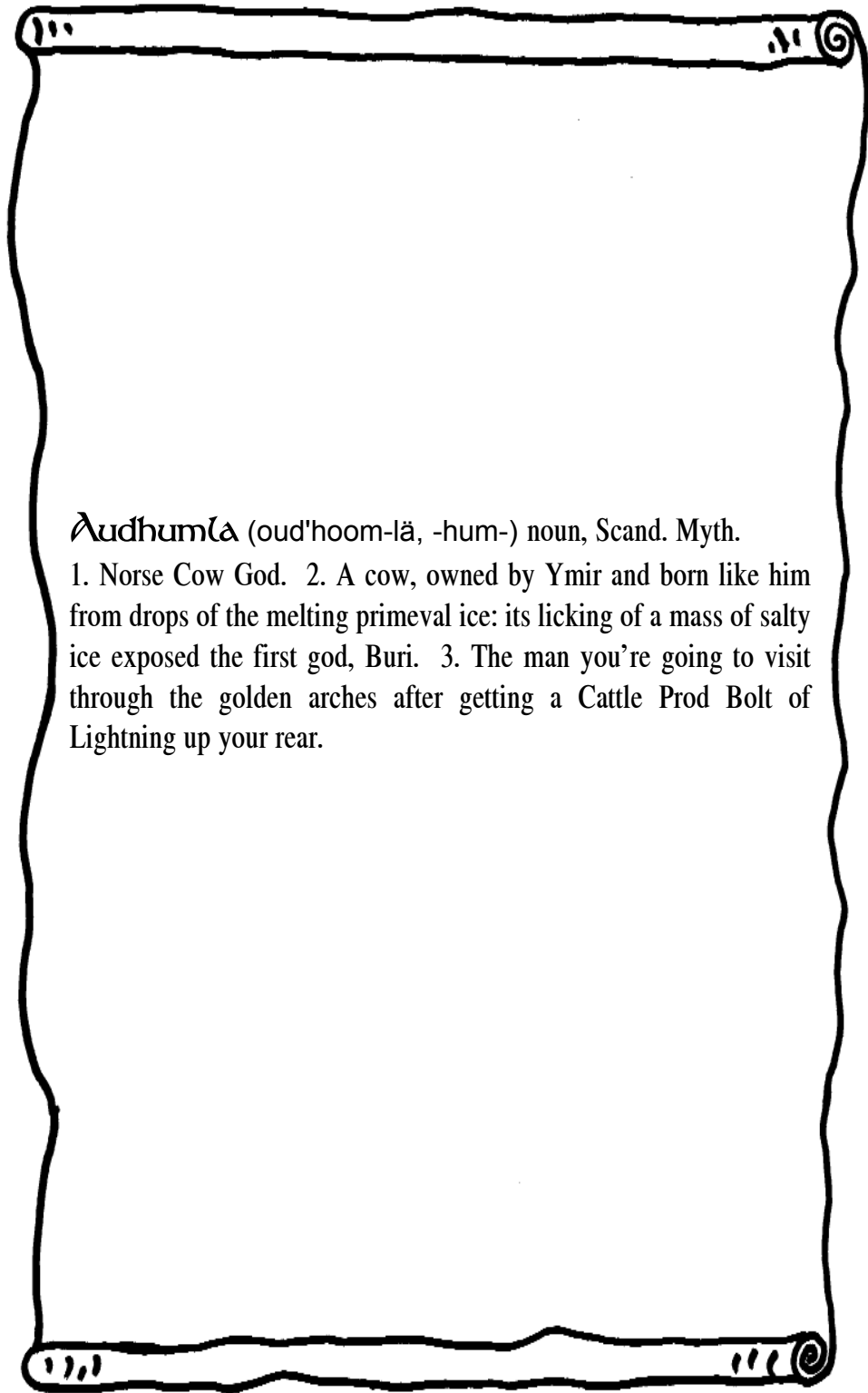




Audhumla (oud'hoom-lä, -hum-) noun, Scand. Myth.

1. Norse Cow God. 2. A cow, owned by Ymir and born like him from drops of the melting primeval ice: its licking of a mass of salty ice exposed the first god, Buri. 3. The man you're going to visit through the golden arches after getting a Cattle Prod Bolt of Lightning up your rear.

