and Specters. Marked with * on the chart.

11.1.5 Effects of Obstacles

The targeting percentage chance of success is lowered

if the spell has to penetrate an obstacle. The Magick effect only appears to travel from the Magick User, but actually only the spell influence does the traveling. The effect itself materializes at the target location. That is why spells might be cast through solid objects, like walls. A failure to “target” the spell would mean, in such instances, that the spell failed to penetrate the obstacle. The following deductions are cumulative for any obstacles that stand between the spell caster and his target:

Target Invisible but generally located	= -25%
Target obscured by foliage or partial cover	= -10%
Target seen in a mirror or pond reflection	= -10%
Target using “Blurred Image” spell	= -10%
Target obscured by real /illusory cloud	= -3% per foot
Targeting by Astrology or Divining	= -20%
Target behind obstacle of dense rock	= -25% per foot
Target behind obstacle of porous rock	= -15% per foot
Target behind obstacle of dirt	= -10% per foot
Target behind wall of water	= -5% per foot
Target behind wall of ice	= -6% per foot
Target behind wall of fire	= -5% per foot
Target behind wall of light	= -10% per foot
Target behind wall of darkness	= -15% per foot
Target behind wall of cold	= -2% per foot
Target behind wall of True Lead	= no penetration
Target behind wall of lead	= -20% per inch
Target behind wall of metal	= -15% per inch
Target clad in full armor of Star of Iron	= -10%
Target clad in full armor of Vulcanite Steel	= -20%

11.1.5.1 Effect of movement

Targeting percentages may also be affected by movement of either the caster of the spell or the target:

Spell caster is moving > 10 feet per turn	= -10%
Target is stationary and in view	= +10%
Target is moving > 30 feet per turn	= -5%
Target is moving > 100 feet per turn	= -15%
Target is advancing toward spell caster	= +10%

11.1.5.2 Effect of Enhancement

Enhancement of targeting percentages has been dealt with previously, but no more than +25% enhancement may be gained for any spell.



11.1.5.3 Spells Which miss the Target

If a spell misses its target, it does not disappear unless it was stopped inside a Magick Protective Circle. Rather, the “aim” of the Magick User was off. Roll percentage

1-15%	= Spell deflected 60 degrees to the right.
16-30%	= Spell deflected 30 degrees to the right.
31-40%	= Spell lands short 1/4 of the distance.
41-47%	= Spell lands short 3/4 of the distance.
48-52%	= Spell caster manages to correct error in time and strikes target.
53-60%	= Spell overshoots target by 10' to 30'.
61-70%	= Spell overshoots target by 10' to 60'.
71-85%	= Spell deflected 30 degrees to the left.
86-100%	= Spell deflected 60 degrees to the left.

1.11.5.4 Backfire

“Backfire” is an undesired effect which occurs when a spell has gone awry. It occur on two occasions:

1. When a Magick User fails to cast an “unlearned” spell against a specific target on the Magick Conflict Table.
2. When a Magick User fails to cast any spell against a target defended by an Amulet of Protection enchanted by a Magick User of equal or higher level.

Magicians work with exceedingly powerful forces, and the more they are able to draw upon them, the higher the probability that something else can happen, for control has been lost when a backfire occurs. If a “Backfire” is possible, the chance of a Backfire occurring is the same as the percentage chance of casting an “unlearned spell” or else the percentage chance of “targeting” the intended victim or material. If the Backfire does occur, use the following table:

<i>Level of Spell Cast</i>	<i>Fatigue Loss</i>	<i>Rebound</i>
Below spell casting level	1-85%= -15% fatigue	86-100%
At spell casting level	1-80%= -25% fatigue	80-100%
Above spell casting level	1-65%= -50% fatigue	66-100%

Unlearned spell

1-50%= -50% fatigue
51-100%

LOSS OF FATIGUE POINTS means that no magical effect materializes, but from 15% to 50% of the Magick User’s total fatigue level is exhausted by the failure to control the spell. Any excess points required for expenditure become body hits, as in the case of a Magick User who has already expended 60% of his fatigue level and has a Backfire for a spell above his casting level. He would have to take hits to the body equal to 10% of his total fatigue points.

REBOUND means that something bad happens to the Magick User. The exact nature of the Rebound is variable, but always in keeping with the mode of the spell caster. The exact details should be left to the player-referee, who is encouraged to be original and humorous but never murderous or overly brutal. Some spells could boomerang on the Magick User, but not fatally. A 50 hit-point Fireball could become a point of flame just enough to give a hotfoot. An Enchanter might find he had temporary loss of voice for several turns. A Power Word Magician could forget the Word of Power for a spell he was trying to cast. A Cabalist might develop a trembling in the fingers that makes it impossible to inscribe a Symbol for a time. And so on.

BACKFIRE IN A SCROLL OR DEVICE has more serious results. Fatigue Loss means that 15% to 50% of the charges in the device are drained from the device. Rebound has a 10% chance of completely erasing the spell that was cast from the Scroll or Device, and otherwise causes fatigue loss by draining spell charges.

When “learning” spells, there is sometimes a chance of an “Automatic Backfire” as well. In such cases, see failure to cast the spell on the Magick Resistance Table. (See “Magick Resistance” in *The Magicians*, Part 1.)

11.2 Spells of Protection

There are a number of spells of protection, but the one universally used to counter the hostile Magick of others is the enchanted Circle of Protection. All



practitioners of the Arcane Arts automatically know how to cast a Circle.

11.2.1 The Circle of Protection

All Magick Users can cast a charmed protective Circle up to 10 feet in diameter. A single Magick User can protect himself and up to 6 companions in this way. A Coven of Witches (Hex Masters) may cast a 20-foot Circle which may contain the 13 Witches and 3 others. Unless created by an Enchanter with a Lyre of Apollo, the Circle is immobile. So long as the caster and his companions remain in the Circle, they are protected.

To form a Circle, the caster must Remember the spell (see IQ Prime Requisite). This procedure takes at least 1 turn, and possibly longer if the caster cannot remember right away. When he has Remembered, the circle is formed by the caster expending 1-6 fatigue points and casting the spell according to his usual method:

Trance State: Shaman, Drug Trance, Dance/Chant, Medium. Incantation and Mantra Gesture: Power Word, Enchanter, Elf.

Physically Drawing the Circle and Incantation: All other Magick Users.

When the Circle is formed, the boundaries of the protected area shimmer in a manner like the way air shimmers over hot pavement. The protection lasts for the full Time Factor of the caster; but it can be extended at the further cost of 1-3 fatigue points per turn, and anyone in the Circle may lose fatigue points as required.

If more than one Magick User is present in the Circle, up to 3 may combine their Power to strengthen its defenses. The 3 most powerful usually do this. The most powerful of the Magick Users contributes his full Experience Factor, and the other 1 or 2 Magick Users contribute 1/2 of their Experience Factors.

1. TARGETING: All spells directed against the Circle must be "targeted" on the Magick Conflict Table as if the attacking Magick User was casting a sp

the defending Magick User at the comparative targeting percentages. If Words of Guard or Prayers have been uttered, the targeting percentage is reduced by the penalty percentage. If targeting fails, the spell is dissipated at the boundary of the charmed area, and rebound effects will occur for all materials cast at the Circle with Basic Magick.

2. PROTECTION VS BASIC MAGICK: After targeting is successful, matter cast at any of the occupants of the Circle will be able to enter the protected area. If the defending Magick User(s) do not know the Create spell for the type of matter, 1/2 damage will be suffered and "bash" probabilities exist. If the defender has learned the Create spell, 1/4 damage is suffered and no bash occurs, with the material disappearing as damage is assessed. If the defender is able to duplicate the spell, 1/10 damage is suffered and no bash occurs, with the material disappearing as damage is assessed. Note: To strike anyone, the material breaking into the Circle must be successfully targeted against him. If targeting fails against everyone in the path of the missile, it passes out of the Circle and continues to the limit of its range.

3. PROTECTION VS ILLUSIONS: After targeting is successful, an Illusion cast at any of the occupants of the Circle will be able to enter the protected area. All who can see the Illusion will save at the IQ percentage of the defending Magick User with the Highest IQ score. If the defender is wearing an Amulet of Protection vs. Illusions (see Illusion Spells) or is speaking Words of Guard, the appropriate save bonus is added to the percentage needed to disbelieve the Illusion's reality. If the highest defending Magick User disbelieves, the Illusion disappears. If he fails, all must disbelieve at their own IQ percentages to "save." If the defender has learned a Detect Illusion and a Dispel Illusion capable of identifying and dispelling it, he may cast the Dispel before the Illusion is targeted against the Circle. In this instance, the Detect and Dispel count as a single spell for the purposes of fatigue point loss for spell casting.

4. PROTECTION VS COMMANDS: After targeting is successful, a Command cast at any of the occupants of the Circle will be able to enter the pro-



tected area. The protective field reduces the spell of Command by 1 grade of proficiency for each 3 MKL or part thereof which the defender possesses (in this case, only the highest defender in the practice of spells of Command). For example, if a Magick User of grade IX proficiency cast a Command at the Circle of a MKL 9 defender, the spell would drop to grade VI save percentages (MKL 9 - -3 grades). If the Circle fails in this second phase of defense, the spell is unleashed inside at grade IX percentages. If the defending Magick User was also wearing an Amulet of Protection vs. Command or Words of Guard were spoken, the appropriate "save" bonuses would be added to the "save" percentages of the circle.

5. PROTECTION VS SUMMONINGS: A Circle provides total protection against any being who is summoned by the defender; Demonic or otherwise makes no difference because any summoned being cannot cross the edge of the Circle, nor cast Magick into it, nor cause anyone else to enter it. However, if the summoner or any of his companions leave the circle for any reason, the summoned being will instantly attack.

6. PROTECTION VS REVEALING: A Circle will block most forms of revealing magick except an Astrological Reading or Diviner's Prediction. In most cases, the beings inside a Circle will appear to have vanished from the very face of the planet. Adepts at the casting of Illusions may choose to confound such magical eavesdropping, for a Circle will detect attempts at Reveal 1-25% of the time. Such Illusion is a form of Misrevealing spell, permitting the eavesdropper to see or overhear only what the Adept desires. However, since it is the nature of Magick that risks have to be run, a failure of the Misrevealing causes the eavesdropper to succeed with his Reveal spell.

7. PROTECTION VS UNDEAD AND LYCANTHROPES: There is a 10% chance per 2 MKL or part thereof possessed by the defender that any Undead or Lycanthropes attempting to cross the edge of a Circle will be prevented from doing so. If the Undead or the Lycanthrope fails, it is prevented from making another attempt for 1-6 turns.

8. PROTECTION VS BLACK MAGICK: A Circle proves 95% protection against Curses, Death Spells, and the like, which are cast at anyone within the Circle. Such spells require exact precision and meticulous planning, and any protective barrier as powerful as an enchanted Circle will upset the delicate balance of Black Magick penetrating the circle by successful targeting. Note: any Amulets vs. Curses, etc., would automatically negate such spells entirely within a Circle.

9. GENERAL PROTECTION VS MAGICK: All advanced or specialized spells will fall into one of the above categories or will require successful targeting to enter a Circle.

10. PROTECTION VS MISSILES: A Circle reduces the hit probability of all missiles thrown or shot by hand or by weapons and engines by -5% per 2 MKL or part thereof possessed by the defender. Missiles which are stopped will fail to earth 1-50% or deflect 51-100% of the time. When a defender has attained MKL 16, any deflected missiles will be turned back on the persons firing them, with accuracy equal to the defender's own hit probability. This also applies to missiles cast by Basic Magick, provided a defender has a PMF capable of manipulating the volumes of material involved. Basic Magick missiles so deflected will travel only 1/2 the range of the original caster.

11. PROTECTIVE BARRIER: If the caster of a Circle knows the appropriate Create spell, he may erect a Wall around the circumference of the protected area. He may cast the Create spell simultaneously with the Circle of Protection (the spells are separate, requiring additional fatigue point expenditure for the Create), or he may cast it at any time afterward. The barrier affects targeting a spell both inside and outside the Circle because solid material lies between. It also impedes movement or does damage to any being attempting to cross the edge of the Circle. Missiles, including those of Basic Magick, are affected by the presence of the barrier. There is a 1-25% chance that the barrier will be Invisible to anyone outside the Circle.



12. THE GREAT PROTECTION: At an expenditure of 1-6 fatigue points per turn, a defender may erect a magical shield around the Circle that is impervious to any Magick. However, all light is blocked by the Protection, and there is no way of seeing out or of driving any spell through the magical barrier. From the outside, the protected area appears as an intense black hemisphere. All physical objects and all beings, physical or incorporeal, are unable to pass. The spell may be maintained as long as any of the persons inside can expend the required fatigue points.

The moment a Magick User exhausts all of his fatigue points or is rendered unconscious or under the control of another, the Circle of Protection will disappear in the following turn. There is also a 20% chance that a Circle penetrated by a spell of a Superior Magick User will collapse under the Power unleashed against it. If total collapse occurs in this way, any protections that the Circle might provide to occupants even after a spell has penetrated are lost.

11.2.2 Prayers

Prayers fall-into several categories:

1. **COMMON PRAYER:** Any character may say a Prayer to his particular deity, giving him a 5% defensive advantage against all forms of spell targeting and also on saves from the effects of Illusions, Commands, and Black Magick. A Prayer may be said at the cost of 1 fatigue point, and the effects last 6 turns.

2. **CLERICAL PRAYER:** A Cleric or Fighting Cleric may say a personal Prayer 75% of the time before a spell is targeted against him, giving him 20% advantage against targeting and also saves from the effects of Illusions, Commands, and Black Magick. It may also be said in anticipation of peril, and the effects last 6 turns. Cost: 1 fatigue point.

3. **BENEDICTION:** A Cleric may bless his companions, giving them all a 10% advantage in all defensive targeting situations and on saves from the effects of Illusions, Commands, and Black Magick. A Benediction may be given at any time characters are not actively engaged in combat. It may be bestowed at the cost of 1 fatigue point per recipient and the

effects last 10 turns. Prayers are similar to Words of Guard, and both cannot be employed at the same time in a defensive situation unless protecting against Black Magick or Poison.

11.2.4 Holy Relics

Holy Relics are cherished items of deep religious significance, like bits of the bones of a Martyred Saint. Such Relics are rare, although many imitations abound in the marketplace. A true Relic is one of the most powerful defenses against Magick that can be found, but it will operate only for a Lawful person.

Any Lawful person in possession of a Relic will automatically occupy the position of a Superior defender in the Magick Conflict table. He will be immune to Black Magick. A Relic may be employed in addition to any other form of magical protection.

11.2.5 Monastic Chants

Monks have very powerful anti-magical Powers by virtue of their retreat from the world and their renunciation of all its many Evils. In addition to acting as a Clerical Prayer when employed by a single Monk, a Monastic Chant will gain in power by 2% for each additional Monk saying the chant. Forty Monks can block any magical spell, no matter what form of Enhancement of targeting percentages, etc., is employed. Duration: 11-30 turns, at 1 fatigue point per 5 turns. Forty Monks can put up an impenetrable Circle of Protection 200 feet in diameter through Monastic Chants. Such a Circle will bar the passage of any Magick spell, enchanted Monster, Undead, Lycanthrope, (except Lawful ones), or Demonic force. It will not erect any form of physical barrier, however, and missiles will never be deflected back at attackers. The Circle will last as long as the holy brothers have the fatigue points to expend to continue Chanting. One fatigue point will be expended per Monk for each 5 turns. It should be noted that Monasteries produce Waters of Life and Healing, so fatigue levels can be maintained a long time from existing stocks.

11.2.6 Clerical Protective Circles

A Lawful Priest will create a Circle of Protection whenever he celebrates a Mass or other high ceremony.



The Circle is 20 feet in diameter and lasts for the duration of the Rite, which is usually 11-20 turns. The Circle is always Superior to any Magick User attempting to penetrate it with a spell, and it repels enchanted Monsters, Undead, Lycanthropes, and other such beings 90% of the time. The Cleric will not perform such high Rites simply to provide protection; they are holy ceremonies and usually are conducted in moments of relative peace and security (i.e.: between battles).

An Evil Priest can create a Circle of Protection similar to that of a Lawful Priest when he conducts Unholy Rites such as a Black Mass or a Human Sacrifice. He is otherwise like any other Magick User.

A Lawful Priest on Consecrated Ground (in the Sanctuary of the Church, by the Altar) always defends against Magick like a Superior defender.

An Evil Priest on Unholy Ground (in the Sanctuary of a Temple of the Damned, by the Defiled Alter) always defends against Magick like a Superior defender unless a Lawful Priest of equal experience factors is in the group opposing him.

11.2.7 **Magick Users on Home Ground**

Magick Users tend to perform many enchantments in a favorite place in their quarters. As time progresses, that place acquires powerful Magick of its own which the Magick User may draw upon if he is attacked there.

If attacked on his home ground and in a favorite place for Meditation and Enchantment, a Magick user who normally would defend in the Magick Conflict Table as an Equal is raised to a Superior position. A Magick User who would be Inferior is raised to an Equal status if he is within 20 Experience Factors of his attacker. If his attacker is clearly Superior, however, no change occurs in the targeting percentages.

11.2.8 **Words of Guard**

Whenever a Magick User learns a spell, he also learns how to defend against it. Words of Guard are acquired to reduce the "targeting" probability on the Magick Conflict Table by -10%. Words of Guard

require the expenditure of 1-3 fatigue points and the spell will protect 1 person per fatigue point expended for 6 turns.

Command and Illusion spells have special Words of Guard which add an additional bonus to saves against the effects of the spells as well as reducing the targeting percentage by -10%. See the introductions to these types of spells for details.

Power Word Magicians are masters of the Word, and whenever they learn a new spell, they also research the single Word of Guard that will provide protection against all of the spells they have learned, including the latest one. Thus, whenever a Power word type speaks a Word of Guard, he is protected against all of the spells he knows.

Elves are similar to Power Word Magicians in that they also have a Word of Guard which provides protection against all spells, known and unknown. Upon uttering the name of the most revered of the Elven Gods, -10% is obtained against attempts to target them with any spell. This powerful Word of Guard requires the expenditure of 1-3 fatigue points and protects only the Elf uttering it. It also protects against any spell of Command or Illusion as if the Elf was an Adept at that type of spell.

Other Magick Users have only a probability of choosing the correct Words needed to protect against a spell. When inside a circle of Protection, the Words of Guard are chosen correctly 90% of the time. When unprotected by a circle, there is a 10% chance + 5% per 2 MKL of the Magick User that the correct Words will be uttered. Such protection is acquired before the spell is targeted, as the Magick User instinctively recognizes the way the magical forces are gathering around him and anticipates the spell being cast against him. Words of Guard are applied only against spells striking the outermost defenses of the person speaking them (see Magical Conflict).

11.2.8.1 **Amulets of Protection**

Amulets of Protection act as a barrier against targeting A spells. Before the spell can be targeted against a defender wearing an Amulet, the Amulet itself must



be targeted and overcome. Amulet has an “Experience Factor” equal to that of the Magick User who fashioned it (at the time of its enchantment). In addition, an Amulet acquires 1 Exper. Factor of its own for every 5 years of its existence. If targeting is successful against the Amulet, and the spell was of an injurious nature, the defensive spell will discharge fully and the Amulet will be inoperative for 1-20 turns.

Amulets vs. spells of Command and Illusion have special properties which affect “saves” against the effects of the spells as well as providing a barrier against targeting. See the introductions to these spells for details.

An Amulet characteristically takes the form of a medallion worn about the neck by a chain. However, Rings, Wands, Medicine bags, or even, in the case of Cabalists, a Symbol embroidered on a robe will also act as protective devices.

The Focus of a Magick User may also act as a protective device. However, to use one’s Focus in this way runs the risk of causing it to Backfire 50% of time, if a spell penetrates its defenses. The effects of such a Backfire could be grievous, as there is a chance of permanent damage to the Focusing device.

11.2.9 The Limits of Protection

Characters may not carry unlimited numbers of protective devices, etc. The rule is one Protective Circle, one utterance of Words of Guard, one Amulet of Protection. In short, there can be up to 3 magical barriers between an oncoming spell and the target. Of course, a character might carry several Amulets with him if he wished, but only one would be operative at a time. Similarly, he could utter several Words of Guard against different spells, but that would be a waste because only one check would be made in any event to see if the Words were an appropriate protection.

11.2.9.1 Dispelling Magick

The power of a Magick User to Dispel the enchantments of another is relatively limited when it comes to permanent enchantments. Usually, a magical device has to be destroyed utterly to destroy the en-

chantment. (Magick Square Mystics do acquire temporary Anti-Magick abilities, however.) In the matter of spells cast against one another, however, or against third parties, Magick Users do have ability to Dispel the affects.

1. If a Magick User has learned the spell he wishes to Dispel, he may simply cast the spell in reverse with 50% chance of success plus or minus 5% per MKL above or below the Magick User who cast the spell he wishes to get rid of.

2. If a Magick User has not learned the spell he wishes to Dispel, he may attempt to Disrupt the spell with 20% chance of success plus or minus 5% per MKL he is above or below the Magick User who cast the spell he wishes to get rid of. If failure occurs, however, there is a 50% chance of a “Backfire” (see “Magical Conflict” above).

3. A Magick User may attempt to “defuse” a spell placed in a scroll or device as a defense against unauthorized use or tampering if he has detected the presence of that exact spell. He goes through the same procedure as for “learning” a spell, then attempts to Dispel the enchantment as in #1 above. If he succeeds, there is a 5% chance per IQ point possessed by the Magick User that he will be able to remember enough of what has happened to understand the spell he has removed. In short, he will have “learned” the spell simply by defusing it.

11.3 Spells of Revealing

Revealing spells alert the caster to the presence of some object, creature, etc. The ranges of such spells vary, depending on whether one is beneath the ground or under the open sky. In the open, Reveal spells have full casting range; underground, the range is severely limited, as 1 foot of rock or 3 or earth will reduce the range by 10%. In all cases, lead will prevent the penetration of the spell.

LEVEL 1 REVEALING SPELLS

All the spells in this section are at casting level 1 at BMR 1.



Reveal Alignment: A spell which reveals the alignment of a person 50% of the time. It does not reveal the alignment of objects. Range is always limited to 20 feet, and the duration is 1 turn. Only one person or object may be checked.

Reveal Altitude: A spell which reveals altitude or depth beneath the earth in the turn it is cast. Since air pressure is being measured, in fact, the spell always works, no matter what shielding materials are present.

Reveal Life: A spell revealing the presence of living creatures. Duration: 3 turns.

Reveal Magick: A spell revealing the presence of an enchantment in an object, place, person, or other creature. No specific information is given beyond the existence of some enchantment. Duration: 1 turn per MKL of the caster. High level Magick Users are so sensitive to Magick that the duration increases to 1 hour per MKL after MKL 10.

Reveal Metal: A spell revealing the presence and general location of any specified metal. Dwarves possess this spell as a natural ability and will always detect metals and be able to recognize them instantly upon seeing them or being within 10 feet of them. Alchemists also possess the natural ability once they have conquered the common metals.

Reveal Secret Door: All characters have 1 chance at 10% of detecting a secret door when they first look in its direction. Elves always see such doors. The spell increases the ability of a Magick User to detect a secret door to 100% for 1 turn, provided that he is facing in the right direction. The spell only works in line-of-sight.

Reveal Dangerous Circumstances: A set of five spells which reveal whether seemingly solid walls actually move, whether a seemingly level passage in fact slopes upward or downward, whether a small trap is present, or whether a room or corridor is actually a large trap. Possession of all five spells causes all of them to operate when any one spell is cast. Range is line-of-sight up to 50 feet for 3 turns. 50% of the time, the location of any triggering device is revealed:

- 1.Reveal Shifting Walls
- 2.Reveal Sloping Passage
- 3.Reveal Small Traps
- 4.Reveal Suspicious Rooms
- 5.Reveal Trap

Reveal Tracks: A spell which enables the caster to determine the type of creature that had passed by, provided that visible signs are present. If the track is less than 3 days old, the caster can follow it unerringly 90% of the time.

Reveal Direction of True North: A spell which permits the caster to determine true North. Duration: 1 turn.

Measure Distance: A spell which enables the caster to judge the exact distance traveled in a turn or to determine the exact line-of-sight distance. Duration: 1 turn per MKL of caster. Range: to limit of line-of-sight.

Measure Volume: A spell which enables the caster to judge the exact dimensions of any room, etc., he is in. Duration: 1 turn. Range: to limit of line-of-sight. The spell may also be used to measure the volume of objects, holes, etc.

*LEVEL 2 REVEALING SPELLS--*All spells in this section are at BMR 2 and casting level 2.

Reveal Enemies: A spell revealing the presence of enemies lurking nearby. The number of enemies is revealed 25% of the time, and the nature of the enemies is known 10% of the time. Range: to casting limit, subject to barriers. Duration: 3 turns.

Reveal Evil: A spell revealing the presence of Evil purpose in some creature or else the presence of Undead, Demons, Spirits, and the like, however masked, hidden, or disguised. Duration: 3 turns. A Unicorn or Lion of St. Mark possesses this ability for a range of 1 mile, irregardless of barriers except true lead, and the spell functions continuously.



Reveal Good: A spell revealing honorable, trustworthy, or beneficial intentions in any being. Range: 20 feet in line-of-sight. Duration: 3 turns.

Reveal Invisible Presence: A spell revealing the presence of an Invisible being up to 100 feet away in line-of-sight. The exact location is not revealed, however, but the general direction will be known 50% of the time and the approximate distance 25% of the time. Duration: 1 turn + 1/2 Time Factor.

Reveal Jewels and Jewelry: A spell unique to Dwarves and Jewsmiths. The presence and location of gems is revealed up to 10 feet away, and the value of the gems and settings is always known once they are seen. Duration: 1 turn.

Reveal Poison: A spell revealing the presence of poison. If an object is being examined, range is adjacent. When faced with a cloud of poison gas and the like, range is normal, subject to barrier reductions. Duration: 1 turn.

Reveal Old Tracks: A spell unique to Foresters. The spell enables the Forester to determine the type of creature that passed by if visible signs are present. If the track is less than 3 days old, he can follow it unerringly 100% of the time. If 4 to 7 days old, he has a 90% chance of tracking. If 8-14 days old, he has a 50% chance of tracking. He will know the time within a few hours of when the creature(s) passed, their exact numbers, size, etc. If rains, etc., have washed away most of the signs, there is still a 10% chance that he can detect the tracks. If he does so, he will track at the normal probabilities. All Elves possess this spell as a natural ability, for Elves are born to the woods.

Reveal Observation: A spell which causes the back of the neck to prickle. All Natural Talents have this as a natural ability. The spell reveals whether the caster is being "watched" in some way. If the observer is seeing the caster in the flesh, the caster will know the direction of the observer 50% of the time. Duration: Time Factor.

LEVEL 3 REVEALING SPELLS: All spells in this section are at casting level 3 and 5MR 3.

Reveal ESP: A spell which alerts the caster to the fact that he is being observed in some way by ESP or Astral Projection or Vision. If the watcher is within the casting range of the caster, he has a 50% chance of knowing the general direction and also the approximate distance.

Find the Path: A spell which points the way, turn by turn, out of some situation in which the caster finds himself lost or disoriented. The spell is 100% successful if he has been that way before, and 50% successful if he has not. If he loses the path, he will know it instantly. Duration: 1 turn + 1/2 Time Factor. The caster cannot proceed faster than 1/4 movement if he wishes to keep to the path.

LEVEL 4 REVEALING SPELLS: All spells in this section are at casting level 4 and 5MR 4.

See the Invisible: A spell which enables the caster to see an Invisible being or to see a being in the Arcane Plane. Duration: 1 turn certain. Each subsequent turn reduces the chance by 10%, so that turn 2 is at 90%, turn 3 at 80%, and so on. If vision is lost, the spell is ended.

Sense the Hidden: A spell which operates in line-of-sight up to 20 feet and alerts the caster to the presence of some object that has been deliberately hidden. He has a 50% chance of knowing the general direction and a 10% chance of finding the exact location. Duration: 1 turn. The object may be general (i.e.: nature is unspecified) or specific if the identity of the object is already known to the caster. The object may also be a person known to the caster.

11.4 Spells of communication and transportation

Not all Magick Users are capable of learning more than a few spells of Communication and Transportation, for such spells are highly specialized and, indeed, even unique to some modes of Magick.

LEVEL 1 SPELLS: All Spells in this section are at casting level 1 and BMR 1. They are "natural" to the



Magick Users indicated and do not have to be acquired from any source to be learned. In only a few cases may Magick Users of excluded modes use the spells through devices that are fashioned by those with the natural talent.

Arcane Projection: A spell unique to Cabalists, Magick Square Magicians, Necromancers, Solitary Hex Masters, Evil Priests, Shaman, Mediums, and Drug-Trance Magicians. Arcane Projection allows the caster to send his Arcane Form from his physical body to another place, generally undetectable to anyone not on the Astral Plane. The Magick User cannot cast any offensive Magick spells but may cast protective spells and spells of Detection, Communication, and Transportation. There is a 50% chance that such spells will fail minus 2% per MKL of the Arcane Traveler. Failure instantly returns the Arcane Traveler to his body and totally exhausts his fatigue levels. Demons also operate on the Arcane Plane, and there is a chance of Demonic possession for every 30 minutes or part thereof spent in Arcane Form. The chance of possession is 10% minus 1% for every 2 MKL of the Arcane Traveler, with a minimum 1% chance of possession at the upper end of the range of magical proficiency. The Arcane Traveler may journey 50 miles per MKL at a speed of 500 mph, and the spell will last 15 minutes per MKL of the Traveler. If the Arcane Traveler remains in the Arcane Plane so long that he is unable to return to his body in the time remaining, he will return with a traumatic suddenness which leaves him in a catatonic trance for 1-20 days. An Arcane Projection is blocked by protective Magick and by lead.

Arcane Vision: A spell unique to Necromancers, Solitary Hex Masters, Evil Priests, Shamen, and Drug-Trance Magicians. Arcane Vision permits the Magick User to send forth his Eye on the Arcane Plane. The Arcane Eye may pass through all material objects not sheathed in lead or shielded by protective Magick. The Arcane Eye may travel at the pace of a man walking up to 5 times the range of the Magick User until he reaches MKL 10, at which point vision is extended to the limit of Arcane Projection. A check is made for Demonic Possession, as in the case of Arcane Projection, only this time a Demon so en-

countered will be able to cause blindness for 1-20 hours. Duration: 15 minutes per MKL of the Magick User.

Arcane Clairaudience: A spell unique to Mediums. Arcane Clairaudience permits the Medium to overhear targeted subjects. The spell has a range of 10 feet per MKL or the Medium until MKL 10 is reached, whereupon ranges are measured in miles. A crystal ball increases ranges to 100 miles per MKL but cannot be enchanted until MKL 7 is attained. Mystics, Major Arcane, and Minor Arcane may use a crystal ball provided they are taught by a Medium. Duration: 1-10 minutes.

Arcane Clairvoyance: A spell unique to Mediums. It is similar to Arcane Clairaudience except that the caster can see his subjects.

Communicate: A spell unique to Hex Masters in a Coven. If a Familiar is present, a Coven member may converse with another member of the Coven up to 100 miles distant. The Princesses, Princes, King, and members of the Grand Coven have the ability to converse with any Witch up to 300 miles distant. The spell may be used once per day.

Fly: A spell unique to Cabalists, Necromancers, Hex Masters, and Primitive Talents. The caster is able to Fly 250 feet per turn. If extended cross-country flight is involved, range is 25 to 150 miles. Duration: 1-6 hours. Hex Masters must enchant a broom to Fly, and in it they "bind" a level I Demon which cannot escape and must perform 1 flight per 24 hours. Further flights must be checked (see Demonology).

LEVEL 2 SPELLS: All spells in this section are at casting level 2 and BMR 2. They are "natural" to the Magick Users indicated and do not have to be acquired from any source to be learned.

Arcane Gate: A spell unique to Mystics, Enchanters, Solitary Hex Masters, Necromancers, and Primitive Talents. The spell opens a temporary hole in solid rock, man-sized and up to 5 feet deep per 3 MKL of the caster. Duration: 1/2 Time Factor. Range: adjacent.



Telepathic Command: A spell unique to Cabalists, Necromancers, and Thaumaturgists. This spell permits the Magick User to give orders to beings under his command from a considerable distance. The Necromancer has the added advantage of being able to see whatever his Zombies see, for this spell is also the advanced spell of Zombie Control. Range: 5 x normal range. Duration, 1 turn, except indefinite for Necromancers when ordering their Zombies.

Telepathy: A spell unique to Cabalists, Mediums, Drug Trance Magicians, and Natural Talents. Telepathy is a very powerful ESP spell permitting the caster to read in detail the mind of one creature. However, any figure has a 25% chance of blocking such a spell. If the IQ of the subject is equal to the caster's, the percentage chance of blocking is 50% + 5% per IQ point above the caster's IQ. Range: 2 x normal range, with targeting being necessary. Duration: 1-3 turns.

Arcane Transport: A spell Unique to all Mystics, Necromancers, Covens of Hex Masters, Solitary Hex Masters, Evil Priests, and Primitive Talents. An Arcane Transport spell provides instant transportation from place to place, with a range of 1 mile per MKL until the Magick User reaches MKL 10, at which time the range increases to 50 miles per MKL. There is a chance that the Arcane Transport spell will go awry. If the Magick User does not have certain knowledge of the destination, there is a 60% chance he will travel in another direction (1-25% = north, 26-50% = east, 51-75% = south, 76- 100% = west), with a 20% chance of materializing inside a solid object at the end, causing death. If the caster is knowledgeable about the general features of the destination (e.g.: can see them or knows about them), he has a 25% chance of going in another direction, with a 10% chance of materializing inside a solid object. If the caster is closely familiar with the features of the destination, he has a 10% chance of going in another direction and a 1% chance of materializing inside a solid object. Lead and protective spells will prevent the Teleport spell from working past the barrier: check for any chance of materialization inside solid materials if this happens. A Mechanician is able to construct a Teleportal mechanism (see below), and may learn an Arcane Transport spell for the purpose of placing it in an enchanted

doorway or device but may not cast the spell directly.

LEVEL 3 SPELLS: All spells in this section are at casting level 3 at BMR 3.

Animal Messenger: A spell possessed by any Magick User who has learned Command Animals. The Animal messenger will find the recipient of the message 75% of the time (100% if the sender has a Locate Person spell). The animal travels day and night and averages 25 mph if a land animal or 100 mph if a flying creature + 10 mph per 5 MKL of the sender. The animal will bear a written message or appropriate-sized object and is undetected unless some form of Detection spell is used. Animals capable of speech will also carry verbal messages.

Arcane Connection: A spell unique to Cabalists. By the use of symbols the Cabalist may create an Arcane link two points together, providing him with a type of "alarm" system that is undetectable by anyone not on the Arcane Plane. Anyone passing over or by the symbol will cause the other symbol to respond in some way. Range: 25 feet per MKL or Cabalist.

Levitate: A spell unique to Power Word, Magick Square, Necromancers, Shaman, and Primitive Talents. The caster is able to cause himself or any other object or person to rise into the air at a rate of 10 feet per turn. The weight of the levitated person or object can be up to the caster's carrying capacity + 10% per MKL. Some horizontal movement is also possible at 10 feet per turn. Duration: Time Factor + 1-6 turns. Targeting is needed when levitating objects and unwilling persons.

Magick Carpet: A spell unique to Power Word, Cabalists, Enchanters, and Solitary Hex Masters. The Magick Carpet will Fly (see above) for 1-10 hours and will carry twice the carrying capacity of the maker + 10% per MKL.

Mystic Rope: A spell unique to Mystics and Shaman. The Magick User casts a 5' to 25' rope in the air so that it stands upright and rigid, allowing him and 1d6 companions to climb to the end and disappear into another dimension. Once there, they can travel



up to 250 feet through any material except lead, emerge at their destination by letting down another rope, and remain there for 3 turns, after which they must climb back up. The spell can be extended 1 turn for each 4 MKL attained by the caster. If either rope is removed, while they are in the other location, they will remain. If either rope is removed while they are in the other dimension, there is a 1-25% chance that they will immediately fall to earth, 26-75% chance that they will be trapped in a Interdimensional Labyrinth (see Ancient Lore), and 76-100% that they will fall to earth at the starting point. A fall causes 1 die of damage per 5' fallen.

Arcane Greater Gate: A long-range, permanent travelling spell which can be placed between two points frequented by a Magick User on a regular basis. Its range is the same as for an Arcane Transport spell, with no chance of error. The spell is placed usually in some object such as a doorway, and the spell has no chance of error. Mechanics and any Magick Users who have learned how to use the Arcane Greater Gate may construct such a device. The first 3 trips are subject to the usual Arcane Transport error until the Arcane Greater Gate is calibrated. The Greater Gate activates upon command of the caster and may be set to act as a trap for the unwary.

LEVEL 4 SPELLS: All spells in this section are at casting level 4 at BMR 4.

Projected Self: A spell which may be learned by any Magick User who has learned Arcane Transport and the illusion *Reflection of Self*. The image of the Magick User is created by Illusion and transported to a distant place to deliver a message "in person." Range: 50 miles per MKL of the caster. Duration: 1 minute (real time). The spell is one-way, however, and the caster cannot see or hear the recipient, although he will know if he can speak safely as the presence of enemies is revealed, etc., before the Image appears. The Image cannot be projected through lead and is targeted like an Arcane Transport spell.

11.5 Basic Magick

Basic Magick deals with the manipulation of the four elements: Earth, Air, Fire, and Water. It is through

the use of Basic Magick that fireballs are created, water rises or falls or freezes, winds blow, or earth moves. There are 8 basic effects, giving rise to a total of 112 basic spells which a Magick User can learn if he wants to perform magical operations on unliving matter. All these effects are governed by what we know to be the Laws of Physics.

Several terms are used repeatedly in this section, and the player must understand them if he is to follow the explanations of Basic Magick:

STANDARD VOLUME: A set amount of matter representing a standard unit of Earth, Air, Fire, or Water. Each of the 4 elements have different standard volumes and weights.

SPHERE: Theoretically, a uniform ball which may be rolled or flung toward a target or a location like a magick missile. To avoid complex mathematics, "spheres" of solid material are given in cubic volumes. A sphere may be flung to the limit of a caster's range, with a 10% reduction in range for each additional volume added to the first. Once the sphere reaches the end of its range, it will fall to earth and continue to roll for 1/4 of the distance it went through the air. Only solid materials and Magick Fire will retain a spherical shape beyond one turn. All others collapse into a horizontal "sheet" at the end of the turn.

BOLT: A spear-like, uniform volume of material flung at a target or location. A bolt can be flung to the limit of a caster's range, with a 10% reduction in range for each additional volume added to the first.

BEAM: A continuous stream of material extending to 1/2 a caster's range but not over 50 feet away. It turns into a "sheet" of matter upon reaching the limit of its range. Duration: 1-3 missile-firing phases.

SHEET: A flat volume of material, usually 1" thick. All materials can be turned into a vertical sheet for 1 turn, but only solid materials and Fire will retain a vertical shape beyond 1 turn. Fluid materials tend to collapse into horizontal sheets at 1-25% + 25% per turn after the second turn. It is possible to move a sheet of matter away from the caster at 5' per turn if



solid and by 25' per turn if fluid. An Accelerate Matter spell will increase this rate by 5-10 x basic speed for the duration of the spell or up to twice the caster's range limit. Movement can be halted by removing the material or by blocking it in some way.

WALL: A vertical sheet of material at least 6" thick which does not move and which resists attempts at magical removal by subtracting -50% from spell targeting percentages + 2% per MKL of the caster. A Wall is formed by casting a Create and Affix Matter spell. Any material can be made into a Wall, and it will last for the duration of the spell. Unless solid, it will then collapse and disappear. Ice Walls begin to weaken at 10% per turn after the duration of the spell ends; this weakening applies to strength and EDF effects, and the Ice Wall collapses when 0% is reached.

11.5.1 Basic Magick spells

Create Matter: No matter is actually "created" except for Magick Fire; the matter is drawn off from some unknown place elsewhere and may be made to appear up to 1/2 range from the caster. Matter which is merely Created cannot act as a weapon for creatures threatened by its presence in their location, for they have 1 turn to move out of its way--if they can. The amount of matter created is under the caster's control 1-90%, but on 91-100%, a greater or lesser amount will materialize (limits: 0 to maximum possible).

Detach Matter: In order to move matter, a caster must detach it from the location he finds it in. Detach is the power to remove one or more standard volumes from any point up to 1/2 range and send it to any other point up to 1/2 range away. There is a delay of 1 turn after casting the spell, after which movement is exceedingly rapid. Volumes of material so large as to make avoidance impossible will hit any target in the path of the material. However, most Spheres, Bolts, and Beams must be "targeted" on the Magick Conflict Table.

Affix Matter: The power to hold one or more standard volumes in place anywhere up to 1/2 range. It increases the duration of fluid materials in Walls or Sheets to the Time Factor of the caster. For example,

a Magick User with PMF 12 at MKL 2 would have a spell duration of $4 \times 2 = 8$ turns. The spell is useful to hold material against the ceiling, as in the case of a collapsing roof designed as part of a trap.

Amplify Matter: The power to double the amount of matter created. Our Magick User of PMF 12 and MKL 2 could normally create 5 volumes of Porous Rock, but an Amplify would produce 10 volumes if he wanted it. Amplify spells can be used only to create materials to be used as Walls and Sheets; magick missiles cannot be Amplified.

Concentrate Matter: The power to increase the density of a given volume of earth or water so that it doubles in weight for the same volume. Air and gases increase in pressure and produce winds. Concentrate spells are useful in changing matter from less to more dense states, or vice versa, as dust to sand or sand to porous rock, etc. If applied to a Wall, the defensive properties are greatly increased.

Intensify Fire: The power to "fan" a Fire to increase its effects. The spell raises the EDF of any Fire by 1 x EDF or else increases the range of the spell by 5' per MKL of the caster.

Remove Matter: The power to remove materials from a point up to 1/2 range and transport them to some unknown place (the reverse of a Create Matter). The amount of matter that can be removed is equal to the volume the caster may fire as a missile if Earth or Water are involved. Otherwise, he may remove the maximum possible volume. Such a spell can be used to create powerful winds, extinguish fires, or even dig holes.

