DARK FANTASY ®

Book 3

The Campaign

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by

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Once again, sincere thanks to all the helpers, supporters and infinite number of sceptics without whom I would not have had the drive to complete this mammoth task.

The Campaign book contains information required for running the Dark Fantasy Campaign. It is not necessary for Players to read this section, nor is it necessary for the Game Master to fully absorb the entire book. It is given as a defence and a guide for Game Mastering only.

Please direct any comments to me via email to **barrettt@aztech.com.au**.

Have Fun,

Tim

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Chapter *1*

Game Mastering

Game Mastering involves the creation and operation of a world and those who live in it. Below are a few notes to help the Dark Fantasy Game Master run a good campaign. Every Game Master will undoubtedly have their own style and this section does not endeavour to override that by any means. It is hoped, however, that Game Masters will find this section useful and interesting.

Social Aspects

The imaginary game that you, real life people, are playing should not be taken too far. It is not advisable to let a game interfere with outside life so never lose your sense of perspective.

Role-Playing is made up of interaction of people; it would otherwise be merely imagining or daydreaming. The interaction between the Players and game Master make the game. It is of little point to play in a campaign where people don't get on as nobody will really enjoy it and the campaign may degenerate to a point where it is used to vent real life grievances.

Everyone who plays a Role-Playing game should strive to account for the other people's desires. All who play are going to want to have their Character paid some attention to, though no single Character should hog the limelight and no single Player should be allowed to dominate the others. Remember that every Player of a Role-Playing game has equal rights to gain enjoyment from it.

Game Masters should have fun playing the game too! The campaign should be designed and run to meet their needs as well as the Players'. Game Mastering should never become a burden accepted for the sake of the Players' enjoyment. The game will only be enjoyable for them in the long run as the Game Master has creative enthusiasm.

Before a campaign starts everyone who is going to play it should be fully aware of what to expect in terms of the nature of the campaign and the Game Master's style of refereeing. This way any problems or differences of opinion can be rationally discussed before proceedings get under way. It can be an ugly experience to enter a campaign with certain unspoken assumptions that are at cross purposes with the Game Master's.

Interaction Between Player & Game Master

Both the Player and the Game Master must have respect for each other. Mutual respect and friendly discussion of differences are necessary ingredients for a good campaign and this must always be remembered.

The Game Master is the overall director of the fantasy. It is their burden and their joy to create and master the environment in which the game is played. Coupled with this responsibility is their sacrosanct authority which should never be contested by any Player. It is the Game Master's right to have the final say in any matter pertaining to their campaign. It is their duty however, to be fair in the judgements that they make.

It is through the Player's eyes that a campaign comes to life. Their right is to be treated with justice and respect for the desires of their Character. Their opinions must be listened to and given due merit before any decision regarding the game is made. The game of Role-Playing is a mutual and equal thing.

One of the duties of the Game Master to keep a lot of the machinations of a campaign secret from the Players. This is well and good but there may come a time when the Game Master must discuss aspects of the campaign secret from the Characters with the Players. It is incumbent upon the Players in this situation to follow the etiquette of the game by not letting the information affect the actions of their Characters. If the Players do not respond to the Game Masters trust in discussing secret campaign matters with them then all that will happen is that the Game Master will forge on ahead with their own ideas without consulting them.

Trust is a much needed and often lacking in a campaign. A Game Master should be able to trust their Players and vice a versa. If trust is lacking between the participants in a game then the game itself will suffer. If a Player rolls dice when instructed and the Game Master misses what was rolled they should be able to trust the Player's word on what they rolled. If a Player's opponents in a campaign seem to be incredibly lucky or devastating the Player should be able to trust that the Game Master has the Player's best interests at heart. If this kind of trust does not exist then suspicion and bad feeling become rife. Players also become suspicious and resentful when they seem to encounter undue difficulty in achieving their goals. On the other hand Game Masters worry about being manipulated and lied to when faced by Players that seem untrustworthy. Being human, lack of trust will cause these sorts of problems. Trustworthiness is the duty of both Player and Game Master.

The Campaign World

Before a Game Master actually runs a campaign it is advisable that they sit down and have a long think about what exactly they want to achieve. By analysing their desires a Game Master will have a clarity of purpose that will help make the campaign just what they want it to be. They should, of course, also take into account the potential Players.

It is not always necessary to pre-prepare a campaign either by writing things down or by planning it mentally. It is in fact possible to run an excellent campaign off the top of one's head without any preparation at all. This takes either a natural talent for creativity, or extensive experience in Game Mastering. We do not advise every Game Master to attempt to run a campaign without planning but we have included this point to remind some Game Masters that the labour intensive approach to campaign preparation is often self imposed and possibly unnecessary.

The campaign starts where the Players begin. Often the Characters will know little of the world around them and have only vague perceptions of what lies beyond the edge of their experience. Even the location in which the Players grew up needs only a relatively basic background. Never try and look at the whole world at once. Expand on it as the Players travel and decide ahead of time roughly what lies in which direction and what may be encountered along the way.

Taking the campaign a piece at a time will allow one idea to flow from another. Deciding, for example, that there are mountains to the North then begs the questions; Have they been crossed? If so, what is on the other side? If not, what secrets do the mountains hold? Is there an ancient fortress hidden deep within them? and so on. Let each idea lead to the next.

When designing the campaign, it is a good idea to map out a roughly scaled map of your world (or at least the country or province in which the campaign will be played). Be careful to follow laws of nature so that rivers flow from the mountains to the sea and so on. It is often a good idea to look at real maps and draw terrain ideas from them.

Whenever you create a point of civilisation (or a point where there once was civilisation), think about why it is there, where it get its food from, what are the trade routs, who owns the land, is it subject to attack by brigands or other creatures, is it defended, etc. Ancient ruined castles or deserted temples in the middle of deep, dark forests, for example, add interest to the campaign though if there is such a thing, there must be a good reason why it was put there and a good reason why it is no longer functional.

In villages or settlements, try and determine a logical layout. Often small settlements consisted of a few scattered farm houses and a tavern on the main road through the area. Larger settlements may have docks, barracks, a marketplace, etc. Don't go into too much detail but sketch out a rough map to give yourself an idea where things are.

Finally, when playing the inhabitants of your world, try not to make them reflections of yourself. Make them unique and make them credible. Remember to take into account the great diversity of personalities that exist and also take their current circumstances into account.

The Campaign as a Story

It is Dark Fantasy's view that a campaign should be like a very good story. It can be seen that this is an exacting standard because, thinking about it, many campaigns that are run would not be really worthy of printing or filming. In fact, some would be laughed out of the cinema or the book shop for their absurdity. Strive always for a campaign that you would be proud to tell the tale of, for a campaign that captures the heart and the imagination with its creative flow. We urge you to not allow your campaign to become a thing used for ego, competition or as an arena for various "cute" ideas.

The Nature of Magic

In our conception of the Dark Ages world, Magic is something awesome, wonderful and uncommon. In most places, the sight of a Mage will turn many heads and their power is not taken lightly. An ordinary man will wonder like an innocent child at the sight of a glowing crystal as its many facets sparkle with rainbow colours. He will be moved by the pale fire flickering in the eyes of a Mage who sheds tears for the beauty of a storm. It is as it would be to us today if the magic we speak of were found to exist in everyday life. In the reality of Dark Fantasy, magic is everywhere and in everything though only a few are capable of seeing its beauty and using its power.

Creating the Campaign

Realism

Realism is a desirable quality in any campaign. It adds so much to the enjoyment of the fantasy, and it is not so hard to achieve. It is best if we first explain what we mean by the word "realism" as we use it in Dark Fantasy. We live in our real world and lead our real lives and this has a certain pattern and order to it. Life flows in a certain way. When we play these fantasy games we live in another world, a world created by our conscious imagination. When this imaginary world flows as does the everyday one we call it "realistic". A realistic fantasy campaign is very believable by those who participate in it. A realistic campaign means that all who play in it can accept and believe the things that happen. There is that parallel with the ways of real life. To give a concrete example of what is meant we give you an excerpt from one of our Playtest sessions.

The alderman of the town had refused to pay their protection money. The thieves' guild organised to have the place robbed but the alderman had hired a mercenary for protection. Being fairly cowardly, the thieves were afraid of the mercenary and brought along some muscle for the operation. Three "smooth" thieves and the muscle snuck into the kitchen window of the house and, after unlocking the hall door, proceeded down the dark hall. While the dining room and study on either side of the hall were being quietly searched a light was seen beneath the kitchen door and the clink of a glass was heard.

The strongest of the party snuck to the door and peered through to see a mercenary sitting at the table with a large smile and a glass of the alderman's finest port. He had been down in the cellar when the Characters had arrived. Soon the mercenary realised that he had left his shield in the cellar. Looking around he gathered up the candle and the sword which he put in his belt. With a smile on his face he pulled a key from his pocket and unlocked the cellar door. He kissed it as he put it away and descended the stairs. The muscle snuck to the doorway and as the mercenary reached the top of the stairs he was clobbered with an exceptionally well placed blow from the flat of an axe. He fell to the ground in a heap and was then bound, gagged and dragged into the cellar. As the thieves were feeling generous the mercenary was also cut up a bit so that it appeared that he had put up a fight.

The party then snuck up the stairs of the house to a corridor with four rooms and a shutter at its end. Two of the doors were locked and from behind one, the master bedroom it seemed, snoring could be heard. The lock was picked and two of the party quietly entered. The alderman awoke with a knife at his throat and a hand over his mouth. He was instructed to tell the two where the strongbox was and whether there was anything else that they should know. In terror the alderman replied that the box was under his bed and that there was a poison needle trap near the lock.

The passage above could be considered realistic in that what happened could easily fit into real life. The mercenary was not something put there to kill the Players. He was a man (who liked his grog) had been hired to do a job and he felt a little alcohol would do no harm as no one would ever know. The people in the house were not woken by the thieves as they made little noise. There was no crossbow trap arbitrarily placed to kill the first Character who walked through the door. In many campaigns, also, the mercenary would have been a death machine who never wavered in his vigilance and perhaps the alderman would have been an Magic User with a wand that shot fireballs. This would be done to provide a challenge and an exciting adventure for the Players. It would not be realistic at all, however.

A campaign that is realistic has many advantages and this is why we are so fervent about realism. Because the Players live in everyday "real" life, when a campaign is realistic they can relate to it much better than would otherwise be possible. In a fantasy campaign especially there can be an element of culture shock because the Players are thrown into an environment of which they have no true understanding. If the events in the fantasy campaign are similar to those that happen in real life, then the Players will be able to relate to the campaign well and will therefore not suffer this effect. Creating a campaign that is realistic will mean that everybody who participates in it will be drawn closer to the fantasy because they can relate to it.

Another advantage of realism is that it will allow better Role-Playing from the Players. People respond to the nature of the environment around them and so when people play in a campaign that is much like real life then their own Role-Playing will tend to be more life-like. We would like to feel that prospective Game Masters of Dark Fantasy aspire for true to life Role-Playing and so will endeavour to create realistic campaigns. We find it sad that many people miss out on the incredible enjoyment of truthfully portraying alternate personas because they have not yet seen beyond the limitations of playing two dimensional Characters.

The use of realism also helps to conquer the feeling of paranoia that many Players may have about what will be lurking around the next corner or what will hit them when they open the door. There is a tendency for Players to wish for very powerful Characters so that they can survive such things but in this setting something is lost. In life we do not have to constantly worry about the world being out to get us, as it were, and this is what unrealistic campaigns sometimes lead to.

Making Your Reality

With the idea of realism in mind the Game Master must set about the great task of creating the campaign. Just as we may see the wonder in our world, this too may be instilled into the fantasy world. Never let the fantasy world degenerate to a cold, grey world of game statistics.

We entreat Game Masters of Dark Fantasy to create with their hearts deep and moving campaigns that will draw their players into a mysterious and forgotten fantasy. Make your reality dark and beautiful. Make it flow as life does; give it the hard edge of reality but do not forget the wonder in all things. Do this and your players will rejoice if they can truly feel for tales like "The Lord of the Rings".

The Physical World

The first point to consider in creating a world is that the world should feel right to you as a Game Master. Looking at the real world will give the clues needed for the mapping of a world. It takes certain climates to support particular kinds of forests and animals. Coastal climates will generally be cooler and wetter than inland etc. In terms of human civilisation, there were generally good reason for settlements to be where they were. A town, for example, would need a water supply and due to this, as well as perhaps trade, towns were often found on or near rivers. A village would generally be found in a logical location near the fields that were farmed by its inhabitants, castles were generally found in easily defended places, such as cliffs or hilltops.

People

It takes a great deal of understanding to comprehend the nature of our world and all its inhabitants. A Game Master must be all people within the world and to do this they must realise the differences that exist between people. There are some people who like money, others who simply like life, people full of bitterness, people who are simple, people who like travelling, warriors who live to fight and people who live to learn. The variety in people is endless but this is sometimes easy to forget, instead making Characters simple reflections of ourselves. Ensure that you giver diversity to the Characters of your world.

Character Compatibility

Often there will be several people playing in a campaign together. This group of Characters has become affectionately known as the "party". To have a successful campaign, it is important to have a party that works. If Players are going to Role-Play and at the same time be in a party then they must have a good reason for being together.

There are a few ways of achieving this end. Firstly, the Game Master may take the Players individually and have them create whatever Characters they want. In this case, the Game Master may throw each of the Characters into a situation where they have a common goal or interest in staying together.

Secondly, the Game Master may give each of the Players certain parameters in which to design a Character, giving freedom of choice, but placing some restrictions on the Characters that may be created. The only other real option is to get all the Players together and discuss what they want from the campaign and what sort of Characters they would like to play and find a party structure by negotiation.

A campaign is no fun when Players are together without reason. If it happens that a Character has no good reason to be with a group of others then they should leave. Otherwise, the Role-Playing suffers because of the incredible situation.

Running the Campaign

In our modern society, science and technology makes things defined and accurate. This was not the case in the Dark Ages. It was a simple society where people did not care for exact distances or times. The distance from one village to another might be measured in terms of the time it should take to reach it by horse or foot. In almost all things, a rough approximation was quite good enough. The Game Master should always remember this in running the campaign.

Generation of Campaign Mood

"You reach the edge of the trees and look down on the gently curving ground that flows down and then up into a large, craggy hill. The ground is brilliant green and soft to walk on as it is covered by long swishing grass. To your left you see strands of trees from which bright flecks of colour dart and wheel through the clouded summer sky. To your right are more trees but more widely spread and with many ferns, bushes and other kinds of undergrowth obscuring the ground. Shafts of streaming sunlight illuminate the earth as the sun shines from between clouds. It is a breathtaking and magical scene to behold.