BATTLE CATTLE

Quest for the Holy Pail

BATTLE CATTLE: SECOND EDITION

Miniatures Rules Expansion Book

A Plague Upon You From

**Wingnut
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Stupid questions will be thrown to the lions.

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INTRODUCTION

The Battle Cattle: Second Edition rules quickly pass over the Middle Ages. As they should not seem insignificant, this period was the basis for Battle Cattle of the future. We know that the Middle Ages were the time when crude forms of Battle Cattle pasture combat began. The following timeline gives the true history of cows and their ever-so-important role in the society that oppressed them.

Early Middle Ages: A battle began... "If you do not agree to my commands, then I shall-- [twang] [mooooooooooooooooooooooooooooo]* Jesus Christ! Right! Charge!"

Late Middle Ages: A battle ended... "Run away! Run away! Run away!"**

*As to avoid a lawsuit, the author has intentionally misspelled this word, following the "m" with only 25 "o"s, not 26.

**As to avoid a lawsuit, the author has intentionally left out the 4th set of the two-word repeating phrase.

SETTING

Little do people know, but Battle Cattle truly made their mark in the Middle Ages. For peasants, cows were both a food staple and a respected companion. While these peasants were ridiculed and ordered to clean up for the upper class, little did the aristocrats know of the events far away from the lords and ladies.

Jousting was by far the sport for the rich. Peasants watched jousting from afar with the only goal to fill the aristocrats with the illusion of jealousy and envy. After a day of jousting was complete, the peasants were sent home to wallow in their sorrows. But sorrow they did not have. They had cowsting. An underground world of early Battle Cattle events where the fittest cow would fill its owner's coffers with glory and gold!

Sneaking off in the middle of the night, peasants from all over would make their way to a secluded piece of farmland. Here, they would meet to watch their favorite cow make patties of others. The cheers from upon the fences would echo through the hills, though never making it to the ears of the rich sleeping on their soft beds. The frantic chants of "Bessie! Bessie! Bessie!" would only be equally muddled with bellowing chants of "Norman! Norman! Norman!" The peasants reveled in the bloodshed, only hoping one day that their cowsting cattle could one-day drive out the poisonous aristocrats.

Though the peasants felt the opportunity was there, cowsting never caught on to the peasant mass-market. For the time being, they reveled in their little niche, hailing such noted warriors as Moo-lin, Robin Herd and Arthur (you know, the one who pulled Excowlibur from the stone).



And just like any fad, it soon faded, leaving only jousting to make its way to the history books.

BATTLE CATTLE CREATION

In Battle Cattle: Second Edition, you pick a cow type among other things. Follow the same steps and process explained on page 13 in Battle Cattle: Second Edition to start. Beyond choosing your cow type as a normal run-of-the-barn cow, you will add a character class after your cow type. Individual character classes are explained in the next section. Some examples could include an "American Brahman Pailadin" or a "Corriente Cleric". The Battle Cattle you create will now become a fantasy-based cow. Adding a cow class to your chosen cow type is required.

Also explained on page 13 in Battle Cattle: Second Edition is the amount of money to begin the game. Now, Quest for the Holy Pail money is in Gold Pieces. We suggest creating Battle Cattle between the range of 10,000 gold pieces and 15,000 gold pieces. When referring to cow types and items from Battle Cattle: Second Edition in Quest for the Holy Pail, their costs are now adjusted to gold pieces on a one-to-one ration. For example, a Fifth Leg is \$1,500 in Second Edition and is considered 1,500gps in Quest for the Holy Pail; a Watusi cow is \$400 in Second Edition and is considered 400gps in Quest for the Holy Pail.

COW CLASSES

As explained in the previous section, adding a class to your cow type is necessary to truly bring Battle Cattle into the world of fantasy. Each class will possibly have advantages, disadvantages and innate abilities.

FIGHTER

Advantages: +1d6 damage and +1 to hit for all harness weapon and tail weapon modification attacks

Disadvantages: No Arcane, Divine or Necowmancer spell resistance.

Innate Abilities: None

Fighters are the quintessential Battle Cattle. Skilled with horn and steel, they are masters of all things combat, the true knights of the cow world. Fighters often use many different types of weapons, and have even been known to wear armor, although they tend to shun leather.

Fighter's skills in other areas are, well, nonexistent, but when it comes to battling, it's best to have the Fighters on your side of the pasture because in direct melee combat, most other Battle Cattle pail in comparison.



Fighter Battle Cattle have been employed throughout hoof-story in the roles of heavy shock cowvalry, mercenary, bodyguard, tax collector, and anything else that might require them to gore somebody now and again. Fighters are best used in situations where not much thought is required, just brute force.