Accelerate Matter: The power to increase the rate of a Detach spell to make it effective on the turn it is cast. An Accelerate spell also increases the range of magick missiles or any other matter spell by 100%. Sheets of moving matter move at 5-10 x normal rate.

11.5.3 Basic Magick: Earth

Earth is the most resistant of all materials, especially dense rock, and the power to move the Earth elements is accordingly high:



Spell	Dense Rock		Porous Rock		Sand		Dust	
Type	Level	BMR	Level	BMR	Level	BMR	Level	BMR
Create	2	6	2	5	1	1	1	1
Detach	3	9	3	6	1	1	1	1
Affix	3	9	3	6	1	3	1	3
Amplify	3	10	3	9	2	4	2	2
Accelerate	3	10	3	9	2	4	2	2
Concentrate	3	9	3	8	2	5	2	3
Remove	2	6	2	5	1	1	1	1

Each spell will be learned at the spell casting level and a BMR level as given in the table. Once a Create spell has been learned, the Magick User will be able to learn all of the others.

One standard weight of "Earth" = 400 Dr.

Dense Rock: 1 cubic foot

"Sphere": 1' x 1' x 1' block of stone

"Sheet": 1" x 3' x 4' block of stone

Sand: 4 cubic feet

"Sphere": 10' x 10' x 10' whirling sand

"Beam": 6" x 6" x 1/2 rge stream of sand

"Sheet": 1" x 7' x 7' layer of sand

"Pile": 1" x 2' x 2' mound of sand

Porous Rock: 2 cubic feet

"Sphere": 1' x 1' x 2' block of stone

"Sheet": 2" x 3' x 4' block of stone

Dust: 8 cubic feet

"Sphere": 10' x 10' x 10' swirling dust

"Seam": 2' x 2' x 1/2 rge stream of dust

"Sheet": 1" x 12' x 12' layer of dust

"Pile": 2' x 2' x 2' pile of dust

1. Rock is defensively strong and, when magically placed, it sustains considerable damage before a hole can be broken through it by "H" type weapons, large beasts, or magical missiles possessing blast or impact effects. Defensive values per 1" of thickness are:

Dense Rock Wall = 150

Dense Rock Sheet = 75

Porous Rock Wall = 50

Porous Rock Sheet = 25

If a Concentrate matter spell is used, the barrier's defense strength increases by 50% and "targeting" penalties rise to -100% -2% per MKL of the caster vs. any Remove Matter spell directed against the Wall.

When attempting to break through a rock barrier, damage is inflicted at the spot the attempt is made.

2. A moving sheet of rock will push back any person, creature, or object up to 4 x its own weight. It can be "jammed" by 1 iron spike per 100 Dr. of weight or by any solid and immovable obstacle. Persons able to push against it with carrying capacities equal to its weight will also stop it. It can "crush" victims caught between it and an unyielding obstacle at 10 points of damage per turn. Its advance may be halted by an Accelerate cast in reverse or it may be Removed. If the caster is concentrating on maintaining the sheet, -50% targeting penalties are assessed against any Magick User attempting to remove or halt the moving material.

3. A sphere of rock delivers a bash at 20% per volume flung as a magical missile. It must be targeted to strike any person or obstacle in its path, with a check being made for each person. The EDF of dense rock = 10 x EDM of caster times the volume thrown. The EDF of porous rock = 6 x EDM of caster times the volume thrown. When damage points equal to the total EDF have been inflicted, the rock will fall to the ground and stop.

4. A sphere (cloud) of dust or sand obscures vision. Sand reduces visibility by 5% per foot of thickness, dust by 10%. This also affects "targeting." Figures passing through a cloud of whirling dust or sand also run a 20% risk of choking and coughing, resulting in a loss of 1-3 blows during each melee turn they are in the cloud and in the first turn they emerge, with movement reduced to 1/6 normal. Choking effects can be stopped 30% of the time with a cloth covering the face--70% if the cloth is wet.

5. A beam of sand delivers a "bash" at 10% per volume sprayed as a magical missile, which must be targeted to strike. A beam of sand can hit 1-6 figures in a firing phase and will do 1-10 points of damage to



anyone it hits. There is also a 25% chance that the flying grit temporarily blinds a target for 1 turn.

6. A beam of dust has a “blinding” effect similar to sand and also a choking effect of 10% per volume of dust sprayed as a magical missile. >From 1-6 figures may be targeted per firing phase.

7. Acceleration of any magical missile increases the bash effect by 10% per volume that is accelerated.

8. Sand and dust are excellent materials for “covering one’s tracks” and, when laid down horizontally in a sheet, completely obscure any visible signs that a party has passed.

9. A pile of sand will prevent resistance to passage. A “Charge” or “Fleche” across deep sand produces 25% chance of stumbling (check for “bash”) and movement is reduced to 1/4. A Wall of sand (a pile of considerable height and thickness) can be forced through at a rate of 1' per 100 dr. of weight possessed by a figure to a maximum of 6'. Failure to force through brings partial collapse of the Wall, burying the figure alive. To dig out of sand or break down a wall, a figure can dig 1 cubic foot per 100 dr. of carrying capacity per game turn.

10. A pile of dust provides little resistance, but there is a 50% chance of stirring up a cloud of dust if passage is attempted at a rate above 20 feet per turn. Fighting or other strenuous activity will always stir up the dust.

11.5.4 Basic Magick: “Water”

Water is quite resistant because of its fluid nature and the difficulty of making it hold a definite shape. Handling ice is much the same as working with solid rock.

Spell <i>Type:</i>	Ice		Liquid Water		Rain & Spray		Fog & Mist	
	<i>Level</i>	<i>BMR</i>	<i>Level</i>	<i>BMR</i>	<i>Level</i>	<i>BMR</i>	<i>Level</i>	<i>BMR</i>
Create	3	6	1	4	1	3	1	2
Detach	3	6	2	5	1	4	1	3
Affix	3	6	2	6	1	4	1	3
Amplify	3	9	2	7	1	7	1	5
Accelerate	3	9	2	9	1	7	1	5
Concentrate	3	8	2	8	1	7	1	5
Remove	2	6	1	4	1	3	1	2

One standard weight of “Water” = 1000 dr.

Ice: approx. 20 cubic feet*

“Sphere”: 3' x 3' x 2'

“Sheet”: 1" x 15' x 15'

Rain & Spray: 1000 cubic feet*

“Sphere”: 10' x 10' x 10'

“Sheet”: 5' x 10' x 20'

Liquid Water: approx 20 cubic feet*

“Sphere”: 3' x 3' x 2'

“Sheet”: 1" x 15' x 15'

“Beam”: 3" x 3" x 1/2 rge.



Fog & Mist: 4000 cubic feet*

“Sphere”: 10' x 20' x 20'

*Materials will collapse into a sheet.

1. Ice is a fairly strong material when it is thick. The defensive values per foot are:

Ice Wall: 60

Ice: 30

If a Concentrate Matter spell is used, the strength of the Ice is increased by 50%, and targeting penalties against a Wall rise to -110% + 2% per MKL of the caster of the Wall vs. Remove Matter. Fire spells melt 2 cubic feet of Ice per volume of Fire with the melting at a specified point. Ice melts naturally at the rate of 20% per hour.

2. A Sheet of Ice laid down across water will support 100 Or. per inch of thickness and 6" of thickness will support 2000 Dr.

3. A moving sheet of Ice behaves in the same manner as sheets of Rock.

4. A horizontal sheet of Ice provides a most slippery surface, and anyone crossing it at 1/6 speed has a 10% chance of slipping and falling. Crossing at normal speed brings a 25% chance of falling, while fast speeds cause falling 50% of the time. Members of the Magick User's party are unaffected unless engaged in combat. Anyone struck by a blow while on ice would suffer an automatic “bash” if the attacker is equal in weight or heavier. Sliding is also possible. Roll random dice to indicate direction and distance if a character slips and falls unintentionally.

5. A sphere of Ice is so heavy that it can be hurled only 1/5 normal range. However, if slid along a horizontal sheet of ice, it will travel for the full range. Treat as a sphere of porous rock, with the EDF = 4 x EDM of caster the volume thrown. The sphere has a 20% chance of shattering when it strikes any reasonably solid object or large creature or person. (When used against Fire creatures, EDF = 10 x EDM of caster.)

6. A “Flash Flood” may be produced with a sphere of water. This specialized “sheet” of water, unlike sheets of solid material or Fire, will move 50' per turn unaccelerated or 150' Accelerated. The Flash Flood must be at least 5' high and 3' thick to produce a bash, with 15% chance of a bash per foot of thickness. A Flood 7 feet thick will carry along any creature weighing less than 1100 Dr. The effect must be performed in a confined space, however, as the edges of an unconfined flood will flow away rapidly and the water will become a sheet lying horizontally within 25 feet.

7. A Wall of Water may be made to stand stationary and prevent passage of fiery creatures. All Fire missiles of magical origin are reduced by 10% damage per foot of water they pass through and have a 10% chance per foot of water of “exploding” then and there', reducing the Wall to a horizontal sheet. Flaming arrows and the like are immediately extinguished.

8. A Remove spell coupled with a Detach and Accelerate spell will create a corridor 5' wide and 10' long per standard volume possessed by the caster through water not more than 20' deep. This is a magical “Part the Waters” spell with a duration of 1/2 the Magick User's Time Factor.

9. A Beam of liquid water may be likened in effect to a high-pressure fire hose. It delivers a “bash” of 15% per volume of water used and may be directed at 1-10 figures when “fired.” The Beam must be targeted against each figure to strike. A beam of water will wash beings lighter than 1000 Or. 5-30 feet away from where they were standing when the beam hit.

10. Rain and Spray may be likened to a cloudburst in effect. In a Wall form, it has the same effect on fiery creatures and fire missiles of normal or magical origin as a Wall of Water, with a 10' thickness being equal to 1' of liquid water. Ordinary fire missiles will be put out when passing through 10' of Rain or Spray but are not otherwise impeded.

11. Fog obscures vision by -3% per foot of thickness in daylight and, in darkness, any ordinary illumina-



tion such as a torch or lantern will cause so much reflection of the light that vision is impossible beyond 10' away from the one attempting to see.

12. A “Flash Flood” will wash away any visible signs that a party has passed by the area flooded and completely eliminates any trace of scent.

13. A Rain or Spray will have a 10% chance per turn of duration of washing visible signs away and a 20% chance of washing away all scent of the party.

14. Water can be used to extinguish fires. Small fires will be extinguished almost at once when one volume of liquid water or rain is dumped on them. Large fires are not as easily extinguished. There is a 10% chance + 5% per turn for each volume of water used that a fire will be extinguished by a Beam or Rain, and a 20% chance + 5% per turn for each volume of liquid water in a “Sphere” or Wall form. Oil-fed fires will require 1-3 extinguishings and Magick Fire 1-6 extinguishings.

15. Magick may be used to produce water, but the water is itself real and remains after the end of the spell’s duration in the form of a horizontal sheet.

11.5.5 Basic Magick: “Fire”

Fire and all variations on temperature and cold, light and darkness, are included under this group of Basic Magick spells.

Spell Type	Normal Fire		Heat/Cold Smoke				Light/Dark Flame				Magick Fire	
	Level	BMR	Level	BMR	Level	BMR	Level	BMR	Level	BMR	Level	BMR
Create	1	2	3	3	1	2	1	1	2	3	3	0
Detach	1	2	3	4	1	1	1	2	2	3	3	1
Affix	2	3	3	4	1	4	1	2	2	3	3	1
Amplify	4	4	4	4	2	3	3	3	3	3	4	2
Accelerate	4	4	5	5	3	3	4	4	4	4	4	3
Intensify	5	5	6	6	4	3	4	4	5	5	4	5
Remove	2	4	2	4	1	3	1	1	2	4	3	0

Standard Volumes

Normal Fire

- a. Sphere: 1' diameter
- b. Sheet: 2' x 2' x 3' (12 cu. feet)
- c. Spark: ignites kindling on touch

Heat or Cold

- a. Sphere: 1' diameter
- b. Sheet: 1' x 3' x 3' (9 cubic feet)

Smoke

- a. Sphere: 7' diameter
- b. Sheet: 5' x 5' x 5'

Light or Darkness

- a. Sphere: 10' diameter
- b. Sheet: 10' x 10' x 10'



Flame

- a. Beam: 1" x 1" x 1/2 range
- b. Sheet: 2' x 2' x 3'

Magick Fire

- a. Sphere: 1' diameter
- b. Beam: 1" x 1" x 1/2 range
- c. Sheet: 2' x 2' x 3'

1. FIRE: Fire will do 1-6 points of damage per volume of material used, with a 10% chance of ignition of flammable materials per volume. If a creature's hair, clothes, etc. are set on fire, it will immediately check morale -25% and at best attempt to smother the fire or put it out in some way or other. Normal fire will last only 1-2 turns unless given flammable materials to feed upon.

2. MAGICK FIRE: Unlike ordinary flames, Magick Fire will last for the duration of the spell and does 11-20 points of damage per volume when cast as a fireball, and 6-10 points of damage in other forms. There is a 15% chance of ignition per volume used.

3. FIRE BALLS: Upon striking a target, Fire Balls "explode" and fill a volume equal to a "Sheet" of Fire. Anyone caught in the explosion zone besides the targeted victim has a 35% chance of being burned (1/2 damage) and a 15% chance of catching fire.

4. HEAT may be used to warm an area if used as a Sheet or to cook food, etc., if used as a Sphere. If 5 volumes are used as a Sphere, metals will be heated up to a point that they cannot be held, wood will ignite, etc. If 10 volumes are used in a sphere (which can be Concentrated to a 1' x 1' x 1' volume), Heat will cause metals to melt 1-25% each turn. It raises air temperatures by 20°F per volume in Sheet Form.

5. COLD: When used upon ordinary human beings, Cold has the effect of lowering the temperature of the immediate surroundings by 20°F per volume in Sheet form. If employed in the form of a Sphere, it will freeze 200 Dr. of material solid per volume used 1-25% of the time. Beings "quick-frozen" in this way will take 1 hour per 50 Dr. to thaw out, with a 1-50% chance of returning to life. Used

against fiery creatures, a sphere of cold will do equivalent damage to Magick Fire. When used to freeze the body of a fallen comrade, a Cold Sphere retards decomposition by 1 full day.

6. SMOKE: If there is any fire available, it can be used to generate a Smokescreen that is twice as dense as an equal amount of Fog. There is also a 15% chance per turn that beings caught in the smoke will begin coughing and choking and will lose all fighting bonuses for the time they are in the smoke and for 1-2 turns after they emerge.

7. LIGHT: To provide illumination, a Magick User may create Light in Sphere or Sheet form. If a moving Sphere is used to enclose the Magick User and his friends in light of moderate intensity, the effect can be maintained beyond the spell duration by the expenditure of 1-2 fatigue points per hour. A Sheet of Light cannot be moved and will remain in position for the duration of the spell, with the intensity of noon-day sun. If an Amplify, Intensify, and Accelerate are used, the Wall of Light will become so bright that it is impossible to look at it without becoming blinded for 1-6 turns if the viewer is within the spell range of the caster from the Wall.

8. DARK: To extinguish light in an area, Darkness may be created. If Amplified, Intensified, and Accelerated, the Dark will become so intense that no one except the Magick User will be able to see beyond 10', even with Night Vision. Only Light will counter such a spell, and vice versa.

9. FLAME: Flame spells may be used to kindle large fires quickly casting a jet or Beam of fire from the fingertip, a sort of magical flame-thrower that may be directed against 1-6 targeted figures up to 1/2 the caster's range away. Damage is 1-6 points per volume used, with a 15% chance of ignition per volume.

10. Fire is a limited duration material unless fed by some flammable source and will go out without fuel.



11.5.6 Basic Magick Air

Air is a most useful commodity, for it not only can cause powerful drafts and windstorms, but also is necessary for breathing and is the medium by which various gases are transported. It can also be used to feed fires and so intensify them.

Spell <i>Type:</i>	Normal Air		Poison Gas	
	<i>Level</i>	<i>BMR</i>	<i>Level</i>	<i>BMR</i>
Create	2	2	6	6
Detach	2	1	6	6
Affix	2	5	6	6
Accelerate	3	3	7	7
Concentrate	4	4	7	7
Remove	3	3	3	3

Air:

- a. Sphere: 5' x 5' x 5'
- b. Beam: 5' x 5' x 1/2 rge.

Poison Gas:

Sphere: 5' x 5' x 5'

1. In the form of a Sphere, Air can be used to provide breathable oxygen in a sealed space. It can also be used to Intensify a fire, with two volumes of air being equal to Intensification of 1 volume of fire. If a Magick User casts an Air Sphere greater in volume than Poison Gas, Smoke, Fog, etc., and Concentrates it, the Air will keep the other gas from entering the volume. (A volume of air will provide enough breathable gas to keep a man alive for an hour or more if quiet.)

2. A Sphere of Air of 10 volumes will generate a Wall of Air that swirls outward from the center of the Sphere, preventing the passage of creatures under 100 Dr., with 25 Dr. being added to that limit for each volume added above that. If a Concentrate Air is employed, these values are doubled.

3. A Remove Air spell will extinguish 1 volume of normal fire for every volumes of air removed. If Detach and Accelerate spells are also used, the spell will put out 1 volume of normal fire per volume of Air used. Also, two volumes of Detached and Accelerated Remove Air will extinguish 1 volume of Magick Fire.

4. A Beam of Air is nothing more than a wind blowing as if from the tip of the Magick User's finger or wand. The Wind is at 10 mph per volume of Air used. If Amplified, the wind speed is doubled. 20 mph is enough to cause fine dust to form a thick cloud. 30 mph causes torches to gutter (increase chance of torch being put out by 25% per 10 mph over 30 mph), and fine sand is blown to form sandstorms. At 50 mph, there is a 15% chance of stumbling -10% per 100 Dr. of weight, with a +15% additional chance for each 10 mph above 50 mph. If a character or figure stumbles, there is an equal chance that he will be blown backward for 5-30 feet, with the possibility of being stunned if he bumps against a solid obstacle.

5. At MKL 12+, a Magick User will be able to create a Tornado with an Amplified, Concentrated, and Detached Remove Air spell, which lasts the duration of the spell. (See "Weather Control" in Ancient Lore, below.)



6. Poison Gas (Chlorine) may be generated in the form of a Sphere which will be wafted away from the Magick user at a speed of 10-60 feet per turn. Any living creature caught in the sphere of poison gas has a 1-10% chance of killing outright, an 11-20% chance of causing unconsciousness for 1-6 turns, a 21-50% chance of causing severe watering of the eyes, choking, and coughing that eliminates all combat bonuses, and a 51-70% chance that the victim checks morale as if he has suffered 50% damage to the body. Dragons, Trolls, characters with constitutions of 19 or 20, and the like will add 1-20% to their die roll because of toughness. A breeze or Wind over 20 mph will dissipate the cloud of poison gas in 1-3 turns. Each turn an affected creature remains in the gas brings 1-10 points of damage and another dice roll is made to find out whether any of the above effects have occurred.

11.5.7 Combination Basic Magick Spells

Once a Magick User has mastered all of the spells for a particular type of matter--for instance, all of the spells for Magick Fire, he may cast up to 3 spells at the same time without expending more than 5% fatigue for each additional spell.

11.6 Necromantic Spells

Necromantic Spells are normally restricted to Necromancers but they can be learned by Enchanters, Mystics (Power Word, Cabbalist, Magick Square) and, of course, evil priests.

LEVEL 1 NECROMANTIC SPELLS All spells in this section are at casting level 1 and BMR 1.

Command Undead: A very powerful spell which increases in effect as the Necromancer rises in knowledge and ability. The spell gives him the power to exert influence over Undead beings and also Illusory figures like Shadows, Phantoms, and Specters.

The following table gives the degree of influence available to a Necromancer at any given Magick Level. "T" means the power to turn away the figure named and keep him at a safe distance. "D" means the power to dismiss the figure from the Necromancer's presence. "C" means the power to command obedience or to dispel the figure if it is enchanted (Skeleton, Zombie, Shadow, Phantom, Specter). "-/" means no effect. The number printed after any letter indicates the number of such figures that the Necromancer may have under his own command as servants of his will at any one time; e.g.: T/10 means that he can turn away such figures and also have up to 10 under his own control.

<i>Type of Undead</i>	<i>Magick level of the Necromancer Commanding Undead</i>										
	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16-18	19-20	21	22
Skeleton I	T/1	T/5	T/10	T/15	D/20	D/25	D/30	D/40	D/45	D/50	C/50
Skeleton II	-/1	T/1	T/5	T/10	T/15	T/20	D/25	D/30	D/35	D/40	C/50
Average Zombie	-/1	T/3	T/5	T/7	T/10	T/15	T/20	T/25	D/30	D/40	C/50
Strong Zombie	-/1	-/1	T/3	T/5	T/7	T/10	T/12	T/15	T/15	D/20	C/25
Ghoul	T/1	T/2	T/3	T/4	T/5	T/6	T/7	T/8	1/9	D/10	C/13
Great Monster	-/0	-/0	-/1	-/1	-/1	-/1	-/1	-/2	-/3	-/4	-/5
Mummy	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3
Vampire	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3
Death	-/1	-/0	-/1	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0
Shadow	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	D/0	C/1
Phantom	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1
Specter	-/0	-/0	-/0	-/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1
Ghost	-/0	-/0	-/0	-/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1



The chance of turning away or dismissing an Undead is 25% + 5% per 2 MKL or part thereof possessed by the Necromancer. A Command or Dispel is successful 90% of the time. The Necromancer can turn away or dismiss a number of Undead equal to his MKL in one turn at a range of 50 feet or less. Great Undead can only be affected at a rate of 1 per 3 MKL or part thereof in one turn. Each figure to be affected must be successfully "targeted" on the Magick Conflict Table. Duration: Time Factor of Necromancer.

Create Skeleton A spell which permits a Necromancer to animate a skeleton and make it an extension of his will. The skeleton must be intact. An animated skeleton will be capable of self-directed behavior, subject to the orders given it by the Necromancer, who has complete control and may direct it by Telepathic Command from a considerable distance. Only a MKL 22 Necromancer may take over control of such a figure from the creator. Also, if the creator is a Superior Magick User to the Necromancer attempting to dismiss a skeleton, all that can be done is turn away the figure. The spell endures until dispelled by Necromantic Magick.

Create Zombie: A spell which permits a Necromancer to animate a corpse and make it an extension of his will. Otherwise, like Create Skeleton, above.

Ghoul Control: A spell which enables a Necromancer to gain control over a ghoul who has no Necromancer for a Master. Once the Ghoul is placed under the Necromancer's influence, he will serve his Master loyally. Range: 50 feet; Duration: 1 turn. The spell will affect only 1 Ghoul at a time. Once control is obtained, only a MKL 21 or 22 Necromancer may break the spell.

LEVEL 2 NECROMANTIC SPELLS All spells in this section are at casting level 2 and BMR 2.

Fear: A spell which causes all living beings approaching within 20 feet of the Necromancer to check morale as if excessive casualties had been suffered. Figures over experience level 4, intelligent Monsters with more than 50 hit points, or unintelligent Monsters with more than 70 hit points are unaffected.

Range: 30 feet around Necromancer, with a duration of 1-6 turns. Undead are unaffected, as are Necromancers.

Speak With Dead: A spell which permits the Necromancer to speak with the dead. There is a 100% chance of success with a body dead from 1 to 7 days; a 50% chance + 5% per 2 MKL with a body dead 8 to 30 days; a 25% chance + 5% per 2 MKL for a body dead 1 to 6 months; and a 5% chance per 2 MKL for a body dead more than 6 months. Even if the spell is fully successful, there is a 10% chance + 5% per 2 MKL of the Necromancer that the Dead will make reply to each of 3 questions. The Dead will not lie, but they will withhold any part of the truth not clearly and specifically included in the question, which cannot be more than 25 words in length. In short, the Dead resist speaking of what they know, and questions must be carefully phrased. Personal enemies of the Necromancer or of any person for whom he is asking the question will lie outright 1-25% of the time: the Dead also bear grudges. Duration: 3 questions of 25 words each, with a 5 minute limit, real time, on the whole operation. Answers should be given promptly, with a minimal waste of valuable time. Game duration: 1 turn. This spell is needed to speak with the "Spook."

LEVEL 3 NECROMANTIC SPELLS All spells in this section are at casting level 3 and BMR 3.

Panic: A spell which causes all living beings approaching within 50 feet of the Necromancer to check morale as if excessive casualties have been suffered. Figures over experience level 8 or intelligent Monsters with more than 75 hit points are unaffected. Duration: Time Factor of Necromancer, with 1-turn extensions at a cost of 1-3 fatigue points per turn. Check morale -10% for each turn that affected figures are in range (50 feet) of the Necromancer.

The Secret of Life and Death: At the moment a Necromancer is able to cast level 3 spells, he will begin his first great project, the inquiry into the Secret of Life and Death. His ambition is to develop a Monster of great power, a super-Zombie with the fighting ability of a Mighty Knight of experience level



24. The Necromancer will go to any lengths in order to acquire the “components” needed to fashion the body of the Great Monster. Because the specifications for any part of the creature are very demanding, there is only a 1-5% chance per hand, arm, leg, foot, etc., that the part is acceptable. If any part is unacceptable, the remainder of the body being examined is considered worthless, and parts must be found from another body. Components taken from corpses very recently dead and undiseased are utterly essential.

When completed, the body of the Great Monster will absorb 100 + 1-100 hit points, like a Zombie. It will be unaffected by spells of Command or Illusions, and it will obey its creator without questions 1-95% of the time (the other 5% it runs “amok”). The problem is to animate the Monster. There is a 5% chance + 1% per MKL of the Necromancer that he will successfully bring the creature to life. An attempt may be made only 3 times per year, during a severe thunderstorm. Each time a Necromancer reaches a new spell casting level, he researches the Secret of Life and Death at the next BMR (e.g.: level 4 spell at BMR 4). With each installment of the spell learned at a new casting level, +5% is added to the chance of animating the creation. Only one such creature should be animated at any one time, for if it ever meets with another it runs “amok” and they will fight to the death.

LEVEL 4 NECROMANTIC SPELLS All spells in this section are at casting level 4 and BMR 4.

Paralysis: A spell which causes one of two effects; a beam of darkness springing from the pointed finger or wand of the Necromancer up to 1/2 range or paralysis on touch. A beam of paralyzing darkness must be “targeted” and, 1-20% of the time, causes living beings to be totally paralyzed for 1-6 turns. 21-100% = partial paralysis, with loss of all hit, parry, and dodge bonuses. Touch is determined by using the Combat Tables. Any creature fully paralyzed is unable to move any part of the body.

LEVEL 7 NECROMANTIC SPELLS All spells in this section are at Casting level 7 and BMR 7.

Summon Demonic Warriors: A spell which enables the Necromancer to summon Demonic Fighting Men to his assistance for 1 turn per MKL he possesses. He must stand within a protective circle as he is not asking permission of the Lords of Hell for such aid but is rather Commanding the Dead to serve him. The number of Demonic troops he may summon is equal to the number of troops that can be hired (see Demonology). Cost; 50% fatigue.

Terror: A spell which causes any living being approaching within 100 feet of the Necromancer to instantly flee in complete terror if below experience level 8. All others check morale as if excessive casualties had been sustained. A morale check is made thereafter so long as the Necromancer is within his range of the affected beings.

LEVEL 11 NECROMANTIC SPELLS All spells in this section are at casting level 11 and BMR 10.

Command the Great Undead: A spell which enables the Necromancer to exert command over the high ranking Undead: Mummies, and Vampires. The numbers of each type that can be controlled are given in the Command Undead Table (see level 1 spells, above). Only a Necromancer with a higher experience factor can break such control (25% chance). Range, 1/6 normal range. Duration; until spell is broken.

Command Shadows, Phantoms, and Specters: Not only is the Necromancer immune to the effects of Illusions but he is also able to assume control of them when he has learned this spell. From 1-75% of the time the Necromancer will merely be able to dispel the Illusion, but 76-100% of the time he will be able to assume full control of the Shadow, Phantom, or Spectral Monster and turn it on the sender.

Command Spirits (Ghosts): A spell which enables a Necromancer to command a Spirit to give truthful answers to 3 questions. Range: 20 feet. The questions must be given and answered within 5 minutes, real time.



11.7 Spells of Command

The casting of spells of Command is most typical of Power Word Magicians, Enchanters, and Shamen. Thaumaturgists, Hex Masters, Dance/Chant Magicians, Great Fey and Elves also reach high levels of proficiency. All other Magick Users may learn such spells, but they will not be able to advance as far. Command affects the non-rational side of the victim's nature and interfere with his ability to control his own thoughts, emotions, and behavior. Wise victims will be more resistant to spells of Command than unwise ones.

%Die Saves	Command Level of Magus casting	Command Spell									
	<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>	<i>VI</i>	<i>VII</i>	<i>VIII</i>	<i>IX</i>	<i>X</i>	<i>XI</i>
0-95%	W.20	W.20									
0-90%	W.19	W.19	W.20								
0-85%	W.18	W.18	W.19	W.20							
0-80%	W.17	W.18	W.18	W.19	W.20						
0-75%	W.16	W.16	W.17	W.18	W.19	W.20					
0-70%	W.15	W.15	W.16	W.16	W.18	W.19	W.20				
0-65%	W.14	W.14	W.15	W.16	W.17	W.18	W.19	W.20			
0-60%	W.13	W.13	W.14	W.15	W.16	W.17	W.18	W.19	W.20		
0-55%	W.12	W.12	W.13	W.14	W.15	W.16	W.17	W.18	W.19	W.20	
0-50%	W.11	W.11	W.12	W.13	W.14	W.15	W.16	W.17	W.18	W.19	
0-45%	W.10	W.11	W.12	W.13	W.14	W.15	W.16	W.17	W.18	W.19	
0-40%	W.9	W.10	W.11	W.12	W.13	W.14	W.15	W.16	W.17	W.18	
0-35%	W.8	W.9	W.10	W.11	W.12	W.13	W.14	W.15	W.16	W.17	
0-30%	W.7	W.8	W.9	W.10	W.11	W.12	W.13	W.14	W.15	W.16	
0-25%	W.6	W.7	W.8	W.9	W.10	W.11	W.12	W.13	W.14	W.15	
0-20%	W.5	W.6	W.7	W.8	W.9	W.10	W.11	W.12	W.13	W.14	
0-15%	W.4	W.5	W.6	W.7	W.8	W.9	W.10	W.11	W.12	W.13	
0-10%	W.3	W.4	W.5	W.6	W.7	W.8	W.9	W.10	W.11	W.12	
0-5%	W.2	W.3	W.4	W.5	W.6	W.7	W.8	W.9	W.10	W.11	
0%	W.1	W.2	W.3	W.4	W.5	W.6	W.7	W.8	W.9	W.10	

A percentage dice result within the indicated "save" limits means that the character or Monster is unaffected by the Command. Resistance to Command causes a loss of fatigue because energy has to be expended to fight the effects of the spell (1-6 points lost).

The Wisdom of a target determines his resistance level to Commands, as signified by the "W" values in the save table. Unintelligent beasts and Monsters have an instinctive Wisdom of 1-10. Fairly intelligent Monsters have a wisdom of 1-10. Highly intelligent Monsters, Enchanted Monsters, and Great Horses have a Wisdom of 1-20. Dragons have a Wisdom of 1-20 when Young or Mature, 11-20 when Old, and 20 when Ancient. Demons have a Wisdom equal to their level + 1-10 points, while the Demon King always has a Wisdom of 20 + 1-20% on the Save Table. Unicorns and Plants are highly resistant to control of any kind and save at Wisdom 20 + 1-20% on the Save Table. If a Magick User is the target and has learned the spell being used on him, he may substitute his Charisma or Bardic Voice score + 1-20% when attempting a save.

There are eleven grades of proficiency in casting Spells of Command, and they correspond to the grades in spell levels of Command. The proficiency level that can be attained varies according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all spells of Command he has learned are raised to the new probabilities given in the Save Table. While a Magick User



can learn spells beyond his maximum attainable proficiency grade, the percentages for a target's "save" will remain at his maximum grade. For example, Primitive Talent could learn a level XI spell, but his percentages would remain at level III.

The proficiency grades that a Magick User can attain are:

- XI. The Innermost Circle: Power Word
- X. The Tenth Circle: Enchanters, Great Fey
- IX. The Ninth Circle: Shaman, Evil Priests, Necromancers
- VIII. The Eighth Circle: Thaumaturgists, Dance/Chant
- VII. The Seventh Circle: Conjurors, Cabalists
- VI. The Sixth Circle: Magick Square, Drug Trance
- V. The Fifth Circle: Hex Masters, Mediums
- IV. The Fourth Circle: Elves
- III. The Third Circle: Primitive Talents
- II. The Second Circle: -
- I. The Outermost Circle: Any Man, Elf, Dwarf, or Haepling with Charisma or Voice over 18, and who is not a magic user.

11.7.1 Enhancement of Commands

Spells of Command may be enhanced in several ways:

1. If the caster has a Second Requisite that is Charisma or Bardic Voice, reduce save percentages by -5% for each 2 points over 14; e.g.: Charisma 17 = 10%.
2. If the caster has learned a Mantra gesture (time to learn the spell is increased by 25%), saves are reduced by -5%.
3. Meditation reduces saves from Command by -1% per day spent meditating on the spell to a maximum of -25%. Note: This form of enhancement is a "one-shot" technique and the spell so enhanced can be cast only once with such an advantage.

11.7.2 Casting Spells of Command

Spells of Command must be "targeted" if they are going to be fully effective (see Magick Conflict Table). In such instances, only one figure will be affected. If Commands are targeted into an area up to 50 feet by 50 feet, all figures in that area may be

affected. However, the save percentages are dropped to the next proficiency grade (e.g.: VI to V), and the percentages are increased by a +1-20% for each figure. When attempting to Command a large number of figures, a Magick User may be able to influence up to 22 targets.

11.7.3 Protection from Spells of Command

Increased percentages may be obtained on saves from spells of Command through the use of several magical counter-spells.

1. *Circles of Protection*: A charmed Circle of Protection will reduce a Command by one level of proficiency for each 3 MKL possessed by the caster of the circle. The spell must first succeed against the circle before it can penetrate to affect those inside at the normal level of proficiency. Thus, if a Magick User of grade IX casts a spell of Command at a circle drawn by a Magick User of MKL 9, the spell would drop to grade VI percentages for purposes of penetrating the circle.

2. *Amulets of Protection* may be enchanted by Magick Users who have learned spells of a certain grade of proficiency. Such amulets add +15% to saves against spells of a lower or equal grade, and +5% to saves against spells of a higher grade.

3. *Words of Guard*: Power Word Magicians, Enchanters, Shaman, Dance/Chant, Hex Masters, Evil Priests, lawful Clerics, Necromancers, and Elves may devise rhyming chants or other Words of Guard to defend against Commands as for Amulets. However, such forms of protection require an expenditure of 1-6 fatigue points. Such words may be applied to protect from 1-6 people (1 person per fatigue point expended).

4. *Prayer*: Any character may employ Prayer to his particular deity to defend against a Command. Prayer used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point.



LEVEL 1 COMMAND: All spells in this section are at casting level 1 at BMR 1.

Awaken: A spell which causes sleeping figures to awaken. It affects a number of figures equal to the level of the caster in a 20' x 20' area. To be able to select the subjects to be awakened, 1 fatigue point must be expended per person in the area. Awaken cancels the effects of Morpheus spells and most drugs, but not an Enchanted Sleep. The spell may be placed in a potion to be administered to a sleeping figure.

Charisma: A spell which has a 5% chance per MKL of the caster of converting the target that the caster is a friend, to a maximum of 50% chance of success. A person so affected will not act with hostility toward the caster and will actively support the caster in most arguments or fights. Duration: as long as the victim cannot free themselves from the Charisma spell. Check each week: There is a 5% chance of freeing from the spell per 2 IQ points possessed by the victim. Persons of equal or higher Charisma or Wisdom than the caster will not be affected. Note: Anyone with a Charisma or Bardic Voice above 18 automatically knows this spell without learning it, and even non-Magick Users may cast it 1 time per day at 1-20% chance of success. Number affected: 1 person per spell.

Morpheus' Blanket: A spell which will put living beings to sleep. The area affected may be up to 20' x 20'. The number of figures affected is $S / N \times H$, where $S = 200 \times \text{MKL of the caster}$, $N = \text{number of figures to be put to sleep}$, and $H = \text{total hit points possessed by the targets}$. The result indicates the number of figures that can be put to sleep for 1 turn. The time can be increased by decreasing the number of targets. For example, a MLK 10 Magick User casts a Sleep spell into a room containing 4 figures with a total of 130 hit points. In the formula we substitute: $200 \times 10 / 4 \times 130 = 3.8$ turns asleep. Figures with less than 25 hit points are automatically put to sleep without a save if the spell is targeted on the area they are in. Killing sleeping victims is considered "unheroic" and brings 10% of the normal experience bonus.

LEVEL 2 COMMANDS: All spells in this section are at casting level 2 at BMR 2.

Entrance Small Animals: A spell which charms small animals at 5% chance per MKL of the caster to a maximum of 75% chance of success. Animals so affected will become affectionate and will defend the caster against attack. There is a basic 10% chance per week that the entrance will wear off and the animal will leave. It will otherwise accompany the caster, but will resent other animals and will attack natural enemies. Animals affected: up to caster's MKL.

Induce Clumsiness: A spell causing a living creature to have difficulty in coordinating his body movements, so that an attacker has +20% probability of hitting him. Duration: Time Factor of the caster. One creature will be affected for 1-6 melee turns.

Restrain Small Animals: A spell which causes small animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-50% of the time and will flee 51-100% of the time. Duration: Time Factor. From 1-10 small animals will be affected + 1 animal per MKL of the Magick User.

Muscle Spasm: A spell used to disrupt the aim of a single fighting opponent by lowering his hit probability by -10% + -1% per MKL of the caster. Duration: 1 melee turn.

LEVEL 3 COMMANDS All spells in this section are at casting level 3 at BMR 2.

Command Small Animals: A spell which acts like a Entrance Small Animals, except that the caster now gains full control over his victims. They understand his commands and obey his orders with steadfast loyalty. Only a Magick User of higher level who knows the Command spell may dispel the caster's influence on his small animal friends.

Restrain Large Animals: A spell which causes large animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-25% of the time, flee



26-75% of the time, and charge 76-100% of the time. Duration is 1/2 Time Factor. Animals affected: up to 1/2 caster's MKL. Trained warhorses carrying an experienced rider will be unaffected 90% of the time.

LEVEL 4 COMMANDS All spells in this section are at casting level 4 at BMR 4.

Command Large Animals: A spell which permits the caster to gain control over one large animal. The animal understands his orders and obeys loyally. Only a Magick User who knows the Command spell may dispel the caster's influence. Duration: until the large animal frees itself from the spell, with one check at 25% probability per week.

Restrain Person: A spell which prevents the approach of any sentient, living being of a manlike race. If the caster advances, the held person will retreat an equal distance. Duration!: 1/2 Time Factor. Persons affected: up to 1/2 caster's MKL. Magick Users who know this Command spell save each turn to see if they can break the enchantment.

Summon Animals: A spell which calls a particular species of animal to the caster. There is a 90% chance that any animal visible will respond and a 65% chance that an animal not present will come in 1-100 turns. (Mounted animals are immune to the spell unless the animal belongs to the Magick User or another member of the party.) The summoner will have an advantage in charming or commanding the animal when it arrives: reduce animal's save by -10%. From 1-6 small animals or 1 large animal may be summoned.

Words of Power: "Deafen": Only Power Word Magicians and Enchanters may learn this spell. It completely deafens the victim so that he is unable to hear any sounds. Duration: Time Factor. Number affected: 2 per MKL up to 1/2 caster's range.

LEVEL 5 COMMANDS All spells in this section are at casting level 5 at BMR 5.

Restrain Monster: A spell which prevents the approach

of any legendary beast (unless mounted), but which has no effect on Monsters with intelligence over 15. It should be noted that if caster advances, however, the spell will be broken. Duration: 1/2 Time Factor. Monsters affected: 1 per 3 MKL of caster.

Words of Power: "Stun" Only Power Word Magicians and Enchanters may learn this spell. A zone in the shape of a cone 1/2 the Magick User's range and 10' wide per MKL extends outward in front of the caster. One living creature or material undead per MKL of the caster will be affected. The spell has a 90% chance of bashing each victim to the ground. and a 25% chance of rendering him unconscious for 1-10 turns. A mount and rider count as 1 victim, although separate checks are made for each.

LEVEL 6 COMMANDS All spells in this section are at casting level 6 at BMR 6.

Befuddle: A spell which will affect the judgment of living creatures and confuse them considerably. The spell affects 2 x caster's MKL in small animals, and 1 x caster's MKL for all other living creatures. Duration: Time Factor. Each creature affected will do one of three things: 1-25% = attack caster's party: 26-75% = mill around, doing nothing: 76-100% = attack each other. There will be a delay of 1-3 turns before the spell comes into effect.

Berserker Rage: A spell that makes the recipients fight as Viking Berserkers, heedless of personal danger. See the Individual Combat section for details. The spell can be dispelled only by Fear spell (see below). Number affected: 1 person per MKL of the caster. Monsters are unaffected unless they are human or manlike.

Bravery: A spell which immediately counters Demoralization (see below) and makes the recipients stand firm in the face of the most dangerous or fearsome of foes. Number affected: 1 per MKL of the caster.

Demoralization: A spell causing creatures under 50 hit points to immediately check morale. Add 10 hit points to the maximum limit for each grade of Command spell the caster has advanced above grade VI.



Number affected: 2 x MKL of caster up to 1/2 range.

Hate: A spell filling a victim with a wide variety of responses:

- 1-20% = Hate any enemy around except caster.
- 21-40% = Hate companions.
- 41-60% = Hate everybody except caster.
- 61-80% = Hate whoever the caster desires.
- 81-90% = Hate caster.
- 91-100% = Hate self.

Any living creature may be filled with hate and will immediately attack the named party. If Hate is directed against the person himself, there is a 50% chance he will commit suicide if under Wisdom 12. Otherwise, no effect.