As your eyes sweep up the steep rocky slope of the hill ahead of you, you see that bushes and small trees grow sparsely between the rocks. Before your gaze reaches the crest of this mighty hill you notice the vegetation gives way to open grass. Atop the very crest of the hill you all see an ancient and ruined castle that stands grey and weathered in the afternoon sun. Its crumbling and broken parapets give testimony to its venerable age. The jagged towers sag but still rise proudly into the sky.

What do you do?"....

The atmosphere of a campaign is one of its most important features. When a Game Master runs a campaign they must be aware of this and make sure that they create the moods and feelings that they desire.

The above example of play was from one of our Playtests and it is a good example of what is meant by atmosphere. Its prose and strong imagery evokes a sense of beauty and feelings appropriate to the campaign. It would be different if the castle were described in the manner below.

"OK, you reach the edge of the trees. To your left and right you see a few trees though on your right there is a bit more undergrowth. There are a few birds around and ahead of you there is a big, rocky hill. On top of the hill there is a ruined castle.

What do you do?"....

The second description of the castle has an atmosphere, but it is a weaker one and probably less suited to a fantasy campaign. It might be more suitable if the Characters are mundane and unappreciative of beauty but this may have unwanted side effects. If the tone of the Game Master's campaign is as ordinary as the second description then the Players may feel less inclined to Role-Play as everything becomes mundane and not such an involving story.

This is not to say that the particular feeling of the first example of play is the only one to be considered for a Dark Fantasy campaign. As was mentioned, every type of narrative will have its own atmosphere even if it is mundane. It is all a question of creating the atmosphere that is most effective for telling the story that is the campaign. The atmosphere could be romantic chivalry, high fantasy, fairy tale fantasy, dark age simulation, and the sort of fantasy that is shown in the story that begins Dark Fantasy. As a Game Master, select and create the feelings that you think are best for the interactive story between you and the Players.

How to Run NPCs

Running Non-Player Characters well is a difficult skill to master and one that many Game Masters have trouble with. This is unfortunate, because well run NPCs are crucial to creating a good story.

The single most important thing to remember when running NPCs is that they are representations of real people. They are unique individuals with their own aspirations, ideas and fears. Each of them has an entire lifetime of experiences behind them and though this is a daunting fact, it must be foremost in the Game Master's mind when running NPCs. Role-Play your Non-Player Characters as though they were real people or your own Characters. Make them believable and your campaign will have the depth that all good novels and films do.

For example, in the middle of the night a thief wishes to get out of town before he gets his throat cut. The night is cold and the thief knows that his enemies will have someone waiting for him if he tries to leave by the main gate. The only way to get out is over the wall, he decides, though he has to be careful of guards patrolling it. As he approaches the place he thinks most appropriate, he sees two guards nearby huddling around a fire instead of being on the wall as they should. After all, who in their right mind would attack the city on a night such as this! Due to his stealth and the human idiosyncrasies of the guards, the thief finds his way over the wall and into the cold night air.

There are also NPCs that are not human. Every creature that is alive is under the control of the Game Master and it is their responsibility to run them accurately. What has been said for Non-Player Characters also applies to the monsters and other non-humans of a campaign. They are also not merely numbers to be played shallowly. Remember that each non-human is also an individual. Monsters that can reason will have their own thoughts and feelings and will not automatically throw themselves at the party and fight to the death. Their motivation is as diverse and complex as those of humans, perhaps even more so. Even the unthinking creatures that Players will meet must be Role-Played carefully. A beast has a consciousness with particular motivation just as we do. A wolf, for example, will only attack a man at a campfire if it is starving and desperate for food. It is not to be rolled up as a random monster that will attack the party and fight to the death. If the Game Master remembers this when the Players confront one of the monstrous denizens of the dark then the campaign will be better for it.

Keeping Players Happy

In the *Section entitled Social Aspects (p 2)* we said that the interaction between Player and Game Master is very important. The style and manner in which the Game Master runs the campaign must be accepted by the Players or there will be great difficulties. What a Game Master expects from the Players must be discussed with them beforehand. Not only that, the GM should discuss their refereeing style with the Players. This includes things such as Player etiquette, basic assumptions and what the Game Master expects from the campaign. There must be some consensus between the participants of the fantasy. The Game Master must be willing to adjust the way they run their campaign to meet needs of the Players, and the Players must accept the particulars of how their Game Master operates.

If the Players are not happy with how the Game Master runs the campaign, then something must be done. It is no good if an agreement cannot be reached about exactly how things will flow. Both sides must be willing to compromise for the sake of the enjoyment of the other. Game Masters especially should note that because they have ultimate authority within the campaign world it does not necessarily mean that they have the right to lay down the law to the Players about how the campaign is run.

Player Character Survival

The object of playing Dark Fantasy is to have fun and make a good, interactive story. This aim can't really be fulfilled if after spending hours creating a Character it dies after a short period of time. A heroic death as a fitting end to the long saga of a well played Character's life is good and desirable, but a death that leaves the game unfulfilled is not so. It does not make an enjoyable campaign if a Character's death from unlucky dice rolls is not averted by the Game Master. If a Player is in this situation then they will feel bad due to the loss of the Character and the Game Master, if they have any compassion, will also feel bad for the Player. The simple solution to this problem is not to let it happen in the first place. This is not to say that a Player Character should never be allowed to die due to stupidity or even bad luck, but you must strike a balance.

Thus the Game Master should strive to create a campaign where the Player Characters may develop and live for a long period of time; even if, as it is occasionally necessary, it means going against the rule system. No Game Master should ever be bound by unthinking dice or uncaring rules. So, if the game mechanics indicate that a Character dies prematurely, or suffers some other undesirable fate, then the result should generally be tempered by the Game Master to give a more acceptable result. If they get into trouble, perhaps someone or something else may intervene (for a good reason of course). If dice rolls indicate the Character is killed, the damage may be reduced to a point where they are badly wounded and so on. The only danger is that this may make the campaign mundane to the Players or they may not ever feel that anything is a challenge, and often what makes a game fun is overcoming a great challenge. If you elect to adopt this method, make it very subtle an only adjust the occasional result, and then only by up to about 10% (Which would normally make the difference between a Critical and Body Hit). If you find that you are manipulating rolls all the time then something is wrong.

Another more structured and Play Balanced method of preventing accidental Character death is that of Hero points. This is where a Player earns points during the course of a campaign and uses them to allow any one roll to be re-rolled. The way they can be earned varies. They can be dependent on Rank, for example, though this is generally not best, because the number of hero points is too low. Also, with this method, the way they are earned is strange because the lower Ranks are gained quickly while the higher Ranks take longer to acquire. Another method is to acquire 1 Hero point for a certain amount of real time. This can be as much as 1 per session in a very adventurous and dangerous campaign. Perhaps the best method of all is for the Game Master to award a hero point to a Player Character whenever they feel that the Character earns it as a reward for commendable behaviour such as exemplary Role-Playing, humour, heroic feats, etc.

Keeping Track of Time

In a campaign it is important to know what is happening and when. In Dark Fantasy the concept of Game Time has already been introduced in the form of the combat round. This is a period within the game of roughly four seconds that may take some minutes of Real Time to simulate. It is important for the Game Master to have defined the current time of year or the month, or even the specific day so that the Players may keep a log of what has happened in their adventures even if their Characters do not know the date.

Time is also relative to each of the Players in a group. For example, Caio gets up in the early morning and his friends are still asleep. He decides to go hunting. When the rest of the party awake, it is mid morning, and Caio has gone. Thus we have two groups of people placed differently in time.

Coping With Multiple Players

When there is more than one Player playing in a campaign, the Game Master should take care to pay attention to each of them. There are some specific techniques of Game Mastering used to cope with multiple Players. The first is to manage the attention that a Player gets from the Game Master. The Game Master, as autocrat of the campaign, has the power to keep a Character active or inactive. This power must be used wisely and fairly. Give each Player their due share of your attention and do not be dominated and manipulated by attention seeking Players. Make every Player Character an integral part of your story.

When the Player Characters of a group split up and diversify their activities, great care must be used in dealing with the different time streams. If two Characters separate and go to different parts of the world then it is quite feasible to Role-Play years of game time at a time as the actions of one can in no way influence the life of the other. If two Characters are in a ruined castle and they split up, it is not advisable for the Game Master to play one of them too far in advance of the other. This is because if one Character has Role-Played an hour ahead it is possible for the other to fall down a pit and call for help in the first five minutes of the other Character's play. If the original Character could hear their companion's cries then they would quite logically go to help them, which means that everything else would be different. It is important to keep separate Player Characters pretty much in synchronicity.

Travelling and Mapping

As described in the introduction to this section, the people of the Dark Ages had little interest in accuracy. There were few roads and they normally had little more complexity than a very occasional fork. Distances were measured very roughly, usually in fractions of days, as even hours were a very ill-defined concept due to their being no accurate way to measure them. If distances were measured more specifically, they were usually given in leagues, which roughly equate to roughly miles.

As given in the main rulebook *Section entitled Movement (p 84)*, the rate of movement under normal conditions would be between 2.5 and 3.5 miles per hour depending on how forced the pace was. Certain types of terrain will slow movement down. Travelling in thick forest or rocky mountains would slow the rate of travel to around 1 mile per hour or less.

Cartography was an exceptionally uncommon skill in the Dark Ages and only the crudest of maps (if any) existed. Routs would be more likely to be described in terms of following a path until you come to the big oak tree, go left over the hill until you come to a stream, & so on.

Players' Freedom

It is important to allow the Players to do as they wish with their Characters in a campaign. Dark Fantasy only has rules for a limited number of skills and Characters will obviously be able to do more than is specifically allowed by the rules. In any action that the Player wishes their Character to undertake, the Game Master should determine what will be a fair chance of success. This should also be the case when rules for a particular usage of a skill are not specified. If the Character requires a Skill not listed in the rules, create a new one and use those given as a basis for it.

Running "Off-the-Cuff" Campaigns

It is possible to run the campaign without notes, maps, or scenario ideas because it is all being made up on the spot. This has the great advantage of total flexibility as the campaign is fluid enough to accommodate even the most unexpected actions of Player Characters. It also allows a game to begin on the spot.

The ability to run off-the-cuff campaigns will come with Game Mastering experience. Ideas from previous campaigns may be used and the experienced Game Master will have a better idea of how to handle the potentially difficult circumstances that may arise.

When running a campaign off-the-cuff, go with the flow of events as they naturally progress. Let the Players' own actions dictate the future course of events. If the Players are a bit slow or have inertia in their Role-Playing then seize the campaign flow directly and make something interesting happen that the Players can react to. Whatever happens next is whatever you feel like, and whatever is appropriate to make a good story based on what has happened already.

In running a campaign off the top of one's head, there is no real need for a well defined map of the place in which the Characters are travelling or travelling to. The Character's perception of the world is basic and imprecise and if the Game Master does not have a well defined map then this feeling may be easily transmitted. One thing to watch out for is restricting the Players because you are not sure of an appropriate response for the Player's actions. If this situation arises, take some time to stop and think of an appropriate response and even discuss it with the Players. They will understand that you can't think of everything and if they are good Role-Players, they will offer helpful and impartial advice as to the best course of action.

The Dark Fantasy Dark Age

Dark Ages Introduction

Dark Fantasy does not endeavour to restrict the Game Master who uses it to any specific type of campaign. Indeed, the authors strongly encourage Game Masters to use and adapt Dark Fantasy to whatever kind of campaign they wish to master, be it ancient, renaissance, eastern or whatever. We hope that Dark Fantasy is flexible and realistic enough to be used in a great variety of settings.

With all this in mind, as it stands Dark Fantasy is a game set in a definite period and place. The authors have chosen Dark Ages Europe and England as a fitting time and place for Dark Fantasy, because we wanted an atmosphere of darkness and mysticism based in times of ignorance, mystery and superstition.

The Dark Ages was a time that is very different to the one we now live in. It was a time of mystery when men did not pretend to understand and quantify the big, wide world. There was superstition instead of our science and the difference between superstition and science is a good indication of some of the difference between then and now. Life and the world were awe-inspiring and mysterious because people did not have science to tell them how everything worked. They believed in spirits and demons and felt things in a more primal, emotive way. The perceived reality was not one of computers and machines but rather one of barely understood magical forces that were feared and held in awe because they could not be controlled.

People who lived in the Dark Ages were generally very ignorant and uneducated. They did not know much about the world at all. Most of them did not ever travel more than a few leagues from their home village. They were simple folk who led very basic lives that consisted mostly of hardship and the struggle for survival. They were face to face with the necessities of survival that our affluent culture has allowed us to forget. The Dark Fantasy Game Master must always remember the differences between the two times and account for it in the Non-Player Characters that populate their world.

The quality of life for most people in the Dark Ages was very low. Their diet was quite restricted and somewhat deficient in nutrition. Clothing was generally of poorer standard than today and one set of clothes lasted its owner many, many years. The kind of affluence that many of us are used to today was either not present or applied only to the very elite during the Dark Ages.

The sections below give a brief outline of the nature of the Dark Ages as it is the preferred setting for Dark Fantasy.

Agriculture

There were many facets to agriculture in Dark Ages society and the production of food was necessary for the survival of all. The ownership of the land determined a large part of the structure of society. It was a representation of power and wealth and those with influence would normally own large tracts of land. On very large properties there may be even several small manors, from which local farming could be supervised.

The Dark Ages was a time when the pressure on population growth was quite dissimilar to today. The death rate in the conditions that existed was often higher than the birth rate and thus farmers tended not to worry so much about the future or getting the most from the land, and it was not used to its fullest capacity. Crop production was generally of a subsistence level, but in times of surplus or shortage, crops were traded.

The crops that were grown in the Dark Ages were grown for survival, rather than some of the luxury crops we have today. The main crops grown were Barley, Oats, Rye and Wheat. Along with these, a few garden vegetables would add variety to the table, and a large number of leguminous (pod-bearing) plants were grown for animal and human consumption. Flax and Hemp were also grown for the production of textiles.

There was a shortage of manure in the Dark Ages as the land that was required to keep the animals and produce was more valuable for crops. As the land was not kept effectively fertile, a system of two fields for crop rotation was often used. That is, one field would be harvested, and another would lay dormant or be ploughed and fertilised. In better climates, where the used fields were quicker to recover, a system of three field rotation was used, where two fields would be sewn while one recovered.