Most Fighters are cattle that are not satisfied with the daily humdrum life of grazing, mooing, grazing, pooping, grazing, mating, and so on. They are consumed by an inner fire to be more than just an everyday cow, but usually aren't smart enough to take up anything more complicated than attacking things.

COWVALIER

Advantages: +2d6 damage with a lance. +2 to hit with a lance.

Disadvantages: No Arcane, Divine or Necowmancer spell resistance.
-1 to hit and -1 damage with all harness and udder weapons except a lance.

Innate Abilities: Can deny two tips per pasture combat game even after failing your TDN roll.

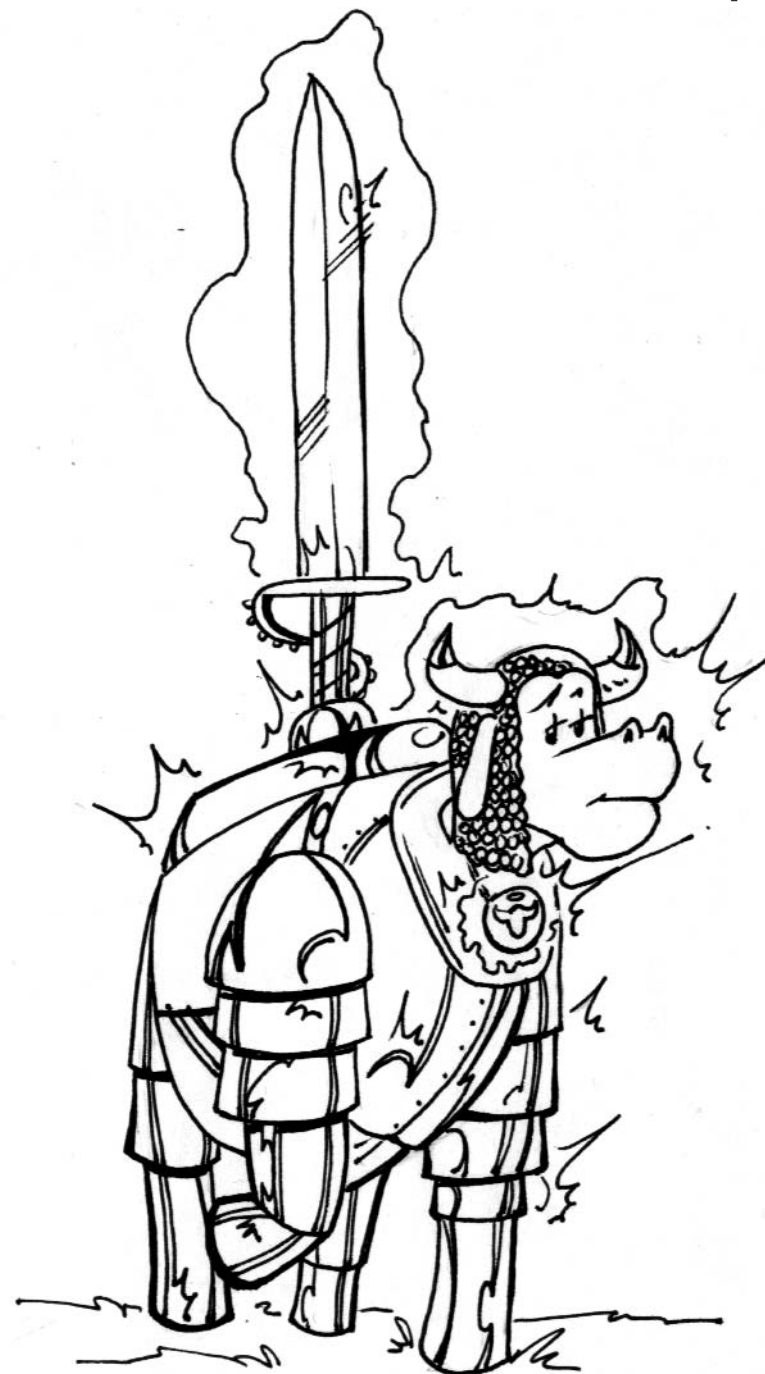
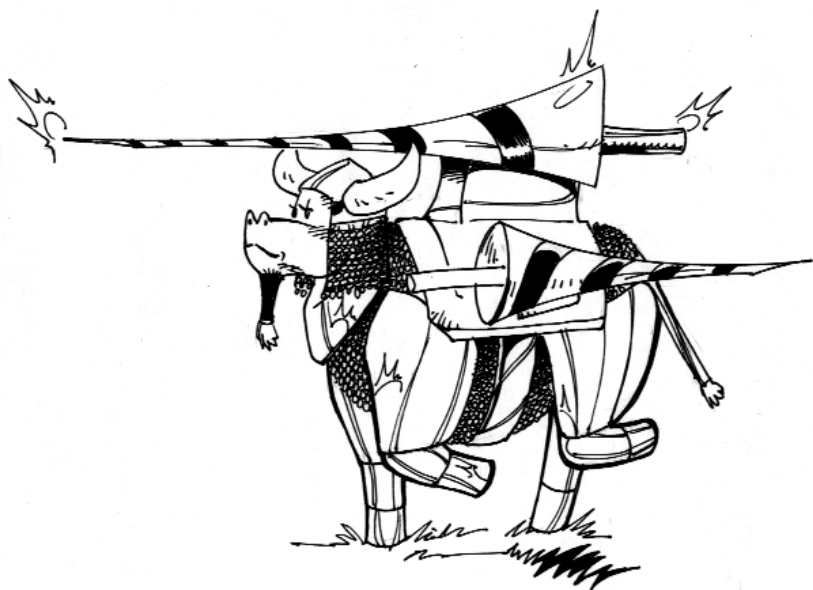
The Cowvalier is a rare form of martial cattle that is truly a breed apart from the rest of its kind. Dedicated to honor, valor, and the pursuit of excellence in lance combat, the Cowvalier can be a valuable ally and a devastating foe on the pasture of battle.