Love: A spell which will cause any living creature to fall passionately in love with the person of the caster's choice. There is a 10% chance that the love will be permanent if the object of affection is over Comeliness 13. Otherwise, treat as a temporary emotion that fades in 1 day x MKL of caster + 1-100 days. If more than one person is made to fall in love with the same individual, there is a 25% chance of jealousy that will lead to a mortal combat which only the object of their love can prevent.

Mesmerism (Hypnosis): A spell which has a 5% chance per MKL of the caster of placing a human or manlike figure under the command of the caster. It is necessary to look the caster in the eyes at "face-to-face" range (20 feet or less), however, and the spell is of no effect against Magick Users of a higher grade of Command. The person so mesmerized will not do anything against his basic nature but will otherwise obey his master. The victim has a 5% chance of freeing himself from the spell per 10 point he possesses, and a check is made once per day following the casting of the spell.

LEVEL 7 COMMANDS All the spells in this section are at casting level 7 at BMR 7.

Geas: A spell which compels the victim to perform a desired task. Any attempt to deviate from the per-

formance of the task will result in a 10% loss of maximum fatigue per day until 0 fatigue is reached, at which point all attack and defense bonuses are lost. A Geas may be placed upon any living, sentient creature of manlike shape, except Trolls. Ignoring the Geas entirely will bring down a Curse upon the victim (see Curses). The Geas will endure until the task is completed or the Geas is lifted with a Remove Curse spell cast by a Magick User of equal or higher experience factor than the one who had placed the Geas. Note: All grade VI Command spells must be learned before a Geas can be learned. Magick Users above the grade of the caster are unaffected by a Geas.

Word of Power: "Weaken": Only Power Word Magicians and Enchanters may learn this spell. The victim becomes weaker at the rate of 10% per turn until 50% of normal strength is reached. This weakness is reflected in attack and defense capabilities, carrying capacity, and fatigue levels and recovery rates. Duration: Time Factor. The spell may be cast up to 1/4 the caster's range.

LEVEL 8 COMMANDS All the spells in this section are at casting level 8 at 5MR 8.

Forgetfulness: A spell which causes the victim to lose 1-10 IQ points for 1-6 days x MKL of the caster. A Magick User so afflicted will be unable to remember any spells. A loss of 10 IQ points means that the victim has total amnesia and is utterly feeble-minded. Only one figure may be affected at a range up to 1/4 range. Magick Users above the grade of the caster will be unaffected.

Word of Power: "Blind": Only Power Word Magicians and Enchanters may learn this spell. The victim has a 1-50% chance of suffering a partial vision loss, with all attack and defense bonuses reduced by 1/2; and a 51-100% chance of suffering a total loss of vision. The spell will affect 1 person per MKL of the caster up to 1/2 range. The Undead are unaffected, however, because they do not see as normal beings do. Duration: Time Factor.

LEVEL 9 COMMANDS All the spells in this section are at casting level 9 at BMR 9.



Enchanted Sleep: A powerful sleep spell that will affect only one person or Monster (except Undead). The person put to sleep cannot awaken until the conditions needed for awakening are fulfilled. The spell must be placed in some item of food and eaten by the victim. Note: spells of divination may reveal the conditions necessary to awaken the victim. The conditions should be difficult to meet, but not ridiculous.

Great Command: A powerful spell of Command giving the caster the ability to control any single living creature. Undead and Demons cannot approach and, 1-75% of the time, must immediately leave the presence of the caster and not return for 1-100 days. Duration: until dispelled by caster or until victim breaks the spell (see Command Spells). The range is 1/4 caster's range.

Word of Power: "Blast": A spell causing a bolt of lightning to issue from the finger of the caster. Only Power Word Magicians and Enchanters may learn this spell. The bolt will do 5 x MKL points of damage to any being, smashing him to the ground, and rendering him incapacitated 1-50% of the time for 1-6 turns. Fire creatures suffer double damage and immediately flee, if possible. The bolt is 50' long and 5' wide, and all creatures within it are affected. The initial point of impact is targeted, and all creatures within it are affected. The initial point of impact is targeted, and the bolt is measured back from there. Failure to target causes the bolt to go to the full range of the Magick User x 1-6. If a solid target is struck, the bolt will Remove material in a volume equal to an Amplified Remove at the caster's PMF. The bolt will rebound backward 25' from any solid target that is struck, affecting an area 25' x 25'. Note: Shamen who master Weather Control can learn the effect.

LEVEL 10 COMMANDS All the spells in this section are at casting level 10 at BMR 10.

Word of Command: "Air": A spell giving the caster all Basic Magick Air spells.

Word of Command: "Earth": A spell giving the caster all Basic Magick Earth spells.

Word of Command: "Fire": A spell giving the caster all Basic Magick Fire spells.

Word of Command: "Water": A spell giving the caster all Basic Magick Water spells.

The Lyre of Apollo: An Enchanter may fashion a golden lyre which provides him with -15% reduction on saves vs. spells of Command and acts as a Circle of Protection so long as the Enchanter plays it. The Enchanter Adept will not fashion such a lyre for anyone except himself.

The Pipes of Pan: An Enchanter may fashion the silver Pipes of Pan, giving him -10% on all saves vs. spells of Command. The Enchanter Adept will fashion such a musical instrument for another Enchanter.

The Star of Alexander: A Dwarvish cut ruby set into a ring or other setting and thrice enchanted. The Magick User must have learned all spells which influence or command men to perform this enchantment. The possessor of the Star of Alexander will have a Military Ability of 13 and a Charisma for purposes of commanding troops and maintaining morale of 25. Troops personally led by such a charismatic leader never check morale.

LEVEL 11 COMMANDS All spells in this section are at casting level 11 at BMR 10.

Miracles: The ability to perform Miracles places the Magick User in the Clerical system. Each sub-spell empowers the caster to perform the Miracles in the number sequence on the Miracles list. Miracles 1-3, for instance, allows the caster to perform Miracles #1 to #3. The spells must be learned in sequence.

Miracles 1-3:

Miracles 4-5:

Miracles 6-7:

Miracles 8-9:

Miracles 10-11:

The Demon King may also perform Miracles, but is loathe to do so because many of them have the potential of doing good.



11.8 Spells of Illusion

The creation of Illusions is properly the province of the Thaumaturgist and, to a slightly lesser degree, the Conjuror and the Mystic. Other Magick Users may also learn to cast the spells, but they cannot advance as far. Illusion is the art of creating in the mind of the beholder what is actually not there. "Belief" in the reality of the Illusion is thus fundamental to the success of the spell. A disbeliever will be affected far less by what he sees, knowing it to be unreal. The Intelligence of a person assists him in resisting the effects of Illusions; for the man of keen mind is able to analyze what he perceives and distinguish the real from the false more readily. All figures must therefore come to "disbelieve" the Illusion by successfully saving from the spell on the following Belief Table:

%Die Saves Illusion Level of Magus casting Illusion Spell

	<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>	<i>VI</i>	<i>VII</i>	<i>VIII</i>	<i>IX</i>	<i>X</i>	<i>XI</i>
0-95%	IQ20	IQ21+									
0-90%	IQ19	IQ20	IQ21+								
0-85%	IQ18	IQ19	IQ20	IQ21+							
0-80%	IQ17	IQ18	IQ19	IQ20	IQ21+						
0-75%	IQ16	IQ17	IQ18	IQ19	IQ20	IQ21+					
0-70%	IQ15	IQ16	IQ17	IQ18	IQ19	IQ20	IQ21+				
0-65%	IQ14	IQ15	IQ16	IQ17	IQ18	IQ19	IQ20	IQ21+			
0-60%	IQ13	IQ14	IQ15	IQ16	IQ17	IQ18	IQ19	IQ20	IQ21+		
0-55%	IQ12	IQ13	IQ14	IQ15	IQ16	IQ17	IQ18	IQ19	IQ20	IQ21+	
0-50%	IQ11	IQ12	IQ13	IQ14	IQ15	IQ16	IQ17	IQ18	IQ19	IQ20	
0-45%	IQ10	IQ11	IQ12	IQ13	IQ14	IQ15	IQ16	IQ17	IQ18	IQ19	
0-40%	IQ9	IQ10	IQ11	IQ12	IQ13	IQ14	IQ15	IQ16	IQ17	IQ18	
0-35%	IQ8	IQ9	IQ10	IQ11	IQ12	IQ13	IQ14	IQ15	IQ16	IQ17	
0-30%	IQ7	IQ8	IQ9	IQ10	IQ11	IQ12	IQ13	IQ14	IQ15	IQ16	
0-25%	IQ6	IQ7	IQ8	IQ9	IQ10	IQ11	IQ12	IQ13	IQ14	IQ15	
0-20%	IQ5	IQ6	IQ7	IQ8	IQ9	IQ10	IQ11	IQ12	IQ13	IQ14	
0-15%	IQ4	IQ5	IQ6	IQ7	IQ8	IQ9	IQ10	IQ11	IQ12	IQ13	
0-10%	IQ3	IQ4	IQ5	IQ6	IQ7	IQ8	IQ9	IQ10	IQ11	IQ12	
0-5%	IQ2	IQ3	IQ4	IQ5	IQ6	IQ7	IQ8	IQ9	IQ10	IQ11	
0%	IQ1	IQ2	IQ3	IQ4	IQ5	IQ6	IQ7	IQ8	IQ9	IQ10	

A percentage dice result within the indicated "save" limits means that the character or Monster "disbelieves" the Illusion. Disbelief causes a loss of fatigue because energy has to be expended to fight the effects of the spell, with 1 fatigue or Body point being expended per game turn or melee turn. If a victim fails to disbelieve when confronted by an Illusion, he may attempt to disbelieve in any subsequent turn, but with -10% from his chances of disbelieving.

The IQ of a victim determines the percentage possibility of disbelief. Unintelligent Monsters have an IQ of 1-10. Highly intelligent Monsters have an IQ of 11-20, as do most Magical and Enchanted Monsters (including "Great Horses"). Dragons, Unicorns, and very high level Demons have an IQ of 6-25. In some instances, Monsters have specific IQ's printed in their Profiles, and these should be used when determining belief or disbelief.



11.8.1 Illusionist Ranking

The ten spell casting levels represent the ten grades of proficiency that a Magick User or Magick-Using Monster can attain in the performance of Illusions. The proficiency levels vary according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all Illusions he has learned up to that time are raised to the new probabilities given in the Belief Table.

The proficiency grades that a Magick User can attain are:

- XI. The Innermost Circle: Thaumaturgists
- X. The Tenth Circle: Conjurors, Great Fey
- IX. The Ninth Circle: Enchanters, Power Word, Evil Priests
- VIII. The Eighth Circle: Cabalists, Elves, Shamen
- VII. The Seventh Circle: Magick Square, Drug Trance
- VI. The Sixth Circle: Dance/Chant
- V. The Fifth Circle: Mediums
- IV. The Fourth Circle: Hex Masters (Witches & Warlocks)
- III. The Third Circle: Primitive Talents
- II. The Second Circle: -
- I. The First Circle: -

While a Magick User may learn spells beyond his proficiency grade, the percentages for disbelief remain at his proficiency grade. For example, a Primitive Talent could have learned a level X Illusion, but victims would save at level I percentages.

11.8.2 The Innermost Circle

The Innermost Circle is the highest grade of proficiency that an Adept at Illusions can attain, and it is limited to Thaumaturgists and the Demon King. All Illusions are much more powerful, so that “saves” are made against them -20% at the level X percentages, with three times the cost in fatigue or body points to resist the effects of the spell.

11.8.3 Enhancement of Illusions

Illusions may be enhanced in three ways:

1. The use of “smokes” such as those produced by burning incense, “fogs” against which an Illusion can

be projected, “perfumes” and “essences” to produce mysterious odors, or cauldrons of steaming “brew” reduces the chance of a save by -10%.

2. Chants reduce “saves” from Illusions by -5%. These are unique to a few Magick Users.

3. Meditation reduces “saves” from Illusions by -1% per day spent meditating on the spell, to a maximum of -25%. Note: This form of enhancement is a “one-shot” technique and the spell so enhanced can be cast only once with such an advantage.

11.8.4 Casting Illusions

Unlike many other spells, Illusions need not be “targeted” on the Magick Conflict Table. Illusions can be cast against specified people or into an area in which all occupants will be affected.

The spell range is given in the Personal Magick Factor Table and, upon the caster’s reaching the Second Circle, ranges are doubled. The only limitation is that the Magick User be able to see the target, either by normal sight or by magical means. (Cabala/Symbolists, of course, are exempted from this rule, as they may leave their Symbols behind them to be activated later.)

11.8.4.1 Protection from Illusions

Increased percentages may be obtained on saves from Illusions through the use of several magical means:

1. *Amulets of Protection* may be enchanted by Magick Users who know all the spells of a certain grade of proficiency. Such amulets add +10% on saves against spells of a higher proficiency grade and +15% on saves against spells of an equal or lower grade.
2. *Words of Guard*: Enchanters, Power Word Magicians, Hex Masters, Shamen, Evil Priests, Lawful Clerics, and Dance-Chant Natural Talents may devise rhyming chants or other Words of Guard to defend against Illusions as for Amulets. However, such protection requires an expenditure of fatigue points. They can be applied to as many persons or creatures as the Magick User has proficiency grades and last for his Time Factor for spell duration.



3. *Prayer*: Any character may employ prayer to his particular deity to defend against an Illusion. Prayer used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point or body point.

4. *Circles of Protection*: A charmed Circle of Protection requires an Illusion spell to be targeted against the intended victim. If targeting is successful on the Magick Conflict Table, check for individual saves. Targeting computed by comparing the experience factors of the attacking and defending Magick User, and applies to each person in the circle. Saves are made according to the IQ of the Magick User who has erected the defensive barrier, unless a character has a higher IQ.

11.8.5 The Levels of Illusion Spells

LEVEL 1 ILLUSIONS All the spells in this section are at casting level 1 and BMR 1.

Blurred Image: The caster's appearance is highly blurred, providing -10% on opponents' hit probabilities and -10% on targeting by an attacking Magick User of equal or lower spell casting level. Duration: 3 turns minimum.

Reveal Illusion I: A spell of long duration which permits the caster to spot an Illusion of Level I from 1-3 times. The spell can also be placed in a potion.

Dispel Illusion I: A spell which permits the caster to Dispel an Illusion of grade I up to 1/2 his spell range. The spell must be targeted on the location of the suspected Illusion, with a 25% chance of successfully dispelling the Illusion if on target.

Sleight of Hand: A spell giving the caster the ability to perform slight of hand tricks (including successfully picking pockets, etc.) and other forms of popular "magick" that are designed to entertain, baffle, and impress the uninitiated. It is ineffectual against Magick Users above the casters proficiency grade.

Wall of Fog: A spell which creates the illusion of an actual Fog (see Basic Magick).

LEVEL 2 ILLUSIONS: All the spells in this section are at casting level 2 and BMR 2.

Cloud of Dust or Sand: A spell which creates the illusion of a swirling cloud of dust or sand (see Basic Magick).

Deafness: A spell which causes the victim to believe he cannot hear until the spell is Dispelled, Cured, or removed by the caster.

Reveal Illusion II: As for Reveal I, only Levels 1 and 2 spells are revealed.

Dispel Fatigue: A spell which gives the recipient the illusion of being healthy and fully rested. It permits the recipient to continue on without rest until the spell has ended (Time Factor + 1-20 full game turns). However, one must rest twice as long as usual after the effects wear off, usually in a deep sleep. Men who have been badly wounded or who were recently Raised from the dead can move about normally, but at the end of the spell they suffer 1-10 points of damage. This spell can be placed in a potion.

Dispel Illusion II: A spell like Dispel I Grade II Illusions are dispelled at 25%, while grade I Illusions are dispelled at 40%.

Mystic Writing: A spell that blurs the caster's writing so that only the one who is intended to read it can do so safely. Any others attempting to read must save or else be totally confused for 1-10 turns. One spell is enough to protect one page. Failure to save upon chancing a second reading causes confusion for 11-30 days. To actually be able to read the script requires a Dispel II.

Delusion: A spell that causes the target to suffer from an unjustified belief in his own abilities or those of newly found items which may appear to be (or are) enchanted. There can be only one save. Victims now tend to do things which, in a normal frame of mind, they would never do. Duration: Time Factor + 1-20 full game turns.



LEVEL 3 ILLUSIONS: All the spells in this section are at casting level 3 and BMR 3.

Reveal Illusion III: As for Reveal I, only Level 1 to 3 spells are revealed.

Diminish: A spell creating the illusion that a figure or object is up to 1/20 its normal size. Only one save is possible. If believe occurs, the figure or object will be seen to be able to do anything something that small could do. Duration: 1-20 turns.

Dispel Illusion III: As for Dispel I. Level 3 Illusions are dispelled at 25%, while Level 1 and 2 Illusions are dispelled at 45%:

Growth: A spell creating the illusion that a figure or object is 1-20 times its normal size. Only one save is possible. If belief occurs, the figure or object will be seen to be able to do anything something that large could do. Duration: 1-20 turns.

Fey Landscape I: A spell which conceals or else creates terrain features which appear real to the beholder. It is a broad-area illusion existing in all directions up to the maximum range of the caster. Only Magick Users may save from this spell, and if disbelief occurs, they must approach to within 20 feet of any illusory object to see it is unreal. All other figures must actually touch an illusory object to see it is unreal. Duration: 1 game day per MKL of the caster.

Reflection of Self: A spell creating the illusion of 1-6 figures identical to the caster and duplicating his every move. Any beholder failing to make an initial save will not be able to tell the difference until the spell has ended. Any image that is touched will disappear. Duration: 2 x Time Factor.

Trustworthiness: A spell creating the illusion that the caster can be trusted completely. The spell is effective when made "face-to-face," and it will influence anyone that close up to 6 turns after it is cast. Each failure to save reduces save probabilities by 10%. Any figure failing to save will trust the caster until given some reason for suspicion.

LEVEL 4 ILLUSIONS All the spells in this section are at casting level 4 and BMR 4.

Reveal Illusion IV: As for Reveal I, only Level 1 to 4 spells are revealed.

Dispel Illusion IV: As for Dispel I, Grade IV Illusions are dispelled at 25%, while grade I to III Illusions are dispelled at 50%.

Hypnotic Spiral: A spell creating the illusion of a whirling spiral of scintillating color that appears directly in front of the caster. Any being of IQ 12 or less will be held motionless and staring so long as the caster concentrates on the spell, plus 1-6 turns. Anyone will be affected within 60 feet who fails to save, unless above IQ 12. Members of the Magick User's party must avert their eyes to be protected from the spell.

Illusory Image: A spell creating the illusion of any person or Monster the caster has seen before. So long as the caster concentrates on the spell, the figure will move and speak convincingly. Anyone who does not immediately disbelieve in the figure's reality will act accordingly. Duration: 1 x Time Factor or until touched.

Projected Image: A spell which projects the image of the caster up to his full spell range. The image will move, act, and speak as if it were the caster, and all spells will seem to emanate from it. However, the spell range is measured from the caster's actual position to the target. Only one save may be made against this spell, and the image will remain 3 x Time Factor or until touched.

Fey Landscape II: A spell closely resembling the spell of Level 3, except that non-Magick Users must disbelieve each time they touch an illusory object or it will continue to appear real to them. Duration: 1 game day per MKL of the caster.

LEVEL 5 ILLUSIONS: All spells in this section are at casting level 5 at BMR 5.

Reveal Illusion V: As for Reveal I, only Level 1 to 5 spells are revealed.



Dispel Illusion V: As for Dispel I, Level 5 Illusions are dispelled at 25%, while Level 1 to 4 Illusions are dispelled at 50%.

Disguise: A spell permitting the caster to assume a disguise successfully. Only one save is possible, after which a believer will not question the authenticity of the caster's assumed identity until the Disguise is Dispelled or the real person whose identity was taken appears on the scene. Duration: until Dispelled.

Phantasmal Landscape: A spell creating the illusion of reality for all of the senses. All must disbelieve each time they touch a phantasmal object or it will appear in every way to be real. Even when carried outside the zone of the spell, the objects will still continue to have existence for the characters believing in them. Only persons who had saved or who were never exposed to the spell will see that nothing is present. Range is to the limit of the caster's range. Duration: until Dispelled.

Phantasmal Weather: A spell creating the illusion of actual weather conditions. Rain will seem to wet believers to the skin, snow will cause believers to feel cold, etc. Only one save is possible against this spell. Duration: up to 1 game day. While the range of the spell is only to the limit of the caster's range, the effect will travel with those who are affected and will appear to extend to the horizon.

LEVEL 6 ILLUSIONS: All spells in this section are at casting level 6 at BMR 6.

Reveal Illusion VI: As for Detect I, only grade I to VI spells are detected.

Dispel Illusion VI: As for Dispel I. Grade VI Illusions are dispelled at 25%, while grade I to V spells are dispelled at 55%.

Shadow Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause 1/2 damage. If disbelieved, 1/10 damage is caused. All Basic Magick effects can be simulated by this spell, although no effect is had on non-sentient materials.

Shadow Monsters: A spell creating quasi-real Monsters that, if believed by victim, will act in every way like the real version and have similar effects on the believer. However, all damage is 1/2 normal. If disbelieved, the Shadow disappears for the characters recognizing its unreality. Only one save is possible against this spell. Once created, the Shadow will endure 3-20 game turns or until Dispelled or slain. Shadow Monsters will sustain 1/4 the damage of the real Monster.

LEVEL 7 ILLUSIONS: All spells in this section are at casting level 7 at BMR 7.

Reveal Illusion VII: As for Reveal I, only Level 1 to 7 spells are revealed.

Dispel Illusion VII: As for Dispel I. Level 7 Illusions are dispelled at 25%, Level 1 to 6 spells are dispelled at 60%.

Phantom Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause full damage. If disbelieved, 1/5 damage is caused. All Basic Magick effects can be simulated by this spell, and non-sentient materials are affected.

Phantom Monsters: A spell creating quasi-real Monsters that, if believed by the victim, will act in every way like the real version. All damage is full, unless disbelieved, in which case damage is 1/5. Phantoms will sustain 1/3 the damage of the real Monster. Once created, the Phantom will endure 5-20 game turns or until Dispelled or slain. As it is fairly material, it will pursue victims beyond the caster's spell range.

LEVEL 8 ILLUSIONS: All spells in this section are at casting level 8 at BMR 8.

Dispel Illusion VIII: As for Dispel I. Level 8 Illusions are dispelled at 25%, while Level 1 to 7 Illusions are dispelled at 65%.

Djinn Creation: A powerful Illusion spell permitting the caster to create material objects such as palaces, castles, etc. Once created, the objects are real so long as the enchantment is not Dispelled by a Magick User



of equal or greater power. An area equal to 1/2 of the caster's range in every direction round about may be filled with the Illusion. It may even be peopled by Phantom beings who appear real in every way. However, precious metals such as silver, gold, and platinum have a very limited life (1-20 days) and will disappear 50% of the time if dropped onto a plate of cold iron. Such a spell will totally exhaust a Magick User, causing 100% fatigue drain. There is a 50% chance that he will be unable to perform any spells for 1-20 days after casting a Djinn Creation spell.

Fairy Gold: A more limited application of Djinn Creation, with minimal energy drains, which creates 1-100 pieces of Fairy Gold per MKL of the caster. The Gold will last for an indefinite period. If it survives the test of cold iron, it will continue to appear real for 1-20 days afterward and cannot be Dispelled or caused to disappear by further tests with cold iron until the period is over.

True Sight: A spell permitting the caster to see through the Illusions of any Magick User of a lower Level, and otherwise acting as a Reveal Illusion spell with 50% chance of detection.

LEVEL 9 ILLUSIONS: All spells in this section are at casting level 9 at BMR 9.

Dispel Illusion IX: As for Dispel I. Level 9 Illusions are dispelled at 25%, while Level 1 to 8 Illusions are dispelled at 65%.

Spectral Monsters: A spell creating the illusion of a quasi-real Monster based upon the most terrible fears of the victim. The Monster is visible only to the caster of the spell and the victim. The Specter is able to cross all barriers and is immune to attacks by normal weapons. The subject may attempt to disbelieve, but disbelief lasts only 1-3 turns, after which the Monster will reappear. If the victim has faced such attack before he has a 25% chance of turning the Monster on the caster and a 75% chance that the Monster will disappear, provided of course that he disbelieves. If the victim also possesses the spell, there is a 50% chance that he will gain full control of the Monster if he is able to disbelieve. Spectral Monsters have a 5

x PMF of the caster in hit points, do 4 x WOF damage with Giant Claws and Fangs, and have hit probabilities of 60%. Duration: 21-40 turns.

LEVEL 10 ILLUSIONS: All spells in this section are at casting level 10 at BMR 10.

Dispel Illusion X: As for Dispel I. Level 9 Illusions are dispelled, while Level 1 to 9 Illusions are dispelled at 70%.

The Nightmare: A spell creating a quasi-real Spectral Monster with unlimited duration. Only a Dispel Illusion X or XI or an Exorcism can remove the 'curse' of the Nightmare. First of all, the Nightmare attacks all of the victim's livestock: horses are found lathered and exhausted in the morning, literally ridden into the ground; cattle, sheep, etc., are found slain in the morning; and so on. This phase lasts 1 to 3 months. Then the victim will dream he is riding for his life, and in the morning he will wake exhausted. He cannot recover fatigue from sleep, but always wakes drained and weakened. This phase lasts 1-3 weeks. Finally, if the Nightmare has not been Dispelled or Exorcised by this time, it will inevitably appear each night in the form of a great Black Horse and attempt to trample the victim to death. The victim survives only if he disbelieves and awakens. He will be totally exhausted (0 fatigue points) after each experience.

LEVEL 11 ILLUSIONS: All spells in this section are at casting level 11 at BMR 10.

Chaotic Landscape: A spell that affects an area up to the limit of the caster's range in all directions, causing confusion in the affected zone because everything is changing shape and color continuously. Anyone failing to save from the spell has a 1-10% chance of becoming permanently insane, 11-25% chance of becoming temporarily insane for 1-6 days, and 26-100% chance of being confused and incapable of purposeful action for the duration of the spell. Duration: as long as caster concentrates on the spell without interruption, with 1-6 fatigue points drain per turn after the third turn. Note: There is a 5% chance per turn that the caster will himself become confused and lose his concentration.



Dispel Illusion XI: A spell which dispels all Illusions of Level 1 to 9 at 75% and Chaotic Landscape at 25%.

Protection from Illusions: A powerful protective spell which gives the caster +25% protection on saves from any Illusion spell. The spell is usually placed in a Magick device. Adepts of the Innermost Circle will not enchant such a device for anyone but themselves.

The World Riddle: A spell that raises the Great Question in the mind of the victim until it becomes an obsession. If the victim fails in his initial save, the spell builds in its effects over 1029 days. At that point, nothing changes in the external world, but the victim is inflicted with a Morose Introspection and begins to doubt the existence of the world and even of himself. Once inflicted by this terrible doubt, the victim becomes a total catatonic because he is unable to develop the belief needed for purposeful action. He attempts a save once each day, but every failure reduces the save percentage by -5%. Conversely, each successful save reinforces the victim's belief that he and the world are real and increases the save percentage by +5%. Once the "save" reaches 100% chance of success, the victim is freed of any further attacks of doubt so long as he lives totally in the present and makes no long range plans. Any time he attempts any action that will require any real planning, the "save" probability drops to 60% and a "save" is attempted. Failure to "save" returns him to the "save" probability he had when first inflicted, and the process repeats itself. Note: This presents grave risks to a Magick User who is so inflicted, for he must necessarily engage in intense planning to practice the Arcane Arts. The Caster of this powerful spell also runs risks. Each time he casts it, he adds 1-5% chance of being trapped in the very doubt he is attempting to inflict on others. The Demon King, if so trapped, is afflicted for 200 years at most, then returns to normal. The base value for "entrapment" is 0% chance.

11.9 Spells of Arcane Lore

In addition to the already vast number of spells in the body of common-knowledge most Magick Users possess as a Whole, there are also ancient enchant-

ments long forgotten. A Magick User who has learned such spells will not divulge them to anyone. *Ancient Lore must be acquired by finding and researching old scrolls and books or by summoning Demons capable of giving instruction.*

LEVEL 1 ANCIENT LORE: All spells in this section are at casting level 1 and BMR 2.

Noise: A spell to create background noise within the range of the caster. Sounds are not complex, like speech, but they are highly realistic and will tend to distract enemies. Duration: 1 turn.

Restrain Portal: A spell used to close a door as if it were barred. It may be negated by a Dispel or passed by using a *Enter*. If the door is forced by high-ranking Demons, it will be shattered 1-50% per turn if it is made of wood and 1-25% if metal. The "Restrain" will last for 3-8 turns.

Dark Sight: A spell which bestows upon the recipient the ability to see perfectly in the dark up to a distance of 60 feet. Dwarves possess this as a natural ability. Duration: 10-60 turns (1-6 hours)

Listen: A spell which enhances one's ability to hear noises by +10% per MKL when listening at doors, through thin walls, or to noises in the distance, up to a 90% chance of successful detection. Duration: 3 turns + Time Factor.

Voice: A spell which projects the caster's voice up to 100 feet for 1 turn.

LEVEL 2 ANCIENT LORE All spells in this section are at casting level 2 and BMR 3,

Arcane Lock: A powerful binding spell which seals a portal shut and prevents passage unless the lock is dispelled by a Magick User of equal or higher MKL. Physical force has only a 10% chance of forcing the door if it is wooden, and a 1% chance if it is metal (this includes battering rams, heavy missiles, and the like). Duration: until Dispelled.

Enter: A spell permitting the caster and up to 6 friends



to pass through a *Restrain Portal* without disturbing the spell, to open secret doors, or to unlock normally secured doors and gates. An actual knock is required, whereupon the portal swings open for 1 turn, and then closes and locks again.

Silence: A spell which deadens all sounds around the caster for 1-6 turns. The duration may be extended by expending 1 fatigue point per extra turn. The spell may be placed on 1-6 others as well as if they are within 10 feet of the caster. This is a protective spell to prevent being overheard. It does not impair speech.

Far Sight: A spell enabling the caster to see to the horizon as if looking through a very powerful telescope. Duration: 3 turns + Time Factor.

LEVEL 3 ANCIENT LORE: All spells in this section are at casting level 3 and BMR 4.

Healing: A spell enabling the caster to heal wounds by reducing damage 1-6 points. The spell will restore fatigue and body levels. Only one person may receive the benefit.

Growth/Diminish: A spell enabling the caster to increase or reduce in size any recipient who is living. The spell must be targeted. Growth will be 2-3 times normal. Diminution will be from 1/2 to 1/20 normal size. Duration: 3 turns + Time Factor.

Seven League Boots: A spell which enables the recipient to travel three times the normal distance in a day. The recipient must rest the following day.

Herculean Power: A spell which increases the recipient's strength for 10 turns: enabling him to carry double his normal carrying capacity: strike +3 extra blows per turn: and do 1-6 additional points of damage each time he strikes an opponent.

Swiftfoot: A spell which enables the recipient to move at twice his normal speed for 10 turns.

Fish Breathe: A spell which enables the recipient to breathe under water for 10 turns.

LEVEL 4 ANCIENT LORE All spells in this section are at casting level 4 and BMR 5:

Command Plants: A highly specialized command spell of Level 4 which enables the caster to control plants within the limits of their natural characteristics. The plants affected are those within the casting range of the Magick User. They will hinder passage of enemies by tripping: entwining, or even striking them. Combined with a Growth spell, the plants will grow so dense that passage will be virtually impossible to all those not specifically welcome to the caster.

Wisdom of the Ages: A spell which enables the Magick User to research a particular device. From 1-100 days will be required, after which the Magick User will have a 25% chance of knowing the answers to each of 7 questions he has about any device, book, etc., in his possession.

Reflection: A spell which reflects the gaze of any Basilisk or Medusa like a mirror. It can also reflect the gaze of a vampire 20% of the time if he is attempting to Mesmerize the Magick User. Range: 30 feet. Duration: 1-3 turns.

Proteus' Children: A spell enabling the recipient to assume the form of any animal (not legendary or enchanted beasts) for up to 24 hours (240 turns)

LEVEL 5 ANCIENT LORE: All spells in this section are at casting level 5 and BMR 6:

Doppelganger: A Doppelganger is a duplicate of a person which is under the complete control of the Magick User who creates it, but which develops a personality and sense of independence of its own with the passage of time. In order to create a Doppelganger, a number of spells and procedures are required:

1. The original or 1-7 objects recently in contact with him are essential for the model.
2. Ice or snow must be used to mould the body. The ice or snow must be enchanted.



3. An Illusory Image must be cast 3 times on successive weeks to give the doppelganger the features of the original.

4. Strength must be cast to give the Doppelganger the power to move.

5. Healing must be cast to give the Doppelganger the power to recover from fatigue and wounds.

6. Telepathy must be cast to impress the Doppelganger with the thoughts of the original.

7. Telepathic Command must be cast to place the Doppelganger under the control of the Magick User. The Magick User's influence will last 1-6 months, after which time a check must be made to see if the "friendly relationship" will continue (50% chance). If the Doppelganger is freed from the Magick User's influence, he will be immune to further attempts by his Creator to control him in any way and will react with deep hostility toward his Creator 25% of the time.

The Doppelganger will take from 1-6 months to prepare and instruct, after which it will have the ability to assume the identity of the original. Initially, it will have 10% of the original's abilities, and gains 10% per month until it reaches 90%. A Doppelganger can be detected 1-20% of the time when the original is present, provided the person who sees them together knows the original well. The doppelganger will seek to destroy the original and will stop at nothing to eliminate the person whose identity is the reality, while the Doppelganger's is a mere shadow of that reality.

Gaseous Form: A spell enabling the recipient to become gaseous, like a Vampire, for up to 6 turns. While in such form, the recipient is immune to all Basic Magick spells except Magick Fire and winds created by air spells, which will dissipate the gas. However, except for casting magical spells, anyone in Gaseous Form is completely without substance and cannot handle objects. etc.

Regeneration: A spell which enables the caster to give himself the ability to regenerate wounds at +1 point per turn. The spell can be cast only once.

LEVEL 6 ANCIENT LORE: All spells in this section are at casting level 6 and BMR 7:

Interdimensional Labyrinth: A very powerful Illusion of the Sixth Circle which places the victim in an interdimensional trap for 20 + 1-100 turns. After this time has elapsed the victim will emerge at the location where he was caught in the Labyrinth 1-60% of the time. 61-100% of the time he will emerge at another location 1-100 miles distant. Creatures with IQ's over 11 require 1/2 the time to thread their way through the dimension maze and escape. Creatures with IQ's of 19 or better require 1/4 the time. Creatures with IQ's of 7 or less require 3 x the normal time. Range: 60 feet, with an area 10' x 10' affected by the spell.

Arcane Container: A spell permitting the Magick User to place his life force in an enchanted container while he attempts to possess the body of another creature within 100 feet of the container. The container must also be within 10 feet of the body of the Magick User when the spell is cast. A "possession" takes place as if a Command of Level 9 had been cast and it will last as long as the Magick User desires. Only an Exorcism will drive him out. If the possessed body is destroyed, the life force will return to the Magick Jar or else attempt another possession. If the body of the Magick User is destroyed, his life force must either remain in a possessed body or return to the container. If the container is destroyed, the Magick User will be totally and irrevocably annihilated. The possession will be quite obvious to those who know the possessed person well, for the Magick User gains no knowledge of the routine or habits of the person whose body he has "borrowed." There is a 1-15% chance per turn he is so exposed to people who know the possessed victim that they will notice something is definitely "odd" or amiss.

LEVEL 7 ANCIENT LORE: All spells in this section are at casting level 7 and BMR 8.



Master of the Storms: A spell permitting the caster to alter the weather conditions for 1 mile x MKL in all directions. The delay between casting the spell and the onset of the weather is 1-20 turns. The weather conditions will last 1-50% = 10 turns; 51-75% = 60 turns; 76-100% = 240 turns (1 day)

1. Rain/Stop Rain: a heavy downpour which turns the ground to mud in 3 +1-100 turns. The spell may be reversed by a Stop Rain, which also stops normal rainfall for the duration of the spell.

2. Fog: a dense mist settles over the area for the duration of the spell. Only a Heat Wave will disperse it.

3. Heat Wave/Cold Wave: a sudden heating or cooling effect. A Heat Wave will cause troops or animals to fatigue twice as quickly as normal, while a Cold Wave reduces general fighting efficiency by 25%. Each spell is used to counter the other.

4. Cloudy Day: a spell which causes a dense overcast of black cloud, permitting light-hating creatures to venture forth without discomfort or demoralization. Clouds may be dispersed by a Heat Wave, which is nothing more than an intensely Sunny Day. A Cloudy Day may be used to dispel a Heat Wave.

5. Tornado: a huge whirlwind encompassing a radius of 50 feet and rising 1000 feet into dense clouds overhead. Each turn a victim is caught inside the tornado, 1-20 points of damage is suffered. There is a 1-20% chance of being thrown clear of a tornado each turn, and the victim will be released from 10 to 100 feet above the ground, suffering 1 6-sided die of damage per 10 feet fallen. It will instantly demolish small structures, especially of wood or wattle construction, pick up large animals and all except the largest monsters, and dissipate all except the Great Elementals. Only the first 4 turns of a tornado are controllable by the caster of the spell. after which the vortex moves randomly (1 = N; 2 = E; 3 = S; 4 = W) each turn. The speed of the tornado is 50-100 feet per turn. Anyone within 500 feet will instantly check morale as if excess casualties had been suffered.

Master of the Earth: When above ground the Magick

User may use this spell to move major landforms such as hills or ridges. The spell takes 1-100 turns to take effect and the terrain so affected will move 10 feet per day for 2-7 days. This is a more limited spell than meets the eye, for it is not a spell. Hills and mountains will not instantly rear up to crush entire armies; the terrain moves very gradually, with a minimum of fuss, and with no disruption of structures on it or in front of it. In fact, it is comparable to a "wave" of earth which flows around or raises up points of resistance. Remember, it took all of the combined power of the great Witches of Eastcarp to move a Mountain Range, and a single Magick User is just not powerful enough to do something that spectacular. It is a spell best suited to improving fortifications or to siegework. One defect is that if there are enough actively opposed wills to show disbelief (treat the spell as an Illusion of Level 5 for this purpose), the spell will fail. From 50-300 disbelievers are quite sufficient. Assume an average IQ of 10 for humans, and check per 25 observers. If all of the observers present "approve" of the project, however, there is no need to check for "disbelief" because they are actually willing the earth to move along with the caster.

Super Concentration: A spell which enables a Magick User to enhance his chances at casting or targeting spells by +10% instantly. Memory is increased by 1-20% as well. Duration: 1 turn.

Vitality: A spell which enables a Magick User to double his fatigue recovery rate for an entire day. It may be used 1-3 times per week.

LEVEL 8 ANCIENT LORE: All spells in this section are at casting level 8 and BMR 9,

Teach: A spell which gives the caster the ability to teach a spell to another in 1/2 the time normally needed to learn it.

Immortality: A spell which must be placed into a Potion of Longevity to give the one who drinks it a life of 1000 years (see *Alchemy*, "The Elixir").



11.10 Black Magick

Black Magick deals with spells of a particularly chaotic nature, and Lawful Magick Users will learn such spells only to obtain the maximum of protection from them. There are no low level Black Magick spells, and a character must be at MKL 5 to begin learning Black Magick. All spells must be targeted against victims.

LEVEL 3 BLACK MAGICK: All spells in this section are at casting level 3 and BMR 4:

Cause Minor Wounds: A spell which appears to Heal 1-6 points of damage but which really causes 1-6 points of damage. While the spell may be cast by touching a victim, subterfuge is best because the spell has a 1-50% chance of seeming to be a healing spell.

Corrupt Food and Water: A spell which will cause food and water to become tainted when the caster touches it, making it totally unfit for consumption.

Evil Prayer: A blasphemy which increases all die roll advantages of a Chaotic by 10% and reduces all die roll advantages of Lawfuls by 10%. Duration: 1 turn. Range: 60 feet.

Slow Spell: A broad-area spell affecting 1-10 creatures within area. All affected creatures move at 1/2 speed and fight with 1-3 less blows for 1 turn. Range: 60 feet.

Weakness: A broad-area spell affecting 1-10 creatures within a 20'x20' area. All affected creatures inflict 1/2 damage and can carry 1/2 their normal weight capacity. Duration: 1 turn. Range: 60 feet.

Celebrate Black Ritual: A Black Ritual is essential as part of the ceremony of summoning a Demon of Hell. The required materials are:

1. A profaned Holy Book
2. Bell
3. Candle
4. Chalice
5. Thrice Cursed Knife of Sacrifice
6. Silken Bag of assorted filth
7. Animal for Blood Sacrifice.

The Black Ritual should have 13 celebrants present. The ceremony requires 10 turns (1 hour) to perform. If interrupted, the Ritual cannot be performed for another 24 hours.

LEVEL 4 BLACK MAGICK: All spells in this section are at casting level 4 and BMR 5:

Curse: A Curse is a spell of great power which invokes some Demon and brings misfortune to the victim. A Curse will not take effect for 1-100 days-MKL of the Magick User laying the Curse. Only an Exorcism or a Remove Curse will prevent the misfortune. The presence of a Holy Relic will instantly nullify a Curse as well. Each one of the following Curses can be learned at BMR 5:

1. Non-Fatal Disease: By uttering the words Ashak vol Kalathoth unrak Kashak (from memory), the Magick User may cause a victim he touches or who is within 30 feet to contract a loathsome disease that cannot be cured by the usual means. There is a 10% chance + 3% per MKL of the person laying the Curse that the victim will contract the disease.

2. Misfortune: By uttering the words Ashak vul Unraal ag Ashak (from memory) and making the Sign of The Damned, the Magick User may bring great misfortune to anyone who is within 30 feet. Misfortune consists of having a 5% disadvantage on all die rolls. The Curse will last until removed.

3. Fatal Disease: By uttering the words Ashak vul Talathoth unrak ag Ashak (from memory), the Magick User may cause a victim he touches to contract a fatal disease. There is a 50% chance of death 1-6 days after contracted--1% per Constitution point possessed by the victim.