Generally, oxen were used to pull the ploughs because they were strong and cheap. Some of the very rich preferred horses, but their slightly better performance in no way justified the vast price difference. The agricultural flail was used for the threshing of grain and it is from this implement that the military flail developed. In some richer areas, horses hooves were used for the threshing of grain in an effort to take some of the work out of farming.

Normally each farmer would only own small portions of land on which they worked with communal equipment. Farming was a communal affair and each family helped others to work their land. The system was arranged such that the authorities could keep the farmers in check in the age old tradition of the rich getting richer and the poor getting poorer (if that was possible.)

The Diet

The diet in the Dark Ages was generally very simple and varied from place to place according to what was available. A very common meal for peasants was a very thick soup made from dried peas that was served hot. This was supplemented by bread and potatoes if they were available. The poor smoked meat for preserving, as they could not afford such expensive commodities as salt. A family may have a pig that would be killed in the autumn, smoked, and then that meat would do for the year.

Instead of plates, the rich used large slivers of fairly stale bread for eating their meals. When they were finished, this bread, along with the leftovers, were given to the poor. The rich could also afford quite extravagant meals. Different varieties of meat, vegetables and wine were quite common on the tables of the "well off" in the Dark Ages, though the "well off" were not very common themselves.

The Village

The village was generally a close knit group of families that worked on nearby farms. In larger villages there would also be found craftsmen and other traders that supplied the needs of the people other than food. Craftsmen and traders usually worked at home and had shutters out onto the street. The average village craftsman was not exceptionally good at what they did, but the people of a village could not afford a high standard of workmanship anyway.

Each village had a communal well or stream for the supply of water. Some of the larger villages may have also had a windmill to grind corn or a large brick oven for baking bread. Each citizen of the village had rights to the water supply, and the natural resources of the forest around them according to the amount of land they held.

The average farmer was a peasant who did not live on their land, but rather lived in a village, pooling their resources with others for the land as a whole. In this way a group of poor farmers were able to afford a team of oxen and a plough which they would communally use. Often, the authorities would have some form of overseer in the village to keep the peasants in check and police the village in general.

Once or twice a year a village may stage a fair. Usually it would last a few weeks with the first week being for setting up and unpacking, the second week for showing and selling, and the third week for finalisation of deals and payment.

Trade

There has always been long distance trade in exotic items such as spices, silks, furs and slaves. Merchants were seldom honest and with prices being based on supply and demand, such goods were very expensive. Other less exotic items were also traded from place to place with prices varying according to availability.

The Dark Ages Economy

In the Dark Ages, prices for various goods and services varied greatly from place to place and even time. The economy depended on the climate, topography, abundance of certain materials, and even the season. There was trading of goods, but this was limited by the primitive methods of transport, storage and communication. The availability of certain goods also varied greatly from place to place. If for example there was a village isolated from trading in a wooded area with only sparse minerals in the earth, then wooden products may be fairly cheap whereas metal items may not be found at all, or otherwise be incredibly expensive.

Banks did not really exist. The major creditors were abbeys and monasteries (who had all the money) though the loans were for goodly purposes such as aiding local famine or paying the ransom for a knight.

The Village House

Houses were generally timber frames surrounded by woven twigs covered with mud, with a thatched roof. The lifespan of such a house would be about 75 years whereupon it would have to be completely rebuilt. Any light in the house came from small windows with heavy shutters, as most people could not afford candles. There was generally one bed for the whole family that was covered with thick fur or woven rugs. The possessions of the average family were not great and usually consisted of 1 or 2 rugs and some cooking utensils, etc.

The concept of a chimney did not become popular until the middle ages and thus in the Dark Ages, few houses had them. The fire inside the house added great warmth though it meant that the inside of the house was usually very smoky. The type of house depended on the location. For example, in mountain areas, stone houses with slate roofs may be found.

Law

Under feudal law, everyone owed allegiance to the king and the definition of crime was "Disturbing the King's peace". Prisoners were not generally fed in gaol and had to rely on friends and relatives for their survival. People were fined for petty offences and hung or beheaded in front of large crowds for major offences; Highway Robbery, Murder, Treason, Stealing Valuables (e.g. livestock etc.).

Drugs and Potions

The Herb Lore Skill in Dark Fantasy allows the Character to learn how to make a variety of potions, drugs and poisons. These are detailed in the Section below. The rules for using these are outlined in the description of the Herb Lore Skill.

There are many natural substances that may be used as drugs, though extracting the pure drug from these may be difficult. Gaining specific effects from drugs is also difficult, as there are many substances that may kill a person or make them sick, but a drug to make a person sleep, for example, may be very rare or may involve a combination of many substances.

Drug information

In the drug descriptions the following information is given:

Name:	This refers to the common name for the drug.
Effects:	This is a description of the general effects of the drug.
Locale:	Refers to the type of climate or countryside in which the substances required for the drug may be found.
Sub-locale:	The sub-locale is the exact vicinity within a region that a plant may exist.
Location Modifier:	The Location Modifier modifies the Characters perception roll to locate the particular substance within the sub-locale.
Plant Description:	Gives general guidelines as to the physical appearance and properties of the plant or substances that are used to make the drug.
Administration:	This is the way in which the drug may be introduced into the human system.

Complexity:	The complexity of the preparation of the drug. A Herb Lore Skill of at least this value is required to make this drug and the complexity may affect the degree of success of production. A roll must be made to determine the degree of success.
Preparation:	This refers to the method of preparing the drug.
Game Effects:	These are the specific effects on the Character using the substance in game terms.

Preparing Drugs

To make a drug the Character must know of the substances used, their location, and the method of preparation. This knowledge is assumed in "knowing" a drug. Once the knowledge of a drug is gained the following procedure must be followed to obtain the necessary ingredients.

1) The Character must be in the specified location.

2) A perception roll is made for every hour of searching with modifiers according to the ease of finding the exact region in which the plant may be found. For example if there is only one dell in an entire forest then a Character may spend quite some time searching for it, whereas if the plant they are looking for occurs throughout the forest then they are already considered to be in the exact vicinity and should move onto step 3.

3) When the Character reaches the exact vicinity they must make a perception roll to find the plant or substance.

4) When the substances have been obtained the Character may attempt to prepare the drug. The degree of success in making the drug is determined by rolling percentile dice and comparing this with the Character's Herb Lore Skill + 50 minus the "Complexity" rating of the drug. The table below is then consulted. For a critical success the results are fully controllable as well as the dose strength being doubled if required.

Drug Preparation

Success	Result*
Critical	Fully controlled effects (+ double dose)
Special	Double dose strength (if desired)
Success.	Normal effects
Some Problems	Double preparation time + lessened effects
Failure	Poor effectiveness + side effects
Automatic Fail	No desired effect + bad side effects
Fumble	Game Master's Discretion (Probably Nasty)

*The results on this table are only a rough guide to the Game Master. The effects of the roll should be very much dependent upon the individual drug. (Use GMD)

Drugs are quite complex in that there is a lot involved in their preparation and administration. On top of this there is a great variation in effects depending on how well it is prepared and there is also the problem of determining what drugs are available and which drugs are generally known. The success table above is a guide to the Game Master as to how the degree of success of the roll determines the outcome. These are really only suggestions and once again, Game Master's Discretion is required.

It is to be noted that information about drugs and their preparation may be very hard to come by. Very few societies tolerate the use of many drugs or poisons and thus, depending on the campaign, it may be very difficult to even learn of the existence of many drugs, let alone how to make them.

The listed drugs in Dark Fantasy are just a few examples. There should be an almost infinite variety of effects obtainable from the mixing of natural substances and therefore it is up to the Game Master to be creative and allow whatever seems reasonable. For example, a drug to kill someone or make them very sick could take many forms, it just depends how crude you wish to be. There are, for example, many poison berries around that would kill someone if they ate enough. There are also substances that, when in contact with an open wound cause death in a matter of minutes.

The effects for each of the listed drugs may also vary quite widely. A slight difference in preparation, or the addition of different substances may make a vast difference in the effect of the drug. It therefore must be left to the discretion of the Game Master (once again) to determine the final effects of the drug.

Due to the structure of guilds etc., the price for substances is primarily determined by its degree of nastiness rather than its ease of production and availability. It is not in the best interests of the assassins guild, for example to allow large quantities of poisons to be circulated.

Below are a few ideas for some drugs that you may wish to include in your campaign. They are not based on anything in particular so feel free to modify them as you see fit.

Drug Descriptions

Berserker Weed / Devil's Fire

Effects:	After ingesting this drug the receiver feels drowsy and after 15 minutes or so they feel great anger and goes into an uncontrollable rage. After 30 minutes the drug gains full effect. The receiver is in a berserker type rage, caring for nothing but destruction. Their body is numb to the pain of over-exertion, broken bones, lacerations and the like. They have magnified strength and nothing short of death will stop their berserk spree of destruction. The side effect of this drug is that the receiver may experience regressions to the berserk state at any time in later life. The chance of regression increases with every dose taken. The regression chance is d3 hours.
Locale:	Found in Forest and mountain regions
Sub-Locale:	Dark, moist areas around streams etc.
Location Modifier:	Found between boulders and rocks (- 10%)
Plant Description:	Dark green weed with broad spiked leaves and growing up to 10″ high.
Administration:	Oral (Ingestive)
Complexity:	22
Preparation:	After finding the plant (Devils Fire) it is ground, mixed in equal quantities of water and boiled for three hours. Charcoal is added and the brew is let stand for one day. The brew is then strained and dried after which time it may be stored indefinitely. One dose may be obtained from about 4 average sized plants.
Game Effects:	Character becomes as a berserker in all respects. Strength increased by 20%. The side effect of this drug is that the recipient may experience the berserk state at half normal effect for the rest of their life. The chance of regression in the first month is 5% daily for the first dose and 2% for every subsequent dose. After the first month the regression chance is equal to 2% per month for the initial dose with the addition of 1% for each subsequent dose. The side effect duration is also d3 hours.

Contra Heal

Effects:	Weakens victim's healing processes
Locale:	River Regions
Sub-locale:	Stream Side
Location Modifier:	- 15%
Plant Description:	Small moist brown plant with a small number of largish leaves
Administration:	Oral
Complexity:	10
Preparation:	The leaves are picked and boiled into a tea. This tea may be dehydrated and re-diluted with water.
Game Effects:	Half healing rate may be experienced in first 2 weeks of ingestion.

Contra Immune

Effects:	Weakens victim's immune system
Locale:	Heath
Sub-locale:	Windy, rocky hillocks
Location Modifier:	0
Plant Description:	Fruit of a thorny plant that flowers only in summer
Administration:	Oral
Complexity:	15
Preparation:	The fruit is dried and powdered and then ingested.
Game Effects:	Game Effects are up to GMD.

Death Feign

Effects:	Gives the symptoms of death that remain for 3-4 days.
Locale:	Deep Forest
Sub-locale:	High in sunny trees
Location Modifier:	- 20%
Plant Description:	Large fleshy vine
Administration:	Oral
Complexity:	20
Preparation:	Leaves are picked and dried, then eaten.
Game Effects:	The Character appears dead for 3-4 days until he slowly awakens. The chance of death under this drug is 8 - Endurance Bracket as a percentage per day. The Character will be very groggy for a couple of hours after awakening.

Devil's Eyes

Effects:	The receiver feels nothing until an hour or so after administration. They then begins to have uneasy thoughts. When the drug has taken full effect the receiver experiences horrific hallucinations of evil and unearthly matters. They feel every fear imaginable. If the receiver does not die of heart attack or an unfortunate accident during "Devil's Eyes" he can look forward to a life of insecurity and manic depression.
Locale:	Moderately dense forest
Sub-locale:	Dense, damp stands of evergreen trees.
Location Modifier:	- 5%
Plant Description:	Devil's Eyes is derived from an orange fungi that grows beneath fallen limbs of certain evergreen trees of forest regions.
Administration:	Oral
Complexity:	18
Preparation:	The fungi is dried, then powdered. The powder is then mixed in clear spring water and simmered lightly for an hour, the resultant liquid then being ready for administration.
Game Effects:	As described above.

Ergot

Effects:	This drug is used to increase the rate of recovery from wounds and for fighting infection. A sound knowledge of fungi is all that is required to know of this drug.
Locale:	River Regions.
Sub-locale:	Damp dells and shaded river sides.
Location Modifier:	0
Plant Description:	A fungus that grows on the bark of fallen branches.
Administration:	Oral
Complexity:	0
Preparation:	None
Game Effects:	Reduced chance and effect of infection and healing rates up to 1.5 times normal for up to three days.

God's Hand

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Effects:	After drinking God's Hand the receiver rapidly begins to feel confident. He feels above all worldly problems and limitations. The world about him seems petty and insignificant, he feels invincible. He believes that nothing can stand in their way, nothing can defeat him and that he is all-powerful. Unfortunately, the effect of God's Hand is all in the receiver's mind, he is not stronger, nor any more powerful; he is but deluded.
Locale:	Moors
Sub-locale:	Found in very moist areas within the moors.
Location Modifier:	0
Plant Description:	The plant God's Hand is derived from is a tall moist reed-like plant found in stinking swamps. Two plants make one dose of God's Hand.
Administration:	Oral (Ingestive)
Complexity:	14
Preparation:	The roots of the plant are chopped finely then placed in water for a couple of hours. The roots are then strained from the water and the solution drunk.
Game Effects:	None. Game Masters should note, however, that for best results the Player of the drugged Character should not know that this drug has no gaming effects.

Pleasure

Effects:	These are a series of mind or consciousness altering drugs taken for pleasure. They have no serious side effects.
Locale:	Various
Sub-locale:	Various
Location Modifier:	GMD
Plant Description:	Various
Administration:	Oral (generally smoked or eaten)
Complexity:	5 - 25
Preparation:	Various
Game Effects:	The effects of such drugs may be left up to the discretion of the Game Master. It is to be noted that most of these drugs will impair the Character's thinking ability. Combat ability and skill chances may also be reduced.