Cowvaliers are masters of the hoof and lance and are well known for the effect massed ranks of cowvalry have had in udderly dominating important historical battles. However, an equally great contribution is the brutal but thrilling sport of cowsting.

Life does not get any easier as full-fledged Cowvaliers must dedicate their existence to the betterment of their combat skills and the proof of their honor on the grassy field of battle. Each day, from sunup to sun-

down, is spent in training for tournaments and war.

Sadly, only verbal records of the Cowvalier in battle have been passed down through the centuries. When it came right down to it, no self-respecting scribe could be convinced to put down on parchment accounts of the Cowvaliers in battle (for fear that he would be locked up on account of insanity). To make matters worse, the nobility turned up their noses on the subject of Cowvaliers (possibly due to the stink) and refused to acknowledge the existence of such "ludicrous ideas". Thus, to this day far too much credit has been given to armored knights, and far too little to the true heroic warrior of the day: the Cowvalier.



Pailadin

Advantages: -1d6 damage and -1 to for harness weapon and modification melee attacks against them.

Disadvantages: Cannot trample other Battle Cattle (its just too malicious for them). Cleric spells at 2X cost. No Arcane, Divine or Necowmancer spell resistance.

Innate Abilities: Lay on Hooves once per turn (the ability to heal 1d6 health damage each turn). Not to exceed maximum health, and cannot be used if a spell is cast within turn (not including Moo-gical Items).

Pailadins have very close ties to Clerics. Like Clerics, they are holy cows, devoted to Audhumla, the Norse cow god. Unlike Clerics, Pailadins are not especially adept at channeling moo-racles from the Pastures in the Sky. This does not reduce their religious fervor, however, for they are perhaps more zealous than the Clerics themselves.

Pailadins are hopelessly virtuous and nearly incapable of any deed that isn't saintly. Ironically, they are great fighters, but rarely engage in combat due to their peaceful nature. Their main purpose in life is to travel the world, working moo-racles with their own actions. They hope to please Audhumla and achieve inner peace and bovinity.

Pailadins came about when the Viking cow Clerics began infiltrating society, spreading the cud of Audhumla. Some cows saw the light and became Clerics themselves, but there were other cattle that, for one reason or another, wanted to accept the faith but weren't really butchered out to be Clerics. Sometimes it was because they were not able to channel moo-racles, and other times it was because they believed in Audhumla but disagreed with some of the less-virtuous tactics that the Cleric Battle Cattle employed (such as bonking cows on the head until they converted).

Moo-gic User

Advantages: Purchase Moo-gic User spells at cost

Disadvantages: Can only use Bola, Cattle-pult, Club, Dagger, Dart, Flask, Net, Onager, Staff, Thundermoo Stone and Trebuchet weapons and the like for tail modifications. Can only use Padded, Leather or Hide armor. Cannot use Mantelets.

Innate Abilities: Arcane spell resistance 1-3 on a roll of 1d6; Divine spell resistance 1; Necowmancer spell resistance 1.