Create Poison: A spell which enables the Magick User to prepare a variety of deadly poisons to be administered through food or drink, or to be smeared on the tip of a Weapon. It is possible to create 1-10 doses at a time:



Medusa Blood + 6 Organics + 3 liquids + 1 Bat Wing
= 1-90% Death in 1-3 turns

Black Poppy Essence + 6 Organics + 3 liquids + Boar
Tusk = 1-80% Death in 1-3 turns

Black Lotus Essence + 6 Organics + 3 liquids + Wolf
Bone = 1-70% Death in 1-4 turns

Black Rose Essence + 6 Organics + 3 liquids + Orc
Hide = 1-60% Death in 1-5 turns

Arsenic + 6 Organics + blood + reptile bone = 1-50%
Death in 1-6 turns

Nightshade + 6 Organics + 2 bloods + powdered lead
- 1-45% Death in 1-6 turns

Aconite + 6 Flowers + 3 bloods + Wormwood =
1-40% Death in 1-6 turns

The victim's constitution reduces the chance of death
by -2% per point over 10. Other poisons may be
developed, but one component must be of a poison-
ous nature.

Antidote for Poison: For each poison a Magick User
learns to make, he also learns an antidote. However,
only an expert in poisons will recognize which anti-
dote to use to counteract poison used. As only 1 an-
tidote may be administered per turn, time could run
out if an amateur was doing the doctoring. One dose
of antidote is produced for every two doses of poi-
son if this spell is used while Creating Poison.

Create Tainted Water: A spell which will taint water
in such a manner that no one will be able to notice it
unless a Detect Magick spell has been cast, where-
upon the nature of the impure water will be revealed.
When coupled with a Curse spell or a Poison, the
chances of success are increased +10%.

Create Wine of Drunkenness: An exceedingly potent
wine may be made by casting this spell 3 times into
wine. Up to 1 cask may be so enchanted. It has the
power to intoxicate to the point of unconsciousness.
One flagon will incapacitate 10 damage points. Thus,

if a character of 50 damage points consumed 5 flag-
ons, he would become unconscious. The wine will
produce a drunken stupor for 20-40 turns. Once
tasted, a character has a 25% chance of stopping be-
fore he has literally drunk himself under the table.

Inflict Grievous Wounds: A spell similar to Cause
Minor Wounds, except this time 1-20 points of dam-
age will be inflicted.

Perform Empathic Self Cure: A spell which enables
the Magick User to cure wounded has suffered at the
expense of another. What happens is that he transfers
1-10 points of damage from himself to the other
person by touching him.

Summon Werewolves: A spell which enables the
Magick User to summon a werewolf to his service
for every 3 MKL he possesses. The wolves are real,
not conjured, and will appear in 1-10 days. The
wolves will remain in the Magick User's service until
dismissed or 3 months have passed. The spell may be
used 3 times per year.

LEVEL 5 BLACK MAGICK: All spells in this sec-
tion are at casting level 5 and BMR 6:

Finger of Death: A spell which inflicts 21-40 points
of damage on a victim. The Magick User merely
points his finger and utters the words Ashak ul Karak
nun Ashak (from memory) and a target can be stricken
within 30 feet. The spell requires -10% expenditure
of Fatigue points and can be used 3 times daily.

Possession: A spell similar to a Arcane Container, only
the Magick User does not leave his own body. Rather,
he controls his victim through a Demonic Spirit un-
der his control. Note: He must have summoned such
a Demon prior to casting the spell. Lawful Clerics
and Fighting Clerics are immune. Range: 30 feet.
Duration: until Exorcised.

Summon Weretiger: A spell similar to a Summon
Werewolf, except that 1 Weretiger will appear per 4
MKL of the Magick User. Note: Weretigers and
Werewolves are hostile to each other.



LEVEL 6 BLACK MAGICK: All spells in this section are at casting level 6 and BMR 7:

Damnation: A spell which seals the soul of a willing neutral or chaotic character to the service of the Forces of Darkness. It is an excellent way of enforcing loyalty, as any oath signed in blood during the ceremony is guarded by an immediate death by Demonic Possession. The Damnation oath can be safely broken only within a Church Sanctuary, where a Cleric may perform an Exorcism. A character released from such an oath will then be given a Quest as penance for his despicable submission to Evil.

Evil Eye: The mark of a truly chaotic character, the Evil Eye can:

1. Curse the victim under its gaze; or
2. Fill him with unreasoning Fear (check morale -10%).

The range of the Evil Eye is 30 feet. It can be used 1-6 times after the spell is cast. Lawful Clerics and Fighting Clerics are immune.

Unholy Strength of the Eternally Damned: A spell which imparts to any chaotic recipient sworn on an oath of Damnation from 1-6 additional points of damage whenever he strikes a foe. Range: 30 feet. Duration: 1-3 turns.

LEVEL 7 BLACK MAGICK: All spells in this section are at casting level 7 and BMR 10:

Invocation: A spell of frightful power which permits the Magick user to summon Demons of level VIII to XI. Such a spell must never be spoken outside a protective Circle.

Sacrifice to the Lords of Hell: The ceremony of Human Sacrifice, one of the blackest of all practices of the Dark Arts. Once performed, the Magick user is doomed, for he must seal his soul forever to the Lord of Hell, Lucifer, who will claim it in 7 years. Any character who performs such an act will be, if discovered, Excommunicated by the Church and placed under sentence of burning for Heresy. The rite must be performed in the Dark of the Moon and last

night:

1. Evil Prayers are said.
2. A Black Ritual is celebrated.
3. Wine of Drunkenness is created.
4. An enchanted chain of 7 times 7 links is used to bind the victim to the Altar of Defilement.
5. A Circle of protection is formed, into which the 13 celebrants must step for the duration of the rite.
6. The Invocation is spoken. As soon as the Demon has appeared, the Magick user will state his petition, then plunge the Thrice Cursed Knife of Sacrifice into the heart of the victim, catching the blood in the Chalice. Placing the Chalice On the Altar, he will await the answer of the Demon.
7. There is a 1-90% chance that the sacrifice is favorable to the Demon, whereupon the 13 celebrants are free to step out of the Circle and approach the Lord of Hell in their midst. Drunken revels follow until dawn.

After the rites are over, the Demon will perform the requested service.

11.11 Demonology

The summoning of Demons is a traditional practice of Magicians. Demons possess great knowledge and power which the Magick user may be able to "command" a Demon to use on his behalf. The practice is fraught with peril, however, as a mistake could result in disaster. Also, the Church frowns on Demonology and will react violently whenever Black Magick is involved. Magicians of the Minor Arcane, Major Arcane, and Mystical systems of Magick are able to summon Demons as experience factor 15 (150,000 experience points). Natural Magick Users deal with Totem Spirits and rarely become involved in the practice of Demonology until they summon the Great Totems (levels IX to XI).



11.11.1 Spells of Demon Summoning

To summon a Demon, a Magick User must learn the rites of Summoning and the Names of the Demons to be commanded:

BMR Requirements for the Rite of summoning			Demon & Experience Factor	
2	Burn incense, Magick Circle	25% fatigue loss	I Gargoyle	25
3	Burn incense, Magick Circle	50% fatigue loss	II Imp	75
4	Burn incense, Magick Circle	75% fatigue loss	III Great Imp	50
5	Burn incense, Magick Circle,	100% fatigue loss*	IV Gand Imp	125
6	Burn incense, Magick Circle,	150% fatigue loss*	V Great Elemental	200
7	Burn incense, Magick Circle,	175% fatigue 1055**	VI Djinn of the Ring	200
5	Burn incense, Magick Circle,	200% fatigue 1055**	VII Djinn of the lamp	300
9	Burn incense, Magick Circle,	250% fatigue loss**	VIII Demons de l'Enfer	400
10	Burn incense, Magick Circle,	300% fatigue loss***	IX The "Fallen Angels"	500
10	Burn incense, Magick Circle.	500% fatigue loss***	X The "Powers"	700
10	Burn incense, Magick Circle,	700% fatigue loss***	XI The "Principalities"	800

*One Assistant required to absorb excess fatigue loss.

**Two Assistants required. Sacrifice small animal, and offering of 100-600 sp.

***Three Assistants required. Human Sacrifice and offering of 100-600 gp. If no human sacrifice is made, added cost is 10-1000 gp. Sacrifices must be above average in beauty and are mandatory for Chaotics. Neutrals and Lawfuls must have enough people in attendance to absorb the fatigue loss.

11.11.2 The Summoning

The summoner must cast a protective Magick Circle around himself and his friends after drawing a smaller circle inscribed with a pentagram or triangle. Witches must have first celebrated a Black Ritual and also a Sacrifice to the Dark Lords before attempting a summoning above level VII. The Magick Circle must be perfect:

First Attempt: 50% + 2% per MKL of the summoner that the Magick Circle is formed. If there is a failure, the rite may be halted. If continued, the summoning cannot be stopped.

Second Attempt: 50% + 1% per MKL of the summoner minus the level of the Demon. If a failure again occurs in forming the Circle, another try is possible, as the Demon is only starting to materialize in the circle with a pentagram or triangle.

Third Attempt: 25% + 1% per MKL of the summoner minus the level of the Demon.

The Demon now appears. If the Magick Circle is incomplete, the Demon may cross it and "punish the foolish mortals for their presumption." The Demons always have an advantage of complete surprise at such times. Gargoyles attack with "ferocity." Imps attempt to steal some treasured item from the summoner (35% chance minus MKL of the summoner). Great and Grand Imps attack on 1-50% and ask for a ransom to spare the lives of those present on 51-100%. Elementals attack once on 1-25% or simply depart on 26-100%. Djinn turn the summoner into a toad for 2-7 months, with a 10% chance each month that the toad will die violently. Demons de l'Enfer Curse 1-25% of the time, demand one chaotic service 26-85% of the time (Geas), and attack on 86-100%. Higher Demons will demand instant obedience and dedication to the Dark One or else carry off the summoner to the fiery pits of Hell to suffer endless torments.



However, if the Circle is completed, the summoner may attempt to “command” the Demon to serve him. The chance of commanding is 50% + 2% per MKL of the summoner minus the level of the Demon. If more than one attempt was necessary, reduce the chance of a “command” by -10% per attempt made to form the protective Circle. Failure to command the Demon releases it and the Magick User cannot summon it again for a full year or ask anyone else to do so on his behalf. Success requires the Demon to perform one service, but he cannot be called again for 1-6 months afterward.

11.11.3 Binding Demons

Demons of Level I to VIII can be “bound” to a more lengthy service. The Magick User attempts a binding spell instead of a “command.” with a 25% chance + 2% per MKL minus the level of the Demon. Success astrally imprisons the Demon in a prepared container:

Gargoyle: enchanted collar of 3 metals (7 Dr.) is placed about the Demon’s neck.

Imps: enchanted silver flask Capped with lead: the “Bottle Imp.”

Greater Imps: enchanted collar of 7 metals (7 Dr.) is placed about the Demon’s neck.

Djinn and Efreet: enchanted flask of silver or brass capped with True Lead or a lamp of silver or brass.

Elementals: Earth “Gnome” is kept in a brazier of dirt; Sylph of the Air is kept in an empty brazier; Salamander is kept in a brazier of coals or a fireplace or forge; Undine is kept in a wet, humid place.

Higher level Demons may be “bound” by placing them in enchanted silver flasks capped with True Lead and flinging them into the ocean, where they will remain undiscovered for 1-100 years.

“Bound” Demons will perform 90% of the time -5% per Demon level. Once they have done the basic service required of them by the original summoning, they will attempt to escape, with a 5% chance per level of

the Demon that it will be successful each time it is called forth to perform a task. Upon escaping:

1-50% chance it will simply depart and never again answer a summoning by the Magick User who imprisoned it or else possessed the imprisoning device at the moment it escaped.

51-80% chance it will attack the wielder of the device.

81-100% chance it will seek out the maker of the device and revenge himself.

11.11.3.1 The Release

If a “bound” Demon is released by an innocent party, it will grant three services as a reward 1-90% of the time. There is a 91-100% chance it will grant service for a full year and a day, with no more than one service every 11-30 days.

11.11.3.2 The Services

Demons are exceedingly treacherous and will do anything to escape the performance of a task as intended by the summoner. Orders have to be worded with utter clarity and with no ambiguities; for a Demon will seize on any “loopholes” to thwart the purpose of any command given to it. They are, furthermore, very literal-minded up to level VIII and do exactly what they are told, no more and no less.

11.11.3.3 Words of Command

A few Magick Users possess spells of command of great power. Great Command, and Words Commanding Air, Earth, Fire, or Water will exact instant and complete obedience from level I to VII Demons. When used to “bind” such Demons, there is 100% chance of a success.

Level I Demons: Gargoyles are dealt with in the Monster Profiles. From 1-3 Gargoyles will be summoned and will serve the summoner for 1 day. From 1-3 Gargoyles may be “bound” per 2 MKL of the summoner, so a maximum of 66 could be in the service of a Magick User of MKL 22. They will serve as guards for 3 months, after which they check individually to see if they may escape. If released at the



end of 3 months and given appropriate “gifts,” they will go in peace.

Level II Demons: “Imps” are small Demons with the fighting ability of Average level 5 Knights, with a body of 50 and weight of 200 Dr. They know 7-20 spells, but not Ancient Lore or Basic Magick. As soon as 7 spells have been cast, an Imp will depart. If “bound” in a device, they will perform 3 spells once per day, checking to see if they can escape. Spell level: 1 to 4, with a PMF of 25. They carry 3 times their body weight and may fly at 350 feet/turn.

Level III Demons: The Great Imps are terrifying winged creatures, humanoid in shape with leathery wings. Only one will serve a Magick User at any one time. They fight as Superior level 10 Knights, with a body of 75, height of 8', and weight of 750dr. They know no spells but can self-immolate on 1-20%, their flaming bodies delivering 1-20 points of damage and a 1-20% chance of igniting flammable materials when they make a successful body “bash” or grapple with an opponent. They carry 5 times their weight and fly at 300 feet/turn.

Level IV Demons: The Grand Imps resemble their Lesser Brothers the Great Imps but are equal to Superior level 15 Knights, with a body of 125, height of 12' to 15', and weight of 1400dr. to 1800dr. They know all spells of Black Magick and 7-20 other spells, but not Ancient Lore or Basic Magick. Spell level: 1 to 6, at PMF 30. They are otherwise like Great Imps.

Level V Demons: The Great Elementals are the personifications of the elements: As such, each of the Elementals has full knowledge of the Basic Magick spells of its type at PMF 50+, and the volume they may move is 5 times the volume multiplier for ordinary Magick Users.

GOB: Lord of the Earth Elementals. If bound, he will grant the Magick User the service of a Gnome-like figure who will dwell in a brazier filled with earth and will cast 7 Earth Spells + 1 additional spell per 3 MKL of the Magick User at PMF 50. If GOB is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

PARALDA: Lord of the Air Elementals. If bound, he will grant the Magick User the service of a Sylph who will dwell in a brazier filled with nothing but air. The Sylph will cast 7 Air spells, including Tornadoes and other great winds + 1 additional spell per 3 MKL of the Magick User at PMF 50. It will also be able to transport the Magick User with the speed of the wind (150 mph) for a full day. If PARALDA is commanded directly, he will assume the form of the maximum amount of material possible or else a wind storm for up to 1 hour.

DJIN: Lord of the Fire Elementals. If bound, he will grant the Magick User the service of a Salamander, a small lizard creature who appears in fiery form of vaguely human shape and fights 9 times for 1-6 turns as a flaming Superior Knight of level 20 (1-20 additional points of damage upon striking a target plus 1-25% chance of igniting flammable materials) or casts up to 9 Fire spells with a PMF of 50. If DJIN is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

NECKSA: Lord of the Water Elementals. If bound, he will grant the Magick User the service of an Undine, one of the Moss Folk distantly related to the ancient Tree Spirits and appears as reeking, rotting

swamp vegetation dripping with damp. The Undine fights 9 times for 1-6 turns as a Superior Knight of level 20 (1-20 additional points of damage when it closes for bare-hand combat or flows over fallen victims due to smothering and drowning effects) or casts up to 7 Water Spells with a PMF 50. If NECKSA himself is commanded, he will assume the form of the maximum amount of material possible for up to 1 hour.

Salamanders must be kept in a hot place when not in use, while Undines require very damp and humid quarters such as pools or swamps.

GOB and NECKSA are mortal enemies of PARALDA and DJIN, and they or their servants fight the opposing Elementals whenever possible, disre-



garding all commands to the contrary. Thus opposing Elementals may never be kept near each other. Since they will cancel each other in power, they destroy each other in 1 cataclysmic turn in which the force of both Elementals is felt in the area affected. Great Elementals cancel lesser servants and themselves remain diminished by 1 x maximum material.

Level VI Demons: Djinn of the Ring. The Djinn of the Ring fight as flaming Giants of level 10. They will grant 1-3 "Wishes" of Djinn Creation at PMF 40 when summoned, such wishes to be exercised any time within the year. If bound to an enchanted Ring of Power, they will grant 3 "Wishes" + 1 "Wish" per 4 MKL of the caster and +1 additional for each of MKL 21 and 22. If they escape, they will attempt to slay the one currently owning the Ring, but the Ring will be mysteriously lost 1-50% of the time and the Djinn will be bound to it until he recovers it, having to serve each master as the first. They know all transportation spells.

Level VII Demons: Djinn and Efreet of the Lamp. These powerful beings fight as flaming Giants of Level 13 and level 14, respectively. They can cast spells like the Djinn of the Ring, but they do so at PMF 50+ and also know all Spells of Illusion to the Ninth Circle. Upon escape, the same conditions apply to them as to the Djinn of the Ring. On occasion a silver or brass bottle stoppered with True Lead is used as a container in place of a silver or brass lamp.

Level VIII Demons: "Chevaliers de l'Enfer" or Demons of great power but having no title are able to fight as Mighty Knights of Level 15, with a body of 150 points, height of 8', and weight of 750 dr. They are sometimes winged and fly at 350 ft/turn. They know all Black Magick spells, spells of Command to Level 8, all spells of Revealing, Arcane Gate, Arcane Clairaudience, and Arcane Clairvoyance. They will perform one service up to 3 hours' duration and cast 3 spells on behalf of the Magick User at PMF 50+. They cannot be "bound," however, unless a Cleric is in the protective Circle and pronounces an Exorcism during the binding ceremony. A Demon so bound will be sealed in a silver flask and the flask Cursed and flung into the ocean to be lost for 1-100

years. Whoever opens the bottle will be attacked instantly by the enraged Demon. Some of the Chevaliers de l'Enfer are:

Agraes	Ayperos	Loray	Gusoyn
El A'swer	Narbes	Bathim	Valefor
Botis	Orias	Pruslas	Abigar
Nuberos	Forate		

Level IX Demons: "The Fallen Angels" are Demons of immense power and are able to fight as Mighty Knights of level 20 with maximum superhuman strength levels. They are always winged and fly at 700 ft/turn. They know all Black Magick Spells, Ancient Lore to level 6, spells of Command to Level 9, Illusions to Level 8, all spells of Revealing, Arcane Gate, Arcane Clairaudience, Arcane Clairvoyance, and Communicate (which they use to converse with the Covens under their protection). They will perform 1 service or teach 1 spell, and cannot remain more than 30 minutes in the world. They may be "bound" in the same way as Level VIII Demons. Each has an "attribute" or purpose and will only perform a service that fits its duty. Direct action (i.e.: force) is ruled out unless they are attacked, but they will cast up to 3 spells at PMF 50+, with targeting boosted +10%.

Some of the very numerous host are:

Azael	=Corruption
Zemunin	= Prostitution
Isheth	= Plagues
Bes	=Nightmares
Sanemmal	= Poison
Fesre	= Filth
Anaitis	= Seducing Virgins
Tlazol	= Illicit Passions
Baclum-Chaam	= Deception
Clual	= Lust
Kauas	= Disharmony
Mannos	= Avarice
Tezazith	= Insanity
Cardiacus	= Melancholy
Churreyls	= Treachery
Xezbeth	= Lies
Zaebos	= Pride
Satorus	= Anger
Asmoneus	= Lechery



Zifher	= Gluttony
Persan	= Envy
Buer	= Sloth
Palgo	= Migrane
Shabiriri	= Blindness
Rachiel	= Patrons of Witches
Sachiel	
Sarabotos	
Abalidot	
Flaef	
Incubi	
Tulpus	= Seducers of Women
Embiaties	
Succubi	
Hyphiate	= Seducers of Men
Lilith	= Seducer of the Holy Man

Clearly, if a Magick User wants to call down a curse upon someone, the “Fallen Angels” are the ones to deliver the desired results. Needless to say, dealing with such evil Demons is grounds for Excommunication and the stake unless done to confound the forces of Chaos.

Level X Demons: The “Powers” are among the highest ranking Demons Hell next to Lucifer himself, and as such they have the ability to cast spells of all types up to level 10 at PMF 50+, and target on all creatures at a minimum 50%. There is no real purpose giving data about their fighting ability as they can overwhelm any mortal with ease. They can sustain up to 250 points of damage from Magick before being driven back to the Infernal Regions. They will not normally cast spells directly unless the Summoning is interrupted by outsiders, but they will “advise and instruct” those who dared to call upon them if “commanded” to do so. The chance of direct action (the casting of a spell) is 5% + 1% per MKL of the summoner. The “Powers” are:

BALL: appearing as a King with a human or toad or cat-head and speaking in a hoarse voice. He will teach any spell to the summoner at -3 BMR up to level 7.

AGARES: appearing as a handsome old Duke riding on a crocodile, with a goshawk on his right wrist. He makes those who run stand still, brings back run-

ways, teaches all languages, and causes earthquakes of 5 x normal intensity.

VASSAGO: appearing as a Prince or Duke in the form of a handsome old man of goodly nature. He declares things past and present and finds all things lost.

GAMGYN: appearing as a Marquis, but first in the guise of a horse or ass before he changes shape. He summons the souls of drowned men or souls in Purgatory who will reply to 3 questions truthfully, and 1-3 men may be summoned. He teaches Alchemists so well that they may reduce the time to learn or perform a projected Alchemetical operation by 10% to 60%.

MARBAS: appearing as a mighty lion, then in the shape of a man (a president of a great guild.) He answers truly about things hidden or secret, causes or cures disease, teaches mechanic skills to Mechanics, or changes men into various shapes.

BARBATOS: a great Count and Duke who appears when the sun is in Sagittarius with three companies of troops which, on 1-20%, he will loan for 1 day (each of the companies is 500 Demonic Warriors strong). He reveals treasures concealed by any enchantment and reconciles friends who have quarreled or those in power. His cause is the cause of great Kings and Barons, and he resents summoning by lesser mortals.

PAIMON: a great King obedient to Lucifer who appears crowned on a dromedary, preceded by musicians and heralds. He teaches all sciences, arts, etc., and makes men subject to the Magician (summoner may have one chance at 1-20% of receiving a permanent bonus to enhancement of targeting of +10%). He provides Hex Masters with good cat Familiars so that they fight as lions despite their small size and sustain 75 points of damage.

LEKAJIE: a powerful Marquis appearing in the likeness of an archer in green and bearing a bow and quiver. He occasions battles and causes all wounds gained therein to putrefy and heal in twice the time.



ELIGOR: a great Duke appearing as a goodly Knight with lance and scepter. He causes wars, marshals armies, and procures favors from Lords and Knights (summoner will gain 1 Favor from any man not his declared enemy).

RATHIN: a great Duke appearing as a strong man with a serpent's tail and riding upon a pale horse. He knows the virtues of all herbs and precious stones, and will tell men exactly where to find them. He also transports up to 21 men swiftly from one country to another, and back again if desired.

IPOS: a mighty Earl and prince appearing as an angel with a lion's head, the webbed feet of a goose, and a hare's tail. He imparts wit and courage, so that men may speak with biting wit and insight without fearing to speak at all, a "must" for all jesters and loyal advisors. (Summoner will gain 1 Bardic Voice point once from IPOS.)

AINI: a powerful Duke appearing in the form of a handsome body on which sits the head of a serpent, a man with two stars on the forehead, and a cat, riding on a viper and carrying a blazing firebrand which spreads destruction. He reveals secrets and all private matters, and imparts cunning to plotters who would divide good friends.

GLASYALABOLAS: an influential President appearing in the form of a dog with wings of a griffin. He teaches all arts and sciences instantly (1 spell), incites men to do bloodshed, is the patron of all homicides, and makes men invisible.

ASTOROTH: a great Duke appearing as a beautiful angel on a dragon, with a viper in his right hand and having foul breath. He answers truly about past and present and the Hierarchy of Hell. He must be consulted before any other Demon of Level X or XI is summoned or will be unable to "command" any Demon of Level IX or higher.

FURUR: a great Earl appearing as a hart with a fiery tail, but changing into an angel with a hoarse voice when "commanded." He raises thunder, lightning, and all manner of great winds. All Elementals of the Air serve him and will do his bidding.

MALPAS: a lordly President appearing as a crow but changing to human form. He brings Master Artificers swiftly from all parts of the world, and he destroys the desires and thoughts of enemies (-2 on morale checks for one battle in any given year).

SABNACK: a powerful Marquis appearing as an armed soldier with a lion's head end riding a pale horse. He builds towers, camps, and cities, and fortifies same. Treat as 7 Djinn of the Lamp when performing such feats. He will be summoned only once by any Magick User.

FLAUROS: a mighty Duke appearing as a terrible leopard but changing to a man with fiery eyes and terrifying countenance. He will command his subordinate, Djinn, to grant the use of a Salamander for a year end a day, with 1 service per day. However, at the end of that time, there is a 33% chance the Salamander will return in 1-3 months to destroy 1/2 of the possessions of the Magick User.

CIMERIES: a great Marquis appearing as a valet soldier on a black horse. He rules the spirits and parts of Africa and teaches grammar, logic, and rhetoric so that men gain 1-20 status points when seeking influence during the following 1-6 months.

OSE: an influential President who appears as a leopard but changes to human form. He gives skill in the sciences. He also can change men into any shape the summoner wants, and he who is changed does not know it. He can also reduce men to insanity so that they will believe for one hour that they are the person the summoner desires them to believe they are.

ZAZEN: a mighty King and President appearing as a bull with the wings of a griffin but changing to human form. He can change blood to oil, oil to water, wine to water or blood, the products all being at full enchantment (1-100 doses). He will also change any metal to 1000 x 1-6 GP (1-25%), SP (21-85%), or CP (86-100%). Lastly, he can make fool's wise: re-roll Wisdom (only once per character).

AMDUSCIS: a powerful Duke appearing as a Unicorn but changing to human shape on request. He



causes all manner of musical instruments to be heard and not seen and may teach The Lyre of Apollo and The Pipes of Pan to an Enchanter. He may also make trees fall to the limit of his range.

SEERE: a mighty Prince appearing as a handsome man on a winged horse. He may perform Djinn Creation, transport anyone or anything to any place, instantly. He discovers all thefts, the identity of the thief, and the current location of the criminal. He is indifferently good or bad and will do the will of the Magick User without treachery the first time he is summoned.

Level XI Demons: The "Principalities" are the ranking Demons in the Hellish Host, led by Lucifer himself. Their powers are, by mortal standards, almost unlimited; and they can cast spells up to level 11 at PMF 50+ and target at a minimum 60%. They can take up to 350 points of damage from Magick before being returned to the Infernal Regions. Like the "Powers," they 'will not normally cast spells but will "advise and instruct" those who dared to summon them. The "Principalities" are:

BELIAL: a Prince and King first after Lucifer, appearing as a beautiful angel in a fiery chariot and speaking in a pleasant voice. He will not remain one hour in the world if not constrained by divine power. He distributes preferences for government positions and causes favors of friends and foes (recipient receives 3 favors as a superior in status to person requested). He provides excellent Familiars, cats who fight as Were-Tigers and sustain 100 points of damage. He is the Commander of the Demonic Cohorts, and to him all must come for permission to levy the Legions of Hell, then command:

ZIMIMAR: King of the North, from whom armies must be sought for battle in the northern reaches of the land.

GORSON: King of the South, from whom armies must be sought for battle in the south.

AMAYMON: King of the East, from whom armies must be sought for battle in the east.

GOAP: King of the West, from whom armies must be sought for battle in the west.

The Demonic Host is composed of 2400 Legions under the command of four Kings above. Once they have been consulted, they will refer you to their sub-commanders, who once again must be "commanded" to give assistance, only with a 45% chance of success. The troops that will appear at the appointed time are given for each hour of the day or night:

"Hours of the Day"

Time	Commander		Troops
1st	Semael	400	Type "A" & 100 Type "B"
2nd	Aneel	300	Type "A" & 200 Type "B"
3rd	Vegueniel	200	Type "A" & 300 Type "B"
4th	Vachniel	300	Type "B" & 200 Type "C"
5th	Sezquiel	200	Type "B" & 300 Type "C"
6th	Samil	100	Type "B" & 400 Type "C"
7th	Barginiel	200	Type "B" & 300 Type "C"
8th	Osgeebiel	300	Type "B" & 200 Type "C"
9th	Vadriiel	400	Type "B" & 100 Type "C"
10th	Oriel	500	Type "A" & 500 Type "B"
11th	Bariel	500	Type "A" & 500 Type "B"
12th	Baratiel	1000	Type "A" & 1000 Type "B"

"Hours of the Night"

Time	Commander		Troops
1st	Gamiel	400	Type "C"
2nd	Ferris	300	Type "C"
3rd	Sarguemich	200	Type "C"
4th	jefieche	300	Type "B"
5th	Abaederhon	400	Type "B"
6th	Zeazonesh	500	Type "A"
7th	Mendion	400	Type "A"
8th	Nercoriel	300	Type "A"
9th	Necoriel	200	Type "A"
10th	Jusquerin	300	Type "A"
11th	Dardieriel	400	Type "B"
12th	Serindiel	500	Type "B"

For each commander consulted, reduce the chance of success by -5%. The cost of the troops is HAI pay/per day for each hour in the field, payable in advance. There is a 20% chance that the troops will not arrive in any given hour. The date the troops are



to be used must be set, with a leeway of 1-10 days either way. No refunds! The troops appear on the phase previous to their “hour” one normal move anywhere behind the battlelines of the summoner’s side.

The Kings of the Four Corners of the Earth may also be consulted directly with respect to the hiring of individual Demonic Warriors. There is a flat 75% chance that the King will agree and refer the summoner to one of his Generals. The General will agree 60% of the time to hire out 1-20 of his Demonic Warriors for 1-3 days:

1-25% Type A “Mighty Knight” of level 5-14, pay at 25 GP + 1 GP per level per day.

26-50% Type B “Superior Knight” of level 5-14, pay at 20 GP + 1 GP per level per day.

51-75% Type C “Average Knight” of level 5-14, pay at 15 GP + 1 GP per level per day.

76-100% Type D “Sergeant” of level 5-14, pay at 10 GP + 1 GP per level per day.

Demonic Warriors sustain the same amount of damage as mortals, but only 1/2 damage is inflicted by ordinary weapons and magical weapons under +3. Anyone meeting with such troops instantly checks morale upon sighting them, with the exception of Necromancers and Clerics, who treat them as Wights. Mortals who slay such creatures receive 150% of the experience bonus for slaying equivalent humans. Such Demons may cast 7 spells up to the 3rd level as well, in each day.

The one hitch is that the number of Demons that will be hired out is fixed randomly. If troops are requested, the summoner must pay for the number provided and in advance. If he does not, the General will take the balance owed on credit, at 20% interest per week. If not paid within a year and a day, or if the character is slain before discharging the debt, his soul is forfeit!

LUCIFER, PRINCE OF DARKNESS: Anyone daring to summon this mightiest of the infernal host

runs grave risks but also stands to profit mightily. Lucifer is the Master of Lies, the Lord of Cunning, and the Champion of Evil. He will use every turn of the phrase, every hesitation, every weakness of the summoner to turn the tables on him. However, if he is dealing with a true Chaotic, he will “seal” the soul of the summoner to himself and grant his servant great power in the world. He will place the “Witchmark” on the shoulder of his servant, give him a Familiar, and direct him to the nearest evil Coven of Witches. He will also assign a Demon to guard his servant, usually a “Mighty Knight” of level 9-14. However, in return, he will demand blood sacrifices and evil deeds in abundance, granting one request for knowledge per Black Sabbath in which the servant attends Black Ritual. The servant will prosper materially, gaining 1-10 times his normal income each day. However, in 1-7 years, Lucifer will appear to collect the soul of his servant as payment. Those who do not wish to enter into a formal “contract” with the Prince of Darkness have to “Command” the Demonic Lord to obtain information or material assistance. If a summoner offers up his soul, however, he will gain the favor of Lucifer instantly. Needless to say, he will be burned at the stake for every offense against God and Canon law if the Church authorities ever catch up to him.



12.0 The Fantasy Campaign

For those players who have neither the time nor the resources to be interested in the playing of *C&S Red Book* at the Grand Campaign scale, the rules provide plenty of opportunities for shorter adventures. The sort of adventure which we envision players going on, however, is considerably different from the kind that other rules have encouraged. For one thing, all of the dungeons, lairs, etc., are all located within the same country or at least the same general geographic area. The mere fact that a place of mystery or treasure exists within a larger world means that there is a natural limit to what it can and will contain. A large concentration of evil will attract the Church and might bring down a Crusade against it. A large concentration of loot will attract the King, a personage always in need of money. Nor is it possible to keep such a dungeon complex secret for long. Myths and legends about such a place and what is to be found in it soon become common knowledge. In the context of the Magick rules of *C&S Red Book*, furthermore, it is not possible to keeping any secret for too long because both the Astrologer and the Diviner have the means to penetrate many secrets held by such dens of iniquity. A different approach is therefore needed when designing places of mystery and adventure.

12.0.1 Time and Movement

There are two scales by which time and movement are measured in the Fantasy Campaign:

1. In all outdoors adventures, time is measured in hours, and movement in miles. A man on foot can average about 3-5 miles per hour, and about twice that on horse, provided he is on a good road or is crossing open country. Rough country, woods, and the like, can slow the pace to as little as 1/5 the nonnal rate, depending on the severity of the terrain obstacles encountered. Rest stops are in order about once an hour, and a break at noon of 1 hour is needed to have a meal. Extreme haste is, of course, possible but

fatigue of men and animals will result in a 10-60% fatigue loss after 3-8 hours of such travel (double normal pace).

2. In all adventures conducted indoors or underground, or when a party in an outdoors adventure have an encounter with som creature, the scale of time and distance shrinks. Distance is now measured in feet, and turns are in 5-minute segments (2.5 minutes in Combat Mode or Flight and Pursuit Mode). As in the outdoors adven ture, time should be taken to rest; and 5 minutes are spent each hour resting (10 minutes after combat or cambat and flight/pursuit), unless a character is Superhuman in strength and needs rest every two hours. Heavily burdened characters require double the rest period that unencumbered characters need.

Time spent searching for anything, such as secret doors or pas- sages, hidden treasure, tracks, and the like, will be determined by the Player-Referee conducting the adventure. Typically, casting a spell requires perhaps 1/4 of a turn [40 sec.]. Searching a 10 = section of wall or floor requires a full turn, and so on.

Secret passages, doors, etc., are found by men and Haeplings 1-20% af the time. Dwarves have a 1-30% chance, and Elves have a 1-40% chance. These percentages also apply to the detection of traps (although carefully prepared traps may be harder to detect). Bonuses or penalties for such activities may be had from the IQ of a character or from his being a Thief.

Ordinary doors always open. However, doors in a place of mystery are not ordinary and offer great resistance, usually because they are rusty at the hinges or have been magicked in some way. Doors are opened by rolling a 1-10 die, and success is based upon the strength of the character attempting to open a door. (See *Strength* in the chapter on Character Prime Requisites.) Several characters may combine their streng to open a door, but they will give anyone on the other side the advantage in combat with regard to striking the f irst blow. Doors always open for monsters, unless secured.



Doors in a place of mystery also have a nasty habit of swinging shut 1-50% of the time, without warning. Doors can be wedged open by the use of iron spikes or timber bracings, but there is a 1-40% chance that the spike or timber will slip and the door will shut. Spikes are lost in such cases. A check is made when the spike is rammed home. A spike may be deliberately kicked out to free a door at 1-50% chance.

If doors are locked, they may be smashed or chopped open. The GM should assign a point value to the door (50 to 250), and characters may use axes and the like to chop through. Superhumans may take small or weak doors off the hinges by charging at them. Alternatively, a Thief may attempt to pick the lock.

12.1 Designing the Place of Mystery

In *C&S Red Book*, there are few actual “dungeons” other than those connected with inhabited or ruined castles and towers. Inhabited castles and towers rarely have any items of value in their dungeons, but ruins inhabited by nameless horrors might contain treasure and Magick. What is worthwhile exploring, if one has the nerve, is the Chapter House of a group of Magick Users.

The rules governing “Magick Orders” provide that the first player to have a character who is connected with some Magical Order or Society should design the whole organization. He must determine the number and level of the Masters, Journeymen, Apprentices, servants, and monsters. He must then design a Guild Hall or other headquarters for the Order by drawing the complex on large-squared graph paper (1 square = 5= or 10= is a good scale), showing the various quarters, libraries, storerooms, and catacombs. Patrols are established, traps and warning devices are set, etc. In short, the player designs a place of mystery but it differs in important respects from those found in other games:

1. The Magick used to defend the place is of the type known by the members of the Order, and cannot be more powerful than the MKL or the highest Magick User.
2. The location of every trap must be justified. Such

defenses must be effective and yet cannot get in the way of normal traffic and activity. Some might have to be set each night by the youngest Master and the senior Apprentice, who are in charge of security arrangements. Magick traps may also be placed, and again justified.

3. The number of men and monsters guarding the place will be limited. There is no way that unlimited numbers and types of monsters will inhabit a dungeon complex unless it is very large. The appearance of a monster must be explainable (it lives there, is a Phantom or Spectral Illusion, etc.) and cannot be done merely to suit the whim of the GM.

4. The amount of treasure and Magick present is similarly limited and reflects the power and status of the inhabitants. Magick is hard to produce in the form of enchanted objects and pieces of Magick are, furthermore, of a generally ordinary appearance and cannot be readily identified. *C&S Red Book* has deliberately avoided the tendency in some games to publish extensive lists of miraculous and highly predictable magical devices. It is our feeling that each device is unique and must be described as one of a kind by the GM. Thus Magick will be somewhat scanty because no player in his right mind will consent to spending weeks of time merely writing up the characteristics of hundreds of magical items. At the same time, finders of such devices will often be puzzled about their function and are forced to investigate the nature of the object before using it.

5. To confound the lovers of secrecy, rumours abound in the game, and once each year the player Guilds must publish a list of all the major magick items and materials that exist within the confines of the place. A bit of lying is possible, but the general impression left must approximate the truth.

Other characters besides Magick Users will design places of mystery Clerics have monasteries and churches; fighting men and nobles have castles; keeps, and manor houses; thieves have hideouts and Guild Halls; brigands have camps in the forest or ruined towers which they have seized as strongholds. Elves live in forest complexes, while Dwarves have mines.



Even nonsters have to live somewhere. Trolls, for example, tend to live in caves beneath bridges or in deserted towers or caves. A player having a Troll character would have him take up residence in such a place and proceed to fill it with treasure taken by robbing passers-by or making raids into local towns and castles. Such behaviour, of course, will eventually bring out a great Hero to rid the area of the menace.

When designing a Place of Mystery, it is best to plan out a number of levels at the same time, so that stairs, trap doors, chutes, slanting passageways, and the like will all come out at the right place on a lower level. An inn, for example, which is used by an Order of Magick Users could have up to 4 stories, plus a number of cellars and catacombs underground. The GM's map would include the detailed floor-plan of the complex, noting all traps, stairs, doors, rooms, etc. A set of notes could contain the details about treasures and guards, patrol routes and times, etc.

Unusual areas and rich treasures should be relatively hard to find, and access to such areas should be strictly limited. Clearly, such areas should be dangerous at the best of times, and very deadly at the worst. A variety of tricks and traps can be placed in the complex to fill players with the fear of death and necessitate the use of Thieves to detect and disarm some of the booby-traps. However, the GM is cautioned that, while danger is the very essence of the game, a reasonable chance of survival should always be built in. Capture of intruders is as much the aim as killing them. Prisoners can always be turned over to the authorities or else held to ransom. In some instances, they can even be recruited by the very person they were trying to rob. Typical traps are:

1. Sloping passageways which appear to be level but lead to lower regions of the complex where dangerous traps or monsters lurk. Dwarves will always recognize such things.
2. Stairs which lead to upper or lower levels having no other route of escape. Caught in such a *cul de sac*, intruders will be easily bagged by the guardians.
3. Doors which open only from the outside unless

the correct method of opening is known. These really seal in intruders until the guardians can arrive.

4. Blocks of stone which slide or fall across the passageway behind the intruders.

5. Winding and spiraling passageways, often roughly hewn in bed-rock, which make any form of accurate mapping impossible.

6. Cabalistic Symbols inscribed on walls, doors, floors, etc., which set off an alarm or discharge a spell when read by a character or passed by.

7. Crossbows or spear-throwers hooked to a triggering mechanism which discharges the concealed missiles when an intruder sets off the triggering device.

8. Spells of Illusion or Command triggered by the handling or manipulation of some object.

9. Curses placed on highly valued treasures.

10. Morale teasers. Some favourites in our group are "The Case of Nerves," a box which falls on the hapless intruder, inside of which are—"nerves." He immediately checks morale -20%, and failure sends him screaming down the hall. Again, a brick dropping on a foot, a spring-driven boxing glove in the nose, or 100 Dr. of rotten garbage dumped on an intruder's head do have a stimulating effect on a flagging adventure. Often, the howl or pain or the cursing brings guardians who are patrolling nearby.

11. Sleep dust sprinkled on the floor of a room or passageway can be stirred up by the passage of a party. This can convert the mightiest of fighters into a snoring bundle of helplessness ripe to be planted in a *real* dungeon, complete with leg irons.

12. Poison needles, vipers in niches, and so on may cause further hazards to the intruder.

The list is endless. Our "active trap" list now numbers 137 different traps and tricks. The only limit is the imagination of the Referee and the reasonableness of the traps. We draw the line at trapdoors open-



ing into pits filled with sharpened stakes dipped in the deadly blood of the Medusa (sure death), but we do have some nasties. Traps should be rated for disarming levels. Thieves eventually reach a high degree of proficiency in disarming traps, and for that reason, some clever models should have some penalties attached to them (-10%, -20%, etc.); but at the same time, a Thief will be forewarned that he is dealing with an especially complicated mechanism. Thieves over the 10th experience level will even be able to predict the penalty 50% of the time.