Stamina

Effects:	This is a drug that stimulates the mind and temporarily relieves the effects of fatigue and pain. The duration of the drug is d3 hours.
Locale:	Mountains, Forest, Woodland
Sub-locale:	Grows in low trees
Location Modifier:	- 10%
Plant Description:	Pale vine
Administration:	Inhaled
Complexity:	10
Preparation:	Leaves are dried and smoked.
Game Effects:	Increases the Characters Endurance by 9 -Endurance Bracket points. The effect comes on over a period of about 15 minutes. When the drug wears off the Endurance of the Character will slowly return to the level it should be (This will take 1/2 to 1 hour). About an hour after the effect wears off the Character will become extremely tired and will generally fall asleep for 3-4 hours.

Strength

Effects:	Increases physical Strength for around 1/2 an hour.
Locale:	River Regions
Sub-locale:	Dark, Rocky crevices.
Location Modifier:	- 20%
Plant Description:	Small Mushroom
Administration:	Oral
Complexity:	15
Preparation:	The spores of the mushroom are dried and then are powdered and dissolved in water.
Game Effects:	Adds 8 - Strength Bracket points to the Character's Strength and adds 8 - Speed Bracket to the Character's Speed for the duration. Time of onset is about 10 minutes and effects last for about 1/2 an hour after which the Character will be quite fatigued. There is also a possibility of muscle damage from over exertion (GMD).
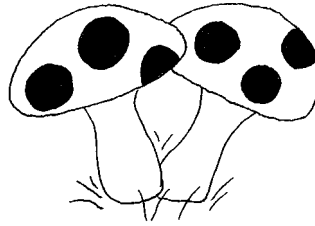
Chapter 2

Non-Player Characters

What Is a Non-Player Character?

A Non-Player Character or NPC is a Character in a campaign that is not being controlled by a Player. The Dark Fantasy Game Master has the task of Role-Playing all the people that populate their world other than the Players' Characters. It is often necessary to have game statistics for these Characters and so we have provided a guide to some additional personality types not covered in the Character Generation rules.

Creating the NPCs

NPC's should be created in a similar way to Player Characters though the level of detail should vary according to the level of involvement the NPC has in the campaign. A guard on a town gate, for example, may need very little detail unless the situation develops into a combative one. In this case it is important to assign the NPC a Fighting Rank, Defence, Body, Might Ratings, Damage Modifier, Overall Initiative Bonus and a weapon Skill.

The sections below give guidelines to generating statistics for non-important NPCs. In determining these values, it is best to take a guess based on the information given and you knowledge of the dark Fantasy System. It is exceptionally time consuming and wasteful to detail every NPC fully. More often than not, having a rough idea of the approximate level of skill of the NPC and assigning appropriate values will be more than sufficient.

In the sections below, a few additional Character Types are listed that are not listed in the Character Generation Section (generally because they are only of limited interest to play). Instead of listing Attributes, however, we have just listed average Damage Modifier and Initiative Bonus statistics. For the Character's Secondary Attributes, pick values that approximate your image of the Character. Attributes are not generally used for non-important NPCs so don't worry about assigning them. Instead make decisions about what you feel the effect of these Attributes will be (such as roughly how fast the Character can run, what their Damage Modifier will be, etc.)

Note: Skill ratings are based on the categories listed in the *Skill Level Descriptions Table on (p 27)* given in the Main Rule Book.

Sergeants-At-Arms, Petite Sergeants

Sergeants-At-Arms or Petite Sergeants are the auxiliary heavy cavalry that supported the nobility in battle. They were quite professional and powerful as warriors and often the only difference between a knight and a sergeant on the battlefield was the knight's generally superior equipment.

There were two kinds of sergeantry. One was a lord's retainer who bore their lord's insignia and served him in return for clothing, food, shelter and pay. The other was the well to do yeoman who owned some property and could afford the great expense of a horse, arms and armour. Both were well trained and served their lord at their request as auxiliary cavalry units. The second kind of sergeants were known as petite sergeants.

In conditions of peace sergeants were rather like army officers of the modern day. They led and looked after the lesser ranking troops, in this case the men-at-arms, and went on patrols to maintain the security of the fief. They also guarded the lord's castle or manor, acted as bodyguards when the lord went travelling, performed some of the mundane chores around the lord's dwelling and trained to keep themselves in fighting trim.

Typical Personality Type: Fighter

Typical Fighting Rank: 2-5

Typical Weapon Skills:

Weapon	Skill Level
Hand Axe	Competent +
Spear (1)	Competent +
Spear (2)	Competent +
Broadsword	Unskilled - Skilled*
2 Handed Sword	Unskilled- Skilled*
Morning Star	Unskilled - Skilled*
Lance	Unskilled - Skilled*

* A Sergeant-at-Arms will not be skilled in all these weapons. Usually they will pick a favourite weapon and concentrate on perfecting it.

Typical Equipment:
The sergeantry were permitted to bear chivalric arms such as the lance and the knightly swords because of their privileged and trusted position in feudal society. They tended to use the same sorts of heavy weapons that the knights used, such as swords, maces and lances. Their armour was medium to heavy based on what they themselves could afford if they were petite or based on what their lord could afford if they were at-arms.

Damage Modifier: 1.3 to 2.0
Initiative Bonus: 1 + Rank/2

Militia, Lesser Yeomen, Lesser Town Guard

The militia were third rate troops who were only part time soldiers. They existed as low quality back up for the feudal armies of a lord, who would train some of the population so they would be of more use than a peasant levy. This Non-Player Character category also includes all lesser troops such as poor yeomen and inferior town guard as they have statistics similar to militia, the only difference being that they should be better equipped.

Militia would drill about once a month and in between times they would have ordinary jobs and lead the lives of ordinary people. The militia of feudal times are much like the army reserves of today. Their training would often be conducted by one of the local lord's sergeants designated for the duty. Sometimes militia would be lucky enough to be trained by a squire or even a knight but this was not common. The quality and frequency of militia training depended a lot on the lord who trained them and how important he thought such training was. If for some reason the lord of a manor thought that it was vital that their peasants be able to fight well, then the quality of the militia would be relatively high and they would be passable troops.

Typical Personality Type: Any

Typical Fighting Rank: 1 - 3

Typical Weapon Skills:

Weapon	Skill Level
Hand Axe	Unskilled - Competent
Spear (1)	Unskilled - Competent
Spear (2)	Unskilled - Competent

Typical Equipment:
Common weapons for militia would be the ubiquitous spear, sometimes hand axe and rarely a short sword.

Damage Modifier: 1.0 to 1.3
Initiative Bonus: Rank/2 - 1

Peasants

Peasants are generally non-combatants who would do quite poorly in any serious fight. Their statistics are given for those inevitable situations where somebody wants to beat up on a poor farmer. It is conceivable that a peasant may have fighting instinct and some latent ability hidden within them that will show up in a real fight. This is extremely unlikely however, and almost all peasants will have statistics in the middle to low range. The upper ranges of peasant statistics assume a peasant of fighter mentality. It is even possible for a peasant to have done some fighting during their life, perhaps in the local militia, and thus they may have up to Fighting Rank 2.

Typical Personality Type: Any

Typical Fighting Rank: 0 - 2

Typical Weapon Skills:
Peasants will generally use agricultural implements as weapons. Examples are improvised flail, improvised spear (pitchfork) and improvised battle-axe (woodsman's axe). There might even be a real weapon lying around for a peasant to use, probably scavenged from a battlefield. The only real weapons that a peasant is at all likely to be able to use is a Hand Axe or Spear.

Weapon	Skill Level
Hand Axe	Unskilled - Competent
Spear	Unskilled - Competent

Typical Equipment:
Common weapons for militia would be the ubiquitous spear, sometimes hand axe and rarely a short sword.
Damage Modifier: 0.5 to 1.6
Initiative Bonus: - 3 to 1 + Rank/2

Berserkers

In a few cultures in the past there have been exceptionally fierce and bloodthirsty warriors that felt no pain or fear. They were filled with an insane rage that enabled them to do incredible things in battle. These warriors are known as Berserkers. The term "Berserker" is derived from the Viking term "bare sark "meaning "no armour" as the classic Viking Berserker never wore armour.

In the heat of battle a Berserker becomes completely enraged. All that fills their mind is a raging fury, and a lust to kill. There is no way to stop him except to kill him or to deal him such a wound that their body cannot function, like removing a leg. This is because the Berserker feels no pain and will continue to fight until every last foe is slain, or until death takes him.

He feels no fear whatsoever, and will attempt things that sane men would quail to hear of. The foolhardy courage of a Berserker is quite legendary for a Berserker would quite readily throw away their shield, grip their sword in two hands and charge an enemy shield wall alone and with no armour. In fact, such events were quite common historically. Berserkers would wreak untold carnage on the enemy by doing such suicidally bold things. Amazing as it may seem, they even survived sometimes.

In Dark Fantasy, a Berserker is exempt from the penalties of being wounded except when their Body total reaches 10% of its normal value, in which case the Berserker's weapon hit chances are halved. A Berserker has their Might total doubled while Berserk due to the overwhelming ferocity of their mind. Also, because the Berserker is so totally on the offensive in battle he gets no Defence whatsoever. The amount of adrenaline that courses through the body of a Berserker gives him an almost superhuman strength. Thus, in Dark Fantasy, a Berserker does double the amount of Damage they would normally do.

Berserkers have a higher hit probability when Berserk because of their aggression. Add ten to the hit chance of any weapon a Berserker uses. Also, because a Berserker is so high with adrenaline add two to their Initiative Bonus. The adrenaline also gives the Berserker + 2 to their Speed Bracket. In history people faced by Berserkers usually broke morale. Even if they stood their ground their efficiency was greatly impeded by their lack of morale. Trying to defend against a Berserker is like trying to stop a tornado. The Game Master should always keep in mind what it is like to see a madman charging towards you with no armour, frothing at the mouth, biting their shield and screaming for death. Most soldiers who face Berserkers should have their hit chance reduced by up to 50% from fear, if they even stay to fight at all. It is a very brave warrior who can competently fight a Berserker.

Important NPCs

In most campaigns there will be a number of important NPCs. These are Characters that the Game Master runs that will have considerable interaction with either the Player-Characters directly, or affect what happens to them. Such NPCs deserve a great deal of thought and generally warrant generation under the normal Character generation rules. The Background of the important NPC should be detailed and the Character should be pro-rated, just as it is for a a Player Character. This gives the NPC a fullness and credibility.

Example: A boy was raised in a village and occasionally travelled into the woods to think while he fished. When he was 15, he saw a flash of colour through the trees and went to investigate, finding a tall, old man wearing garish clothes watching a flame dancing about their hand. The two fell into deep conversation and the boy became fascinated with the old man's knowledge. The boy spent the next 10 years studying under the Mage until he felt ready to face the world with his new found power. He emerges at the age of 25 a 4th Rank Fire Mage with increased wisdom and skill, and it is at this point that he begins his new life as an NPC.

It is to be noted that pro-rating in no way affects the normal flow of events but rather makes logical evolution possible. Knowledge that has been learnt in a pro-rated situation may have atrophied as it normally would with disuse, but this will all depend on the Character and what they have done in the intervening time.

Non-Player Character Skills

It is very hard to quantify the skills of a Non-Player with any exactness. Any Character can have a huge range and diversity of skills. The competency of a given Non-Player Character in a given skill is also highly variable and should be predetermined by the Game Master to accurately represent the kind of person he wishes the NPC to be.

The Game Master of Dark Fantasy should really fully prepare all their Non-Player Characters before using them in a Role-Playing session. The Game Master should imagine the important Non-Player in great detail and determine their traits and past. This will hopefully enrich the Role-Playing and make it more vivid for both players and Game Master. It is also difficult to quickly develop an important NPC whilst playing and do it any justice.

Beasts, Creatures & Nasties

Introduction

In Dark Fantasy, the emphasis has always been on a Dark to Middle Ages setting. As such, the majority of encounters will be with human opponents, such as bandits or soldiers, or with wild creatures. Having said that, there is still Magic in the world, and room in it for fantastic creatures. Human myths and legends full of strange beasts and creatures that defy explanation. Encounters with such creatures or beings should be rare and wondrous occasions, and not something that happens every day.

In this section of Dark Fantasy, we have set out descriptions and gaming statistics for a variety of beasts and creatures, both real and fantastic. As always in Dark Fantasy, all statistics should used as a guide only, with GMD needed to properly run any encounters.

Beasts

It is quite likely that at some stage the Player Characters will encounter beasts and desire or have a need to kill them. It may be that the Characters need to hunt for food or, conversely, it may be that some predator hunts the Characters. Thus, we have attempted to provide a rough, working guideline for the GM as to the combat statistics of various beasts. The statistics given are very rough, so feel free to modify them according to the knowledge you possess about that particular animal.

Although the beast's statistics are generally given in the form of dice, they need not necessarily be rolled. A minimum value of Body Points for any beast will represent a small animal of the species and the high numbers represent the larger or tougher animals of the species.

The Armour rating of an animal represents the thickness of their hide which protects them in the same way as armour does for a human. If using the optional Protection Modifier rules, animals will all have quite a high Protection Modifier (usually around -2 or -3 at GMD) due to the difficulty of penetrating their hide. The Protection Modifier is a modifier to the Character's Chance of finding a weak spot in armour and as the hide of an animal covers them completely, there are few spots where penetration is possible.

At all times remember that beasts must be Role-Played, just like humans. Beasts have their own personalities, patterns of behaviour and motivations. There is always a reason for whatever they do and they must never be viewed as merely "monsters" for the players to encounter and defeat. They are not mindless, random occurrences that will fight to the death in order to give the players a game challenge.

There are a number of beasts that are fairly likely to be encountered if the players spend any significant time in the wilderness. Their game statistics are listed below.

Bear

Body: 20 + d12	Might: 6 + d6	Armour: <3>	Defence: d3 - 1
Attack: Bite	Hit: 15	Body: 6	Crit: 1
	Dam: 2d6 + 4	Init: - 2	
Attack: Claw	Hit: 35	Body: 10	Crit: 3
	Dam: d8 + 4	Init: - 1	
Attack: Hug	Hit: 45	Body: 15	Crit: 6
		Dam: d6 + 12	Init: 0

Description: The statistics given above represent your average run of the woods brown bear. A bear may either bite or claw in any given round, but bears are more likely to attack with their claws. If the bear manages to actually strike its victim with a claw attack then it may attempt to hug next round. The hug will continue as long as the bear keeps rolling under its Normal Hit chance or until it flees or dies.

Boar

Body: 10 + 2d4	Might: 7 + d3	Armour: <6>	Defence:d3+ 2
Attack: Gore	Hit: 30	Body: 7	Crit: 2
	Dam: d6 + 6	Init: - 1	

Description: Due to the nature of a boar's attack the Character being attacked gains + 20 to their hit chance as the boar will tend to charge straight for them. Boars are extremely resilient, and as such are extremely difficult to kill. Also, they are very single-minded - once they attack something they are unlikely to stop until they are their target has been killed.
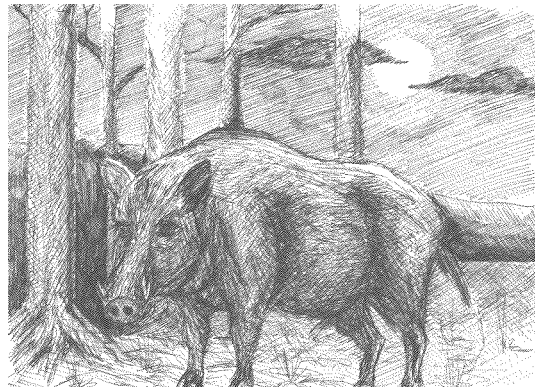
Deer

Body: 4 + d6	Might: d3 - 1	Armour: <1>	Defence:d4+ 1

Description: Statistics are given for deer as they are commonly hunted. Deers are quite fast, but have no effective attacks.

Horse (Standard)

Body: 10 + d10	Might: d3 - 1	Armour: <1>	Defence: d6
Attack: Trample*	Hit: 90	Body: 40	Crit: 2
	Dam: 2d8	Init: 0	
Attack: Other	Hit: 35	Body: 4	Crit: 1
	Dam: d8 + 2	Init: - 1	

* Only a fallen victim can be trampled.

Description: There are many ways for a horse to attack if it has to fight so we have chosen to give one generic set of combat statistics. This one attack includes things such as rearing and plunging, biting, etc. Trampling is different in nature to other horse attacks so we have given separate statistics for it

.

Horse (War)

Body: 15 + d10	Might: d6	Armour: <1>	Defence: d6+ 4
Attack: Trample*	Hit: 90	Body: 40	Crit: 1
	Dam: 2d8 + 2	Init: 0	
Attack: Other	Hit: 45	Body: 6	Crit: 1
	Dam: d10 + 2	Init: + 1	

* Only a fallen victim can be trampled.

Description: Warhorses are large and aggressive members of their kind. They are specially bred and trained for war and are quite fearsome in combat. As opposed to other horses who are panicked by the scent of blood, warhorses are excited by the smells of war. They are temperamental, finicky and highly strung as a general rule and they require a great deal of care. Many warhorses will allow none but their master touch them for they are often fiercely loyal. A warhorse can only be ridden by someone who it respects and to earn the respect of a warhorse, one must be strong in warrior spirit.

Lion

Body: 16 + d8	Might: 4 + d4	Armour: <1>	Defence:2d4 + 6
Attack: Bite	Hit: 30	Body: 8	Crit: 2
	Dam: d6 + 8	Init: 0	
Attack: Claw	Hit: 40	Body: 10	Crit: 1
	Dam: d8 + 6	Init: 0	

Description: The lion will use either bite or claws depending on which seems most appropriate to it at the time. This is left up to Game Master's discretion. Lions favour attacking from ambush, and a group of them will often cooperate to herd their prey into a trap.

Stag

Body: 10 + d6	Might: d3 + 1	Armour: <2>	Defence: d4
Attack: Butt	Hit: 35	Body: 7	Crit: 2
	Dam: 2d6	Init: 0	

Description: A stag is a male and somewhat more fearsome version of a deer.

Wild Cat

Body: 7 + d6	Might: 1 + d2	Armour: <1>	Defence:10+ d6
Attack: Bite	Hit: 25	Body: 6	Crit: 1
	Dam: 2d3 + 1	Init: + 2	
Attack: Claw	Hit: 30	Body: 5	Crit: 1
	Dam: d6+1	Init: NA	

Description: With its claws the wildcat gains + 2 to its Initiative roll and will always use its claws to attack unless a second attack is gained through the initiative roll in which case it will claw then bite. Wild Cats tend to attack from above or else run in from behind a victim and attempt to hamstring them.

Wolf

Body: 7 + d6	Might:1 + d2	Armour: <2>	Defence: 4 + d6
Attack: Bite	Hit: 40	Body: 8	Crit: 1
	Dam: 2d4 + 2	Init: + 1	

Description: The above statistics assume a large wolf. In general, wolves will hunt as a pack and attack when the conditions are most favourable. A wolf pack is an extremely organised entity, and wolves are quite capable of acting "intelligently", or at least with great cunning. A wolf pack encountered in open terrain is by no means easy to defeat, and will always be a threat to all but the strongest of armed parties.
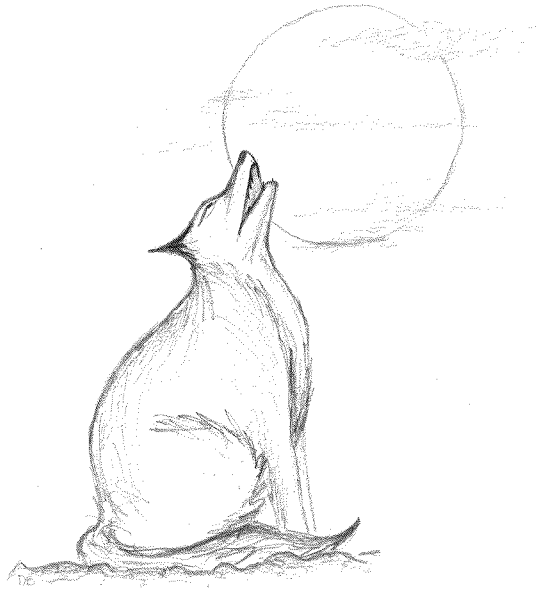
Darkfolk

Ogres

Ogres are fearsome and brutish monsters that have humanoid form. They stand about 8' tall on the average and are heavily built. They appear much as ugly and dirty humans do but their eyes have colours that no human has. Ogres are greasy, pimply, dirty and coarse in appearance and the stink that they give off is enough to sicken even the hardiest of men. Their clothes are crude, little more than filthy rags that are never washed. Their hair is an unruly tangle of coarse, dirty locks of dark and unsavoury colour. All in all, Ogres are disgusting looking beings that are otherwise quite human in form.

Ogres are extremely strong in comparison to humans because of their huge size. Their Agility leaves a lot to be desired, however, as they are fairly slow and clumsy creatures. Their gait is ungraceful to say the least. For all their sick appearance Ogres are really quite healthy and can withstand more hardship of the body than can most humans.

Ogres are diurnal creatures like humans but they still dislike really bright light and tend to stay in the shadows on fully sunlight days. The sun does no real harm to Ogres, however. Their vision at night is only slightly better than a human's but their hearing is significantly better than a humans.

The intellect of an Ogre is poor in most ways but they are fairly cunning in an evil, scheming sense. They don't understand much about most things but are quick to betray loyalties and kill if they see it to be to their advantage. Ogres also have another flaw in their reasoning. They are inordinately fond of riddles and can easily be tricked into trying to puzzle out a riddle while their prey slips away. The best time for this is when the Ogre is fairly calm and content such as after a good meal, in which case the ploy is likely to work. It is inadvisable, however, to try and entice an Ogre into a game of riddles when he is in a berserk fury and is smashing anything in reach with their six foot, two handed maul.

Ogres live to an average age of around fifty if they survive childhood. They are fairly antisocial creatures but they manage to interact with each other on occasion. This is usually for the purpose of breeding. An ogre and an ogress will live together for a few years as a family. When any of the children seem capable of surviving on their own the father will move on to greener pastures, leaving their mate to look after any children. An ogre's gestation period is about a year long and one to three children are born at a time.

Ogres do not form true societies of their own. In many cases, ogres live within the societies of other Darkfolk. There they are used as bully boys for the strongest warriors. Most tribes of Orcs have a few ogres integrated into their culture, for example. In places where ogres live on their own the region is populated by scattered and small groups that each claim a certain territory and hunt within it. The largest stable social unit of ogres would be the family group.

Ogres do not know any real crafts because they are too stupid to learn them. They fashion stone age implements that serve their basic needs well enough. When they live with other Darkfolk, like Orcs, they get supplied with whatever their hosts see fit to give them. One thing they are fairly good at, besides being generally evil and obnoxious, is finding enough food to survive in the barren and hostile terrain they seem to prefer. They know many tricks to get their subsistence from areas where experienced foresters find hardship in surviving.

Ogre Statistics

Speed:	Average = 60	Maximum = 75
Strength:	Average = 95	Maximum = 99
Bulk:	Average = 99	Maximum = 103
Appearance:	Average = 35	Maximum = 50
Agility:	Average = 35	Maximum = 60
Endurance:	Average = 71	Maximum = 95
Will:	Average = 37	Maximum = 68
Mind Power:	Average = 30	Maximum = 55
Empathy:	Average = 30	Maximum = 50
Leadership:	Average = 25	Maximum = 60

(values in Human Terms)

Typical Fighting Rank: 0-4
Typical Weapon Skills:

Weapon	Skill Level
Bare Fist	Unskilled - Skilled
Large Axe	Unskilled - Skilled
Club	Unskilled - Skilled
Bare Fist	Unskilled - Skilled

Average Damage Modifier: 3.0 x
Average Initiative Bonus: Rank/2

A Rank 0 listing above is for very young Ogres. Rank 4 is typical of an ogre in the prime of life (around 35). The reason that such low Ranks are given for Ogres is because they do not learn well or quickly. Most techniques of fighting are beyond their limited comprehension. It is possible for genius Ogres of around average human Mind Power to exist and they would learn far more easily than their more stupid brethren. The Game Master must use their judgment to determine statistics for such rare individuals.

Note that it is also possible for Ogres to be trained in fighting techniques, though who would want to train an Ogre? In that case their Fighting Rank may be as high as size though this would be exceptionally rare.

Ogres wear no real armour unless it is supplied by their Darkfolk hosts when they live in those societies. They will at most have thick animal hides and furs which should have a Protection Value of no more than 4.

Ogres do not make well crafted weapons by themselves. They fashion only crude stone age implements such as flint axes. This is what they will be armed with unless they can somehow obtain better weapons that are large enough to be used by them.

Lesser Orcs, Hobgoblins

All the above are the terms used to describe a foul race of humanoid creatures that plague the lands of men. They stand somewhat shorter than a man due to their gnarled and stooped posture (generally about 5' tall). Their skin is dark and leathery, being very unwholesome in complexion. They have wiry black hair covering most of their bodies. Orcish features are gruesome and fierce in aspect, being very brutish with enhanced eye ridges, projecting snouts and receding foreheads. Orcs have large protruding teeth that are very similar to a carnivore's, being very sharp and pointed. The eyes of an Orc are deeply menacing, darkly glimmering under their thick brows.

On average, Orcs are as nimble and dexterous as ordinary men and are somewhat stronger. This is due to the warrior nature of their race; they continually hone and perfect their fighting skills and this gives them strong physiques. Also, from an early age the weakest members of an Orcish group will be weeded out by the strongest ones. Orcs do not have the same reasoning ability that humans can achieve but they have a great instinctive cunning. Orcs are also quite hardy, being able to endure much physical abuse and discomfort.

The Orcish race is a nocturnal one and they are most active during periods of darkness. Orcs fear the sun, and its bright light hurts their eyes and burns their skin. In bright daylight Orcish warriors are weak, confused and vulnerable but in darkness they are in their natural element. They know the ways of the night and use darkness to good effect in their tactics. The dark vision of Orcs is far greater than that of men and they can even see for about 20' in pitch blackness.

The Orcish race is inherently corrupt and evil. Their society is racially based upon precepts of violence, greed and might makes right. Orcs have all that is bad in human nature, with none of the redeeming qualities that enable humans to rise above their baser instincts.

Human folk lore has established three simple rules for dealing with Orcs:

"Never trust an Orc for he will betray you., Never let down your guard for he will kill you., Never accept their offerings for he will poison you."

This is not to say that one cannot have other than violent dealings with an Orc. They are reasoning creatures that can be bargained with. It is just that Orcish nature is extremely evil and it is therefore wise to treat them with utmost caution.

Orcs are not artistic, they find beauty, or rather pleasure, in trophies of war or representations of power. Crude, bold colours such as blood red or dirty yellow appeal to the senses of Orcs. They fashion their banners and insignia in such style.

Deep down Orcs are cowardly creatures who would rather run away and live to fight another day than endure through danger. They hate and despise the weak because deep in their hearts they are weak themselves. And so it has been in their history that they have been utterly defeated many a time by doughty dwarven axemen or stout human soldiers.

Orcs are gregarious creatures and they congregate in large numbers. They form tribal warrior societies with the strongest ruling the weaker. Their society is oriented for war and raiding and thus their craftsmanship for tools of war is very high as is their aptitude to wage it. Orcish arms may look shoddy but they are in fact very well fashioned, being durable and functional. They do not practice many other crafts because they have no use for them.

The many tribes of Orcs dwell mostly underground. This is because of their dislike of the sun and their nocturnal nature. They tend to live in large, well defended cavern complexes though they have been known to inhabit particularly deep and dark forests.

Orcs support themselves primarily by sending out hunting parties to cover their often huge hunting ranges. They also practice some small amount of foraging to supplement their diet. Wherever possible, Orcs prefer to raid for what they need to survive.

About 95% of the Orcish race is male. Only relatively few females are born and this balances the prolific Orcish birth rate. Female Orcs look much the same as male Orcs when they are young but they quickly develop into a different form. Orcish females become bloated and corpulent vaguely humanoid breeding machines who become impregnated through the efforts of their tribe and give birth to approximately half a dozen young at a time. Their gestation period is about six months long. Developed Orcish females require constant attention as they are quite helpless by themselves, being almost immobile. They spend their relatively short lives lying in the breeding caverns being impregnated or giving birth.

Orcs can also breed with human women and they even prefer this because humans are far more comely than Orcish females, as can be imagined. The resultant crossbreed varies in the degree to which parent it takes after but there is a strong tendency towards Orcishness. Most Orcish tribes have quite a few human females as pleasure slaves in their cavern complexes.

Orcs have a shorter lifespan than humans but they develop far more quickly. The average Orc will live to a ripe old age of about forty, assuming, of course, that they do not die before this due to the violent practices of their race. Orcs are considered fully matured at an age of ten and will fight, rape, pillage and hunt even before this.