As noted above, guards are somewhat limited in numbers. Some will have fixed stations and protect treasures. Others will have patrol routes and pass through certain areas at set times. The GM should have these details worked out beforehand and should be able to prove them on paper should an incredulous group of players challenge his honesty or fairness. Note: The designers find the Random Monster system generally objectionable in all forms of "dungeon complexes" because they tend to be overly rigid in make-up when they appear. Also, there is no easy way of limiting the kinds and numbers of monsters present in any complex; they seem to generate themselves out of thin air at the roll of a pair of dice. However, given a fixed number of monsters, a GM can make up his own random table to account for the meanderings of some monsters through the complex.

12.1.1 Underground Complexes

Large underground complexes, like the caves, mines, and passage-ways of Dwarves or Goblins, can be designed using much the same approach as for the Place of Mystery outlined above. Perhaps a bit more attention could be paid to developing a random system of encountering patrols or a few of the other monsters that inhabit the region, but once again, limits should be placed on the numbers and kinds of monsters that could be encountered. Also, because of the very nature of such a complex, the area covered will be quite extensive. Such complexes may also be found under the towers or castles of long-dead Magick Users from the Old Days.

As a general rule of thumb, there should be far more uninhabited spaces in underground complexes than

there will be space occupied by monsters. Many rooms will be empty, many passageways un-traversed in decades or even centuries. If monsters are encountered, they will either be a patrol, a marauding beast seeking food or its lair after a long night's hunting, or a guardian set over a treasure. Whatever the case, its presence should be explainable and believable. Only Undead can be literally sealed in a room for years without food and water (excluding Ghouls, who require corpses to eat). Mechanisms designed by Artificer-Mechanicians (idols, infernal machines, etc.) are also in the readily-storable category. All other monsters must eat, sleep, and hunt. If they are trapped down in an underground complex, they will not likely be friendly to other monsters (whom they regard as prey). They might even prove to be grateful to a party who finds them. Imagine a Troll lost in a cavern for 3 weeks. He might even offer money to a party that shows up just to guide him out of there! And, if in the process of going back to the surface the party is attacked, the Troll might prove to be a most welcome ally. In short, anything should be possible in an adventure!

In underground complexes the lighting is rather bad. In fact, it isn't. This necessitates the use of torches or lanterns for lighting. Torches cast light 10 = all around, while lanterns cast a beam 20 = directly ahead. Torches must be replaced every 30 minutes, while lanterns may be refuelled once every 2 hours from an oil skin (20 refuellings). Many monsters dwelling underground have Night Vision, including Goblins, Trolls, Gnolls, all members of the Cat family, all Undead, Necromancers, Dwarves, Bats (actually sonar), and the like. Night Vision permits the creature to see 60 feet in pitch dark and 100 feet in very dim light. In the light of the full moon, such creatures see as if at noon day.

Players not possessing Night Vision will be able to see monsters, etc., approaching in the gleam of their torches. The range of detection is 10 to 60 feet (roll a 1-6 die). If the approach of the monsters had not been heard, there is a chance of surprise and the opposite is also true, for the monsters might not have detected the party either. (See *Surprise*.)



Monsters requiring light will have to use torches or lanterns like normal people.

The need for light requires that someone carry the torches. If surprised, there is a 25% chance that such items will be dropped, -1% per dexterity point possessed by the light carrier. Lanterns can be affixed to one's belt, but there is a 10% chance that any blow that strikes home will smash the lantern, with a 50% chance that flaming oil will be splattered over the one bearing the lantern, causing 1-20 points of damage with a 15% chance of ignition of clothing, etc. (additional 1-10 points of damage in next turn).

It should also be noted that fire causes most animals to check morale, and Undead tend to avoid it as well.

12.1.2 Treasures

The problem with assigning treasures to any Place of Mystery lies in the arbitrary nature of the task. Player-Referees should avoid placing large treasures unless good reasons are forthcoming, as even a few hundred silver pieces are a substantial amount of wealth. Use the following tables as general guidelines, but do not fear to increase them slightly. In any wilderness or dungeon adventure, the element of surprise is often crucial to the success or failure of characters. When determining whether a party of characters or monsters have heard each other, the player conducting the expedition will roll percentage dice:

Guardian	On Person	In Stronghold or Lair			<i>Jewels**</i>	<i>Magick##</i>
		<i>cp</i>	<i>sp</i>	<i>gp</i>		
Goblins	1d6 sp	50*	20*	10*		
Goblin Officer	11-20 sp	8-48	1d20	1d6		
Goblin Chieftain	31-50 sp	10-100	21-40	6-36		35%/1d6
Troll	10-100 sp	500#	100#	20#1d10		35%/1-3
Ogre	21-40 sp	100#	30#	10#1d6		20%/1-2
Giant	1-100 gp	300*	100*	50*1d20		
Giant Officer	100 gp	50-100	20-40	11-20		10% for 1
Giant Chieftain	250 gp	100-200	20-100	21-40		25% for 1
Giant King	1000	100-1000	100xd20	1000xd10	1d20	1d6
Vampire	1-100 gp	100xd20	no silver	50xd10	1d10	40%/1-3
Mummies	250 gp	300xd100	100xd20	50xd20	1d20	50%/1-6
Brigands	1-10 sp	50*	20*	10*	1d10	
Bandit Chief	10-100 gp	50-300	100-300	100-200	1d6	25% for 1

*Multiply the number of cp, sp, or gp times the number of Goblins in the Tribe. This treasure is spread around the lair in various hiding places and represents the wealth saved by individuals in the group. Giants and Brigands also have wealth of this type which is hidden in their quarters in the stronghold or camp.

Jewels and Jewelry have varying values. Each gem may be 1-20 Ct. in weight and the type is specified by the Player-Referee. Each piece of jewelry is worth 20 GP + 1-100 GP. The value of gems can be established by referring to the *Magick Materials List* in the chapter on **Magicians, Part 1

Multiply by the Level of the Monster

##Magick is a difficult item to randomize because of its uniquely individual nature. The Player-Referee is usually safe by placing +1 or +2 weapons or -1 or -2 armour and shields in the strongholds of most monsters devoted to robbing and pillaging for a living, with a scattering of Magick scrolls. Magick devices such as



wands or rings of Power should be reserved for special situations, although an occasional item could find its way into the hands of a monster. The number of magical items is found by rolling a die, then the percentage chance of each item actually existing is checked. In some cases, there is no question of the items being present in the stronghold or lair. The quantity of Magick possessed by Magick Users is highly variable and depends upon the type of Magician, his experience and magick levels, etc. Knights tend to possess several magical weapons and armour when they reach a fairly high experience level, and titled lords will usually have a significant collection of magical arms, some of which are quite powerful.

The personal fortunes of ordinary non-player characters vary considerably, depending upon their backgrounds. Anywhere from 1 month's earnings to 5 years' earnings might be present in coin or goods. The personal fortunes of experienced Dwarves tend to be exceedingly high, but these are usually kept in Dwarvish strongholds which are heavily guarded and fortified. For nobles and wealthy folk use Bandit Chief as pattern for all others use Brigands.

12.1.2.1 Towns

In war, towns will be sacked and looted. The booty collected by a commander will be equal to 6-36 times the total monthly revenue to the town's Overlord and to the town government. Sub-commanders will obtain 1-6 times the total monthly revenue. Knights and other fighting men must compute earnings on the basis of individual actions as in any other adventure.

12.1.2.2 Alchemists

Alchemists and their laboratories are regarded as strictly off limits by Magick Users and they tend to react violently whenever an Alchemist is slain or his shop is looted. The magical fraternity depends heavily upon the good-will of the Alchemists for materials of inestimable value in the preparation of enchanted devices of great Power. They will spare no effort to track down the robber or thief and blast him with the full force of their wrath. Kings and great nobles have a similar attitude, for they hope to obtain from the Alchemist the secret of transmuting metals to gold. Even Clerics do not enjoy the degree of security in which an Alchemist lives in his native town.

12.1.2.3 Surprise

In any wilderness or dungeon adventure, the element of surprise is often crucial to the success or failure of characters. When determining whether a party of characters or monsters have heard each other, the player conducting the expedition will roll percentage dice:

<i>Type Listening</i>	<i>Within 100' in Open</i>			<i>Listening at Door</i>				<i>Listener is</i>
	<i>Silent</i>	<i>Moving</i>	<i>Talking</i>	<i>Silent</i>	<i>Moving</i>	<i>Talking</i>	<i>Moving/Talking</i>	
Human/Dwarf	15%	35%	45%	10%	20%	30%	-15%	
Elf/Haefling	20%	40%	50%	15%	25%	25%	-10%	
Cat Race	30%	50%	75%	20%	30%	50%	-5%	
Dogs/Wolves	25%	40%	55%	15%	25%	25%	-10%	
Animals(others)	20%	40%	50%	15%	25%	40%	-10%	
Social Monsters	15%	35%	40%	10%	20%	30%	-15%	
Lower Undead	10%	20%	30%	5%	15%	25%	-10%	
Higher Undead	30%	40%	50%	15%	25%	35%	-5%	
Legendary Beasts	25%	45%	60%	15%	35%	35%	-10%	



In addition, beasts known for their ability to scent prey or enemies will have the same probabilities to sniff out the presence of persons or monsters as they do for hearing. Birds have poor hearing but see people in the open 90% of the time at great distances and 40% of the time when they are under partial foliage cover. (See Dogs in *Monsters* .)

The check is made for the member of the party with the highest ability to detect sounds or see others at great distances.

There are three sets of listening percentages, one for each state the ones being overheard are in Silence applies to all animals with padded feed and all Elves, whether they are standing quietly or moving. Moving applies to all creatures who are moving around but are not talking or making excessive noise. Talking applies to all creatures who are conversing or else making excessive noise by moving hurriedly or else carrying or fumbling with items that would create a noise. If the Listeners are, themselves, moving or talking, they deduct the penalty given to the far right in the table from their listening chances.

Only one check is made for any situation. If one or the other side is unheard, they will have the element of surprise. If both parties are unheard, both will be terribly surprised:

1. *Surprise* gives the forewarned party the advantage of a full charge move plus the first blow against any enemy they can contact without fear of enemy movement or counter-attack. The surprised party loses 1 blow in the initial round of melee .

2. *Great Surprise* occurs when two parties meet with each other unexpectedly. Each side rolls a percentage die. If one side has a 10% advantage, it moves first and strikes the first blow. The presence of very handsome or ugly people can alter the effect of surprise. If neither side has an advantage, combat ensues normally.

3. An initial blast of Magick or missile fire into an unsuspecting party always brings Great Surprise. This tactic is most useful when kicking in the door and

charging into a room full of monsters.

A surprised party will always check morale instantly if there is chance of flight. If no escape route exists, no morale check is necessary.

Undead never check morale, and neither do a select few monsters. If the surprised party is also unprepared (has not drawn weapons for combat), an additional blow is lost by all creatures not armed with natural weapons.

12.2 The Outdoors Adventure

Usually, the Place of Mystery which an adventurer would like to explore (or has been ordered to raid for some item desired by his Master) tends to be somewhere other than in the immediate neighbourhood. This entails travelling. In the period covered by *C&S Red Book*, travel was a risky and expensive business. In our own version of the game we are using a hexagon map of France, northern Spain, northern Italy, Switzerland, and western Germany, with a scale of 16 km to the hex. The map is marked with the roads, forests, towns, castles, and important fortified manors of the 13th Century, not to mention monasteries and Chapter Houses of the Fighting Clerics. The map is used to plot the movement of parties. If mounted, a party travels about 4 hexes or 64 km per day (about 40 miles) on roads and half that cross country. If on foot, a party covers 2 hexes per day on roads or 1 hex cross country. Of course, the pace can be forced.

12.2.1 Hazards on the Road

1. *TOLLS*: Some noblemen and all Towns and Cities charge a toll to pass through the area or town. The toll is 1-6 cp per man or horse (women, children, and donkeys admitted free) . An attempt to bypass a town brings a 20% chance of getting lost for 1-6 days, unless one of the party is a native of the area. An attempt to bypass a castle that charges a toll results in a 50% The chance of running into a patrol sent out to stop just that sort of thing. Such a patrol is 1-6 Spears of Knights and Sergeants (4-24 men). If not spotted by a patrol, there is still a 30% chance of getting lost. If spotted, a party can fight the patrol, flee (increasing the chance of getting lost to 75%)



or pay double the toll for all men, women, children, and animals

2. *INNINGS*: Once inside a Town or if stopping for the night on the road, travellers usually try to stay at an inn. In Town, there is a basic 20% chance that the inn is full (10% if the party contains nobles and 30% if the party contains only Yeomen and Serfs). In any Town there are 1-6 inns x the level of the town (see Table IV in *Designing the Feudal Nation*). If all the inns are full, the party has a 35% chance of finding some accommodation elsewhere in the town at 1-6 times the cost of an average room. Nobles can always call on the hospitality of any nobles residing in the Town (2-12 times the cost of a good room for suitable gifts expressing friendship). Commoners, however, have a 30% chance of being picked up by the Night Watch as vagrants, spending the night in gaol, and paying a fine of 1-6 sp each in the morning.

On the road, the inns tend to be full 70% of the time in the spring and fall pilgrimage periods, and at the percentages given for Town Inns otherwise. If a noble is present and the inn is full, the innkeeper will find accommodation but the rate will be tripled.

3. *MONASTERIES*: Sometimes a monastery is close enough to the road for travellers to stop and spend the night. Wealthy travellers are expected to contribute to the work of the monks by giving alms (1-6 cp for average commoners, 1-6 sp for well-off knights and commoners, and 1-6 gp for wealthy commoners and titled nobles). There is also a 10% chance +1% per man in the party that the Abbot will personally attend and attempt to Convert any and all lawful members of the party so that they will join the religious Order 1-20% of the time if converted (see Cleric rules).

4. *MEALS ON THE OPEN ROAD*: A party travelling for several days or weeks will have to eat at least three times a day if they have enough provisions. Normally, the party will eat at an inn, street-vendor's cooking stall, or at a monastery or castle where they have stopped for the night. Whenever the party finds itself on the open road or in the countryside at

mealtime, it must stop and cook a meal. The results of eating such a meal are either good, neutral, or bad: There is a 30% chance of the food being bad, if cooked by typical travellers, and 20% if cooked by a forester, or cook. A chef always cooks good meals. There is a 30% chance of the food which is not bad being good (40% for forester, or cook, and 60% for a chef). Food which is neither good nor bad is simply neutral or edible.

Bad Food is 1-40% simply bad in taste, and 1 hour is lost in travel time. 41-80% the food causes stomach cramps and no mere travel is possible that day. 81-100% the food causes members of the party to become sick for a day (reduces fatigue to 0% for 24 hours and forces them to stop all travel.)

Neutral Food has no effect one way or the other. Inns always serve neutral food.

Good Food increases travel distance by 10 miles per day and adds 10% to fatigue levels. There is a 20% chance (30% for chefs) of superb food, resulting in 20 miles of extra travel distance and a 20% bonus to fatigue levels for 1 day.

5. *GETTING LOST*: If the party goes off the road and heads across country or hides at the side of the road at night, there is a 30% chance of getting lost in open country and a 40% chance in the woods. However, if a member of the party is a native to the area, reduce the chance by 10%. If an elf, Forester, or Natural Talent Magician is in the party, reduce the chance of getting lost by 25%.

Once a party is lost, it wanders around for 1-6 days until it finds a path. Any time lost for bad meals is added on. A lost party loses 10% fatigue per day they are lost until 50% fatigue level is reached. When the period of being lost is over, the party has a 50% chance of finding its way (60% for native, 75% for Elf, Forester, or Natural Talent guiding it). Failure to find the path results in another 1-3 days of being lost. Good food can counteract fatigue losses. If field rations are carried, they are neutral food 60% of the time and good food 40% of the time.



6. *CASTLES*: If the party attempts to stay at a castle for the night, they will be admitted provided the commoners surrender their arms. If a Troubadour is present, he will have to sing for his supper, which will be superb if he is good (5% chance per bardic voice point). Commoners eat plain fare and bunk in the stable unless of Guild class. Nobles are welcomed if they are allies, but otherwise must joust with a Champion from the castle to be admitted. Women, the sick, and the wounded are always admitted. It is in the nature of “hospitality” for the guest to give suitable “gifts” to his host, and to refrain from any treachery. Breaking the laws of hospitality is regarded as the height of “dishonour” and “disgrace”, whether a host or a guest offends. Commoners receive a quick death or else are Outlawed for treacherous conduct when guests in a castle; knights and nobles lose 1/2 their status points and are denied hospitality everywhere they go. Troubadours are the only ones who can come out of a castle with a profit; a night of good singing can bring 1-20 sp from a titled lord and 1-6 sp from a landed knight, bannerette, or Baron.

12.2.2 Encounters During Travel

There is always a good chance that a party travelling any great distance through a region will meet something or someone. However, exactly what a party will meet depends upon the area the travellers are in and the time of the day or night

Encounters are not, as in some games, invariably hostile. Even the most dangerous of monsters or animals often do not intend any harm. In fact, reports have reached the authors of parties of long-lost Orcs asking directions of a party proceeding cross-country and even sharing a superb meal with the adventurers.

One incredible instance resulted in The Blatant Beast himself rushing to the rescue of another party besieged behind a jumble of rocks by 40 vicious brigands. Of course, that situation could easily be explained by the fact that a great Troubadour was present in the group and The Blatant Beast was afraid he would be killed before he could sing the fearsome dragon a song. Nevertheless, such is the true nature

of the world, and a GM who insists on attacking a party every time he has the chance will soon find himself out of a job.

The following tables are used to determine the general outlines of any encounter. They are intended to be just that, a guide, and some variation either way is recommended to suit the nature of the party and also the situation. After all, common sense dictates overriding the rules at times to spare a hard-hit party yet another savage attack. It is too difficult creating characters for *C&S Red Book* to indulge in the luxury of endless attacks.

1. *BRIDGES*: If the party contains from 1 to 5 knights, there is a %chance that they will encounter a Knight attempting to defend any bridge the party comes to. Such Knights will refuse to speak or tell their names and have a solid colour on their shields hiding their coat of arms. He will be of level 5-20 (roll 1-20 die, counting 1-5 as 5) . A *Pas des Armes* must be fought. If the Knight is Neutral or Lawful, the encounter is for honour; but if either he or the opponent is Chaotic (Alignment 16+), the fight will be to the death or until the guardian is subdued. Use the *Jousting Table*, with “B” results having a 10% chance of Unhorsing. Unhorsing = 1-20 points of damage, with a 20% chance of a critical hit. After the initial charge with the lance, use the Horse Combat rules.

If the party does not contain any Knights or it contains more than 5, 90% of the time, the group will encounter the Water Troll who lives beneath the bridge. He built the bridge and he will demand a toll of 3-18 cp per person and animal. There is also a 20% chance that the Troll is a member of a family group containing 1-6 other members, at least 1 of which is an Adult, besides himself. These are lurking nearby.

2. *TOWNS*: If a party finds itself in a town or city, they will encounter the normal traffic associated with a town, such as street vendors, beggars, and the like. A *Day* is divided into Morning, Afternoon, Evening, and Night. Every character out on the town in the Morning, Afternoon, and Evening, will spend at least



1 CP (given to beggars, street vendors, etc.) Encounters in town other than normal are usually expensive or dangerous. Whenever someone or something is encountered, roll for the Alignment of whatever it is and also use the 1-20 dice to determine the experience level of the persons, etc., encountered whenever that is relevant.

Morning: Every 2 hours the party is out on the town, roll percentage dice:

1-40% = Normal morning traffic; 1-50% chance of party giving 1-6 cp to beggars.

41-60%=Meet with 1-3 Thieves; 1-60% chance you spot the theft afterwards. Lose 1/2 your money, etc. 60-80% chance you catch the thief in the act (Rf .Thieves for rules governing the detection and identification of the exact person.)81-100% chance you pick the thief out in the crowd after the theft.

61-70% = Meet 1-6 Clerics collecting alms for the poor. Party gives 1-10 cp per Cleric.

71-85% = Meet Magick User looking for Adventurers to assist him in seeking out a desired item. There is a 25% chance that someone in the party fits his requirement. If possible, he will place a Geas on the recruit if the chosen member(s) of the party will not hire on willingly.

86-100% = Meet with 1-20 Sergeants and/or Men-at-Arms 1-20% = Troops attempt to recruit members of the party. 31-40% = Someone in the troop recognizes a character and invites him to an inn for a drink. A bout of gambling and carousing occurs. 41-55% = Troops start a fight with the party (opposing faction). 56-100% = Troops pass by without incident

Afternoon: Every 2 hours the party is out on the town, roll percentage dice. If out during the noon hour, stop for dinner and spend 10 cp to 25 cp.

01-60% = Normal (See Above)

61-70% = Thieves (See Above)

71-80% = Clerics (See Above)

81-90% = Magick User (See Above)

91-100% = Warriors (See Above)

Evening: Every 2 hours the party is out on the town, roll percentage dice:

01-40% = Normal (See Above)

41-50% =Night Watch: 1-20 fully armed Civic Militia and Men-at Arms.

1-30% = Ahead of the party

31-50% = Behind the party

51-70% = Followed by the Watch, who are suspicious 1-40% of the time

71-100% = Arrested by the Watch (unless a Noble is present) . See *Inns* above for details. Thieves have a 20% chance of being stopped when- ever they encounter the Watch.

51-65%=1-6 Thieves encountered (intent on a mugging) .

66-75% = Clerics (See Above)

76-80% = Magick User (See Above)

81-90% = Warriors (See Above), on1y a 1-10% chance of recruitment and 11-40% chance of a friend and a bout of drinking and gambling at an Inn).

91-100%=Monsters encountered:

1-40% = Meet with Undead

1-20% = 1-6 Zombies

21-40% = 1-6 Skeletons

41-75% = 1-6 Ghouls

76-85% = 1 Vampire

86-90% = 1 @Death@

91-100% = 1 Ghost

41-60% = Meet with Lycanthropes

1-40% = 1-10 Ratmen

41-55% = 1-6 Lizardmen

56-85% = 1 Werewolf

86-100% = 1 Werebear

61-90% = Meet with 1-6 Hobgoblins

91-100% = Meet with pack of 3-20 dogs

Night: Every 2 hours the party is out on the town, roll percentage dice:



1-10% = Normal, with a 75% chance of the party giving 2-12 cp to beggars.

11-30% = Night Watch: 5-50 fully armed Men-at-Arms and Civic Militia.

1-50% = Stopped by the Watch and arrested unless a noble is present.

51-100% = Followed by the Watch, who are suspicious 1-50% of the time.

31-45% = 1-10 Thieves

46-50% = 1-6 Clerics

51-60% = Magick User and 1-6 friends. If evil, he is looking for victims for a human sacrifice in a Demonic Summoning.

61-70% = Fighting Men (see *Evening* above)

71-100% = Monsters (see *Evening* above).

3. *THE KING'S HIGHWAY*: The Royal Bureaucracy prides itself on the upkeep of the major roads of the realm and, as a result, the royal authorities do not look favourably upon an outbreak of robbery or fighting, much less monsters, which disturb the King's peace. Roll percentage dice every 2 hours during the Day and every 3 hours at Night and at dawn:

Day (12 Hours)

1-25% = No encounters at all

26-50% = Normal traffic: Merchants, Pilgrims, Travellers, etc.

51-60% = Clerics Encountered:

1-50% = 1-3 Friars: give each 1-6 cp in alms

51-80% = Lay brothers of a local Monastery.

The ranking brother will have a 10% chance of talking a Lawful member of the party into Coming to the Monastery for a visit. Otherwise give alms. 1-20 Monks

81-100% = 1-20 Fighting Clerics of a Military Order, looking for Lawful persons to join their Order. Lawful Warriors have a 10% of joining.

61-70% = Meet the local road Patrol: 10-60 Mounted Sergeants and Knights. 1-6cp paid as Toll per animal and person in party.

71-80% = Meet with Brigands:

1-50% = Ambush by 1-20 men on foot

51-55% = Ambush by 1-10 mounted Brigands

56-75% = Pursued by 1-20 men on foot or 1-10 mounted

76-100% = 1-20 Brigands seen ahead holding up a rich merchant.

81-90% = Meet 1-20 Warriors (See Above, *Morning in Town*)

91-100% = Meet Magick User and 1-6 >Friends=. If evil the magick user is looking for victims 1-50% of the time.

Night (12 Hours)

1-20% = No encounters

21-25% = Normal Traffic

26-40% = Noises ahead: Party hides at road side for 1 hour possibly >lost

41-50% = Patrol. Pay toll. 10% chance of being arrested on suspicion unless noble present. Party may request escort.

51-75% = Brigands (See Above)

76-80% = Warriors (See Above)

81-85% = Magick User (See Above)

86-100% = Encounter Monsters

1-30% = Goblins

1-20% = 1-20 Kobolds

21-35% = 10-20 Goblins

36-45% = 1-6 Bugbears

46-55% = 1-6 Hobgoblins

56-100% = 5-25 Orcs (1-10% on War path)

31-40% = Encounter Giant:

1-35% = 1-6 Ogres

36-55% = 1-3 Cave Trolls

56-65% = 1-3 Mtn Trolls

66-70% = 1-3 Wood Trolls

71-80% = 1-3 Water Trolls

81-85% = 1-3 Sand Trolls

86-94% = Hill Giant

95-100% = Cloud Giant

41-45% = Encounter Undead:

1-25% = 1-10 Zombies

26-50% = 1-10 Skeletons



- 51-70% = 1-6 Ghouls
 71-85% = 1 >Death=
 86-95% = 1 Vampire
 96-100% = 1-6 Ghosts
 46-60% = Miscellaneous Monsters:
 1-5% = 1-10 Centaurs
 6-10% = 1 Chimera
 11-15% = 1-3 Gargoyles
 16-20% = 1 Gorgon + 1-6 Wolves
 21-25% = 1-3 Griffins
 26-30% = 1-6 Harpies
 31-40% = 1-3 Hippogriffs
 41-45% = 1 Hydra
 46-52% = 1-3 Manticores
 53-60% = 1-3 Pegasi
 61-70% = 1-3 Rocs
 71-75% = 1 Unicorn
 76-85% = 1 Will O=Wisp
 86-90% = 1-3 Wyverns
 91-95% = 1 dragon
 96-100% = The Blatant Beast
 61-100% = Animals
 1-5% = 1-10 Giant Ants
 6-10% = 1-3 Brown Bears
 11-13% = 1-3 Grizzly Bears
 14-16% = 1-2 Polar Bears (or Kodiaks)
 17-19% = 1 Werebear
 20-25% = 1-10 Giant Frogs
 26-30% = 1-6 Giant Spiders
 31-35% = 1-20 Giant Rats
 36-40% = 1-3 Skunks
 41-45% = 1 Giant Skunk
 46-50% = 1 Giant Wolverine
 51-55% = 1-10 Giant Mosquitoes
 56-59% = 1-2 Giant Scorpions
 60-62% = 1 Large Constrictor
 63-65% = 1 Large Viper
 66-70% = 1 Giant Viper
 71-75% = 1-3 Giant Wasps
 76-80% = 3-18 Grey Wolves
 81-85% = 1-3 Werewolves
 86-90% = 1-6 Deer
 91-100% = 1 Great Stag

4. *ON THE FIEF*: The fiefs are well protected during the *Day*, but at *Night* only the village and castle are safe. Roll 1 percentage dice every hour in *Day* and every 3 hours at *Night*.

Day:

- 1-40% = 1-100 Serfs in the fields
 41-60% = 1-10 Yeomen
 61-80% = Manorial Patrol: 1-20 Mounted Sergeants and Knights
 81-100% = Large Game Animal:
 1-30% = Female Deer
 31-50% = Stag
 51-60% = Great Stag
 61-100% = Boar

Night:

- 1-10% = 1-10 Serfs
 11-25% = 1-6 Yeomen
 26-50% = Manorial Patrol (See Above)
 51-65% = Large Game Animal (See Above)
 66-70% = 1 Cleric
 71-75% = Magic User and 6 >Friends= (See Above)
 76-100% = Monster Encounter (See Above, *Night on Highway*)

5. *WOODLANDS*: Roll Percentage dice every 2 Hours, day or night:

- 1-15% = 1-6 Foresters
 16-30% = Large Game Animal (See Above)
 31-60% = Animals (See Above, *Night on Highway*)
 61-70% = 1-20 Band of Outlaws (wronged men, Robin Hood type)
 71-80% = Brigands in a ruined tower deep in woods.
 81-100% = Monsters (See Above)

6. *MOUNTAIN AND HILLS*: Roll Percentage dice every 2 Hours, day or night:

- 1-10% = 1-6 Foresters
 11-25% = Animals (See Above, *Night on Highway*)
 26-35% = 1-50 Brigands
 1-50% = in ruined tower
 51-100% = in a cave
 36-45% = 1-50 Warriors
 46-60% = Large Game Animal (See Above)
 61-80% = Monsters (See Above)
 81-100% = Goblins: 1-6 time normal number (See Above)

7. *FORESTER GUIDES*: If a Forester is present in the party, encounters in the countryside or on the



King's Highway will occur rarely without his first detecting signs of someone or something coming. Before making a check for an encounter, roll a 1D6 die. If a result of 1-4 turns up, the party is forewarned and may evade or hide or take up an ambush position. The encountered creatures will have 50% chance of detecting the party minus 3% per experience level possessed by the Forester. Detection may be only the spotting of tracks, hearing a suspicious noise, etc., and does not mean that the party is spotted.

Foresters also are able to choose campsites that are not easily detected by marauding animals, monsters, brigands, etc. Make only one encounter check during the night or day. A Yeoman is almost as gifted, and a check is made every 6 hours. If no Forester or Yeoman is present in the party, check every 2 hours day and night.

8. *SPECIAL SITUATIONS*: In times of War, Orcish raids, Dragons rampaging in a region, etc., the information is known to the party before they enter a region. The general nature of the enemy is known, as well as his approximate numbers and general activities. In such instances, furthermore, many other types of encounters will simply not occur as many other people and creatures will lie low until the worst of the trouble is over. The GM should adjust the chance of no encounters at all accordingly.

9. *PREPARED ENCOUNTERS*: There are Castles, towers, Magick Pools, etc., along the route, as placed on the map of the region. The Player-Referee's job is to provide enjoyment of the game by developing scenarios around such landmarks. In some cases, these will already be known places, in other instances the party will be the first to discover them. See *Dragons* in the *Monster Profiles* for an example of how to set up such a scenario.



13.0 Character Levels and Experience

There must be some system by which the success of a character can be translated into an improvement in his abilities. By gaining “experience” in meeting the challenges of life a character may rise in his experience level and become an abler opponent. Traditionally, most dungeon and wilderness games have concentrated on measuring the experience of a character by the money he obtains and the monsters he kills. This is perhaps an ideal method when the dungeon or wilderness expedition is the only activity. However, in *C&S Red Book*, characters are not out of circulation at any time and their activities include far more things than raiding or adventuring.

The awarding of experience in *C&S Red Book* is therefore somewhat complex in that it takes into account all of the activities peculiar to a class of character. Fighting Men fight, and thus gain most experience in combat. Magick Users do research and cast enchantments, so their experience is largely gained from the doing of Magick. Clerics perform miracles and protect others from evil. Thieves steal. Elves and Dwarves are combination characters and may gain experience from a wide range of activities. The Haefling is best suited to thieving, so there is no problem with him.

13.1 Treasure

Treasure is of minimal importance to some classes of character and of high importance to others. The experience awarded to each class is as follows:

Fighter: 25% of loot in gp = experience points

Cleric: 25% of loot in gp = experience points if donated to the Church

Magicians: 10% of loot in gp = experience points

Elves: 10% of loot in gp = experience points

Dwarves: 100% of loot in gp = experience points if not Magick Users

Others: 100% of loot in gp = experience points. “Others” refers to non-fighter types who are not in the basic classes. It also refers to any Monster whose nature it is to amass personal treasure and mount guard over it.

13.2 Slaying and Vanquishing Enemies

In *C&S Red Book*, players on an adventure may elect for one of two systems of winning experience for the slaying or vanquishing of enemies and monsters:

1. *The Road to Glory*: Experience is awarded according to the contribution of each member of a party to the victory:

a. If single combat, all points are awarded to the victor.

b. If multiple combat, points are shared equally among the *participants* in the combat, with 1/2 of a share to those who did not participate but performed duties necessary to the success of the combat or the safety of the party, such as holding torches, guarding the rear, etc.

2. *The Company of Brothers*: Experience is awarded equally for all monsters slain or vanquished, and all loot is shared equally after expenses are settled.

Experience points are awarded according to the type of monster encountered, and the point value of each non-player or monster type is printed in the Monster Profiles under the heading of Experience. Again, experience is awarded on the basis of the class of the character and will be dealt with in the sections on each class.

“Slaying” refers to the outright killing of an enemy. If “un-chivalric” methods are used, such as killing sleeping or unsuspecting enemies, 1/2 the experience for the “vanquishing” of an enemy is awarded. However, Thieves, Spies, and Assassins gain 100% experience for single handedly garotting, back stabbing, etc., a victim if it is necessary.

“Vanquishing” refers to bringing an enemy to his knees so that he will ask for terms of surrender. Knights



receive 100% experience for granting “honourable” terms due to this being highly “chivalric” behaviour. Vanquishing may also be incapacitating foes so that they cannot fight and may be captured.

13.2.1 Knights and Warriors

Knights, Clerics of Military Orders, Sergeants, Men-at-Arms, Mercenaries, and Magicians of Quasi-Military Magical Orders are classified as Warriors and gain experience from a number of sources:

Being a Warrior: 1 point x Experience Level per day.

On an Adventure: 2 points x Experience Level per day.

Going to War: 3 points x Experience Level per day.

One of these above three sources of daily experience applies at any one time, and points are totalled monthly.

Slaying or Vanquishing Enemies: 100% experience points for slaying the enemy; 50% for vanquishing him. However, 100% experience is awarded if “chivalric behavior” results in honourable terms being granted to a defeated enemy.

War: Honours as well as experience may be won on the battlefield, with 100 Honour points = 1 status point in the social scale. Experience and Honours are as follows:

These bonuses are cumulative and are totalled monthly for experience.

“First in the breach”: 100 points x Experience Level + 50 Honour Points .

“First in the walls”: 75 points x Experience Level + 40 Honour Points.

“Leading a successful sally”: 20 points x Experience Level + 20 Honour Points

“Leading a force of men”: 5 points x Experience Level per day.

“Winning a battle”: 100 points x 1/2 Experience Level + 20 Honour Points.

“Commanding a victorious Army”: 500 points x Experience Level + 100 Honour Points.

“Capturing a Fortress”: 100 points x Experience Level (x2 if a Tower or Castle fortification) + 50 Honour points for SFMH, 90 Honour Points for LFMH, 100 Honour Points for Shell Keep, and 150 + 25 x level of Castle for all Castles. This will apply only to the Lord who actually captures the fortress.

“Capturing a town”: 20 points x level of the town (1-10) + 20 Honour points x level of the town. Again, this applies only to the Lord who actually captures the town.

Championing a Lady: According to the Laws of “Courtly Love,” a *Knight* will gain much Honour by protecting and championing women:

“For each gallant feat of arms done in honour of a Lady”: 3 x Honour Points.

“Rescuing a noble damsel in distress”: 100 points x Experience Level + 50 + 1-50 Honour Points

“Rescuing a damsel in distress” who is not of noble rank: 20 points x Experience Level + 25 Honour Points .

Gallant Deeds of Arms at a Tournament: Knights always gain Honour at tournaments:

Entering each joust, melee, or pas des armes: 1 Honour + 50 Experience Points

For every Spear broken in the joust: 2 Honours + 20 Experience Points

For each Coronel in the joust: 1 Honour + 20 Experience Points

If poorer opponent is Unhorsed: 5 Honours + 20 x Level of Opponent in Experience

If equal opponent is Unhorsed: 10 Honours + 25 x Level of Opponent in Experience



For each victory in the joust: 10 Honours + 50 x Experience Level in Experience

For each "damage point" scored in melee or Pas des armes: 1 x Level of Opponent in Experience.

For each victory in the pas des armes: 10 Honours + 20 x Level of Opponent in Experience.

For each capture in the melee: 10 Honours + 20 x Experience Level + 10 x Opponent's Experience Level in Experience.

For capturing the opposition's Banner in the melee: 25 Honours + 100-1000 Experience.

For capturing the leader of the opposition in the melee: 50 Honours + normal capture.

For winning the Jousting Contest: 50 Honour Points.

Honourable Wounds to the Body: 10 Experience points per damage point suffered to the body + 1 Honour Point.

13.3 Clerics

Clergy and Monks always compute experience according to the following guidelines, and Paladins and Fighting Clerics of Military Orders will benefit when performing Clerical Miracles:

Being a Cleric: 2 points x Experience Level per day

Being a Cloistered Monk: 2 points x Experience Level per day.

Being of Alignment 1 or 2: 2 points x Experience Level per day.

These bonuses are cumulative and are totalled monthly for experience

Doing Good Works:

Curing Wounds and Disease: 2 x Experience Level x hit points cured.

Fasting and Praying (no other activity): double daily experience.

Removing Curses: 10 x Experience Level x 1-10.

Exorcism: 10 x Experience Level + 1-10 x Level of Demon.

Visions: 10 x daily experience for one month (only once per month).

Performing Miracles: 10-100 points per miracle, provided such miracles are performed for a clear and good purpose, not merely to obtain experience points.

Writing Holy Manuscripts: 5 x daily experience.

Sanctify Object (perform enchantment to BMR 0): 50 x BMR levels Sanctified per 2 Dr. or equivalent

Prepare Holy Waters:

Water of Life: 3 x Experience Level.

Water of Healing: 7 x Experience Level.

Water of Great Healing: 10 x Experience Level.

These bonuses are in addition to the experience awarded for Sanctifying the materials in the Waters.

Slaying or Vanquishing Personal Enemies: 2 Experience

Slaying or Vanquishing Enemies of the Church or Mankind: 100% Experience

13.4 Mages

Magick Users gain experience only from the following activities unless quasi-Military Order members or Natural Talent Primitives, who may also be Fighters. Elves and Dwarves may be combination characters (Fighter-Magick User):

Being a Magick User: 1 point x Experience Level per day.



Enchanting a scroll or device: 2 points x Experience Level per day.

Learning New Spells: 5 points x Experience Level per day or first days + 50 x BMR of spell. If spell is above BMR 3, + 100 x BMR of spell. If spell is above BMR 5, +150xBMR of spell, if above BMR 7, +200 x BMR of spell.

The bonuses awarded above are exclusive of each other, as only one activity is possible at a time. However, the experience may also be awarded for:

Meditation: One experience point x magic level per day (doubled if fasting after 3 days. Up to 20 days.)

Casting Spells: Experience is given for casting spells when there is a definite point to them, such as enchanting an object, defending against an attacker, etc.

Absolutely no experience is given for practising spells which have been learned, and spells currently being learned are covered above. Magick is purposeful at all times:

Casting unlearned spells: 15 x fatigue points expended.

Casting learned spells: 10 x fatigue points expended.

Enchanting Materials: 50 x BMR enchanted per 1/2 Dr. or equivalent.

Enchanting potions, powders, etc.: Once the materials are enchanted to BMR 0 at 00%, experience = 50 x spell level per dose obtained.

Enchanting scrolls or manuscript pages: 5 points x Experience Level per day spent inscribing the enchantment.

Raising Demons: 5 x fatigue points expended x level of Demon Experience may be gained only 3 times per month.

Alchemical Processes: Alchemists receive a set experience bonus when they perform alchemical operations for the first time on a material. Afterward, they

receive 10% of that bonus for each subsequent operation.

Conjurors make a brew for their Magick. The cauldron can enchant materials at the same rate as indicated for the Conjuror's MKL, and experience is given to the Conjuror for such an operation.

Slaying and Vanquishing Enemies: Only 10% experience is awarded for slaying or vanquishing Enemies with weapons. However, if Magick is used, 50% experience is awarded for all non-magick using men and creatures and 100% for Magick Users. If the Magick User employs weapons, he gains only 10% experience, even if he did 99% of the damage with Magick.

Elves, Dwarves, and Magick Users who are members of Quasi- Military Orders, of Noble blood, or are Natural Talent Primitives may elect, in any action, to use Magick or weapons to settle the matter. If Magick Weapons of +3 or higher are employed, the character is deemed to be using Magick. Magick Users who are also Clerics are counted as Clerics or Fighting Clerics when computing experience for slain enemies.

13.3 Thieves, Brigands and Assassins

Thieves, Brigands, and Assassins are similar in some ways and different in others, so each must be considered separately for some activities:

Being a Thief: 1 point per day x Experience Level.

Being a Brigand: 2 points per day x Experience Level.

Being an Assassin: 1 point per day x Experience Level.

On a raid or mission: +2 points per day x Experience Level. Note: this does not include casual mugings, pickpocketings, and the like, only extended actions.

Sneak Attacks: all back stabbings, garottings, sand-bagging, etc., score 50% for Thieves, 100% for Brigands, and 200% for Assassins. If the victim is not slain, however, only 25% of experience is awarded for bungling the job because it had to be finished



face-to-face. If simple robbery is the motive, 25% is scored for vanquishing, 10% for slaying.

Frontal Attacks: Thieves receive 25% experience, Brigands 100% and Assassins 50% (the last being in self-defense or in an open raid, rather than an assassination plot).

Picking Pockets: Add 20% to the experience gained for the loot if the snatch was undetected by the victim and unwitnessed by passers-by.

Mugings: As for picking pockets No experience for accidental slayings.

Picking Locks: variable experience, depending upon the degree of difficulty, but ranging from 10-200 points.

Disarming Traps: variable experience, depending upon the degree of difficulty and danger offered by the traps, but ranging from 100-1000 points for the most part.

Undetected Burglaries: Add 25% to experience gained for the loot if the break-in was undetected by the victim during its commission and unwitnessed by anyone not in the gang.