The Orcish lifestyle is fairly primitive and neither spiritual nor intellectual matters have a great deal of meaning to them. Their language reflects this as, for example, there is no word for love. The closest equivalents would be lust or weakness. Their speech is made up of what would appear to a human to be exceedingly gruff speech in combination with grunting. The language is in part dependent on body movement and signals that have stemmed from the extensive battle experience of the race.

The lifestyle of an Orc is harsh and violent. There is a great deal of fighting, assassination and power play within the Orcish race. This lifestyle leads to the deaths of many Orcs but teaches them brutal cunning and how to fight. An Orcish warrior's martial education begins a few days after they are born and never truly ceases. All this makes the Orcish race quite feared and hated because they are so cruel, bloodthirsty and brutal. They are also feared because they are good fighters who do not hesitate to use the foulest tactics to win a fight.

Orcs practice no chivalry and any way to win a combat is good enough. They even take pride in the artistry of their foul tactics. An ambush is a common form of Orcish attack, as is poison. They avoid open combat where possible, though if forced they will fight to the best of their ability.

Orcish armies are always disorganised infantry of various types. They never ride horses for they are poor riders and horses hate them. Some of the smaller varieties of Orcs have been known to ride large, perverse and evil wolves. This is the only Orcish cavalry that exists. Orcs fight as irregular medium infantry supported by skirmishers armed with missile weapons. Orcish units have a noticeable resemblance to unruly mobs with little true leadership.

Orcish Statistics

Speed:	Average = 50	Maximum = 90
Strength:	Average = 58	Maximum = 87
Bulk:	Average = 55	Maximum = 80
Appearance:	Average = 25	Maximum = 40
Agility:	Average = 50	Maximum = 91
Endurance:	Average = 60	Maximum = 95
Will:	Average = 40	Maximum = 80
Mind Power:	Average = 43	Maximum = 78
Empathy:	Average = 20	Maximum = 50
Leadership:	Average = 50	Maximum = 94

(values apply within race and are in Human Terms)

As Orcs are intelligent they will learn the use of weapons in a similar fashion to humans. Below is a table describing the range or Orcish weapon skills.

Typical Fighting Rank: 3-8

Typical Weapon Skills:

Orcs have their own weapons (described below). They are at least competent with all of these as well as bare handed combat.
Average Damage Modifier: 1.3
Average Initiative Bonus: Rank/2

Most Orcs will have a fighting rank of 4, 5 or 6. Orcs may be found in several different types of armour, specifically Generic Armour Types 8, 13 and 13 (See the Main Rule Book, the *Section entitled Generic Armour Types (p 40)*). Note that armour type 13 would be rare and restricted to the elite of a tribe, such as chieftains and their bodyguards.

Lesser Orcs use a great variety of weapons, some of which are their own unique designs. The normal weapon forms they use include Dagger, Pole Arms, Hand Axe, Broadsword, Mace, Scimitar, Shortsword and Spear. Their unique weapons are listed below and many Orcs prefer to use these as they are well suited to the Orcish fighting style and are more common, being made by Orcish armourers.

Weapon	Damage	Hit Stats	LR	MSR	E.W.	Spd
Ashkar (1)	d8+6	25 / 8 / 2	1/1	4	3	2
Ashkar (2)	d6+9	30 / 8 / 3	1/1	3	3	1
Korek	d6+9	25 / 9 / 5	2/1	6	5.5	6
Pirak (2)	2d6+8	25 / 10 / 5	5/2	5	6	5
Tashorg (1)	2d6	30 / 7 / 2	1/1	4	3.2	0
Tashorg (2)	2d6+2	35 / 9 / 2	3/2	2	3.2	0

Ashkari: This weapon is basically a cross between a hand axe and a battle axe. It has a haft about one and 3/4 feet long with a large axe head and a vicious backspike. The top of the shaft is also spiked.

Koreks: This is another combination weapon. It resembles a mace with an axe like blade circling the head. The head is also spiked. Overall the Korek is approximately two and a half feet long.

Piraks: These are polearms similar to halberds but they have fewer protrusions and thus are simpler to use and easy to learn.

Tashorgi: These are simply spears that have two spikes bent back along the shaft about eight inches down from the head. One spike is swept forward and the other is swept back. This weapon is more versatile than the spear and is excellent for disarming.

Note that Tashorgi are not really throwable as are Ashkari. It is possible to throw an Ashkar with some accuracy but it is very hard and the vast majority of Orcs do not do so except in extreme circumstances.

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Orcish skirmish troops use missile weapons like slings, short bows and javelins.

Note that light adversely affects Orcs. Full sunlight gives them a 70% penalty to their attack, Body, Critical and Parry chances, as well as their Defence. Bright light such as a cloudy day would give them a penalty of about 50%, and so on until they gain no penalty from twilight on.

Goblins

These are the lesser of the lesser Orcs. They are a race of cowardly and weak beings that are less militaristic and yet even more underhanded than Orcs.

Goblins are smaller than normal Orcs, standing about 4' tall, but are otherwise very similar in physique. They appear less grotesque to the human eye but share the characteristic facial features with Orcs. Their teeth are less pronounced but still sharp like a carnivore's.

Goblins are endowed with keener senses than others of Orcish kind. They hear and smell better than Orcs. Their hearing is equivalent to a keen human's but their sense of smell is as good as most canines'. This is a valuable asset that is often used by Orcs and Great Orcs who take Goblins as slaves and use them as trackers, or more like dogs.

Goblins are weaker than ordinary Orcs, not only in physical terms but also in mentality. They are far more cowardly and snivelling and will not fight an open battle unless the odds are grossly in their favour. Even more so than Orcs they fight from ambush. They are masters of building traps and this is the primary leisure activity amongst the race, apart from brewing poison. Goblins often use nets along with traps to good advantage in their ambushes.

Goblins are often found as cavalry for they tend to ride large and evil wolves. Such Goblins are usually armed with javelins and do not wear much armour. In all other respects, goblins are similar to their cousins, the lesser Orcs.

Goblin Statistics

Speed:	Average = 41	Maximum = 65
Strength:	Average = 45	Maximum = 70
Bulk:	Average = 37	Maximum = 60
Appearance:	Average = 35	Maximum = 45
Agility:	Average = 60	Maximum = 95
Endurance:	Average = 55	Maximum = 92
Will:	Average = 35	Maximum = 60
Mind Power:	Average = 44	Maximum = 72
Empathy:	Average = 25	Maximum = 60
Leadership:	Average = 50	Maximum = 90

(values apply within the race and are in Human Terms)

Typical Fighting Rank: 0-6

Typical Weapon Skills:

Goblins use similar weapons to lesser Orcs.
Average Damage Modifier: 1.0 x
Average Initiative Bonus: 1 + Rank/2

Goblins do not often wear armour and if they do it is usually only a soft leather jerkin, sometimes with studs in it. Generic armour types 3, 5 & 8 (See the *Section entitled Generic Armour Types (p 40)* of the Main Rule Book) would be the very best that Goblins could obtain and Type 8 would be reserved for their chieftains and selected favourites.

These sub-Orcs do not use any heavy weapons, both because they are not good weaponsmiths and their build is not suited to the use of heavy arms. One of their best weapons, reserved mostly for their best warriors, is the short sword. They also use small spears, axes, daggers and clubs. Their favourite missile weapons are javelins, closely followed by slings. Goblins are affected by the bright light as Orcs are.

Great Orcs, Black Orcs

These are the most feared of Orcish kind for they lack many of the weaknesses that Orcs otherwise have. Great Orcs are a far more dangerous threat to humanity than the more common lesser Orcs for they form disciplined armies as opposed to groups of disunified pillagers.

Great Orcs stand straight backed and tall, taller than most men (average of 6'). Their limbs are only slightly askew. They carry themselves with great pride and arrogance for they are the master race. They look fierce and warlike, more frightening than even normal Orcs. Their visage is of the same type as that of lesser Orcs though there is a deadly, calculating intelligence in their hateful eyes.

Great Orcs are similar in nature to their lesser brethren but are even more cruel, brutal and murderous, if that is possible. They have far greater self discipline, however, and they do not slay their own kind nearly as frequently. They prefer to take out their homicidal desires on both other Orcs and humans.

Black Orcs have a great practical intelligence that at least equals that of mankind. They are ruthless and pragmatic and will wage war with a cruel efficiency. Their craftsmanship is superb in those fields appropriate to their nature but they disdain all other skills.

The societies of this Orcish master race are far more rigid and disciplined than their counterparts. They are built on the model of military camps; harsh and efficient. There are defined ranks within their hierarchy of power similar to military officer positions. All power is ultimately derived from their warlord who rules with absolute power within their clan.

The Master race will always seek to dominate lesser Orcs, often building slave empires in the lands of Orcs. Any Great Orc on their own will tend to rise to the leadership of a group of lesser Orcs. Normal Orcs hate and fear Great Orcs but are easily cowed by them.

Great Orcs do not fear the sun, even though they do not like it. They suffer none of the same effects that lesser Orcs do from its light. This makes the race of Black Orcs very dangerous because one of the main weaknesses of the Orcish race is their aversion of bright light.

As stated earlier, Great Orcs form well disciplined armies. They fight as regular heavy or heavy medium infantry with a sprinkling of throwing weapons. They also field missile units armed with bows.

Great Orc Statistics

Speed:	Average = 55	Maximum = 95
Strength:	Average = 66	Maximum = 94
Bulk:	Average = 65	Maximum = 89
Appearance:	Average = 30	Maximum = 45
Agility:	Average = 54	Maximum = 91
Endurance:	Average = 65	Maximum = 95
Will:	Average = 55	Maximum = 95
Mind Power:	Average = 55	Maximum = 90
Empathy:	Average = 30	Maximum = 60
Leadership:	Average = 65	Maximum = 95

values apply within the race and are in Human Terms)

Typical Fighting Rank: 3-10

Typical Weapon Skills:
Black Orcs are well trained and disciplined soldiers who have ranks as humans do. Great Orcs use a range of heavy Human and Orcish weapons with a great degree of competency. Skill levels with Great Orcs in the weapons they use will be Competent+.

Average Damage Modifier: 1.6
Average Initiative Bonus: Rank/2

Most Black Orcs will be Fighting Rank 5 or 6. Only the very cream of the race will ever achieve Ranks 8, 9 & 10. The average Great Orc warlord would be Fighting Rank 8. Great Orcs wear several types of armour, especially Generic Armour types 7,12,13,15 (See the *Section entitled Generic Armour Types (p 40)* of the Main Rule Book). Most Great Orcs will wear generic armour type 12 as listed above. Note that Generic armour type 13 is quite rare as is armour type 15 which is reserved for the elite of the clan such as the warlord and his captains.

Great Orcs use the same sorts of weapons that Orcs do but there is much less variability of weapon type within one given clan, though different clans have different preferences. Great Orc missile troops use stout bows which should be rated as custom made short bows of an average MSR of 5.

Trolls

The Troll is an ugly creature standing some 9' tall. If they stood to their full height they would be between 10' and 11' though they have a rather characteristic stoop. Their hide is very thick, is an uneven dark gray colour, and resists all attempts to pierce or cut it. The hide of a Troll makes excellent armour and it has been known for heroes who have slain trolls to make armour out of their skin. They have very large, broad shoulders though their legs and lower body are quite slight of build despite being very muscular. The Troll's face is lean and hoary with a long nose and prominent chin. The creatures wrinkled forehead recedes from its dark forbidding brow from under which stare two soulless gaping eyes, devoid of anything but the most twisted and evil of primal feelings.

Trolls tend to be solitary creatures that generally live in dank caves and the like. They are very uncommon and would generally be found alone and never in a group of more than three. They have a life span of some 80 years and breed slowly. They would find a mate for some time and then leave when their offspring are able to fend for themselves.

Trolls are creatures of the night. They can see about 40' in pitch blackness and have an extremely acute sense of smell. The sun painfully burns the skin of the Troll and they take 1 point of Damage per Round of exposure to the sun coming of Might first and then Body.

Trolls are remarkably hardy and they heal very quickly in comparison to humans. Trolls recover lost Body and Might points at double the rate that would be normal for a human. Wounds that trolls receive clot very quickly so they suffer very little blood loss.

The trollish race is fearsome in personal combat and they are quite dreaded opponents. This is not only for their formidable physical prowess but also for their terrible ferocity and awesome cunning. A Troll may not have the intellect to learn and study the techniques of fighting but it certainly has the patterning of instincts developed over millennia that allow it to easily slay most warriors.

Troll Statistics

Speed:	Average = 70	Maximum = 85
Strength:	Average = 96	Maximum = 100
Bulk:	Average = 95	Maximum = 98
Appearance:	Average = 10	Maximum = 12
Agility:	Average = 50	Maximum = 80
Endurance:	Average = 80	Maximum = 96
Will:	Average = NA	Maximum = NA
Mind Power:	Average = Animal	Maximum = 30
Empathy:	Average = 60	Maximum = 70
Leadership:	Average = 10	Maximum = 50

Secondary Attributes:
Body: 30 + 4d6
Might: 20 + 3d12
Armour: 9
Defence: 20 + 1d20

The Troll has the following attacks:

	Hit Stats	Speed	Damage
Attack: Left Claw	65/10/5	Spd:1	Dam: d6 + 4
Attack: Right Claw	60/5/2	Spd:2	Dam: d5 + 3
Attack: Bite*	80/70/3	Spd:4	Dam: d4 + 8
Attack: Club	50/8/5	Spd:3	Dam: d5 + 11

*Troll may only bite after an unparried physical hit with a claw.

Average Initiative Bonus: +1
Average Damage Modifier: 3.2

The Troll may make two claw attacks per Round with the Damage being subject to the Damage Modifier appropriate to its strength. A claw hit from a Troll will mean it has its claws embedded in the target. If the Troll wishes to bite then it will do so in the round after the claw hit has been scored. A claw attack with the unoccupied claw is also possible in the same round as the bite. If the unoccupied claw is used to assist the other in holding the victim then the Troll will gain +15 to both Normal hit chance and body hit chance with its bite.

A Troll may use a club as a weapon. It will be far from an ordinary club but would be more like a section of tree. If a club is used the Troll will get one attack with it per round subject to normal initiative rules. The Troll may also attack with its free claw while using a club. Note that trolls will use clubs in their stronger left hands. Due to its fearsome nature, the Troll will gain +1 to the normal calculated Initiative.

Undead

Undead are beings that exist on the material plane but are not alive in the normal sense. Sometimes they will have spirits and minds but often they will have very little of either. The mindless, or nearly mindless, ones are named as the Lesser Undead whereas those with spirit and mind are deemed to be the Greater Undead. The Greater Undead are far more dangerous and powerful than their Lesser kin.

Undead do not have living bodies, if they have bodies at all, and so many limitations of being alive do not apply to them. The Undead do not need to eat, sleep, breath, etc. Some require the life force of the living to sustain them but is they are granted this through magic then they can exist for centuries.

All Undead resist certain forms of Magic very well in comparison to humans. If they have material forms then Elemental Magic will affect them in the normal way unless the magic deals with the elements as applied to the living. If that is the case then the Undead will be unaffected. Magic of the self can't affect Undead either as it deals purely with living bodies.

Armour ratings of Undead represent the forces binding their form. Undead may also be wearing Armour which may add to the normal Armour rating though unless this is the case, a Critical Hit does not apply to Undead as their natural armour can never be penetrated by an exceptional blow.

Lesser Undead

The Lesser Undead include the Unliving Skeletons, Unliving Corpses and Shades. Both Unliving Corpses and Unliving Skeletons are brought into existence by the powerful Magic of a Black Channeller. If their master and creator is still alive and within about 10 miles then Unliving Corpses and Unliving Skeletons will sense his presence and follow his bidding. If this is not the case, then the Undead will act upon their own twisted will to destroy life though any person with a large measure of good or evil within their hearts and a large measure of spiritual strength may be able to repel or command them. In game effect, if a Character desires to force their will upon Lesser Undead then it will succeed if they roll equal to or less than their Empathy Bracket Modifier on a d6. The force of their command will last up to approximately an hour for the weakest of the Undead. The duration of the command is listed for each Type of Unliving Skeleton.

If the one who commands the Undead is pure of heart then they will not harm him. They may pass amongst the Undead and be safe, and they will shy away if they can. One who is evil may command their service and they will obey him unto destruction. All Undead, who have no master follow, who sense the Character at the time of command will be affected. A Channeller's command of Undead always has precedence over that of normal men because the Channeller's is tied to the very force of their creation.

Unliving Skeletons and Corpses feel no pain, no pity, no real fear. They have no normal constraints on Endurance and the only limitation would be the physical wearing away of their tissue and bones. As this tends to take rather a long time, they have effectively infinite Endurance.

Unliving Skeletons

These are remains of bodies that have mostly withered away and have been raised to unlife through unholy sorcery. Magical force gives their forms integrity and so they need no flesh or sinew to hold them together.

Unliving skeletons do not have consciousness as living humans do. They are devoid of thought but instead act on something that could be called instinct. There is no choice in their actions, they will always react in a given way in a given situation. They are instructed by their creators and masters to do certain things and these are the parameters of their choice. Left alone and without instruction they revert to a basic hatred of all life and will seek to slay it whenever they find it.

Unliving skeletons have no soul, they have merely a pseudo existence that is a cheap mockery of life. They are empty of feeling as they are empty of thought but their physical body has a dim remembrance of life and there is a vague longing for the life they once had. This gives them their unthinking hate of living beings.

Unliving skeletons have no physical mechanism through which to perceive the material world. Instead, they can sense in a Magical way things like life, good and evil. Without eyes, they know where things are and can move about physically with no problem, but their perception is vastly different from a normal human's.

Skeletons tend to use light and quick weapons such as short swords and spears. They are generally only equipped with one weapon. Unliving Skeletons do not actually learn the use of a weapon but their skill stems from their innate ability to fight.

Unliving Skeletons are very quick and nimble as they have no flesh to hamper their movement. The physical power of skeletons is not so much a function of their form but rather the force put into them. There are four Spells to raise a Skeleton to Unlife. Each is more powerful than the one before and each creates a more fearsome creature and requires the body of a greater person. Each of these Spells corresponds to one type of Unliving Skeleton and each of these has an innate magical force that binds them together. This force acts as armour against any blow and is in addition to any armour that the Unliving Skeleton may be wearing.

Thrusting weapons do half normal Damage against skeletons unless the skeleton is wearing armour in which case normal Damage is done for purposes of penetrating the armour and any Damage that does get through is then halved. It is to be noted that thrusting weapons also do half Damage against the Unliving Skeleton's natural armour. Skeletons are also not affected by the "Mortal Blow".

Type 1
These are the weakest of the four types of skeletons. They have simply been animated and the force that binds them together does little to stop them being damaged (counting as 2 points of Armour) and thus their bones will be easily shattered. The vast majority of Unliving Skeletons will be of type 1. Type 1 Skeletons may be created from any body provided in life they were at least Fighting Rank 1.

Yds/Rnd: 30   Dam Mod: x 1   Init Mod: + 1
Body:10 + d4   Might: d3 - 1
Armour: 2 + Variable (Whatever is being Worn)
Defence: 10 to 30
Shield: Sometimes
Weapon Skills: 1 Simple Weapon Unskilled - Competent
Duration of Command: 1 Hour

Type 2
Slightly more powerful, a Type 2 Skeleton must be created from the body of a soldier of Fighting Rank 2 to 3.

Yds/Rnd: 35   Dam Mod: x 1   Init Mod: + 3
Body:12 + d6   Might: 2d4
Armour:5 + Variable (Whatever is being Worn)
Defence: 31 to 60
Shield: Sometimes
Weapon Skills: 1 Simple Weapon Competent- Skilled
Duration of Command: 1/2 an Hour

Type 3
Type 3 Skeletons are created from the bodies of mercenaries and seasoned warriors (around Ranks 5-6).
Yds/Rnd: 38   Dam Mod: x 1.3 Init Mod: + 5
Body:15 + 2d6   Might: 3d6
Armour: 8 + Variable (Whatever is being Worn)
Defence: 61 to 120
Shield: Sometimes
Weapon Skills: 1 Weapon Skilled - Masterful
Duration of Command: 10 minutes, + 2 is added to roll to command

Type 4
These are the greatest of the Unliving Skeletons. They are made from the remains of mighty heroes long dead and are fearsome in their undeath. Very few have ever been created and they are to be avoided at all costs. Type 4 Unliving Skeletons cut 8th Rank knights to pieces with little effort at all. They almost always have enchanted arms and armour and if not will have top quality normal equipment.

One man was once heard to say: "Whimpy skeleton he says. It`s killed 16 party members already!"

Yds/Rnd: 41   Dam Mod: x 1.6 Init Mod: + 7
Body:20 + 2d8   Might: 9 + 2d8
Armour: 10 + Variable (Whatever is being Worn)
Defence: 121 to 200
Shield: Often
Weapon Skills: 1 Weapon - Masterful
Duration of Command: No command possible.

Unliving Corpses

Unliving Corpses are as Unliving Skeletons in physical form only they have more of their body intact. This means that it is easier to give them unlife for power does not have to be spent to hold the form together. It also means that Unliving Corpses are different to Unliving Skeleton in several ways.

Unliving Corpses are as Unliving Skeletons in the intangible aspects of their existence. They are soulless, mindless and seek to destroy life. Their perceptions are more dependent on physical form than are those of Unliving Skeletons for they have eyes and ears. They have a lesser perception of life than that of Unliving Skeletons but their perceptions of normal things are far superior. For example an Unliving Corpse can actually see and thus can distinguish between colours etc.

Unliving Skeletons are silent apart from the rustle of their garments and the clicking of their bones against the earth but Unliving Corpses have voice as they did when alive. What they can say is a reflection of their soulless nature and so usually only unearthly moans escape their lips. Perhaps the greater types can call the name of the one they seek to slay in that terrible, lifeless moan that chills men to their very bones. Unliving Corpses are very slow and lumbering. As with Unliving Skeletons, the power of an Unliving Corpse is a function of the force put into it but it also depends on the body being used. A once great knight raised as an Unliving Corpse is a fearsome sight whereas a raised scholar is not physically impressive. There are thus large ranges given for the statistics of Unliving Corpses. Thrusting Weapons do half damage against Unliving Corpses in the same way as they do against Unliving Skeletons. Unliving Corpses are also not affected by the "Mortal Blow".

Unliving Corpses use heavy and slow weapons such as maces and flails. Just like Unliving Skeletons, Unliving Corpses would generally only carry one weapon. As Skeletons, Unliving Corpses do not actually learn to use a weapon but rather have an innate skill with it.

Type 1
These are the weakest of the Unliving Corpses. They will generally be fairly rotten as that which binds them is not that strong.

Yds/Rnd: 15   Dam Mod: x 1 to 4   Init Mod: -1 to -3
Body:14 + 2d20   Might: d6 - 1
Armour: Variable (Whatever is being Worn)
Defence: d8
Shield: Sometimes
Weapon Skills: 1 Simple Weapon Unskilled - Competent (low)
Duration of Command: 1 Hour

Type 2

Yds/Rnd: 17   Dam Mod: x 1.6 to 5   Init Mod: 0 to -2

Body:20 + 2d20   Might: d8

Armour: 1 + Variable (Whatever is being Worn)

Defence: d10 + 2

Shield: Sometimes

Proficiency Points: 1 Simple Weapon Unskilled - Competent

Duration of Command: 1/2 Hour

Type 3

Yds/Rnd: 20   Dam Mod: x 2 to 6   Init Mod: +1 to -1

Body:25 + 3d12   Might: 6 + d6

Armour: 3 + Variable (Whatever is being Worn)

Defence: d8 + 6

Shield: Sometimes

Weapon Skills: 1 Weapon Competent- Skilled

Duration of Command: 10 minutes, +2 to command roll.

Type 4

Type 4 Unliving Corpses are grossly powerful and extremely rare. They are created from great knights or heroes and usually have enchanted ordnance and are heavily armed and armoured.

Yds/Rnd: 25   Dam Mod: x 2.4 to 7   Init Mod: +2 to 0

Body:30 + 3d12   Might: 10 + d6

Armour: 5 + Variable (Whatever is being Worn)

Defence: 10 to 30

Shield: Sometimes

Weapon Skills: 1 Weapon Skilled - Masterful

Duration of Command: No command possible.

Shades

Shades are minor malignant spirits that dwell partly in the material world and partly in another. They have an intellect of sorts and they conspire to bring more people into their horrid, half alive world through draining their life energy.

Shades can reason in a limited way unlike other Lesser Undead such as Unliving Skeletons. They have a twisted cunning that makes them dangerous foes of the living as they can understand and use tricks and ploys to catch their prey. The false cry of a child in trouble or the lure of unguarded golden treasure are common methods they use to ensnare and slay the living they hate so much. They are diabolical in their fervour to bring others into their world of empty, whispering shadows.

The form of the Shade is not entirely whole. It is not a matrix formed of the elements that supports a living spirit, but is rather a shadowy half-material manifestation of their Undead nature. The body of a Shade feels like a sluggish, cold shadow through which material objects may pass with some resistance. Thus, they can move through doors and walls with some difficulty. They dwell half in this reality and half in another. It is empty, cold and has no life and no love. It is a chilling, cheerless place filled with soulless moaning.

Their world is devoid of the light which is their bane. Bright light torments Shades and drives them away. Full sunlight is enough to instantly slay them and send their evil souls back to the place where they should be. Of all the weapons men have, light is the best way to defeat Shades for swords and arrows pass mostly through them.

The touch of a Shade chills to the very bone, to the very soul of the victim. This touch is like icy talons clutching at one's beating heart, sapping all vigour and warmth from it. Shades suck the very life force from those they touch, for they feed on it. Those who have been struck by a Shade and survived to tell their tale have described the feeling like a pitiless, arctic wind that swept through their heart, freezing all the living warmth from it and filling it with an empty, unearthly howling.

When almost all the victim's life force is sucked out of them they are nearly soulless. Theirs elemental body drops from their darkened spirit like a discarded suit of clothes and they take the form of shadow. Their heart is corrupted to hate and evil because of the awful emptiness that fills their soul. They remember the joy of living breath and long for it. They hate those who have what they don't have but once did. The victim's eyes now see the half world of shadowed desolation that their Undead brothers have brought them into. The endless howling of despairing winds fills their ears and heart and there is the eternal, relentless chill that freezes his soul. The victim is then Undead. They become as those who fed on their soul. They have become shadow in two worlds, a Shade, twisted to evil by unbearable loss.

Shade Statistics

Body: 10+d10	Armour <0>
Might: d6	Defence 2d20
Touch 40 / 40 / 40	Spd:1 Dam:2d4 + life drain

The touch of a Shade drains the life force of the victim for the Shade to feed on. Each touch of a Shade will temporarily drain the victim's Empathy bracket + d10 Empathy points. When the victim's Empathy is 10 or less then the victim will fall to the ground, gripped with deathly illusions of another world. Over the next three to six rounds the unfortunate victim will slowly be drawn into the world of shadows. As this happens the victim's body drops from their spirit which then assumes the Undead form of a Shade.

If the victim dies due to the freezing touch of Shades before they have been drained of enough Empathy to make him into a Shade then he has been fortunate enough to escape their fate by dying.

Shades take one third of the damage inflicted on them by ordinary weapons as unmodified by Strength Damage Modifier after their Defence is negated. Enchanted weapons that exist in more than the material plane will do from half to full Damage with Strength counting as normal. Damage taken from Elemental Magic is half normal.

Vorshai - The Wandering Possessors

Vorshai are evil spirits of people who have died though they desire more than their fair share of life and so come back to the material world to possess bodies. They do not have the strength to take bodies from those who still live so they steal the bodies of the dead who have been abandoned by their eternal spirits. The Vorshai are corrupt in their hearts for they cannot accept death and they still desire life after they have left this plane of existence. They are supreme hedonists who exist for bodily pleasure and sensation.

Vorshai are nothing until they possess a once living human body. They are spirits that have no tie to the material world. When they find a desirable body they merge with it and over the course of a few minutes they make it their own. They are then almost fully in the material world and have a pseudo life similar to living people.

Vorshai use bodies in the exact condition that they find them. Any wounds or other disfigurement remain when one of the Wandering Possessors takes a body. Thus, Vorshai greatly prefer corpses that are as intact as possible. Once a human shell is possessed by a Vorshai it appears alive though it does not need to breath or eat or rest. The elements that make up the body, however will gradually separate; that is, the body of a Vorshai will continue to rot. The presence of a spirit, even an Undead one, will tend to give some holding force to a body and so a Vorshai's form will rot at about a third of the normal rate. Vorshai often use make-up and strong perfumes to hide their decay.