Detection: No experience is awarded for picking pockets, Mugings, or Burglaries. Thieves depend upon being anonymous for success. Now the Thief must lie low and has lost face with his fellows for being a

ham-handed bungler Brigands are similarly penalized if they have been able to disguise their true craft up to the time of detection and are declared Outlaw. Assassins gain full experience for their mission only if not slain or captured and tortured for information.

Slaying and Vanquishing Magicians: Magick Users are exceedingly dangerous foes, and bonuses are added for slaying or vanquishing them in addition to the usual experience bonus. Add 500 x MKL for magicians up to MKL 10, and 1000 x MKL for magicians to MKL 22. If merely vanquishing the Magician, take 50% of the bonus.

13.4 Limitations on Advancement

It is strongly recommended that any one character be limited to advancing no more than *one* experience level per adventure. If, for example, a character has obtained enough experience to advance two levels, pin the character at the top of the level above the one he had when he started the adventure. In other words, if a character at level 4 had obtained enough experience to advance him to level 6, he would be placed at the top of the fifth level, about to enter level 6.

In extended adventures, experience earned is totalled every two weeks or once each month, whichever is most convenient or reasonable. Also, if adventures of this sort produce results of a spectacular and momentous nature, an instant totalling of experience would be justified if it would bring an advancement for a character.

Alchemists are an exception to this rule for, in performing some of their processes, they spend many months secluded from almost all experience acquiring activities. Thus, a major experience award will bring full benefits, if due to an alchemical operation.

13.5 Experience Levels

Experience results in a character's advancement in proficiency. The following tables give the number of experience points needed to advance in a given category of fighting prowess.

LEVEL: A term signifying the degree of fighting prowess of a character.

BODY: The number of points of damage a character's body may sustain before he is slain. The points indicated are the bonus points added to the character's previous body level.

FATIGUE: The fatigue levels of a character are dependent upon a random die roll (1-6 dice), and the number indicated = the number of dice to roll. The (+) values following the number of dice are the bonus points to be added to the dice totals. If a lower score than the previous level is obtained, the previous fatigue level is maintained.



PCF: The Personal Combat Factor bonus to be added to the PCF computed when the character was first determined. Once the new PCF is determined, the *Personal Combat Factor Table* in the Character Prime Requisites chapter should be consulted to alter all fighting characteristics.

MKL: The Magick Level of a character who is a Magick User. This is a convenient guide for players who have combination characters as well as pure Magick Users.

SUPERHUMANS: All characters with Titanic Superhuman Strength and up.

CHIVALRY: All nobles (Knights, Sergeants, Fighting Clerics, Magick Users in Quasi-Military Orders, and Magick Users with Primitive Natural Talents) .

FIGHTERS: All Sergeants, Men-at-Arms, Mercenaries, Yeomen- Foresters, Guildsmen in the town Militias, non-noble Magick Users in Quasi-Military Orders, Assassins.

NON-FIGHTERS: All human characters not included in the above classes. Brigands tend to be in this class, although a few are Fighters or even Chivalry.

DWARVES, HAEFLINGS, AND ELVES are given under separate sections, except for Elves with Superhuman Strength who are included in the Superhuman Category.

13.5 Experience Level Charts

In all cases after experience levels continue beyond the chart at 250,000 points per level. The Fatigue and PCF continue the pattern established with the last two levels of each chart.

13.5.1 Superhumans

All characters with Titanic Superhuman Strength +.

Level	Min Exp	Body	Fatigue	PCF	MKL
1	0	var.	2d6	var.	1
2	2500	+3	2d6+3	1.5	1
3	5000	+2	3d6+3	1.5	1
4	10000	+3	4d6+3	1.5	1
5	25000	+2	5d6	1.5	1
6	50000	+3	5d6+3	2.0	2
7	75000	+2	6d6	2.0	2
8	100000	+3	6d6+3	2.0	3
9	150000	+2	7d6	2.0	4
10	200000	+3	7d6+3	2.5	5
11	300000	+2	8d6	2.5	6
12	400000	+3	8d6+3	2.0	7
13	500000	+2	9d6	2.0	8
14	750000	-	9d6+3	2.0	9
15	1000000	-	10d6	2.0	10
16	1250000	-	10d6+3	2.0	11
17	1500000	-	11d6	2.0	12
18	1750000	-	11d6+3	2.0	12
19	2000000	-	11d6+4	2.0	13
20	2500000	-	11d6+5	2.0	13

13.5.2 Chivalric (Non-Superhuman: Knights/Squires/Sergeants)

Level	MinExp	Body	Fatigue	PCF	MKL
1	0	var.	1d6+2	var.	1
2	2500	+1	2d6+2	1.5	1
3	5000	+1	3d6	1.5	1
4	10000	+1	3d6+2	1.5	1
5	25000	+2	4d6	2.0	1
6	50000	+2	4d6+2	2.0	2
7	75000	+2	5d6	2.0	2
8	100000	+2	5d6+2	2.0	3
9	150000	+2	6d6	2.0	4
10	200000	+2	6d6+2	2.0	5
11	300000	+2	7d6	2.0	6
12	400000	+2	7d6+2	2.0	7
13	500000	+1	8d6	2.0	8
14	750000	+1	8d6+2	2.0	9
15	1000000	-	9d6	2.5	10
16	1250000	-	9d6+2	2.5	11
17	1500000	-	9d6+3	2.5	12
18	1750000	-	9d6+4	2.5	12
19	2000000	-	9d6+5	2.5	13
20	2500000	-	9d6+6	2.5	13



13.5.3 Other Human Warriors

Level	Min Exp	Body	Fatigue	PCF	MKL						
1	0	var.	1d6+1	var.	1	4	10000	+1	3d6	1.5	1
2	2500	+1	2d6	1.0	1	5	25000	+2	3d6+3	1.5	1
3	5000	+1	2d6+1	1.0	1	6	50000	+2	4d6	1.5	2
4	10000	+1	3d6	1.0	1	7	75000	+2	4d6+3	1.5	2
5	25000	+2	3d6+1	1.0	1	8	100000	+2	5d6	1.5	3
6	50000	+2	4d6	1.5	1	9	150000	+2	5d6+3	1.5	4
7	75000	+2	4d6+1	1.5	2	10	200000	+2	6d6	2.0	5
8	100000	+2	5d6	2.0	2	11	300000	+1	6d6+3	2.0	6
9	150000	+2	5d6+1	2.0	2	12	400000	+1	7d6	2.0	7
10	200000	+2	6d6	2.0	3	13	500000	+1	7d6+3	2.0	8
11	300000	+2	6d6+1	2.0	4	14	750000	+1	8d6	2.0	9
12	400000	+2	6d6+3	2.0	5	15	1000000	-	8d6+1	2.0	10
13	500000	-	7d6	2.0	6	16	1250000	-	8d6+2	2.0	11
14	750000	-	7d6+1	2.0	7						
15	1000000	-	7d6+3	2.0	8	13.5.6 Dwarves and Haeplings					
16	1250000	-	8d6	2.0	9	Level	Min Exp	Body	Fatigue	PCF	MKL
17	1500000	-	8d6+1	2.0	10	1	0	var.	1d6+1	var.	1
18	1750000	-	8d6+2	2.5	11	2	2500	+2	1d6+3	1.0	1
19	2000000	-	8d6+3	2.5	12	3	5000	+2	2d6+1	1.0	1
20	2500000	-	8d6+4	2.5	12	4	10000	+2	2d6+3	1.0	1
					13	5	25000	+2	3d6	1.0	1
					13	6	50000	+2	3d6+3	1.5	2
						7	75000	+2	4d6	1.5	2
						8	100000	+2	4d6+3	1.5	3
						9	150000	+2	5d6	1.5	4
						10	200000	+1	5d6+3	2.0	5
						11	300000	+1	6d6	2.0	6
						12	400000	+1	6d6+3	2.0	7
						13	500000	+1	6d6+4	2.0	8
						14	750000	+1	6d6+5	2.0	9
						15	1000000	-	6d6+6	2.0	10
						16	1250000	-	6d6+7	2.0	11

13.5.4 Other Humans

Level	Min xp	Body	Fatigue	PCF	MKL						
1	0	var.	1d6+1	var.	1	10	200000	+1	5d6+3	2.0	5
2	2500	+1	1d6+3	1.0	1	11	300000	+1	6d6	2.0	6
3	5000	+1	2d6	1.0	1	12	400000	+1	6d6+3	2.0	7
4	10000	+1	2d6+1	1.0	1	13	500000	+1	6d6+4	2.0	8
5	25000	+2	3d6	1.0	1	14	750000	+1	6d6+5	2.0	9
6	50000	+1	3d6+1	1.0	2	15	1000000	-	6d6+6	2.0	10
7	75000	+2	3d6+3	1.0	2	16	1250000	-	6d6+7	2.0	11
8	100000	+1	4d6	1.0	3						
9	150000	+2	4d6+1	1.0	4	Note: *Haeplings do not add to their body levels after level 8.					
10	200000	+1	4d6+3	1.0	5						
11	300000	+1	5d6	1.5	6						
12	400000	+1	5d6+1	1.5	7						
13	500000	-	5d6+3	1.5	8						
14	750000	-	6d6	1.5	9						
15	1000000	-	6d6+3	1.5	10						
16	1250000	-	6d6+4	1.5	11						

13.5.5 Elves

Level	Min Exp	Body	Fatigue	PCF	MKL
1	0	var.	1d6+3	var.	1
2	2500	+1	2d6+1	1.5	1
3	5000	+1	2d6+3	1.5	1



14 Of Men and Monsters

14.0.1 Introduction

The role of Non-player characters and monsters in *C&S Red Book* is very important to the success or failure of any adventure. The Non-Player Character and Monster Profiles below give a wide range of characteristics for each of the important types that will be encountered in the typical adventure. Such factors as the experience level of player character types, the number of body and fatigue points, the bonuses for hitting the foe or parrying or dodging the blows of enemies, the WDF or weapon damage multiplier for computing the amount of damage inflicted by a blow that strikes home, armour class, and finally the Experience Bonus gained for slaying or vanquishing a foe are all given. Also, in many instances, the traditional lore concerning various types of monsters is provided to guide the GM as he conducts the adventure.

14.0.2 Non-Player Characters

It should be noted by all players that the GM is not the only person in the game who is able to marshal non-player figures. Player-characters will have friends or Masters or vassals and servants who can be taken along on expeditions. After all, what Knight would send his Squire out alone to face the worst the world has to offer? Indeed, what self-respecting Knight would allow a mere Squire to hog all the glory to himself? Similarly, an Apprentice Magician would not venture into dangerous territory, without protections given him by an anxious Master, far from eager to have to train a bumbling replacement. The whole concept of Influence may be employed so that a player-character may, in act, influence his Master or other Non-player characters, recruiting them for an adventure. This redresses the deplorable one-sidedness so often encountered in most Places of Myystery or Wilderness adventures, in which the GM holds *all* of the cards!

14.0.3 The C&S Red Book Rules

These are Rules which the *C&S Red Book* Game

Master should bear in mind about the relation between player characters and non-player characters:

RULE NUMBER ONE in *C&S Red Book* is that it is a game, not an arena for ego-trippers to commit mayhem with impunity on the defenseless or near defenseless characters of others. Games have to be FUN, with just enough risk to get the adrenalin pumping. The moment that an adventure degenerates into a butchering session is the time to call a halt and ask the would-be god running the show just what he thinks he is doing, anyway. Player-characters have to take enough risks built into the game without the brilliant introduction of a foe that totally outclasses them

RULE NUMBER TWO is that the GM's job is to create in the minds of the players as imaginative, exciting, and enjoyable an adventure as possible, so that the time spent at the activity is worth it even if a favourite character has been killed. In short, he must work at it, not merely roll random dice and trot out the next horde of enemies.

RULE NUMBER THREE is that Non-player characters care about their own skins as much as any player-character, and they are not going to suicidally charge the enemy unless no other option is open. To a degree, this factor is reflected in the Morale Rules in the Individual Combat section.

RULE NUMBER FOUR is that Non-player characters have personalities too, and they will behave as individuals, not as a faceless mass which can be manipulated any way that the GM wants. Why, for example, do Orcs attack parties of adventurers, anyway? The answer is that the Orcs want to rob the members of the party and, if it is worth it, perhaps to hold them to ransom as well. Trolls charge tolls to cross the bridges they have built quite an honest transaction in itself but they do get hungry too. In any event, *all* intelligent beings in the game are bound by the Chivalric Code, and a truce for a parley is respected by men and monster alike, as is an offer or request for terms of surrender. Only howling chaotics bent on performing a human sacrifice to raise a Demon would think of butchering someone just to see



blood. Of course, Animals are quite another matter, for they act by instinct rather than conscious motives.

RULE NUMBER FIVE is that Non-player characters and monsters do not have to live one another. Indeed, there are as many rivalries and animosities between monster types as there are among real people. Unless they are all working for a Magick User or other powerful Master, there is no reason to think that a Troll has any love for a Wyvern. Nor, for that matter, is there any reason to think that an Orcish soldier loves and admires the officer placed over him. Desertion, treachery, and even the forming of temporary alliances between player-characters and certain monsters to eliminate a mutually hateful foe are highly possible. Imaginative Player-Referees are encouraged to keep such possibilities in mind.

RULE NUMBER SIX is that not all Non-player characters and monsters are automatically enemies of the party of adventurers. It is conceivable, for example, that an encounter with Trolls on the King's Highway could result in a brief exchange of pleasantries, for the Trolls are hurrying home for supper and cannot take time on a few obviously poor wayfarers. If a bear wanders into the camp at night, throwing it a haunch of meat might satisfy it and persuade it to go away. Who knows, that Lion standing by the edge of the path just might have a thorn in his foot; and the one who pulls it out could obtain a friend and faithful Guard Cat for life! While some of the adventure should be deadly serious, there is also room for rough humour as well.

With these rules in mind, on to the Monsters. . .

14.1 Men, Elves, Dwarves and Haelfings

The four chief races are all marked by a wide diversity of abilities and skills. The following profiles for non-player characters are a compromise between accuracy to the rules for creating characters and the restrictions of space. Still a good variety of fairly realistic non-player types has been provided. Player-Referees are encouraged to develop their own special non-player characters using the character Prime Requisites

but perhaps cooking some of the scores to acquire the desired result. Players should also remember that the weights of characters are given for the body only. Armour weight is extra and must be computed for determining the effects of bashes, etc.

14.1.1 Knights and Superior Elves and Dwarves

Knights are perhaps the finest fighters in the campaign. Because they are a class frequently encountered, three basic non-player types have been developed to give a considerable variety to game play: The Mighty Knight; the Superior Knight, and the Average Knight. Noble Elves may be rated on the same scale as human Knights, while Noble Dwarves and Dwarves of greatly superior skill may be rated as Superior or Average Knights. Weight differentials between the races can be ignored here as there is little real difference between Men and Elves, while the Dwarves in question would be such superior types that the lower weights would be compensated for by the individual's fighting skills.

The Mighty Knight is assumed to be more than a match for most men, for only a handful could ever hope to equal his prowess in battle. With Superhuman strength, constitution 20, dexterity 19, bardic voice 16, appearance 18, and charisma 21, he is formidable. His Military Ability is 10, and Command Level is 6. He is 6'3" tall, with a heavy muscular frame. He weighs 225dr. and carries 1100dr. Such men are exceedingly rare, however, which is fortunate for Men and Monsters as he can *literally* tear them apart with his bare hands as his *basic* PCF is 25.5!



Lvl	Body	Fat	%Hit	%Parry	%Dodge	Blows	WDF	Armour	%Mag#/&	Exp
1	29	8	+35%	-35%	-40%	+4	6x	4	0%/0%	700
2	32	11	+35%	-35%	-40%	+4	6x	4	2%/2%	800
3	34	15	+35%	-35%	-40%	+4	6x	4	4%/4%	900
4	37	20	+38%	-38%	-45%	+5	6x	5	5%/5%	1300
5	39	24	+38%	-38%	-45%	+5	6x	7	10%/10%	1600
6	42	27	+40%	-40%	-50%	+5	6x	7	12%/12%	2000
7	44	29	+40%	-40%	-50%	+6	6x	7	15%/15%	2500
8	47	32	+45%	-45%	-50%	+6	7x	8	20%/17%	3000
9	49	34	+50%	-50%	-55%	+7	7x	8	25%/20%	4000
10	52	40	+50%	-50%	-55%	+7	7x	8	30%/25%	4500
11	54	43	+50%	-50%	-55%	+7	7x	8	35%/30%	5000
12	57	45	+50%	-50%	-55%	+7	7x	8	40%/40%	5500
13	59	45	+50%	-50%	-55%	+7	7x	8	45%/45%	6000
14	59	48	+50%	-50%	-55%	+8	8x	8	50%/50%	7000
15	59	50	+50%	-50%	-55%	+8	8x	8	60%/55%	8000
16	59	53	+50%	-50%	-55%	+8	8x	9	65%/60%	9000
17	59	55	+50%	-50%	-55%	+8	8x	9	75%/75%	10000
18	59	56	+50%	-50%	-55%	+8	8x	9	80%/80%	11000
19	59	57	+50%	-50%	-55%	+8	8x	9	90%/90%	12500
20	59	58	+50%	-50%	-55%	+8	8x	9	100%/100%	15000

Note #/& = Percentage chance for character to have magic weapons#/magic armour&

THE SUPERIOR KNIGHT surpasses all but a few in the campaign. He has strength, constitution, and dexterity of 16, IQ, wisdom, and bardic voice of 14, appearance 15, charisma 15. His Military Ability is 8, and Command Level is 4. He is 6'2" tall, with a heavy and muscular frame. He weighs 210dr. and carries 440dr. with ease. With a basic PCF of 10, he is a dangerous fighter.

Lvl	Body	Fat	%Hit	%Parry	%Dodge	Blows	WDF	Armour	%Mag#/&	Exp
1	17	5	+15%	-15%	-18%	+1	3x	4	0%/0%	200
2	18	10	+18%	-18%	-20%	+1	3x	4	2%/2%	250
3	19	13	+19%	-18%	-20%	+1	3x	4	4%/4%	275
4	20	15	+20%	-20%	-22%	+2	3x	5	5%/5%	350
5	22	18	+22%	-22%	-25%	+2	4x	7	7%/7%	400
6	24	20	+25%	-25%	-28%	+3	4x	7	10%/10%	500
7	26	23	+25%	-25%	-28%	+3	4x	7	12%/12%	600
8	28	26	+28%	-28%	-30%	+4	4x	7	15%/15%	700
9	30	28	+30%	-30%	-35%	+4	4x	7	20%/20%	800
10	32	30	+35%	-35%	-40%	+4	4x	7	25%/25%	1000
11	34	32	+35%	-35%	-40%	+4	4x	7	30%/30%	1200
12	36	35	+35%	-35%	-40%	+4	4x	8	35%/35%	1500
13	37	37	+38%	-38%	-45%	+5	4x	8	40%/40%	1800
14	38	40	+38%	-38%	-45%	+5	4x	8	45%/45%	2000
15	38	43	+40%	-40%	-50%	+6	4x	8	50%/50%	2300
16	38	45	+45%	-45%	-50%	+6	5x	8	60%/60%	2700
17	38	46	+50%	-50%	-55%	+7	5x	8	70%/70%	3200
18	38	48	+50%	-50%	-55%	+7	5x	8	80%/80%	3700



Lvl	Body	Fat	%Hit	%Parry	%Dodge	Blows	WDF	Armour	%Mag#/&	Exp
19	38	49	+50%	-50%	-55%	+7	5x	9	90%/90%	4250
20	38	50	+50%	-50%	-55%	+7	5x	9	95%/95%	5000
21	38	51	+50%	-50%	-55%	+8	x6	9	100%/100%	6500

Note #/& = Percentage chance for character to have magic weapons#/magic armour&

THE AVERAGE KNIGHT is nevertheless superior to the majority of men. His strength, constitution, and dexterity are 14, IQ and wisdom are 12, bardic voice and charisma are 13, and appearance 12. His Military Ability is 7. He is 6= tall and weighs 190dr., so he may carry up to 380dr. His basic PCF is 8.7.

Lvl	Body	Fat	%Hit	%Parry	%Dodge	Blows	WDF	Armour	%Mag#/&	Exp
1	14	5	+10%	-10%	-10%	-	3x	4	0%/0%	150
2	15	10	+15%	-15%	-18%	+1	3x	4	2%/2%	200
3	17	12	+18%	-18%	-20%	+1	3x	4	4%/4%	250
4	19	13	+20%	-20%	-22%	+2	3x	5	5%/5%	325
5	21	17	+20%	-20%	-22%	+2	3x	7	7%/7%	375
6	23	19	+22%	-25%	-28%	+2	4x	7	10%/10%	450
7	25	22	+25%	-25%	-28%	+3	4x	7	12%/12%	525
8	27	24	+28%	-25%	-28%	+3	4x	7	15%/15%	650
9	29	26	+28%	-28%	-30%	+3	4x	7	18%/18%	725
10	31	28	+30%	-30%	-35%	+4	4x	7	20%/20%	800
11	33	30	+35%	-35%	-40%	+4	4x	7	25%/25%	900
12	34	32	+35%	-35%	-40%	+4	4x	7	30%/30%	1050
13	34	34	+38%	-38%	-45%	+5	4x	7	35%/35%	1500
14	34	36	+38%	-38%	-45%	+5	4x	8	40%/40%	1750
15	34	38	+40%	-40%	-50%	+6	4x	8	45%/45%	2000
16	34	40	+45%	-45%	-50%	+6	5x	8	50%/50%	2500
17	34	41	+45%	-45%	-50%	+6	5x	8	60%/60%	2700
18	34	42	+50%	-50%	-55%	+7	5x	8	70%/90%	3000
19	34	43	+50%	-50%	-55%	+7	5x	8	80%/80%	3500
20	34	44	+50%	-50%	-55%	+7	5x	8	90%/90%	4250
21	34	45	+50%	-50%	-55%	+8	5x	8	95%/95%	5000

Note #/& = Percentage chance for character to have magic weapons#/magic armour&

SUPERIOR SERGEANTS are the virtual equal of Average Knights, although they will not obtain a chain hauberk until level 7 (armour class 7). Such Sergeants include those in the service of a Lord who has given them command authority, Petit-Sergeants who own enough land to purchase a good horse and a suit of armour, and Regular and Mercenary Sergeants who, again, exercise command in their sub-units. They have -10% chance of possessing Magick weapons or armour, however. All *Elves* are of this type unless superior, and may be clad in a variety of armour classes. Few *Elves* are trained for Horse Combat, but those over level 5 will be armed with Magick Bows and Magick Arrows.

AVERAGE FIGHTING MEN represent the typical Sergeant, Man-at-Arms, Yeoman, Civic Militia-Man, or other character trained to arms. All Sergeants may, of course, employ Chivalric Arms save the Great Sword, but the others are restricted to the weapons of the Commons.



Lvl	Body Fat		%Hit	%Parry	%Dodge	Blows	WDF	<i>Sgt Men-at Arms Others</i>			Exp
								Armour			
1	11	5	+10%	-10%	-10%	-	3x	4	3	2	100
2	12	8	+12%	-12%	-15%	-	3x	4	3	2	125
3	13	9	+15%	-15%	-18%	+1	3x	4	3	2	150
4	14	12	+18%	-18%	-20%	+1	3x	5	3	2	225
5	15	13	+18%	-18%	-20%	+1	3x	5	4	2	275
6	17	15	+20%	-20%	-22%	+2	4x	5	4	2	325
7	19	16	+22%	-22%	-25%	+2	4x	5	4	2	350
8	21	19	+25%	-25%	-28%	+3	4x	7	5	3	400
9	23	20	+25%	-25%	-28%	+3	4x	7	5	3	475
10	25	21	+28%	-28%	-30%	+3	4x	7	5	3	575
11	27	24	+30%	-30%	-35%	+4	4x	7	5	4	675
12	29	25	+35%	-35%	-40%	+4	4x	7	5	4	800
13	29	27	+35%	-35%	-40%	+4	4x	7	5	4	900
14	29	29	+35%	-35%	-40%	+4	4x	7	5	4	950
15	29	30	+38%	-38%	-45%	+5	4x	7	5	5	1050
16	29	33	+38%	-38%	-45%	+5	4x	7	5	5	1300
17	29	35	+40%	-40%	-50%	+6	4x	7	5	5	1650
18	29	36	+45%	-45%	-50%	+6	5x	7	5	5	2000
19	29	37	+50%	-50%	-55%	+7	5x	7	5	5	2500
20	29	38	+50%	-50%	-55%	+7	5x	7	5	5	3000

Average Fighting Men are about 5'10" tall, weight 170dr., with a carrying capacity of 220dr. His strength, constitution, and dexterity are 12; IQ, wisdom, bardic voice, and charisma are 10. He has a Military Ability of 5 and a Command Level of only 2. His basic PCF is 8.

DWARVES may be considered as Average Fighting Men, but the typical weight of a Dwarf would be 110dr. at 4'7". Give Dwarves an additional -5% Dodge bonus for their small size. Reduce Body and Fatigue levels slightly to reflect the smaller size of these creatures.

TYPICAL NON-FIGHTERS: Most Magick Users, all Thieves except -the-mill people one This includes most Assassins and Master Thieves, and the run-of-the-mill people one meets daily are untrained in the use of arms. Clerics as well. Average people are about 5'10 tall, weigh 160dr., with a carrying capacity of 210dr. All other characteristics are equal to an Average Fighting Man=s at best but usually slightly less.

Lvl	Body Fat		%Hit	%Parry	%Dodge	Blows	WDF	<i>Cleric Thief Others</i>			Exp
								Armour			
1	8	5	+8%	-8%	-8%	-	3x	0-1	0-1	0-1	80
2	9	7	+10%*	-10%*	-10%	-	3x	0-1	0-1	0-1	75
3	10	8	+10%*	-10%*	-10%	-	3x	0-1	0-1	0-1	100
4	11	9	+12%*	-12%*	-15%	-	3x	0-1	0-1	0-2	125
5	13	12	+15%*	-15%*	-18%	+1	3x	0-1	0-1	0-2	150
6	14	13	+18%*	-18%*	-20%	+1	3x	0-2	0-1	0-2	175
7	16	15	+18%*	-18%*	-20%	+1	3x	0-2	0-1	0-2	200
8	17	17	+20%*	-20%*	-22%	+2	3x	0-2	0-1	0-3	250
9	18	18	+20%*	-20%*	-22%	+2	3x	0-2	0-1	0-3	300
10	20	20	+22%*	-22%*	-25%	+2	4x	0-3	0-1	0-3	350



Lvl	Body Fat	%Hit	%Parry	%Dodge	Blows	WDF	Armour	Exp			
11	22	22	+22%*	-22%*	-25%	+2	4x	0-3	0-1	0-3	375
										<i>Cleric Thief</i>	<i>Others</i>
12	23	23	+25%	-25%	-28%	+3	4x	0-5	0-1	0-4	450
13	23	25	+25%	-25%	-28%	+3	4x	0-5	0-2	0-4	500
14	23	26	+28%	-28%	-30%	+3	4x	0-5	0-2	0-4	550
15	23	29	+30%	-30%	-35%	+4	4x	0-5	0-2	0-5	650
16	23	30	+30%	-30%	-35%	+4	4x	0-5	0-2	0-5	725
17	23	31	+35%	-35%	-40%	+4	4x	0-5	0-2	0-5	800
18	23	32	+35%	-35%	-40%	+4	4x	0-5	0-2	0-5	900
19	23	33	+35%	-35%	-40%	+4	4x	0-5	0-2	0-5	975
20	23	34	+35%	-35%	-50%	+5	4x	0-5	0-2	0-5	1100

Note * Non-Fighters add +1% to Hit% and -1% to parry per level marked with asterisk (*) due to skill with a favourite weapon.

Haeflings/Fey may be considered as Typical Non-Fighters, and the average Haefling it would weigh 95dr . at 4' 4", being quite stout, However, give Haeflings a most respectable dodge bonus of -15% because of their small size and great agility. They also have +15% when they throw weapons and also -15% when throwing flasks of oil, etc ., as they are very accurate at such activities. Reduce body levels and fatigue levels slightly to reflect the smaller size of these creatures.

14.1.1 Non Player Character Magick Items

Non-player characters often possess items of Magick. Such items prove to be of great and often inestimable value as loot as well as powerful weapons of offense and defense. If a player- character inherits the estate of a non-player, these will also become his own possessions:

Fighting Men: The percentages given for Magick Arms and Armour in the *Knight Profiles* above give the chance of owning such magical devices. Knights and Sergeants check only once for each category. Bannerettes check twice, Barons three times, and titled nobles six times . If a magical weapon, armour, or shield is obtained, roll percentage dice again:

<i>Die Roll</i>	<i>Magick Weapon</i>
1-25%	+1 Weapon
25-50%	+2 Weapon
51-75%	+3 Weapon
76-90%	+4 Weapon
91-98%	+5 Weapon
99-100%	Great Sword

<i>Die Roll</i>	<i>Great Sword</i>
1-30%	+3 Flaming Sword
31-45%	+4 Flaming Sword
46-60%	+5 Flaming Sword
61-85%	+5 Ego Sword
86-90%	+6 Ego Sword
91-95%	+7 Ego Sword



96%	+8 Ego Sword
97%	+9 Dancing Sword
98%	+10 Bane Sword
99%	+10 Mystic Blade
100%	+10 Holy Sword

<i>Die Roll</i>	<i>Magick Armour</i>
1-20%	-1 Magick Armour
21-35%	-1 Magick Shield
36-50%	-2 Magick Armour
51-65%	-2 Magick Shield
66-80%	-3 Magick Armour
81-90%	-3 Magick Shield
91-94%	-4 Magick Armour
95-97%	-4 Magick Shield
98%	-5 Magick Armour
99%	-5 Magick Shield
100%	-7 Vulcanite Armour

Magick Users: Magick Users will have 1 magical item for every MKL they have attained, in addition to a Magick Focus:

Die Roll	Type of Device
1-25%	Magick Scroll (1 spell)
26-40%	Magick Book (6-36 spells)
41-55%	Magick Weapon
56-70%	Magick Wand or Staff
71-85%	Magick Ring or Amulet
86-100%	Potion (1-10 doses)

Magick Users above MKL 10 will possess at least one Magick Device of Power, with a 5% chance per MKL above 10 of possessing a second device of power.

Clerics: Use the Magick Users guidelines for Clergy and Monks. Fighting Clerics will possess 1 device of Clerical power at best, and check on the Warrior tables for weapons, with Officers in a Military Order being equal to Barons or even titled Nobles. Bishops, Archbishops, Primates, and the like will possess at least one Holy Relic, with a 5% chance per MKL (see table of equivalent measures of magical proficiency in *The Magicians, Part I*). They all will carry 1-10 doses of each of the Holy Waters.

Monsters: If a Monster is in possession of a magical device a check may be made on either the *Warrior*

Table or the *Magick Users* Table to determine its general nature.

Alchemists: The Alchemist is a continual problem because of the nature of his work. He will possess the usual Magick User's items of Magick, plus materials which are in keeping with the level of proficiency he has attained. An Alchemist's laboratory is a veritable storehouse of Magick materials and Alchemist's materials

14.2 Dragons & Dragon Lore.

To the Medieval mind, no legendary creature represented more sheer destructive power than the dread Firedrake, the Dragon. The first rule when dealing with Dragons is to do everything possible to avoid them. They are characteristically found dwelling in large, rocky caves from which sulphurous fumes and smoke issue. If a person comes to a stream that is steaming or black with pitch, he should find the nearest bridge and pay the Troll to cross; it's much safer than swimming or crossing that log footbridge which is nothing more than the back of the Dragon who has disguised himself to trap unwary travellers and invite them to dinner.

Dragons are, by any standard, huge creatures who dwarf even the Giants. Dragons of 50, 60, even 100 feet in length have been reported by reputable Medieval scholars and poets. They are characterized by venomous and corrosive spittle which drips from long forked tongues that issue forth from great jaws filled with rows of exceedingly sharp teeth. They can breathe a blast of fire from their nostrils which will cremate most creatures on the spot. Even their blood is scalding and corrosive, causing blistering when it touches the skin. Dragons are armoured with iron-hard scales as well, proof against all except magical weapons save for a small soft spot under the belly near the heart. Their monstrously huge, lashing tails can be used as a terrible weapon, and the largest Dragons can batter and fling the mightiest of lesser creatures for many yards with a mere flick of that tail. Nor are their huge, taloned claws to be discounted, for these, too, are capable of rending a fully armoured man into a bloody mass in an instant. Worst of all, Dragons can fly at great speed on their leathery wings, subjecting the countryside far and wide to devastat-



ing air attack. If this were not enough, Dragons are also exceedingly intelligent, and some are masters of spells of *Command*; for Dragons dearly love to talk and have learned to mesmerize a hidden listener with the power of their words.

However, if Dragons are both terrifying (check morale each turn in his presence unless a Knight of level 15), they also have their weaknesses. Considering that their usual occupation is to ravage, pillage, destroy, and scourge the countryside around their lairs, they are notoriously lax about doing their duty. Dragons are very lazy and sluggish creatures, preferring to rest

on their reputations rather than to demonstrate their prowess. They are even lazy when it comes to guarding their treasures, often doing so by sleeping on the huge mounds of gold, silver, and jewels or else coiling around it with their vast bulk. But woe betide the mortal who dares flitch so much as a single coin from that great horde. For if the truth be known, Dragons dote on their treasures and know every piece in it. They immediately sense the loss of any part of their wealth and, after a period of mourning in which they will lovingly fondle the remaining coins and precious cups, necklaces, and gems, they will issue forth from their lairs to vent wrath on the cowering world outside the lair. This may give the thief time to make good his escape, but the vengeful Dragon will destroy the land around about; and the culprit would do well not to return to the area as the surviving inhabitants, no less than the enraged Firedrake, will surely take their vengeance upon him! If one is going to steal from a Dragon, it is best to slay the beast first.

For all their terrible might, Dragons are surprisingly mortal. It sometimes chances that a great Hero will acquire a sword of great power or a Magick arrow that will find the heart of the beast and slay him. Blood squeezed from the heart of a Great White Stag shot in the deepest part of the wildest forest will often provide good protection from the breath of the Firedrake (reduce damage to 1/10). An enchanted shield of solid iron will serve to protect the face and body of the would-be Dragon-slayer as he advances quickly toward his foe. Golden Apples gathered on a

mysterious island far in the West, near the Pillars of Heracles (Gibraltar) may divert the attention of the Dragon long enough to make the killing stroke. If a great *and* wise magician can be persuaded to help, powders that can put the Dragon to sleep may be used instead of brute force. It is also known that men with good and comely voices can sing the beasts into a deep slumber. In any event, the Dragon must be subdued if the treasure is to be had. It is also prudent to remember that it is well to step far back after delivering the death blow because Dragons die exceedingly hard and require a considerable amount of space for their death throes, with much thrashing and roaring. If at all possible, the Dragon will attempt one last act of vengeance before it expires.

The type of Dragon encountered will be learned when the beast is actually seen, although tracks may give a general idea of its approximate size and power. Dragons acquire 1 experience factor per 2 years of 1 life to a maximum of 250 experience factors:

YOUNG DRAGONS: 10 to 100 years old, 10 feet long + 1 foot for every years of age and weighing 200 Dr. per foot of length. The body of the Dragon will sustain 20 points of damage + 5 points for every foot of length. IQ and Wisdom range from 6 B 20 points.

Armour Class and Vulnerability

Class 7, with a vulnerable spot over the heart at Class 3. In each turn in which the Dragon is using claws or fangs or is flying overhead, there is a 5% chance +2% per level of his chief assailant that he will expose his vulnerable belly. Opponents have a 2% chance per dexterity point of being able to exploit the opportunity, and then if the blow strikes a critical hit mortal wound. The mortally wounded Dragon will take 1-3 turns to die thereafter, but may not move more than 50 feet per turn.

%Hit Weapons

+30% 4xWDF *MLC* 6 claws (5 blows per turn)

+35% 4xWDF *MLB* 3 fangs (2 bites per turn)

25% *Tail Bash:* 1 B 10 points of damage plus automatic bash for 5-30 feet. Targets may dodge. (1-2



lashes of the tail per turn at enemies to the side or rear)

50% *Fiery Breath*: 5 + 1-20 points of fire damage in a cone 20 feet long and 5 feet wide at the far end. Targets may dodge. (2 blasts of fire per turn)

Acid Venom: If bitten by the Dragon, there is a 75% chance B 5% for each armour class worn by a victim (-5% per Magick increment as well) that he will sustain 1-10 points of damage from the blistering venom.

MATURE DRAGONS: 100 to 200 years old, 20 feet long + 1 foot for every 10 years of age and weighing 250 Dr. per foot of length. The body of the Dragon will sustain 60 points of damage + 3 points for every foot of length. IQ and Wisdom range from 10-20 points.

Armour Class and Vulnerability

Class 8, with a vulnerable spot over the heart at Class 5. In each turn in which the Dragon is using claws or fangs or is flying overhead, there is a 5% chance +2% per level of his chief assailant that he will expose his vulnerable belly. Opponents have a 2% chance per dexterity point of being able to exploit the opportunity, and then if the blow strikes a critical hit mortal wound. The mortally wounded Dragon will take 1-6 turns to die thereafter, but may not move more than 60 feet per turn.

%Hit Weapons

+35% 4xWDF MGC 10 claws (5 blows per turn)

+40% 4xWDF MGB 8 fangs (2 bites per turn)

30% *Tail Bash*: 1 B 20 points of damage with a

40% chance of a critical hit against creatures in armour class 0-5 and under 1000dr or 20% for creatures over armour class 5. Automatic bash for 5-30 feet. Targets may dodge. (1-2 lashes of the tail per turn at enemies to the side or rear)

50% *Fiery Breath*: 10 + 1-20 points of fire damage in a cone 30 feet long and 7 feet wide at the far end.

Targets may dodge. (3 blasts of fire per turn)

Acid Venom: If bitten by the Dragon, there is a 75% chance B 5% for each armour class worn by a victim (-5% per Magick increment as well) that he will sustain 1-10 points of damage from the blistering venom.

OLD AND ANCIENT DRAGONS: 200 to 1000 years old, 40 feet long +1 foot for every 10 years of age and weighing 300 Dr. per foot of length. The body of the Dragon will sustain 100 points of damage + 3 points for every foot of length. IQ and Wisdom range from 10-20 points, with +1 point for every 100 years over 500.

Armour Class and Vulnerability

Class 10, with a vulnerable spot over the heart at Class 6. In each turn in which the Dragon is using claws or fangs or is flying overhead, there is a 5% chance +2% per level of his chief assailant that he will expose his vulnerable belly. Opponents have a 2% chance per dexterity point of being able to exploit the opportunity, and then if the blow strikes a critical hit mortal wound. The mortally wounded Dragon will take 1-10 turns to die thereafter, but may not move more than 60 feet per turn.

%Hit Weapons

+35% 5xWDF MGC 10 claws (5 blows per turn)

+40% 5xWDF MGB 8 fangs (2 bites per turn)

35% *Tail Bash*: 5 + 1 B 20 points of damage with a 40% chance of a critical hit against creatures in armour class 0-5 and under 1000dr or 20% for creatures over armour class 5. Automatic bash for 5-30 feet. Targets may dodge. (1-2 lashes of the tail per turn at enemies to the side or rear)

50% *Fiery Breath*: 10 + 7-42 points of fire damage in a cone 60 feet long and 10 feet wide at the far end. Targets may dodge. (3 blasts of fire per turn)

Acid Venom: If bitten by the Dragon, there is a 75% chance B 5% for each armour class worn by a victim (-5% per Magick increment as well) that he will sus-



tain 1-10 points of damage from the blistering venom.

Failure to make a killing blow when the opportunity first presents itself results in the Dragon becoming defensive and exposing itself -5% as often. It should also be noted that critical hits do double damage to Dragons but have no other effect.

All Dragons move 60 feet per turn and charge at 180 feet per turn. When flying, they move at a breathtaking 650 feet per turn and can dodge at -50% when under missile attack. Poisons have no effect on Dragons unless delivered in massive quantities (6-36 doses), fire has no effect on them, but Cold or Ice will do double damage if they are breathing fire at the time.

ENCOUNTERING DRAGONS: When a Dragon is encountered one of the following situations in fact has occurred. Roll percentage dice:

1- 45% = Dragon Tracks: Party may elect to follow the tracks or else continue on. If the group decide to avoid the pursuit, roll for Dragons in the next hour.

46-55% = Party sees smoke issuing from a cave in the distance and may elect to make an investigation or else avoid the place.

56-60% = Party comes upon a stream that is seething and steaming. 1-40% chance that a Dragon will appear if anyone attempts to wade or swim across. Beware of any log bridges across the stream; 1-35% chance it is the Dragon! However, sneak attacks against the log have a 1-80% chance of failure if it is the Dragon, as he is prepared for such an event and is watchful.

61-65%=Party hears the shrieks of a maiden in distress and the roaring of the Dragon.

66-70%= Party sees a Dragon flying overhead, wreathed in its own flames. In the day, the Dragon has a 1-60 chance of seeing the party, but the party itself has a 1-50% chance of getting undercover before it is seen.

71-85% = Party sees or hears a Dragon in the distance and either evades or attacks.

81-100% = Party is ambushed by a Dragon. Roll percentage dice:

1-75% = Young Dragon

76-80% = Mature Dragon

81-90% = The Blatant Beast (See Below)

91-100% = The Questing Beast (See Below)

STALKING THE DRAGON IN HIS LAIR: If the party is intrepid enough to investigate the cave of a Dragon, use the 81-100% Ambush table above for the level of the Dragon. The Dragon will be doing one of the following things:

1-40% = Sleeping! Use the Surprise rules to determine whether the Dragon hears the intruders and awakens. Increase the percentage of hearing by 1-20% and check instantly when the character is within 10 feet of the Dragon.

41-50% = Feigning Sleep! The Dragon knows the party is coming and will surprise them when he is ready.

51-60% = Awake and Talking! The Dragon hears the party approaching and speaks to the intruders when they reach the edge of his cavern at the end of the tunnel. Old Dragons will have Command Spells to the Third Circle and will employ them 1-50% of the time. Ancient Dragons (500 years old+) will do so 80% of the time. Range: 20 feet per 100 years.

61-100%= Dragon seems to be absent for the moment. However, Dragons always seem to turn up at the last minute Check each turn at 1-15% chance he will in fact appear.

THE DRAGON HORDE: The amount of treasure in the Dragon's Horde is a reflection of his age. The older the Dragon, the greater the amount of treasure:



<i>Type of Dragon</i>	<i>gp</i>	<i>sp</i>	<i>Gems*</i>	<i>Jewelry & Cups*</i>
Young Dragon	10xAge	100xAge	1-6/20years	1-6/20years
Mature Dragon	20xAge	200xAge	1-6/20years	1-6/20years
Old Dragon	40xAge	700xAge	1-6/20years	2-12/20years
Ancient Dragon	160xAge	1000xAge	3-18/20years	2-12/20years

*Each Gem may be 1 B 20 Ct. in weight and may be appraised by a Dwarf, Goldsmith, or Master Thief on the spot. The type of gem may be specified by the Player Referee.

**Each piece or jewelry or cup is worth 20 GP + 1-100 GP. The value of gems and jewelry or the types of stones can be established by referring to the *Magick Materials List* in the chapter on *Magicians, Part 1*.

The body of the Dragon itself is a treasure. From 5-30 minimum quantities of material (see *Magick Materials List*) may be collected before the Dragon begins to decompose so badly that they are unusable. Dragons will dry up into a pile of dust or melt into a large grease spot within a very short time, so haste is necessary.

THE BLATANT BEAST: The Blatant Beast is a Dragon with a passionate love of good poetry. He will stop anyone he meets and demand a poem. If he likes the recitation, he will allow the wayfarers to continue. If he does not, he may sometimes give the offending mortal a second chance, but often simply makes a meal of him and his friends. The Blatant Beast is an Ancient Dragon with IQ and Wisdom of 20+. *The* chance of his liking a poem is related directly to Bardic Voice, with a 3% chance per Bardic Voice point possessed by the reciter that the Beast will approve of the poem. Troubadours and Enchanters add +10% to their chances of pleasing the Beast. Also check to see how pleased he is:

1-10% = Blatant Beast is ecstatic. Being a mine of information about Ancient Lore *and* knowing much information about practically everything, he will answer each of 3 questions accurately 75% of the time. He *is* not a god, however, and simply cannot know the deepest secrets or obscurities.

11-50% = Blatant Beast will remember the reciter the next time he sees him and greet him with comradely pleasantries because he enjoyed the poem.

51-100% = Blatant Beast is pacified by the quality of the poem chosen and the recitation but he allows that he has heard better.

One must be careful to always address the Blatant Beast as My Lord or Your Grace, as he regards himself as being of high noble rank (as do all Dragons). Any disrespect, especially on the part of commoners, will be dealt with forthwith. Nobles offending the Blatant Beast are instantly challenged to a Trial at Arms to settle the breach of Honour and Courtesy! He has an experience factor of 500! Fortunately, he is on good terms with Magick Users and they never fight due to the Lore the Blatant Beast has acquired.

THE QUESTING BEAST: The Questing Beast is believed to be a Dragon, but no one is exactly sure because it is so elusive. Its track always begins as a Dragon's track, then changes into that of some other animal. The nature of the track is continually changing every few hundred yards, confusing the tracker and making the hunt exceedingly difficult. Any Forester or Knight who has any passion for hunting at all has a 10% chance of falling under the spell of the Questing Beast and will set out for distant parts each time he hears of these very mysterious tracks being seen. There is no cure for this mania once required.



EXPERIENCE FOR SLAYING DRAGONS: Experience for slaying Dragons is 100 Experience Points x hit points of the Dragon. However, if it is slain by a mortal blow, 200 Experience Points x hit points are awarded and the slayer is Knighted if a commoner or else is raised to the peerage if a Knight.

14.3 Lycanthropes

Lycanthropes or shape-shifters are humans who have acquired the ability to alter their shapes to that of some beast. There are several kinds of Lycanthrope:

1. Magick Users may learn spells permitting them to make enchanted garments like a wolf shirt which can be donned to turn the wearer into a beast. The subject must strip naked and hide his garments before affecting the change. If he is unable to recover his clothes, he cannot change back; and in three days the change becomes permanent. Such a creature is actually a man in beast form, and he does not lose the ability to think as a man until the change becomes permanent. The beast has the body and the fatigue of the man, but regenerates wounds at +2 damage points per turn. All of the abilities and natural weapons of the beast whose form he wears are granted to him. If the change becomes irreversible, the creature turns into a true Lycanthrope. The advantage of such a shape-change is that a wide variety of creatures forms may be assumed and the man in such form may communicate with beasts of his kind.

2. Persons capable of trance states may acquire the natural ability to assume the shape of a beast. Any offspring of a true Lycanthrope has a 25% chance of having such an ability. Also Natural Magicians have such talents in cases where a Totem Animal serves as their Spirit Guide. The person retains his own form, totally under a trance, while his spirit walks forth in the guise of his animal. A man under such a trance may remain in animal form until the creature is slain, whereupon the spirit returns to his body and he awakens. Of course, prolonged trance brings many grave risks, as outlined in the chapter on Sorcery. The beast has all of the traits of the true Lycanthrope, except that the man is in complete control and is not in danger of possession by the nature of the beast unless the trance is prolonged.

3. The true Lycanthrope is the most dangerous of all, for the beast is utterly savage and murderous. Persons acquire the ability to literally and completely shift their shapes to those of some beast only by being bitten by a were-beast and then becoming infected with the disease of Lycanthropy (1-20% chance). The beast will completely possess them and dominate their Natures. If a person is so infected, a Cleric will have one chance to Cure the disease within 3 days after the infection began, with a 25% chance of success. True Lycanthropes may change form voluntarily to beast form 3 times per month, for a period not exceeding one night per change. A change may be made in any dark place, such as during the night or while under the earth. Daylight automatically reverses the process. Also, for 3 nights per month, during the Full moon, he will automatically become his were animal from moonrise to moonset, unless protected by powerful enchantments to retard the process.

a. The true Lycanthrope will be a werewolf, werebear, wereboar, werelion, weretiger, or wererat. See the Animal Profiles for details.

b. The true Lycanthrope regenerates damage at +1 point per turn when in human form and +5 points per turn when in beast form.

c. When in beast form, the true Lycanthrope cannot be harmed by ordinary weapons. Magick weapons and spells do half-damage. Only silver-tipped arrows and weapons enchanted as banes (e.g.: sword vs. Lycanthropes) will do full damage. However, if a critical hit is scored, the beast will be affected by stunning, loss of blows, temporary paralysis from spinal hits, and the like. Decapitation and instant kills are sufficient to render the beast unconscious for 1-3 turns.

d. If a were-beast is killed, it will regenerate back to life unless burned by fire and the ashes are scattered by a Priest, Monk, or Fighting Cleric of purely lawful alignment. Non-clerics may prevent regeneration 1-75% of the time by leaving a silver cross on the ashes.



e. A were-beast will automatically check morale when faced by fire (which does 1/2 damage but prevents regeneration of that damage for 24 hours), sprinkled by Holy water (which burns like fire), or shot by silver-tipped arrows (which do full damage and prevent regeneration like fire). However, lawful were-beasts are unaffected by Holy Water because they are in the legitimate order of shape shifters and, indeed, are clearly the result of some Divine Agency.

f. Lawful were-beasts (Wereboar, Werelion) are dedicated enemies of chaos and never attack lawful beings unless themselves attacked. Neutrals have a 50% chance of being attacked, while chaotics will always be attacked on sight.

g. All characters faced by an attack by a true Lycanthrope will check morale as if excessive casualties had been sustained amongst the party. Only a Cleric or a Fighting Cleric, or anyone armed with a Holy Sword or a weapon vs. Lycanthrope will be immune to fear.

h. A true Lycanthrope in human form is undetectable but will prefer not to touch silver unless he has to (it burns at a touch but does no damage 90% of the time) because it can do him 1-6 points of damage to the body. He is not affected by Holy Water, but may show revulsion 10% of the time if it is sprinkled on him and he is chaotic in his human alignment. If killed in human form, the beast remains dead.

i. A true Lycanthrope will have the same alignment in human form as in his beast form.

j. In death, a Lycanthrope always reverts to his human form.

14.3.1 Other Lycanthropes

There are several races which possess Lycanthropic characteristics. Generally, these are undetected by any means except the operations of Magick:

THE LIZARD MEN : Fans of Howard's King Kull will recognize these Monsters instantly. The Lizard Men have the bodies of men and the heads of crocodilian or snake-like reptiles. They are highly intelligent and organized, an ancient race long ago driven

to use subterfuge to mask their monstrous natures. They are masters of Illusion with respect to disguising their true shapes, appearing as normal men in every way. Only cats, Great Horses, and lawful were-creatures in beast form can detect them naturally. Sainly men will feel uneasy in their presence and develop a healthy dislike of them without knowing exactly why. Thaumaturgists of level 20 instantly recognize that an Illusion spell surrounds them and can, 25% of the time, cast a spell that reveals their exact natures by Dispelling the Magick that surrounds them. There are also enchanted jewels that reveal the true forms of the Lizard Men when someone looks upon them through the jewel, as if through a lens. The Lizard Men are totally chaotic and are devoted to restoring their race to dominance in the world. Their favorite method is to infiltrate the highest levels of government and use men to fight their battles with other men. For the Lizard Men are themselves few in numbers and cannot risk coming out in the open. Only in death are their true forms revealed to all. Lizard Men have all the characteristics of human beings and can become Warriors or Mages. Their IQ and Wisdom is always 13+. In addition to the usual weapons employed by men, they also have *MMB 2* large fanges (2 x WDF) which they will employ when there is no chance of detection or when they have been unmasked. Experience: as for men +20%.

THE RAT MEN : The Rat Men are human beings who are true Lycanthropes. There are few of them, and they tend to become leaders of packs of rats (which abound in feudal times) from 100-600 strong. They may also be served by 10-20 Giant Rats who act as bodyguards. Rat Men are prone to remain in human form most of the time, for unlike other Lycanthropes, they are not driven automatically to change form at the Full Moon. They use their rat packs to further their own ends by acting as spies and sometimes as executioners of enemies. No player may elect to be a Rat Man without having an IQ of 18+ and a Wisdom of 16+.



14.4 The Fey Races

Brownies, Boggarts, Greenies, Frids, and Piskies all belong to the Fey race. These Lesser Feys inhabit different environments as suits their moral purposes. When manifest to mortals the Fey tend to be diminutive in stature rarely rising above 3' in height with, with long arms and legs. Their complexions are usually dark brown or green. Some of the Fey, such as Brownies and Greenies, bring blessings and benefits whether the person receiving the benefits or blessings wishes them or not. Some of the Fey such as Boggarts, Frids and Piskies come to exact vengeance as the result of a justified curse on the recipient. Boggarts and Frids are solitary creatures who dwell in one location for many years, if not generations. (They are not suitable to be player characters). The Boggart are a form of living Poltergeist which can infest a dwelling, a street or even a whole farmstead (the GM can wreck such havoc as they deem fit when a Boggart is on the trail of vengeance). All the Fey are extremely skilled in arts, crafts and magick, which skill they will use to benefit or torment. Piskies and Greenies are especially competent in illusion magick

Piskie and Brownie society is tribal. They live in underground complexes near rural villages, and the typical tribe numbers from 100 to 300 members, with 10% to 25% being found in the lair at all times. Patrols average 10 to 100 strong. Greenies are solitary creatures which will go out of their way to assist those most in need in their chosen territory

Fey have a reputation for meanness and trickery which is not entirely deserved; Fey will acquire those they can be protectors for and will only get cranky if their aid is refused

14.4.1 Fey Player Characters

Not all Fey are alike, any more than all men are alike. The following tables give the experience levels for Fey types. Player-characters advance to the next level upon reaching the indicated experience totals. There is a 10% chance a player has the group's leader for a father, a 10% chance that father is a High One and an 80% chance that father is only a worker. Also, the number of a particular level of High Fey per 100 is provided so that lairs may be appropriately 'stocked.' The Prime Requisites are treated differently at times than for the usual humans, Elves, etc., and the player should pay close attention to the changes listed below.

Size & Weight	= as printed in tables; values change as character advances
Constitution	= 1d20 for recovery; Body as per tables
Strength	= 1d20 for computing Military Ability only.
Dexterity	= 1d20, with all bonuses applied.
Appearance	= 1d20 values reduced for Frids and Boggarts - if GM allows them as PCs.
Bardic Voice	= 1d20 Fey are not tongue-tied
Charisma	= 1d20 for Piskies add +3
Intelligence	= 1d20 Unless non-player types are >officers= then IQ = 1d10
Wisdom	= 1d20
Alignment	= 15-20 for Boggarts, Frids and Piskies Use 1d6 with 1=15, 2=16, etc.
Body	= as per tables

Brownie/Greenie/Piskie/Frid/Boggart

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus</i>	<i>Exp.</i>
1	0	4	3	3'	45dr	-	-	-	2x	2	60	150	
2	2500	5	4	3'	45dr	-	-	-	2x	2	10	200	
3	5000	6	5	3'	45dr	-	-	-	2x	3	10	300	
4	8000	6	6	3'	55dr	+5%	-	+1	2x	3	10	500	



5	25000	6	7	3'	55dr	+5%	-	+1	2x	4	5	650
6	30000	7	8	3'	65dr	+7%	-5%	+2	2x	5	2	1000
7	40000	7	9	3'	65dr	+10%	-5%	+2	2x	5	1	1500
8	60000	8	10	3'	70dr	+15%	-7%	+2	3X	5	1	2500
9	90000	9	12	3'	75dr	+17%	-10%	+3	3x	6	1	4500
10	150000	12	15	4'	75dr	+20%	-15%	+4	3x	7	1/Group	8000

If caught by a mortal the Fey will attempt to bargain for their freedom by promising a rich reward or grant a wish. All Fey will lie to a certain extent, the Frid and Boggarts will attempt to kill those who have captured them. The Brownies, Greenies and Piskies will attempt to embarrass those who had captured them. Each Fey individual will have some oath or some agreement which is binding on them and which they cannot avoid. The GM is free to stipulate what that geas-like binding will be. If the player character actually stumbles on the binding formula, they will be able to compel the Fey to do their bidding at least once.

14.5 The Goblin Races

Goblins, Hobgoblins, Kobolds, Orcs, and Bugbears all belong to the Goblin race. While there are differences, most Goblin types tend to be squat of body, with long arms and bow-legs. Their complexions are dark and leathery, their faces ugly and misshapen, with squinty eyes and long discolored fangs. They live underground, see well in darkness, and hate the daylight. They are superb tunnelers and can dig 3 times as fast as men. They are skilled in practical areas such as weapon making, but otherwise they are unimaginative and uninventive. In war they can be fierce. Temperamentally, Goblins are quarrelsome and highly treacherous. Advancement is often obtained by assassinating one's superiors. Rivalries between tribes often results in their attacking each other, unless restrained by leaders capable of exacting obedience from them. Their ferocity is greatest when fighting the Dwarves and Gnomes, their traditional enemies, but Elves are scarcely less hated.

Goblin society is tribal. They live in cave complexes, and the typical tribe numbers from 100 to 600 members, with 10% to 25% being found in the lair at all times. Patrols and warbands average 10 to 100 strong. The lesser races are governed by Chieftains and self-styled Kings.

Goblins have a reputation for stupidity which is not entirely deserved; for while the lower ranks tend to be morons, the leaders are often remarkably intelligent. As long as their leadership is intact, Goblins are dangerous and cunning foes. In addition to their own leaders, Goblins may acquire protectors and leaders of ability of other races. These protectors may be allocated according to the following guidelines:

Type	In Cave Complex/Lair	In APatrols	In Surface Expeditions
Fighter 1	none in lair*	20% 1/20 Goblins	50% 1/10 Orcs
Fighter 5	none in lair*	20% 1/20 Goblins	50% 1/20 Orcs
Fighter 8	none in lair*	10% 1/50 Goblins	30% 1/50 Orcs
Fighter 10	none in lair*	5% 1/50 Goblins	30% 1/100 Orcs
Magus 5	none in lair*	10% 1/50 Goblins	20% 1/20 Orcs
Magus 10	none in lair*	10% 1/100 Goblins	20% 1/100 Orcs
Magus 15	none in lair*	none in patrols	20% 1/500 Orcs
Magus 20	none in lair*	none in patrols	20% 1/600 Orcs



Bugbear	25% 1-10	15% 1/20 Goblins	none in expeditions*
Ogre	15% 1/50 Goblins	10% 1/20 Goblins	none in expeditions*
Cave Troll	15% 1/50 Goblins	10% 1/50 Goblins	none in expeditions*
Mtn Troll	10% 1/50 Goblins	10% 1/50 Goblins	10% 1/50 Orcs

*Human characters may live nearby, however, so check using Surface Expedition Table. Also, when night forays are being made, Monster Protectors may accompany their Goblin subjects in numbers similar to those for Patrols.

In addition to 'protectors,' Goblins—especially Orcs—associate with chaotic animals like Dire Wolves. From 1-6 Dire Wolves will be found per 100 Orcs in a Cave Complex.

14.5.1 Goblin Player Characters

Not all Goblins are alike, any more than all men are alike. The following tables give the experience levels for Goblin types. Player-characters advance to the next level upon reaching the indicated experience totals. There is a 10% chance a player has the tribe leader for a father, a 10% chance that father is an 'officer,' and an 80% chance that father is only a warrior. Also, the number of a particular level of Goblin per 100 Goblins is provided so that lairs may be appropriately 'stocked.' The Prime Requisites are treated differently at times than for the usual humans, Elves, etc., and the player should pay close attention to the changes listed below.

Size & Weight	= as printed in tables; values change as character advances
Constitution	= 1d20 for recovery; Body as per tables
Strength	= 1d20 for computing Military Ability only.
Dexterity	= 1d20, with all bonuses applied.
Appearance	= 1d20 for Goblins; values halved for all other Goblinoids
Bardic Voice	= 1d10 Goblins are tongue-tied
Charisma	= 1d20 for Goblins; values halved for all other Goblinoids
Intelligence	= 1d20 Unless non-player types are >officers= then IQ = 1d10
Wisdom	= 1d20 Unless non-player types are >officers= then Wisdom = 1d10
Alignment	= 15-20 Use 1d6 with 1=15, 2=16, etc.
Body	= as per tables
Fatigue	= as per tables
Weight Allowance	= 1.5 Body Weight
PCF	= built into tables do not compute
Military Ability	= as computed for other characters

Kobold

Rank	Exp.	Body	Fat.	Size	Wt.	%Hit	%P&D	Blows	WDF	Armour	No/100	Bonus	Exp.
Warrior 1	0	4	3	3'6"	45dr	-	-	-	2x	2	60	15	
Warrior 2	2000	5	4	3'6"	45dr	-	-	-	2x	2	10	20	
Warrior 3	4000	6	5	3'6"	45dr	-	-	-	2x	3	10	30	
Warrior 4	5000	6	6	3'8"	55dr	+5%	-	+1	2x	3	10	50	
Warrior 5	15000	6	7	3'8"	55dr	+5%	-	+1	2x	4	5	65	
Officer 6*	25000	7	8	3'10"	65dr	+7%	-5%	+2	2x	5	2	100	
Officer 7*	40000	7	9	3'10"	65dr	+10%	-5%	+2	2x	5	1	150	
Officer 8*	60000	8	10	3'11"	70dr	+15%	-7%	+2	3X	5	1	250	
Chief 9*	90000	9	12	4'	75dr	+17%	-10%	+3	3x	6	1	450	
King 10*	150000	12	15	4'	75dr	+20%	-15%	+4	3x	7	1/Tribe	800	



Goblin

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus Exp.</i>
Warrior 1	0	6	4	4'	75dr	-	-	-	2x	2	60	15
Warrior 2	2000	7	5	4'	75dr	-	-	-	2x	2	10	20
Warrior 3	4000	8	6	4'	75dr	-	-	-	2x	3	10	30
Warrior 4	8000	8	7	4'	75dr	+5%	-	+1	2x	3	10	50
Warrior 5	15000	8	8	4'2"	85dr	+7%	-	+1	2x	4	5	65
Officer 6*	25000	9	9	4'2"	85dr	+10%	-5%	+2	2x	5	2	100
Officer 7*	40000	10	10	4'3"	90dr	+12%	-5%	+2	2x	5	1	150
Officer 8*	60000	11	11	4'4"	95dr	+15%	-7%	+2	3X	5	1	250
Officer 9*	100000	12	12	4'4"	95dr	+17%	-10%	+3	3x	6	1	450
Chief 10*	150000	13	15	4'5"	100dr	+20%	-15%	+4	3x	7	1	800
King 11*	200000	15	20	4'8"	120dr	+25%	-20%	+4	4x	8	1/tribe	1000

Note * Before a player character can advance to the Officer, Chief or King level in any of the Goblin Races he must first eliminate the superior whose position he covets. If he does so in a duel, he may fill the position and also score the bonus experience points for killing his predecessor. If he resort to assassination, no experience bonus is awarded and he has only a 25% chance of being promoted.

Hobgoblin

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus Exp.</i>
Warrior 1	0	10	5	5'6"	150dr	-	-	-	3x	3	50	75
Warrior 2	2000	11	6	5'6"	150dr	-	-	-	3x	3	10	125
Warrior 3	4000	12	7	5'6"	150dr	+5%	-	+1	3x	4	10	200
Warrior 4	8000	12	8	5'7"	155dr	+7%	-	+1	3x	4	10	325
Warrior 5	15000	12	9	5'8"	165dr	+10%	-5%	+1	3x	4	10	425
Warrior 6	25000	12	10	5'9"	180dr	+12%	-5%	+2	3x	5	5	550
Officer 7*	40000	14	11	5'10"	180dr	+15%	-7%	+2	3x	5	2	750
Officer 8*	60000	15	12	5'10"	180dr	+17%	-10%	+2	4x	7	1	975
Officer 9*	100000	16	14	5'10"	180dr	+20%	-12%	+3	4x	7	1	1250
Chief 10*	150000	20	20	6'	220dr	+25%	-15%	+4	4x	8	1	1600
King 11*	200000	25	25	6'1"	230dr	+30%	-20%	+5	5x	8	1/tribe	2250

Bugbear

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus Exp.</i>
Warrior 1	0	15	10	6'5"	400dr	+5%	-	+1	4x	4	40	125
Warrior 2	2000	16	11	6'5"	400dr	+5%	-	+1	4x	4	10	200
Warrior 3	4000	17	12	6'5"	400dr	+7%	-	+1	4x	5	10	300
Warrior 4	8000	18	13	6'6"	425dr	+10%	-	+2	4x	5	10	450
Warrior 5	15000	19	14	6'6"	425dr	+12%	-5%	+2	4x	5	10	625
Warrior 6	25000	20	15	6'6"	425dr	+15%	-7%	+2	4x	5	5	800
Officer 7*	40000	22	17	6'6"	425dr	+18%	-10%	+2	5x	7	5	1100
Officer 8*	60000	24	18	6'8"	450dr	+20%	-12%	+3	5x	7	5	1650
Officer 9*	125000	26	20	6'8"	450dr	+25%	-15%	+3	5x	7	2	2250
Officer 10*	200000	26	22	6'8"	450dr	+27%	-15%	+4	5x	7	1	2900
Officer 11*	300000	28	22	6'10"	475dr	+30%	-18%	+4	5x	8	1	4000
Chief 12*	400000	30	25	6'10"	475dr	+35%	-20%	+5	6x	8	1	5250
King 13*	600000	30	30	7'	500dr	+40%	-20%	+6	6x	8	1/Tribe	6500



Orcs

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus</i>	<i>Exp.</i>
Warrior 1	0	7	4	4'2"	85dr	-	-	-	2x	3	50	25	
Warrior 2	2000	8	5	4'2"	85dr	-	-	-	2x	3	10	45	
Warrior 3	4000	9	6	4'2"	85dr	-	-	-	2x	3	10	65	
Warrior 4	8000	9	7	4'2"	90dr	+5%	-	+1	2x	4	10	100	
Warrior 5	15000	9	8	4'2"	90dr	+7%	-	+1	2x	4	10	150	
Officer 6*	25000	9	9	4'3"	95dr	+10%	-5%	+2	2x	4	5	225	
Officer 7*	40000	10	10	4'4"	100dr	+12%	-5%	+2	2x	5	2	300	
Officer 8*	60000	11	11	4'5"	100dr	+15%	-7%	+2	3X	5	1	400	
Officer 9*	100000	12	12	4'6"	105dr	+17%	-10%	+3	3x	7	1	525	
Chief 10*	150000	14	15	4'7"	110dr	+20%	-15%	+4	3x	7	1	700	
Lord 11*	200000	15	20	4'8"	115dr	+25%	-15%	+4	4x	8	1/Regt	1000	

GNOLLS are the largest of the Goblinoid Races but could be considered as the smallest of the Giants due to their apparent kinship to the Troll. Gnolls seem to be a cross-breed between Gnomes and Trolls bear a strong resemblance to Hobgoblins. Like other Goblins, they form tribes, live underground, see in the dark, hate daylight, a bloodfeud with the Gnomes and Dwarves. From their Troll ancestors they have inherited their great strength and can carry times their body weight. When a player character belongs class, the Prime Requisites are as follows:

Size & Weight	= as printed in tables; values change as character advances
Constitution	= 1d20 for recovery; Body as per tables
Strength	= 1d20 for computing Military Ability only.
Dexterity	= 1d20, with all bonuses applied.
Appearance	= 1d20
Bardic Voice	= 1d10
Charisma	= 1d20
Intelligence	= 1d20 Unless non-player types are >officers= then IQ = 1d10
Wisdom	= 1d20 Unless non-player types are >officers= then Wisdom = 1d10
Alignment	= 15-20 Use 1d6 with 1=15, 2=16, etc.
Body	= as per tables
Fatigue	= as per tables
Weight Allowance	= 2.5 Body Weight
PCF	= built into tables do not compute
Military Ability	= as computed for other characters

Gnolls

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>Bonus</i>	<i>Exp.</i>
Warrior 1	0	12	10	5'10"	190dr	-	-	-	3x	3	50	100	
Warrior 2	2000	13	11	5'10"	190dr	+5%	-	-	3x	3	10	150	
Warrior 3	4000	15	12	6'	220dr	+7%	-	+1	3x	4	10	300	
Warrior 4	8000	16	14	6'	220dr	+10%	-5%	+1	4x	4	10	450	
Warrior 5	15000	17	16	6'	220dr	+12%	-7%	+1	4x	4	10	650	
Warrior 6	25000	18	18	6'	220dr	+15%	-10%	+2	4x	5	5	850	
Officer 7*	40000	20	20	6'2"	250dr	+20%	-10%	+2	5x	5	2	1250	
Officer 8*	60000	22	22	6'2"	250dr	+25%	-12%	+3	5x	7	1	1750	



Officer 9*	100000	25	25	6'3"	275dr	+30%	-15%	+4	5x	7	1	2500
Chief 10*	150000	30	30	6'4"	300dr	+35%	-17%	+4	6x	8	1	3500
King 11*	200000	35	35	6"6"	350dr	+40%	-20%	+6	6x	8	1/tribe	5000

14.6 The Giant Races

The Giant races include Trolls, Ogres, and True Giants. They are typically large in size, very powerful, and extremely cruel.

OGRES are the most repulsive and frightening of the Giant races. They have from 1 to 3 eyes, scabious complexions, misshapen bodies, immense strength, and limited intelligence. They are especially vulnerable to distraction by word games and puzzles. They prefer to live in caves, but they will settle for castles if nothing better offers itself. They were not socially organized but may live with Goblin types. They carry 4 times their own body weight, which is useful because they are fond of collecting large hordes of treasure. They fight with clubs and other blunt instruments because they like to see bones broken and heads smashed to a pulp. So terrifying is their appearance that most men check their morale at the sight of them. Anyone coming upon them is surprised 30% of the time. Ogres also see well in darkness and hate bright sunlight. Their hearing is so keen that they hear noises 30% of the time.

- Size & Weight = as printed in tables; values change as character advances
- Constitution = 1d20 for recovery; Body as per tables
- Strength = 1d20 for computing Military Ability only.
- Dexterity = 1d20, with all bonuses applied.
- Appearance = 1d10
- Bardic Voice = 1d10
- Charisma = 1d10
- Intelligence = 1d10
- Wisdom = 1d10
- Alignment = 15-20 Use 1d6 with 1=15, 2=16, etc.
- Body = as per tables
- Fatigue = as per tables
- Weight Allowance = 2.5 Body Weight
- PCF = built into tables do not compute
- Military Ability = as computed for other characters

Ogres

Rank	Exp.	Body	Fat.	Size	Wt.	%Hit	%P&D	Blows	WDF	Armour	NoApp	Bonus Exp.
Young 1	0	30	10	6'	250dr	+5%	-	+1	4x	3	1d6	225
Young 2	2500	32	10	6'4"	350dr	+7%	-	+1	4x	3	1d6	350
Young 3	5000	34	12	6'6"	400dr	+10%	-	+2	4x	3	1d6	525
Young 4	10000	36	14	6'6"	400dr	+12%	-5%	+2	5x	3	1d6	750
Young 5	20000	38	16	6'6"	425dr	+15%	-7%	+2	5x	4	1d6	1200
Adult 6	40000	40	20	6'6"	425dr	+17%	-10%	+3	5x	4	1-4	1700
Adult 7	75000	40	22	6'8"	450dr	+20%	-12%	+3	6x	4	1-4	2300
Adult 8	125000	40	24	6'8"	450dr	+22%	-12%	+4	6X	5	1-3	3000
Adult 9	250000	40	26	6'10"	500dr	+25%	-12%	+4	6x	5	1-3	4000
Adult 10	400000	45	30	7'	600dr	+27%	-15%	+5	6x	5	1-2	5000
Old 11	550000	45	32	7'2"	650dr	+30%	-17%	+6	6x	7	1	6500



Old 12	700000	45	34	7'2"	650dr	+35%	-20%	+6	7x	8	1	8000
Old 13	1000000	45	36	7'6"	725dr	+40%	-20%	+7	7x	8	1	9500

TROLLS are, on the average, slightly larger and heavier than Ogres. They also have a wicked, vicious intelligence which they employ to do cunning and foul deeds. Immensely strong, agile, and protected by rubbery or scaly hides that will turn the point or edge of ordinary weapons, Trolls are awesome enemies. Trolls suffer 1/2 damage from ordinary weapons, with no critical hits. Magick weapons inflict full damage, while Flaming Swords and Magick Fire inflict double damage. When faced by fire, Trolls will check morale and, if burned, may flee 20% of the time. Trolls also regenerate damage done to them at 3 points per melee turn, beginning the turn after the wound is suffered. Only fire, Magick weapons, and spells are assured of doing substantial damage, and it is best to burn their bodies once they are slain to prevent their regenerating back to life. A Troll also detests sunlight but, contrary to widespread opinion, most Trolls are *not* harmed by it except for the quick and severe sunburns they receive. Thus they prefer to live in caves and dungeons, under bridges, in underwater grottoes, in dark woods, and on the shady side of mountain passes. There they lie in ambush to rob travellers and, if hungry, to kill and eat them as well. In a Troll's lair can be found all of the gold and after treasure he has stolen; for the Troll is a miser and does not spend his loot. While Trolls are solitary creatures, family groups of 2-6 sometimes appear. Mountain Trolls may form loose groups of 10 B 60 to gain dominance over Goblin tribes, whom they treat as *Snaga* (slaves). Trolls are very loath to work and prefer others to labour for them. Cave and Mountain Trolls may also be found in league with Frost Giants and Cloud Giants, serving as guards in the Giants' strongholds. Wood Trolls and Water Trolls are rugged individualists, however, and never form groups larger than 6 members (families). All Trolls can see in darkness and, being very strong, carry 4 times their body weight.

When a player character belongs to this class, the Prime Requisites are the same as for Gnolls, except Wood Trolls and Water Trolls may have a Bardic voice of 1-20.

Cave Trolls

<i>Rank</i>	<i>Exp.</i>	<i>Body</i>	<i>Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus</i>	<i>Exp.</i>
Young 1	0	30	-	6'	300dr	-	-5%	+1*	3x/2x	5	1-4	250	
Young 2	5000	35	-	6'4"	375dr	+5%	-5%	+1*	3x/2x	5	1-4	425	
Young 3	10000	40	-	6'8"	450dr	+7%	-7%	+1*	3x/2x	5	1-4	600	
Young 4	20000	45	-	7'	550dr	+10%	-10%	+1*	4x/3x	5	1-3	1200	
Young 5	40000	50	-	7'2"	600dr	+12%	-12%	+1*	4x/4x	5	1-2	2000	
Adult 6	75000	53	-	7'4"	650dr	+15%	-15%	+2*	4x/4x	7	1-2	3000	
Adult 7	125000	56	-	7'6"	700dr	+20%	-17%	+2*	5x/4x	7	1-2	4000	
Adult 8	250000	60	-	7'6"	700dr	+25%	-20%	+2*	5x/4x	7	1	5000	
Adult 9	500000	65	-	7'6"	700dr	+30%	-25%	+3*	6x/4x	7	1	7000	
Old 10	750000	70	-	7'6"	700dr	+35%	-27%	+3*	6x/4x	7	1	9000	

*All Trolls possess the number of blows indicated for *MLC* 6 claws and *MMB* 2 fangs, without weapons. Trolls use *both* claws when fighting barehanded and, by expending 2 blows, may hug opponents and inflict 3-18 points of damage, with a critical hit probability of a Morning Star (C). They also attempt to bite with *MMB* 2 fangs. If armed, the bonuses indicated under Blows are added to the number allotted to the weapon the Troll is using. The second WDF number indicates the damage done with natural weapons, which are used 75% of the time.



Mountain Trolls

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus</i>	<i>Exp.</i>
Young 1	0	30	-	6'	325dr	-5%	+1*	3x/2x	5	1-4	250	
Young 2	5000	35	-	6'4"	400dr	+5%	-5%	+1*	3x/2x	5	1-4	425
Young 3	10000	40	-	6'8"	475dr	+7%	-7%	+1*	3x/2x	5	1-4	600
Young 4	20000	50	-	7'	550dr	+10%	-10%	+1*	4x/3x	5	1-3	1200
Young 5	40000	55	-	7'4"	600dr	+12%	-12%	+1*	4x/4x	5	1-2	2000
Adult 6	75000	60	-	7'8"	675dr	+15%	-15%	+2*	5x/4x	7	1-2	3000
Adult 7	125000	65	-	7'8"	675dr	+20%	-20%	+2*	5x/4x	7	1-2	4000
Adult 8	250000	70	-	8'	750dr	+25%	-22%	+2*	6x/4x	7	1	5000
Adult 9	500000	75	-	8'	775 dr	+30%	-25%	+2*	6x/4x	7	1	7000
Old 10	750000	80	-	8'	800dr	+35%	-30%	+2*	7x/5x	8	1	9000

Wood Trolls

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus</i>	<i>Exp.</i>
Young 1	0	30	-	6'	300dr	+5%	-5%	+1*	3x/2x	5	1-4	250
Young 2	5000	35	-	6'4"	350dr	+7%	-7%	+1*	3x/2x	5	1-4	450
Young 3	10000	40	-	6'8"	425dr	+7%	-10%	+1*	3x/2x	5	1-4	600
Young 4	20000	50	-	7'	500dr	+10%	-12%	+2*	4x/3x	5	1-3	1200
Young 5	40000	55	-	7'4"	550dr	+15%	-15%	+2*	4x/4x	5	1-2	2000
Young 6	75000	60	-	7'8"	600dr	+17%	-20%	+2*	5x/4x	7	1-2	3500
Young 7	125000	70	-	7'8"	650dr	+20%	-22%	+2*	5x/4x	7	1-2	5500
Adult 8	250000	75	-	8'	700dr	+25%	-25%	+3*	6x/4x	7	1	6750
Adult 9	500000	80	-	8'	700 dr	+30%	-27%	+4*	6x/4x	7	1	8500
Adult 10	750000	90	-	8'	725dr	+35%	-30%	+5*	7x/5x	8	1	10000
Old 11	1000000	100	-	8'	750dr	+40%	-35%	+6*	7x/5x	8	1	12000

Water Trolls

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus</i>	<i>Exp.</i>
Young 1	0	35	-	6'	325dr	+5%	-5%	+1*	3x/2x	7	1-4	250
Young 2	5000	40	-	6'4"	400dr	+7%	-7%	+1*	3x/2x	7	1-4	500
Young 3	10000	45	-	6'8"	475dr	+10%	-10%	+2*	3x/2x	7	1-4	1000
Young 4	20000	60	-	7'	550dr	+12%	-12%	+2*	4x/3x	7	1-3	1500
Young 5	40000	70	-	7'4"	600dr	+15%	-15%	+2*	4x/4x	7	1-2	2500
Young 6	75000	75	-	7'8"	675dr	+20%	-20%	+2*	5x/4x	7	1-2	4000
Young 7	125000	85	-	7'8"	750dr	+25%	-25%	+3*	5x/4x	7	1-2	6500
Adult 8	250000	90	-	8'	750dr	+30%	-27%	+4*	6x/4x	8	1	8500
Adult 9	500000	100	-	8'	750 dr	+35%	-30%	+5*	6x/4x	8	1	11000
Adult 10	750000	110	-	8'	775dr	+40%	-33%	+6*	7x/4x	8	1	13000
Old 11	1000000	125	-	8'	800dr	+45%	-35%	+7*	7x/5x	8	1	15000

GIANTS are the largest of the human-like monster races and rarely grow less than 10 feet in height. They are almost always evil and dangerous, but on occasion friendly ones may be encountered. Most Giants originate in Jotunheim, far to the north—the only exception being the Cyclopes of the south. Northern Giants are organized in clan and tribal units, but fortunately they issue forth only in small numbers because of their reluctance to arouse the AESIR and bring about the Final Battle, the Ragnarok. Hill and Cave Giants tend to be the most common, although the high places may be inhabited by Cloud and Storm Giants. Seldom are



more than 1 or 2 Giants encountered at a time in the countryside, indulging in senseless destruction and killing. Giants who live in castles have fierce guards, usually wolves, fierce dogs, Trolls and other large forms of life. Giants will have strongholds in inaccessible places surrounded by hostile and sometimes enchanted territory.

Giants can throw missiles like war engines. Hill and Cave Giants can throw like medium sized Mangronels, the others like heavy Trebuchets. They can all carry up to 4 times their body weight.

HILL GIANTS, CAVE GIANTS, and CYCLOPES are solitary beings and in large numbers. They are not overly intelligent or wise, with IQ and Wisdom at 1-10. They wear animals skins, use crude clubs and maces in combat, and make their living herding animals or robbing villages and wayfarers. The majority of the >freelance= Giants are of these races.

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus Exp.</i>
Cave	50	25	10'	900dr	+25%	-10% -15%	+3	6x	2	1-3	1500
Cyclopes	60	25	12'	975dr	+30%	-10% -15%	+4	7x	2	1-3	2000

HILL GIANTS are quite organized within the boundaries of Jotunheim and make their base at the massive fortress city of Utgard. Although characterized by general stupidity and brutishness, they are led by the highly intelligent Utgardhloki, a Giant who perhaps is the equal of any of the Great Giant Kings. A character who elects to become a Hill Giant is over the norm and rolls his Prime Requisites as outlined for

GNOLLS.

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>No/100</i>	<i>BonusExp.</i>
Warrior 1	0	50	25	15'	1400dr	+10% -5%	+2	5x	2	30	1200
Warrior 2	5000	50	30	15'	1400dr	+12% -7%	+2	5x	2	10	1500
Warrior 3	10000	50	35	15'	1400dr	+15% -10%	+2	5x	3	10	1800
Warrior 4	20000	50	40	15'	1450dr	+17% -10%	+3	5x	3	10	2100
Warrior 5	35000	50	45	15'	1500dr	+20% -12%	+3	6x	3	10	2400
Warrior 6	50000	50	50	15'	1500dr	+22% -15%	+3	6x	4	5	2700
Warrior 7	100000	50	52	15'	1500dr	+22% -17%	+4	6x	4	5	3000
Warrior 8	175000	50	54	15'	1500dr	+25% -20%	+4	7x	4	5	3300
Warrior 9	300000	50	56	16'	1600dr	+27% -20%	+4	7x	4	5	3600
Warrior 10	400000	55	58	16'	1600dr	+30% -20%	+5	7x	4	5	4000
Officer 11	500000	60	60	16'	1700dr	+32% -22%	+5	7x	5	2	5000
Officer 12	650000	60	62	17'	1750dr	+35% -22%	+5	7x	5	1	6500
Officer 13	800000	60	64	17'	1800dr	+40% -25%	+5	7x	7	1	8000
Chief 14	1000000	60	66	17'	1850dr	+50% -25%	+6	7x	8	1	10000
King 15	1500000	65	70	18'	1900dr	+55% -30%	+6	7x	8	10/race	20000
High King	5000000	90	70	18'	1900dr	+65% -50%	+7	8x	8(Magic)	1/race	100000

UTGARDHLOKI is the High King of the Giants of Utgard. He is fully protected by Magick Armour and powerful spells so that he cannot be harmed by weapons less than +3 or by any spells cast by a Magick User below level 10. He is a Thaumaturgist of MKL 18 and he can cast mighty Illusions and Phantasms capable of fooling even the AESIR at times. He can also cast spells which move the earth, summon 1 Earth Elemental per week to serve him for 1-6 hours, and possesses a Spade which can dig 50 cubic yards of dirt or 10 of rock per turn. He wears -5 Magick Armor and bears a great +3 Mace capable of doing 21 to 40 points of



damage to any being it strikes, with a 10% chance of shattering any mortal victim unprotected by powerful Magick. His IQ and Wisdom are 19, Charisma 20 among his followers and 15 among other Giants and Monsters, Bardic Voice 17. He also has a very high Military Ability of 10.

CLOUD GIANTS are very similar to Hill Giants in over all characteristics, only they will prefer to live in castles built in the clouds. Despite the magnificence of their huge dwell inqs, they are not overly inventive and are certainly not intelligent, with their IQ and Wisdom ranging from 1 to 10. They keep giant animals as pets, and everything in their castles is over-sized— including the mice, rats, and spiders that abound everywhere in the unkept halls and chambers. Rarely will more than 10 Cloud Giants (a family group) be found living in any one place.