Vorshai have a matter of only a few hours in which to gain a physical form. Their spirit form moves at the speed of a horse canter and so they can only search so far to locate a new body. This is one of the few ways to rid the world of a Wandering Possessor; slay it and make sure there are no intact or partially intact corpses within a few hours' ride. Otherwise, when a Vorshai is slain it will merely inhabit a new body and so continue existing.

Vorshai will always seek to gain better bodies for themselves so if they find a body that it is more beautiful or more intact than the one they currently possess they will seek to obtain it. This may involve slaying the current owner and this is something that the Vorshai do without compunction. They will, of course, use a method that leaves the body unmarked.

When the Game Master has a Vorshai in their campaign they should create its entire history, at least roughly, so that they can quantify its experience and mentality. It is also useful for campaign ideas to create the background of a Vorshai. Note that it is possible for upwards of 12th rank Vorshai to exist because they live for so long. Also, it must be noted that Vorshai are extremely rare.

Lich

The Lich is the final possible form of a Channeller of Darkness. When the Necromancer grows tired of their mortal form and has the power and knowledge, they may cast a spell that ascends their form to that of a Lich. Physically the Lich is Unliving. It's body is a mass of rotting flesh hanging off a skeletal form. The eyes of the Lich are merely points of light in the dark recesses of the skull. It's clothes are those that the servant of darkness was wearing when the transformation took place though they too may be rotten from the centuries of foul damp air in the lair of the Lich.

In the transformation the Lich loses none of power they possessed as a mortal though once he has taken the form of a Lich, he is no longer a victim of the ravages of time.

Just seeing a Lich will strike fear into the hearts of any mortal. In order not to flee, a Character must make a roll versus his Will Power - (5 x the Will Bracket of the Lich). If the Character does not make this roll then they have no option but to flee. If the Character wishes to return then they must make the same roll to find the courage to return and then again roll to stay. This may only be done once per day. Unless a Special Success is made on the roll, the Character will suffer a 50% penalty to all combat rolls due to fear.

Only an Enchanted weapon of the Magic of a Channeller of Light will harm a Lich. The forces binding the body together will simply repel any non-enchanted weapon. Even with an enchanted weapon, the Lich has a massive effective Armour Value as there are no weak spots in the forces protecting the physical form. Apart from this, the physical statistics of the Lich are fairly much as they would be for the Mage though the Lich has no Defence. It is to be noted that the Lich is a Black Channeller of at least 10th Rank and will use their power to the fullest. Without the aid of an exceptionally high Ranked White Channeller, a Lich is most definitely best avoided.

Lich Statistics
Body: 4d4   Might: d3   Armour: <20>
Defence: None
Attacks: As High Ranked Black Channeller (+Fear)

The Eldar Races

Long before men had developed writing and civilisation, the Earth was inhabited by other races. Now, only secretive remnants of these races live on, shunning all contact with humanity, and dwelling only in the most inaccessible regions.

Hidden in the depths of the largest, most trackless, forests live the Elves. Creatures of nature, Elves live very closely with their environment, using whatever nature provides for their own ends while never disturbing the balance of the wilderness.

Away from prying eyes by the solidity of stone, the dwarven race live on in their cities of stone carved out of the hearts of mountains. They are content to explore the depths of the earth, and experiment with the ways of mechanisms. Indeed, it was from the Dwarves that humans first learnt the arts of making tools and harnessing the environment through fire and steel.

High in the mountains, small settlements of Giants still exist. Be it in forest, snow or stone, the giants lead a contented life, away from man's civilisation.

Elves

The oldest of the Eldar races, Elves have existed since the world was new. They are a private and secretive race shrouded in mystery and legend.

Although relatively human in appearance, Elves have subtle differences that make them stand out. The tops of their ears are slightly pointed and their eyebrows curl up at either side of the forehead. Their skin is fair and unblemished and they are always very slender. Evlen speech is beautiful to hear and if speaking in a common tongue, Elves tend to have a very proper accent.

Like the other Eldar races, Elves avoid contact with the world outside their own. They generally live and play deep in the heart of the forest in simple dwellings fashioned in and amongst the trees.

There is a magic about Elves. They radiate a feeling a strength and oneness with their surroundings. This comes from the love and understanding they have of their natural environment. They are at peace with nature and unlike man are able to exist happily within it without disrupting the natural order of things. The Elven understanding or nature means that most Elves are capable of using Magic powers of nature at will.

They are a peaceful race and although they have no great love of civilisation, they tolerate it whilst ensuring it does not encroach too far into their domain. They posses legendary skill with the Bow and use it as a preferred weapon of defence. Elves prefer to avoid conflict if possible and thus tend to have minimal combative but extensive defensive skills. General information for Elves is given below.

Elven Statistics:

Speed:	Average = 65	Maximum = 97
Strength:	Average = 45	Maximum = 91
Bulk:	Average = 42	Maximum = 75
Appearance:	Average = 60	Maximum = 95
Agility:	Average = 70	Maximum = 98
Endurance:	Average = 50	Maximum = 95
Will:	Average = 60	Maximum = 95
Mind Power:	Average = 55	Maximum = 95
Empathy:	Average = 70	Maximum = 98
Leadership:	Average = 50	Maximum = 95

(Values all in human terms)

Typical Fighting Rank: 0-7

Typical Weapon Skills:
Normally Elves do not have great combat skills in any melee weapons. Occasionally an Elf may learn to use such a weapon, but this would be rare. Normally, any fighting experience the Elf has is devoted to Defence and generally they have exceptionally high Defence values in relation to their other skills.

An Elf is almost competent with a bow when they pick it up. Once they have been trained in its use, they tend to master it very quickly to a point where they may exceed a skill rating of 100%. A masterful Elvish bowman would have a skill rating of around 140%. Although Elves prefer Longbows, shortbows are also used. With either, the craftsmanship is beyond compare and Elvish bows have an exceptional power to performance ratio.

Average Initiative Bonus: 3 + Rank/2
Average Damage Modifier: 1

Dwarves

Dwarves are a race of short, pale and generally stout people that live in stone cities deep underground. Descended from generations of miners, they live and work mining the earth for precious metals such as gold & silver.

They are strong willed, physically tough and excellent warriors. They take pride in their skill with the axe (usually a battle-axe) and have a general feeling of superiority over the other races of the world. Dwarven culture is dominated by material wealth and combative skills.

Dwarves are not as friendly and accepting as Elves. Their feeling of superiority is evident in their dealings with those not of their race. Although they do venture out into the daylight, Dwarves prefer twilight or darkness and have acute night vision (particularly for metals).

If forced to live above ground, they are exceptionally uncomfortable in anything other than stone dwellings. They intensely dislike hot sun as they burn easily and are uncomfortable in the rain. They prefer cool damp conditions.

There is no love lost between Dwarves and Elves as the Elves see Dwarves as being shallow and selfish whereas the Dwarves see the Elves as being poor and weak. Dwarfish statistics are given below.

Dwarven Statistics:

Speed:	Average = 40	Maximum = 85
Strength:	Average = 70	Maximum = 96
Bulk:	Average = 45	Maximum = 85
Appearance:	Average = 40	Maximum = 80
Agility:	Average = 50	Maximum = 90
Endurance:	Average = 70	Maximum = 97
Will:	Average = 70	Maximum = 95
Mind Power:	Average = 50	Maximum = 95
Empathy:	Average = 35	Maximum = 80
Leadership:	Average = 50	Maximum = 95

(Values all in human terms)

Typical Fighting Rank: 3-9

Typical Weapon Skills:
The preferred weapon for Dwarves is the double bladed Battle Axe. Combative skill is an important part of the Dwarven culture and therefore most Dwarves are competent fighters (at least Rank 4 or 5)

Average Initiative Bonus: Rank/2
Average Damage Modifier: 2

Giants

Giants are born about 4" tall and grow to be between 13' and 16' tall when they reach maturity at the age of about 50. Like the other Eldar races, Giants are long lived, surviving on average to the age of about 300. Giants tend to not only be tall but well built and are consequently immensely strong by human standards.

Their civilisation is relatively primitive but relatively comfortable. They tend to use natural features such as caves for dwellings and light fires for warmth.

Despite their size and strength, Giants are shy and retiring creatures who tend to avoid contact with the world outside their community if possible. In general, however, they are friendly and good natured.

The average intellect of Giants is below that of humans though it is on a similar scale. Statistics for Giants are given below.

Giant Statistics

Speed:	Average = 65	Maximum = 97
Strength:	Average = 98	Maximum = 110
Bulk:	Average = 97	Maximum = 110
Appearance:	Average = 30	Maximum = 55
Agility:	Average = 45	Maximum = 80
Endurance:	Average = 70	Maximum = 95
Will:	Average = 50	Maximum = 95
Mind Power:	Average = 45	Maximum = 85
Empathy:	Average = 70	Maximum = 95
Leadership:	Average = 40	Maximum = 70

(Values all in human terms)

Secondary Attributes:
Body: 45 + 4d6
Might: 20 + 4d6
Armour: 4 (Thick Skin)
Defence: 10 + 3d6

Typical Fighting Rank: 0-4

Typical Weapon Skills:
Giants are not traditionally skilled warriors. If necessary, they use large, simple and heavy weapons such as clubs (usually taking the form of a small tree trunk). With such a weapon, the average Giant would have about a 50% hit chance, though some may be classified as skilled with it.

Average Initiative Bonus: None
Average Damage Modifier: 4

Enchanted Creatures

Unicorns

The Unicorn is a very rare and beautiful creature. Its appearance is that of a strong mare or stallion with a shining white coat and a single horn protruding from the forehead. They are a solitary creature preferring their own company and they shun contact with all other living creatures. The female is left by the male after mating to carry and raise the young to maturity when it leaves to follow its own destiny.

Unicorns are good natured beasts, loving life and their forested world. Although they possess no means of verbal communication, they have an intellect superior to that of an average man. This makes them very difficult to trick or trap. They also possess an inherent life sense and can sense a living being within a radius of 100'. The Unicorn will not allow anyone to get near them save a young, female virgin of pure heart and intent. If such a woman exists, the Unicorn will adore her caress.

The Unicorn is immune to all poison as their horn will purify any substance it touches. It is the for this reason that the Horn of the Unicorn was greatly sought after and brought a great price. From them were fashioned the goblets and utensils of kings. The Unicorn, if it can be found, however, is not a creature to be trifled with. If cornered it will attack with great ferocity. In addition to the normal modes of attack employed by such a beast, the Unicorn will attack with its horn, attempting to impale its attackers.

Unicorn Statistics

Body: 10 + d8	Might: d6	Armour: <1>	Defence:d8 + 8
Attack: Trample*	Hit: 90	Body: 40	Crit: 2
	Dam: 2d8 + 2	Init: 0	
Attack: Impale	Hit: 70	Body: 20	Crit: 2
	Dam: 2d10 + 4	Init: + 2	
Attack: Other	Hit: 45	Body: 6	Crit: 1
	Dam: d10 + 2	Init: + 1	

* Only a fallen victim can be trampled.

Pegasi

The Pegasus is a legendary creature from Greek mythology, taking the form of a winged horse. In Dark Fantasy, the Pegasus is a very rare and intelligent magical creature that, if befriended, can transport a Character virtually anywhere.

Pegasi appear in the form of a large white horse with high, sweptbacked wings. The wings are feathered as opposed to being scaled like a dragon or bat. Innately magical, Pegasi are exceedingly strong, and will have no problems carrying a large armoured man over large distances.

Due to their Magical nature, Pegasi can transport people to places that would otherwise remain inaccessible, and once there, their Magic extends to protect their rider as well. For example a Character riding a Pegasus could travel to the highest mountain peak or hottest desert without suffering from the extreme temperatures and conditions there.

Pegasi will only serve for a noble cause, and will always do so through their own choice. A Pegasi can never be forced to do something against its will, even by powerful Magic. The appearance of a Pegasus in a Character's life will usually herald momentous events.

Dragons

Dragons are the stuff of great legends and dreams. The nature of the Dragon depends on the campaign. It may be a large winged beast that breathes fire, or they may be purely a legend used to explain the natural order. Their roar may be heard in the winds and the rumbling of the earth, their breath may be seen in the mist and their tears in the morning dew and fire is the wrath of the Dragon.

Legends have it that Dragons were mighty creatures that inhabited the earth long before man. They lived for many hundreds of years, mostly alone and mated only a few times during their lives. They had huge scaly, winged bodies with a sharp, spiny tail and a head that looked much like that of a lizard with a spiky mane. They were capable of breathing fire and would grow to be up to almost 100 feet in length. Their scales were almost impenetrable to all weapons and with a single strike of a claw, a man could be torn to shreds.

It was rare to see a Dragon as they often lived peacefully within the heart of a mountain cave. Should they be aroused or angered, their wrath would often be terrible. Thew would burn villages and towns to cinders and maul or eat livestock and people. Because of their size and strength they were virtually unstoppable. Legend also has it that Dragons horded treasure on which they slept and of which they were exceptionally loving and protective.

Dragons should be created to suit the flavour of the campaign. Often they may exist only as legend, other times they may be very real. Use them to add an atmosphere to a campaign, but never use them as an excuse for a great treasure hunt as this will destroy the spirit of the Dragon.

Enchanted Trolls

There are two kinds of Trolls that may be found in a Dark Fantasy world. There are those that are ordinary creatures and there are those that are Enchanted, or rather cursed. Hundreds of years ago a evil wizard placed a curse on a band of trolls to make them his slave. He wished to use them as warriors in a terrible army an he bent the will of their minds to their own.

The curse meant that when the Trolls were injured, their already rapid healing rate was further accelerated to the point where they will regain 20% of all Damage per Hour. Lost limbs will heal, broken bones mend, etc. If the Troll is killed (that is their Body total is reduced to below 0) then the recovery is a bit slower. It takes an additional hour for the Trolls body to regenerate once it has been killed but it will regenerate and the Troll will come back to life. The soul is bonded to the body by the curse and when the Troll is killed it is forced to leave the body until it recovers sufficiently for it to return. The other part of the curse was that, as the wizard wanted an army of the night, if the Trolls were touched by sunlight they would turn to stone forever.

The curse may be removed by a remove curse Spell in which case the Troll will revert to its normal state. The Trolls may only be killed by being exposed to sunlight or by having their entire body totally destroyed (usually by burning).

These cursed Trolls may breed in the normal Trollish way but the curse is passed from generation to generation. The life-span of these trolls is unaffected by the curse as the aging process still continues. Eventually the body becomes unsatisfactory for the soul to inhabit.