14.7 The Undead

By rights, the Undead should be resting quietly in the grave, only they won't stay buried. Fortunately, they tend to haunt desolate places such as ruins, dungeons, and graveyards. Only occasionally will they venture into well-inhabited regions. In addition, Undead are exceedingly hard to kill because they are already dead. All characters below level 8 instantly check morale when confronted by the living dead. Only Necromancers will be immune to fear and panic in the presence of Undead because these are part of *his* stock and trade.

SKELETONS: are the final remains of men long dead. They were raised in the dark of the moon by unholy rites or through powerful Necromantic Magick. They may also be men bound by a terrible curse to guard some place or treasure, Skeletons are totally the creatures of those who raised them and act only according to their master's instructions, whether he is still living or is himself long dead and gone. They attack without fear and must be completely destroyed. They are immune to ordinary pointed *and* edged weapons because they are fleshless beings. Impact weapons, such as a Knight's sword or a mace, will do full damage to them, however. Fire consumes their dry bones readily, but until they are utterly destroyed by flame, Skeletons continue to act purposefully. Some Magick Spells and Clerical rites may destroy them, disspell the Magick that animates them, or simply turn them away. They are immune to all spells of Influence or Control. Illusions and Phantasms may mislead them and draw attention away from their intended victims attempts to persuade or @con@ them into a course of action contrary to their orders are doomed to failure. Skeletons may be of two types: Type I Skeletons are unarmored and are not too dangerous. Type II Skeletons are dead warriors, clad in armor and highly skilled in all forms of hand-to-hand combat:

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus Exp.</i>	
I	15	-	6'	35dr	+25%	-30%	-10%	+1	3x	3	1d10	100
II	35	-	6'	135dr	+40%	-40%	-20%	+3	4x	7	1d10	750

ZOMBIES: are the corpses of men recently dead who were animated by powerful Magicians or Evil Priests. They are under the complete control of their creators and act according to instructions. Like Skeletons, they know no fear and attack until destroyed They are not capable of higher thought and are slow in movement and reflexes. They can be damaged by ordinary weapons and by fire, but only half damage results because their dead flesh must be hacked or burned until it can no longer function. Zombies are vulnerable to Magick and Clerical rites, however. Magick weapons inflict full damage. Because Zombies are true living dead, putrifying corpses, they are terrible to behold. Characters under level 8 @check morale upon meeting them, unless accompanied by a Necromancer or a Cleric. The Zombies also possess inhuman strength and may carry 4 times their own body weight.



<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus Exp.</i>
Average	30	-	6'	190dr	+10%	- -	-	4x	4	1d10	100
Strong	45	-	6'2"	220dr	+15%	- -	-	5x	4	1d10	200

DEATHS are the traditional cowled figures of Skeletons so common to Medieval folklore. A Death is so terrifying in aspect that all characters under level 4 will instantly flee at its appearance. A continuous emanation of Fear surrounds a Death for 30 feet, and all characters under level 8 must save from that Fear each melee turn they are within that distance. Characters over level 8 must save from Fear the moment they see the Death or flee in panic. A Death is armed with a Scythe capable of paralyzing anyone it strikes 10% of the time and which inflicts the damage of a two-handed sword. A Death also has the dread Finger of Command which it can use to hold or attract any being failing to save from Fear: Range 60 feet; Duration 1 melee turn. Deaths are highly intelligent and are immune to all spells of Influence and Control. Illusions and Phantasms have no effect on them. Only Magick weapons of +3 or better, Magick Fire, and some Clerical rites can damage them. They never appear in daylight and rarely- in any places that are well-inhabited. Necromancers are immune to fear in their presence and have a 5% chance per level above level 5 of communicating with a Death.

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus Exp.</i>	
	90	-	6'	200dr	+50%	-35%	-20%	+5	5x	4	1	15000

GHQULS eat the flesh of the dead and make their homes in or near graveyards. While not all Ghouls are dead, strictly speaking, they might as well be. They are foul in smell and in appearance. They can stand daylight, if necessary, but they are uncomfortable in bright sunlight. Their sense of hearing is acute, and they hear noises 50% of the time. They also have an excellent sense of smell and detect enemies 50% of the time with that faculty as well. Ghouls are cunning and quick, so they are seldom caught at their very disgusting practices. If a character is killed by a Ghoul and is fortunate enough not to be eaten, the Ghoul's venom has a 20% chance of infecting the corpse and turning it into a Ghoul. There is no cure, There is also a 10% chance that the touch of a Ghoul will paralyze a character under level 5. The very sight of a Ghoul causes characters below level 8 to @check morale@ instantly. Last of all, because they are strong beings, Ghouls can carry 4 times their body weight.

<i>Rank</i>	<i>Exp.</i>	<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus Exp.</i>	
	50	-	6'	250dr	+35%	-35%	-35%	*	4x	4	1-6	1000

Note: * Ghouls fight with claws and fangs, preferring to tear the flesh of their victims. They have 3 blows with each *MMC* 3 claws and 3 bites with *MMB* 2 fangs

VAMPIRES are rather unique beings. They often appear perfectly normal in dim light, except that one never sees them abroad in the daylight. They do not reflect in mirrors, dogs hate them, holy things cause them to recoil, and garlic makes them snarl and hiss. Male vampires affect black cloaks with high collars and red linings. Females prefer to wear revealing gowns and trade upon their great beauty to attract victims. During the day, Vampires sleep in their graves, tombs, or coffins—but they do so with their eyes *open*. If they travel, they must take their coffins with them, along with a bit of their native soil. They can cross open water only at great peril, and must remain in their coffins. They arise at nightfall and must return to their coffins at first cockcrow. Upon arising, they can assume the form of a red or white mist, a bat, a rodent, a dog, or retain their own form. They can pass through porous materials that are not too thick when they are in gaseous form, but they must beware of strong winds and drafts that can blow them away. They can immediately attack



victims found in the countryside, preferring members of the opposite sex wherever possible. In no case can a Vampire gain entry to an intended victim's house without first being invited into the residence by a member of the household. The Vampire must employ Mesmerism or else depend upon the natural hospitality of people to obtain such an invitation. However, once a Vampire has bitten a victim, he may seek the victim out freely, returning again and again to drain blood until the victim dies or is turned into a Vampire subject to his will. There is a 10% chance each time a victim is bitten that he/she will be infected with vampirism. There is a 25% chance each time that the Vampire will lose control and drain all the victim's blood. Vampires cannot pass by crossroads without being puzzled (25% chance) as to which road to take. This will hold them until dawn, at which time they must return to their coffins. Garlic causes them to retreat (25% chance). Holy relics, crosses, church bells, or a bit of Consecrated Host will force them to keep distance (50% chance). Holy water will do 1-10 points of damage to them and cause them to flee 20% of the time. Characters fleeing from a pursuing Vampire may throw mustard seeds behind them on the hope that he will pause (25% chance) to count the seeds (1-6 turns). They are unaffected by Control and Influence spells, while spells of Phantasms and Illusions will fool them only 10% of the time.

Vampires have experience levels like other characters. Roll 1d20 dice and treat the Vampire as having characteristics equivalent to a non-player Knight of that level. Also, for every 20 years a Vampire has been Undead, add + Body Points. Roll a 10-sided die, with each pip counting as 20 years. The years also represent an additional experience level, 20 years per level. Ordinary weapons will not harm a Vampire. Magick weapons, unless aligned vs Vampires, will do only half damage to them. Magick spells also do only half damage. Only Holy Swords will do full damage to Vampires and also cause them to panic (25% chance) each turn they are in combat with the possessor of a Holy Sword. To destroy a Vampire utterly, one must cut off his head, drive a stake through the heart, burn the head and body, and bury the head under a stone cairn at a crossroads. Such desperate measures are necessary because a Vampire has the ability to regenerate 3 points of damage per turn, in the same way that Trolls and Lycanthropes do. They can *Mesmerize* all man-types merely by looking into the victim's eyes, but cannot control more than 1 person at a time. They are rarely alone and unprotected, either. Powerful Vampires may be served by 1-100 vicious bats and by 1-10 Undead (Ghouls, Zombies, and Skeletons). Vampires over level 20 may have from 1 to 6 subject Vampires of the opposite sex.

Vanquishing a Vampire brings 1000 + 200% of the experience points for slaying a Knight of a comparable experience level. Armor class varies from 5 to 7. Desperate characters who meet up with a Vampire might try using fire against them as a last resort- Vampires fear fire and have a 40% chance of turning gaseous and departing.

PHANTOMS and SPECTRES are the creations of Magick and are not, strictly speaking, true Undead. Such beings may be created by casting spells and are often temporary. They are intended to distract, baffle, or confuse the beholder. They can do damage to any character who believes in their reality, however. These beings are dealt with in the chapter on *Sorcery*, under Spells of Illusion.

MUMMIES: are Undead whose corpses were preserved by ancient Magicks of great power. They are unaffected by all spells of Illusion, Phantasms, Control, and Influence. Ordinary weapons do no appreciable damage to them, and Magick weapons do only half damage. Only Holy Swords will do full damage to a Mummy, as will fire of all types (Mummies are very dry and hence are highly inflammable), holy water, and the Talisman of Anubis. Since they were once great Kings, Mummies are treated as superior level 20 Knights:



<i>Body Fat.</i>	<i>Size</i>	<i>Wt.</i>	<i>%Hit</i>	<i>%P&D</i>	<i>Blows</i>	<i>WDF</i>	<i>Armour</i>	<i>NoApp</i>	<i>Bonus</i>	<i>Exp.</i>	
100	6	6'	235dr	+60%	-40%	-30%	+9	6x	4	1	50000

Mummies are generally heavily protected by lower level undead, such as Skeletons or Zombies. From 1-100 vicious Giant Rats may also be summoned by the Mummy. There is also a 50% chance that the corpse of the Mummy contains ancient diseases of unusual virulence, so that wounds inflicted by it will take 10 to 20 times as long to heal unless treated within the hour by a Physician or Cleric.

GHOSTS are restless beings whose bodies are dead but whose spirits continue to haunt the world. A Ghost may be suffering from some unforgiven sin or treason, or it may want such things as the proper burial of its body, the redress of an old in justice, the restoration of the true heir, the return of a stolen treasure, or any of a host of things. In such instances, a Ghost will have the power to place the right person under a *Geas* to put things right. There is a scant 10% chance of saving oneself from such a *Geas* if the Ghost=s purpose is basically just. True Ghosts cannot be harmed by any form of weapon or Magick because they are not material or magical in nature, and because the Power that binds them to the earth is more powerful than any possessed by men. Only *Exorcism* may remove a Ghost from the Mortal Plane. Ghosts are frightening beings as well. Their moans can fill a character less than level 6 with panic instantly. Necromancers are immune to the Fear generated by Ghosts, but all other characters must check morale each turn they are in a Ghost's presence. Only a character *Geased* by a Ghost can stay in its presence without checking morale. Generally, Ghosts will do little direct harm to people, but they will panic, confuse, and confound anyone who really thwarts them or who earns their anger. The worst thing that can happen to a man is to be personally singled out for a haunting.

14.8 Legendary Beasts

BASILISKS: The Basilisk is a fabulous reptile alleged to be hatched by a serpent from a cock's egg. The breath of a Basilisk, and even its look, will prove fatal; for those it breathes on or looks at will be turned to stone 25% of the time. That probability may be reduced by 5% through Prayer and by 10% through a spell of *Protection vs Petrification*. The baleful effect of the Basilisk=s gaze operates continuously, so a regular check must be made each turn that a character is looking at it. However, the Basilisk can be petrified itself if it sees the reflection of its eyes in a mirror or other highly polished reflector. The Basilisk is not overly intelligent, but it is utterly loyal and obedient to its master and acts as a superb watchdog.

<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
70	700dr	60/160	5	3x WDF <i>MLB</i> 3 fangs	+15%	-10%		3000
				2x WDF <i>MLC</i> 6 claws	+30%			
				<i>Breath</i> : 60' range <i>Gaze</i>				

Basilisks are well worth taking alive, if possible, as they have been sold for 1-3 gp per Dragon of weight. However, since it is impossible to surprise them—they have superb hearing and can see invisible beings—capture of a Basilisk is fraught with peril.

CENTAURS: The famed half-men, half-horses are semi-intelligent. Thus they will tend to carry weapons, usually huge clubs, which augment their hooves in battle. Others may be armed with spears or light bows. Centaurs frequent hidden glens and wooded mountainsides. Deep in the woodlands may be found their lairs, where they keep their females, their young, and their treasure. Bands run from 3-18 adult males, twice that number of females, and young approximately equal to the number of adult males. Females and young tend not to fight unless it is a life-and-death situation, and they are unarmed. Centaurs cannot be tamed and are hostile 90% of the time.



Type	Body	Wt.	Move	Armour	Attack Mode	%Hit	%Dodge	Bonus	Exp.
Leader	65	1700dr	60/300	2	4xWDF MKL 8 hooves	+25%	-15%	1500	
Male	55	1500dr	60/280	2	3xWDF MKL 8 hooves	+20%	-15%	1200	
Female	45	1300dr	60/280	1	3xWDF MKL 8 hooves	+10%	-15%	900	
Young	20	350dr	60/240	0	1xWDF MKL 8 hooves	-	-15%	50	

CHIMERA: The legendary Chimera combines the forebody of a lion, the hind quarters of a goat, the wings of a dragon, and the tail of a serpent. Some of these monsters also have three heads: a lion's head which can tear prey with giant fangs - a dragon's head which breathes fire; and a goat's head which can butt and gore with its huge horns.

Type	Body	Wt.	Move	Armour	Attack Mode	%Hit	%Dodge	Bonus	Exp.
Chimera	100	1000dr	60/240*	6	4xWDF MLC 6 claws 3xWDF MLB fangs Self-Immolation	+25%	-25%		5000
3-Headed	100	1000dr	60/240*	6	4xWDF MLC 6 claws 3xWDF MLB 3 fangs 3xWDF MLB 7 horns <i>Fiery Breath</i> : (Dragon) 2 blasts/Turn 30' range: 1d20 damage**	+25%	-25%		7500

Note: * Chimerae fly at the same speed they charge on the ground. The dragon head on the three-headed variety does fire damage equivalent to one's being splashed by a skin of flaming oil. The same is true of the one-headed variety when it has self-immolated and anyone comes in contact with its fiery body.

** The damage of the Fiery Breath is done in a cone 30'x5'

COCKATRICES: The Cockatrice is a fabulous creature often closely identified with the Basilisk. It is often described as having the head, wings, and feet of a fighting cock, with a scaled body ending in a barbed serpent's tail. While its breath and gaze will not turn anyone to stone, the touch of its feathers will. It is also armed with terrible natural weapons:

Body	Wt.	Move	Armour	Attack Mode	%Hit	%Dodge	Bonus	Exp.
50	500dr	60/120*	5	2xWDF MLB 3 beak 2xWDF MLC 6 talons <i>Petrification</i> : 25% on touch	+25%	-15%	1500	

Note * Cockatrices can fly 240 feet/turn. They can be tamed and used as watchdogs, but they are unintelligent and may wander off unless confined.

GARGOYLES: Gargoyles are perhaps the most commonly depicted Monster in medieval architecture. They are guardians of secret places. Their form is vaguely human, but grotesquely misshapen and often reptilian or demonic in over-all appearance, with horns, fangs, claws, and batlike wings. They are fairly intelligent, or at least very cunning, and may be expected to behave with purpose and planning. Thus they are very dangerous adversaries, and the peril is compounded by their tendency to attack all intruders.. Worst of all, ordinary weapons do only half-damage to them, and only magick weapons inflict full damage. They also cause characters under level 8 to check morale as if excessive casualties had been sustained in the party upon their first appearance



<i>Body Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp..</i>
75	500dr	60/150*	5	4xWDF <i>MLC</i> 3 claws (+4 blows)	+50%	-40% 4500
				2xWDF <i>MLH</i> 7 horns	+20%	

Note * Gargoyles can fly 240 feet/turn. When recruited as guardians they are utterly loyal and are not easily fooled by Illusions and other such tricks (10% chance of tricking them) . They may encountered singly or in groups as large as 20 . When met in large numbers, increase experience for slaying them to = 5500 points.

GORGONS: According to myth, the Gorgons were dragon-like creatures, with the lower body of a reptile, a torso and head of a human female, and tresses which are poisonous asps. It is written: "Thou canst not look upon the face of the Gorgon and live"; for to do so turns one to stone instantly. As the Gorgon is intelligent, it will attempt to beguile intended victims into looking directly upon its visage, with a 25% chance of doing so every turn a character is in its presence. However, one may look upon the Gorgon as Perseus did, through a mirror, and so prevent petrification. Like the Basilisk, the Gorgon is not immune to the reflected image of itself (25% chance of its being petrified by a reflection, unless it averts its eyes). The most famous of the Gorgons was the dreadful Medusa, but she had two immortal sisters who cannot be harmed except with Magick weapons. It is also written that the blood from the heart of the Gorgon has mysterious powers. From 1-3 pints of blood may be drawn from the left ventricle of the Gorgon=s heart, each pint providing 10 B 100 doses of deadly poison (80% fatality) . From 1-3 pints of blood may also be drawn from the right ventricle, each pint providing the base from which 10-30 doses of Water of Great Healing may be prepared by a Cleric or a Physician-Alchemist. These bloods are a treasure in themselves.

<i>Body Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
80	350dr	60/150	3	2xWDF (+5 Blows)	+55%	-50% 10000
				2xWDF <i>MSS</i> 1 vipers	+25%	(20% chance of Death)
				<i>Petrification: Gaze</i>		

Gorgons, having leathery wings like those of a dragon, are capable of flying at 240 feet/turn. They also tend to be armed with Magick weapons, especially the Immortal variety. Gorgons are highly resistant to Magick, as well, with spells that affect them directly (*Fireballs*, etc.) having no effect 80% of the time, even if the spell was cast correctly and went off perfectly.

GRIFFINS: Griffins are among the finest of legendary flying steeds, as they are strong, ferocious, swift, and intensely loyal to their masters. The Griffin has the head and wings of a great eagle and the body and hind quarters of a lion. The Ancients believed that it originated in the land of Scythia, where it guarded golden treasures. Griffins are quite intelligent as beasts go, and so are not easily taken in by *Illusions* or controlled by spells of *Command*. While neutral in alignment, they prefer to serve characters who are Lawful or who tend toward Law. Highly Chaotic types must resort to naked coercion and Magick to control a Griffin, and run the risk of the Griffin=s attempts to escape or be disloyal .

<i>Body Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
90	2000dr	60/240*	6	3xWDF <i>MLB</i> 3 beak	+35%	-25% 5000
				4xWDF <i>MGC</i> 10 claws	+40%	(+1 Blow)

Note *Griffins fly at 360 feet/turn. They can automatically knock down prey up to 4x their own weight when diving on prey and may carry up to 1000 Dragons. Griffins have been sold for 1-6000 gp. Their favorite food is horse!



HARPIES: Harpies are female creatures with the upper torso and head of women and the lower body and wings of an eagle. They are totally hostile to all human-like beings and will attempt to kill or capture and torture them if at all possible. They are foul creatures and leave behind them an odorous stench similar in effect to the odor of a skunk.

<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
40	2000dr	20/300*	3	3xWDF weapons	+25%	-30%	1000

Note * Harpies move slowly on the ground but can fly up to 300 feet/turn in the air. They can be encountered in flocks of 5-30 and often can be detected by the raucous noise of their screeching voices.

HIPPOGRIFFS: The Hippogriff is a fabulous creature similar to the Griffin, except that its hind quarters are those of a horse. They are strong, ferocious, swift, and loyal, but their intelligence is that of a beast and does not compare to the Griffin's.

<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
75	2000dr	60/240*	5	3xWDF <i>MLB</i> 3 beak	+30%	-25%	3500
				3xWDF <i>MGC</i> 6 claws	+35% (front)		
				3xWDF <i>MKL</i> 8 hooves	+25% (rear)		

Note * Hippogriffs fly at 360 feet/turn. They can automatically knock down prey up to 4 x their own weight when diving and may carry up to 1000 Dragons. Hippogriffs have been sold for 1000-3000 gp.

HYDRAS: Hydras are giant serpents with three heads. When one of the heads is severed from the body (an edged weapon will do this 25% of the time if a blow strikes), two heads will instantly grow from the stump. Hydras are treated otherwise as Giant Serpents. Their poison is fatal 90% of the time and does 3 6-sided dice of damage if the victim has survived the bite. Each head has the number of strikes allocated to a Giant Serpent. The body will sustain 100 hit points of damage, and it has an armor class of 3. Only fire will prevent the regeneration of the heads. Wounds regenerate at +5 points per melee turn unless they are caused by fire. Experience: 5000 .

MANTICORES: The Manticore is a legendary beast having the body of a beast of prey, usually a lion, and the face of a man. The tail ends either in a large stinger like that of a scorpion, or else is studded with iron spikes or is tipped with a mace-like ball of iron. The Manticore is armed with the spiked tail may fire up to 4 spikes per turn as if armed with a Light Crossbow, with a range of 160 feet in any direction. Fortunately, for all of their formidable armament, Manticores are not especially intelligent.

<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
All	75	1000dr	60/240	5	3xWDF <i>MLC</i> 6 claws	+35%	-25%	
					Stinger <i>MLS</i> 6 stinger*	+40%		3000
					Spike Tail			
					Lt.XBow (4 shot/turn)	+30%		3000
					Mace Tail			
					6xWDF Mace (+2 Blows)	+40%		3500

Note * The Stinger can inflict death 25% of the time with 1d10 damage as well.



MINOTAURS: The terrifying Minotaur is half-man, half-bull. The Minotaur is larger than man-size and is incredibly strong, being able to bear up to 4 times its weight. It is a man-eater and so ferocious that it never checks morale. Anyone encountering a Minotaur may expect an instant attack, and it will pursue so long as its prey is in sight. Minotaurs are found typically in mazes and labyrinths, which they know intimately. All characters under level 8 instantly check morale when meeting a Minotaur as if the party had suffered excessive casualties. Minotaurs may deliver 7 unarmed combat blows +3 butts with horns per turn.

<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
75	550dr	60/180*	4	8xWDF fists/kicks	+50%	-25%	3800	
				3xWDF <i>MLH</i> 7 horns	+25%			

PEGASI: The famous winged horses are at once both exceedingly shy and completely wild and free. They are among the most difficult of all beasts to capture and tame. They will serve only lawful characters. They fly at 360 feet/turn, and are otherwise the equal of Great Horses except that they cannot converse in the tongues of men. Experience: 2500

ROCS: Rocs are large, fierce birds. The original Roc of Arabic legend is said to have preyed upon elephants. The data for Rocs is given in the Animal Profiles under Great Eagles, but these figures are minimums. The truly great Rocs are much larger, and the largest will have double or trebled values. All birds of this type nest in the highest, most inaccessible mountain peaks and crags. They all tend to *be* neutral toward most characters in that they will not attack unless threatened, but they will assist only lawful persons. In defense of their nests Rocs are implacably ferocious, especially when there are young in it. There is a 50% chance that a Roc's nest contains from 1-4 young (fledglings, chicks, or eggs). Adults are always hostile toward intruders if there are young in the nest. Chaotics are not liked or trusted, be they man or beast or monster, and Rocs will attack 80% of the time on principle. Neutrals and lawfuls are ignored 80% of the time, and lawfuls may look forward to aid 20% of the time while neutrals will be attacked 20% of the time. Rarely do Rocs nest beyond sight or earshot of other Rocs, so a surprise attack on one in his/her nest will bring others 75% of the time. Experience: 1-3 times award for Great Eagles.

UNICQRNS: Unicorns are shy and elusive beasts who avoid all human contact unless it is avoidable. They cannot be controlled by any means, magical or otherwise, except by the mysterious spell which may be cast over them by a virginal maid pure in heart and thought. For only a maiden in the fullest sense of the word can approach a Unicorn and charm him. A Unicorn will obey a warrior maid and allow himself to be ridden by her so long as she remains pure. In battle, the usually shy Unicorn fights with ferocity and skill. In his initial charge, he strikes with his long horn as if armed with a Knightly lance, and his aim is that of a superior Knight. Thereafter, his horn is like a heavy thrusting spear, while his hooves are employed like those of a Heavy warhorse. Unicorns are also very magical. They sense the approach of enemies a full miles away, no matter what form of stealth or magick is being used to disguise or mask them. As noted, all spells of influence and command have no effect whatsoever, unless cast by a virgin maid who is pure and innocent in every way. All other forms of spells are resisted at the best possible advantage to the Unicorn. When mounted upon his back, a maiden is protected by the Unicorn's full magical resistance. Carrying capacity: 400 Dragons.

<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>%Parry</i>	<i>Bonus</i>	<i>Exp.</i>
60	1400dr	60/300	3	3xWDF <i>LH Spear</i> (Chivalric)	+40%	-50%	-40%	5000	
				3xWDF <i>MKL</i> 8 hooves	+25%				



WILL O WISP: The *Will O Wisp* is an exceedingly clever spirit who haunts deserted places, particularly moors and swamps which are characterized by areas of quicksand, mires, and the like. The general appearance of this being is a ghostly ball of light, usually seen in the distance, and *Will* can alter shape, become light or dim, or disappear entirely (but cannot return until the next hour, if he does disappear). The *Will O Wisp* will try to lure his intended victim into some desolate spot where he will be trapped and open to attack. *Will* is electric in nature, a form of intelligent Ball Lightning, and does 1d20 points of damage whenever he touches his victim (25% chance), which he may attempt to do 1-3 times per turn. However, since *Will* may suffer 1-20 points of damage every time he is struck by a metal weapon (20% hit probability, no matter who the attacker is), he prefers to wait until his victim expires in the trap, whereupon *Will* feeds on the life force leaving the victim's body. *Will* moves up to 180 feet/turn and can sustain 50 points of damage, whereupon he is grounded and requires 24 hours to recharge his batteries. When luring victims, he casts an Illusion spell up to the 4th Circle, but failure means that he cannot again attempt to lure an intended victim for 24 hours. Experience: 1000 points for temporarily 'vanquishing' the *Will O Wisp*. It should be noted that magick has no effect on *Will*, and use of any form of electrical bolt against him only strengthens him by the force of the bolt. Fire, Cold, and other magick weapons have no effect on him. Only cold iron or some other conductor can be used to 'short-circuit' this malevolent spirit.

WYVERNS: The Wyvern is a relative of the Dragons, but they are much smaller. Wyverns have the serpentine body and leathery wings of a dragon, with a barbed tail, but the legs are like those of a huge eagle. Wyverns have either a fiery breath weapon with limited range or else a poison sting in the barbed tail. In either case, this is their chief defense and they will use it 60% of the time. Otherwise, they will bite or claw with their front talons. The Wyverns possessing a stinger have tails that are capable of being brought over the back to reach an enemy standing before them. They are not as intelligent as Dragons by a long way. wyverns fly at 300 feet/turn.

Type	Body	Wt.	Move	Armour	Attack Mode	%Hit	%Dodge	Bonus	Exp.
All	75	1000dr	60/120	6	3xWDF MLC 6 claws	+35%	-20%		
					Sting				
					MLS 6 large tail stinger*	+25%	(+2 Blows)		2000
					Fire (See Dragons)				
					Fiery Breath: 2 blasts/turn**	+50%			3000

Note * Stinger has 30% of inflicting death as well as 1d10 damage

** Fire has 20' range doing 1d20 damage in a cone of 20'x5'

14.9 Animals

The list below has the typical sort of animals which will be met in encounters. In comparing animal movement with humans bear in mind that the normal human move in a 2.5 minute turn is 60' with a charge bonus of 40' and a maximum of 120' with strain and fatigue loss. Animals will have walk and rush as their two movement modes.

Creature	Type	Body	Wt.	Move	Armour	Attack Mode	%Hit	%Dodge	Bonus	Exp
Ant	Giant	25	200dr	60/120	8	2xWDF MGB 10 mandibles	+10%	-		175

Note: Giant ants will not release prey once bitten and do 2d6 damage per melee round once a grip with their mandibles is obtained. No morale check.



<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Apes		35	400dr	60/150	1	4xWDF <i>MCC</i> 3 claws 2xWDF <i>MMB</i> 2 fangs	+10% +10%	-25%		100

Note: Apes will also hug their opponents doing 2d6 damage per turn of hug.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Bears	Brown	50	450dr	60/180	3	2xWDF <i>MLC</i> 6 claws 2xWDF <i>MLB</i> 3 fangs Hug: 3d6 damage per Turn	+15% +15%	-15%		300
	Grizzly	60	800dr	60/180	3	3xWDF <i>MLC</i> 6 claws 2xWDF <i>MLB</i> 3 fangs Hug: 3+3d6 damage per Turn	+15% +15%	-15%		500
	Polar	60	900dr	60/180	3	4xWDF <i>MLC</i> 6 claws 2xWDF <i>MLB</i> 3 fangs Hug: 6+3d6 damage per Turn	+25% +25%	-25%		700
	Were	75	900dr	60/180	5	4xWDF <i>MLC</i> 6 claws 2xWDF <i>MLB</i> 3 fangs Hug: 10+3d6 damage per Turn	+35% +35%	-25%		5000

Note: Bears are ferocious in a fight (+2 blows) and check morale at 75% when 2 body damaged. Bears are immune to hug damage.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Boars	European	35	125dr	60/180	3	4xWDF <i>MMB</i> 2 tusks 2xWDF <i>MSK</i> 3 hooves	+10% +10%	-25%		150
	Were	55	250dr	60/180	4	5xWDF <i>MMB</i> 2 tusks 3xWDF <i>MSK</i> 3 hooves	+30% +30%	-25%		1250

Note: Boars invariably score leg hits, so make an automatic check on Critical Hits #15-20 by rolling a 1d6 for hit on erect target. When victim is small or is downed, use full Critical Hit range. Boars gore and trample downed victims (but do not kick). Bash is equal to H weapon at +10% vs all targets.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Bulls		60	1500dr	60/200	3	3xWDF <i>MLH</i> 7 horns 3xWDF <i>MLK</i> 8 hooves	+15% +15%	-		200

Note: Bulls automatically *bash* victims when they charge and hit. They trample downed opponents but do not kick.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Cats	Domestic	4	10dr	60/180	0	4xWDF <i>MSC</i> 1 claws 3xWDF <i>MSB</i> 0 fangs	+25% +25% (+1 Blow)	-50%		0



Familiar	15	10dr	60/240	3	8xWDF	MSC 1 claws	+40%	-60%	750
					6xWDF	MSB 0 fangs	+40%	(+2 Blow)	

Note: Cats can see in the dark, and they see and hear 80% of the time. Familiars know all Detect spells and can become invisible. Cats are silent and may hide successfully 85% of the time.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Centipedes	Normal	2	-	10/20	0	1xWDF MSB 0 mandibles	+10%	-	0
						Poison: 35% chance of death			
	Giant	10	50dr	80/160	2	1xWDF MLB 10 mandibles	+15%	-	50
						Poison: 45% chance of death			

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Crabs	Normal	2	1-2dr	10/20	4	3xWDF MSB 0 pincers	+5%	-	0
	Giant	10	10dr	60/120	6	2xWDF MGB 10 pincers	+10%	-	225

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Dogs	Large	12	75dr	60/240	1	3xWDF MMB 2 fangs	+10%	-25%	25
	War Dog	6	125dr	60/240	1	4xWDF MMB 2 fangs	+15%	-25%	50
	Armoured	20	175dr	60/200	5	4xWDF MMB 2 fangs	+15%	-25%	125

Note: Dogs can smell the presence of beings up to 300 feet (unless upwind) 80% of the time and track successfully 75% of the time. The War Dog is trained to go for the throat or weapon arm of an enemy, so treat critical hits as being on these 75% of the time.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Eagles	Normal	10	20dr	20/500	1	2xWDF MMC 3 talons	+15%	-35%	25
						2xWDF MMB 2 beak	+15%		
	Great	70	200dr	40/650	3	3WDF MGC 10 talons	+15%	-25%	100
						2xWDF MGB 8 beak	+15%		
	High	125	400dr	50/700	3	3WDF MGC 10 talons	+25%	-25%	250
						2xWDF MGB 8 beak	+25%		

Note: Eagles do not dodge on land. When diving on prey, they automatically knock down beings up to 5 times their body weight and have a LH bash on beings up to 7 times their body weight. (Increase WDF of normal eagles by 1d6 and of Great Eagles by 3d6). Great Eagles are highly intelligent and may bear their own weight in passengers. All eagles are utterly lawful.



<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Falcons /Hawks	Normal	2-4	1-5dr	20/650	1	6xWDF <i>MSC</i> 1 talons 6xWDF <i>MSB</i> 1 beak	+10%	-35%	0	

Note: Falcons and Hawks score an extra 1d6 of damage when diving on prey. They can knock down all small animals or birds. They cannot dodge on land.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Frogs	Giant	30	300dr	60/180	1	3xWDF <i>MMB</i> 2 bite Tongue	+15%	-15%	250	
							+15%			

Note: Killer Frogs may project their tongues up to 20 feet, catch victims and reel them in to be bitten. A kick (as *MLK* 8 hooves) delivers a bash 50% of the time to opponents up to 1000dr in weight.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%D</i>	<i>Bonus</i>	<i>Exp.</i>
Leopards	Spotted	30	100dr	60/240	2	3xWDF <i>MMC</i> 3 claws(+1 Blow) 3xWDF <i>MMB</i> 2 bite	+20%	-35%	350	
	Black	35	150dr	60/240	2	4xWDF <i>MMC</i> 3 claws (+1 Blow) 3xWDF <i>MMB</i> 2 bite	+20%	-35%	425	
	Cheetah	30	90dr	60/380	2	3xWDF <i>MMC</i> 3 claws (+1 Blow) 3xWDF <i>MMB</i> 2 bite	+20%	-35%	350	

Note: Black and Spotted Leopards have Cat characteristics and often lurk in trees. Cheetahs have exceptional eyesight and spot enemies or prey 100% of the time up to 3 miles. Increase bash probabilities by +10% when >springing=

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%D</i>	<i>Bonus</i>	<i>Exp.</i>
Lions	African	50	600dr	60/240	2	3xWDF <i>MLC</i> 6 claws(+1 Blow) 3xWDF <i>MLB</i> 3 bite	+25%	-20%	500	
	Were	65	700dr	60/240	2	4xWDF <i>MLC</i> 6 claws(+1 Blow) 3xWDF <i>MLB</i> 3 bite	+35%	-25%	5000	

Note: Lions have Cat characteristics. When springing, 50% chance of bash vs victims up to 2000dr, and a 25% chance up to 4000dr

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Mosquitoes	Giant	10	50dr	20/300	0	3xWDF <i>Sword</i> 5 L	+25%	-20%	100	

Note: Giant Mosquitoes will >fence= with an armed opponent, and if a hit is scored, fasten on to the victim to drain their blood. Roll 2d6 for damage per melee round that blood drain occurs.



<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Mule	Normal	50	1000dr	60/240	3	3xWDF <i>MLK</i> 8 hooves	+10%	-10%		200
						2xWDF <i>MMB</i> 3 teeth	+10%			

Note: Mules will kick and bite enemies, and also tend to trample fallen victims. They are very thick skinned and notoriously bad tempered and stubborn.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Porcupine	Giant	25	200dr	40/100	5	Quills as missiles	+10%	-		200

Note: Giant porcupine throw their quills' with their tails. From 1d6 quills will be thrown up to 50' twice per melee round. Treat as Light Crossbow, with 5+1d6 damage per quill. Anyone not in Class 9 or 10 armour who falls on a porcupine will suffer 3d6 damage each melee round they remain there. Porcupines are timid but defend themselves tenaciously. They have poor eyesight but good hearing.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Ram	Normal	10	100dr	60/180	2	2xWDF <i>MLH</i> 7 horns	+10%	-15%		50
	Giant	40	1000dr	60/240	3	3xWDF <i>MLH</i> 7 horns	+15%	-10%		350

Note: Increase Bash probability by +10% when rams charge their target. Giant Rams have Bash like a Bear Hug.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%D</i>	<i>Bonus</i>	<i>Exp.</i>
Rats	Gutter	3	4dr	50/120	0	3xWDF <i>MSB</i> 0 fangs	+10%	-20%		0
	Giant	20	100dr	60/180	0	3xWDF <i>MMB</i> 2 fangs	+10%	-20%		50
	Were	25	150dr	60/180	0	3xWDF <i>MMB</i> 2 fangs (+2 Blows)	+10%	-25%		700

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Rhinoceros	Normal	125	8000dr	60/160	6	4xWDF <i>MLH</i> 7 horn	+15%	-		1500
						3xWDF <i>MLK</i> 8 hooves	+15%			

Note: Rhinos will trample fallen victims but not kick.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Scorpion	Normal	1/2	-	10/20	0	1 xWDF <i>MSS</i> 0 stinger	-	-		0
										Poison: 10% death + 1d6 damage
	Giant	35	300dr	60/150	6	1xWDF <i>MLS</i> 6 stinger	-	-		200
						2xWDF <i>MGB</i> 10 pincer	-	-		
										Poison: 35% death + 3d6 damage

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus</i>	<i>Exp.</i>
Skunks	Stripped	5	15dr	60/120	0	Spray	-	-		0
	Giant	20	75dr	60/160	0	Spray	-	-		50

Note: Skunks fight using a spray cone 20'x10'. Treat as posion which incapacitates 25% of the time and routs target 26-75 % of the time. Giant skunks have a range of 60'x25'. Incapacity lasts 1d10 melee turns. Once they spray skunks will move along to get out of the way of what ever scared them.



<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>Bonus Exp.</i>
Snakes	Constrictor	10	150dr	30/90	0	MGS 9 Strike 15% Bash +Constrict (2d)	25
L. Constrictor	20	350dr	50/120	0	MGS 9 Strike 25% Bash +Constrict (3d)	50	
S. Viper	3	3-9dr	30/90	0	MSS 1 strike + Poison	25	
L. Viper	6	15dr	30/120	0	MSS 5 strike + Poison	25	
Giant	50	1000dr	60/160	3	MGS 9 strike +15% -10% MLS 6 strike + Poison (40% chance +1d20 damage)	700	

Note: Giant serpents constrict with a 35% bash and do 4d damage per melee round. In general constriction for all constrictors causes the number of dice indicated in damage per melee round.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Spiders	Giant	20	200dr	60/180	0	1xWDF MGB 10 mandible Poison: Paralysis Type	+5%	-10%	400

Note: A Giant spider may throw a sticky line of silk up to 60' with 25% accuracy. Victims who are caught will be reeled in. Webs are strong enough to hold even trolls and giants for 1d6 turns (melee turns or game turns depending on the mode of action) Ordinary characters are caught until they are released or cut their way out. Time is 1d6 turns to cut, unless using a Flaming Sword which is instantaneous)

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp.</i>
Stags	Normal	25	300dr	60/240	1	2xWDF MLH 7 horns 4xWDF MSK 3 hooves	+5%	-15%	50
Great	40	450dr	60/300	2	3xWDF MLH 7 horns 6xWDF MSK 3 hooves	+20%	-25%	200	
Female	15	150dr	60/240	1	4xWDF MSK 3 hooves	+5%	-15%	20	

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%D</i>	<i>Bonus Exp</i>
Tigers	Indian	55	700dr	60/240	2	3xWDF MLC 6 claws (+1 Blow) 2xWDF MLS 3 fangs	+25%	-25%	550
Siberian	60	800dr	60/240	2	4xWDF MLC 6 claws (+1 Blow) 2xWDF MLS 3 fangs	+30%	-25%	600	
Were	75	900dr	60/240	4	4xWDF MLC 6 claws (+1 Blow) 3xWDF MLS 3 fangs	+35%	-25%	5000	

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
Vampire Bats	5	1-3dr	5/240	0	3xWDF MSB 0 fangs Blood Drain: 1d6 (See Mosquitoes)	+30%	-35%	0	

Note: Vampire bats associate with vampires



<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
War Elephant		150	10000dr	60/150	3-5	4xWDF MLH 7 tusks	+15%	-	1500
Trample: 4d6 damage									
Trunk: 25% chance of grappling victim and toss 15'-40'									

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
Wasp	Giant	12	50dr	20/300	0	3xWDF Sword 5 L	+25%	-20%	100
Poison: 35% chance of Paralysis									

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
Weasels	Giant	25	75	60/180	2	3xWDF MMB 2 fangs	+15%	-20%	150
Blood Drain (see Mosquitoes)									

Note: Weasels are ferocious and never check morale.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
Wolves	Grey	16	125dr	60/240	1	3xWDF MMB 2 fangs	+10%	-25%	50
	Leader	24	200dr	60/240	1	4xWDF MMB 2 fangs	+25%	-25%	100
	Great	20	175dr	60/240	1	4xWDF MMB 2 fangs	+10%	-25%	75
	Leader	30	250dr	60/240	1	5xWDF MMB 2 fangs	+25%	-25%	150
	Dire	45	400dr	60/240	2	3xWDF MMB 3 fangs	+25%	-25%	250
	Leader	50	425dr	60/240	4	3xWDF MMB 3 fangs	+35%	-25%	2750

Note: Wolves have the same characteristics as dogs when it comes to smelling and tracking. They also tend to operate in packs of 10-30 animals. The Great Wolves are friendly to Goblinoids but the other wolf types do not make friends easily. There is a 10% chance that a wolf is rabid. If so, a human bitten by one runs a 25% chance of being infected (requiring a Cure Disease) and will die in 3 days. A human bitten by a Werewolf has a 10% chance of becoming Were.

<i>Creature</i>	<i>Type</i>	<i>Body</i>	<i>Wt.</i>	<i>Move</i>	<i>Armour</i>	<i>Attack Mode</i>	<i>%Hit</i>	<i>%Dodge</i>	<i>Bonus Exp</i>
Wolverines	Normal	25	50dr	60/180	3	3xWDF MMB 2 fangs	+25%	-25%	100
4xWDF MMC 3 claws+25%									
	Giant	60	200dr	60/200	4	3xWDF MMB 3 fangs	+25%	-20%	300
4xWDF MLC 6 claws+25%									

Note: Pound for pound, nothing is tougher than an enraged wolverine. They are utterly ferocious and exceedingly hard to kill. Wolverines never check morale.

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