Moo-gic Users are in a whole different pasture from other Battle Cattle. By nature, they are usually weak cows with little combat skills, but this is more than made up for by the fact that they can store and wield incredible arcane powers.

Moo-gic Users harness the arts of sorcery to perform offensive, defensive, and informational spells, such as Magic Moo-ssile, Melf's Acid Cud, Methane Sphere, and the all-powerful Power Word, Moo. An experienced Moo-gic User can wreak udder havoc on the battle pasture, and even the toughest Battle Cattle must beware.

Many human wizards had familiars, which were generally small animals who were magically linked to their masters. The familiar would sometimes give the wizard some extra abilities, like allowing the mage to see through the animal's eyes. In addition, familiars could sometimes store small amounts of magical energy that the wizard could draw upon in times of need.

Most wizards had cats, rats, owls, and the like for their familiars. One wizard, though, shed convention and made his cow (who was named Moo-lin) a familiar. The wizard quickly became the laughing stock at the monthly Wizard's Councils. Many of the old-guard sorcerers could be heard muttering wisecracks such as:

"I'll bet that familiar is a cut above the rest."

"Someone should steer him back into the herd-give him a toad or something."

and, of course:

"That bull-headed wizard is going to get himself butchered!"



BARBARIAN

- Advantages: +1 to hit and +1d6 damage with Battle Axe, Battle Axe Thrower and Battle Axe tail modification. +2d6 dmg. to rams. -2 to opponents TDN when ramming.
- Disadvantages: Cannot use Moo-gical Items. No Arcane, Divine or Necowmancer spell resistance. Forced to attack spell-casting cows before ones that are non-spell casting.
- Innate Abilities: Can rage twice per single pasture game; doubles movement...psst...it's best used when attempting a ram...

Barbarian cattle are a sub-class of Fighter. Whereas Fighters use armor and occasionally even fancy weapons, Barbarians tend to focus more on primitive fighting techniques. They believe that the hoof and horn is all a cow needs to solve most problems, and most of the time they are correct.

Barbarians are adept at channeling their rage and primal, savage fury. Many are known to work themselves into a blood frenzy during combat, propelling them to incredible feats of strength and courage. An angry stampeding Barbarian cow is something frightening to behold.

Barbarians have a fierce dislike and superstitious fear for moo-gical forces. When confronted with Moo-gic Users, Clerics and Necowmancers, these savages generally attempt to destroy these threats as fast as possible. Woe to the cow that stands in their way.

Bard

Advantages: Due to your charm, the enemy cannot attack your Battle Cattle during their turn if you roll a "1" on 1d6. If a "1" is rolled they must decide to attack another cow. If no other cow is available, they must wait to try and attack your Battle Cattle during their next turn.

Disadvantages: Moo-gic User spells at 2X cost. No Arcane, Divine or Necowmancer spell resistance. Can only use Bola, Cattle-pult, Club, Crossbows, Dagger, Dart, Flail, Flask, Mace, Net, Onager, Sling, Staff, Swords, Thundermoo Stone, Trebuchet weapons and the like for tail modifications. Can only use Padded, Leather, Hide or Scale armor.

Innate Abilities: Command Cow once per cycle of turns for all Battle Cattle in play.

Bard Battle Cattle are not exceptionally tough, fast, or sneaky. Nor are they experts at combat, harnessing the arcane arts, or channeling powers

from the Pastures in the Sky. Nevertheless, Bard cattle are opponents to be feared for they are decent at all things, the true Beef-of-all-Trades. In addition, they have a secret weapon: moo-sic.

Bards are able to accomplish a great many things with their enchanting moos and unmatched skill at the cowbell. They can sooth savage enemies, embolden friendly cattle, temporarily grant themselves special abilities, or just plain bore the enemy to tears... Woe to the Battle Cattle that underestimates the deceptively dangerous Bard.

A Bard's favorite thing in life, though, is to moo-ve from herd to herd, spreading little known pasture lore and tales of mighty, famous Battle Cattle.



Bard Battle Cattle come from moo-sical backgrounds where they develop an affinity and ambition for the performing arts. Such was certainly the case with two of the most famous Bard cows of the medieval ages: Gustav Holstein and William Shake-steer. Shake-steer is remembered for the most accomplishments, not least of which was his ability to moo in iambic pentameter.

Free Range-er

Advantages: +2d6 damage and +2 to hit for missile attacks.

Disadvantages: -1d6 damage for melee attacks. -1 to hit for melee attacks. Cleric Spells at 2X cost.

Innate Abilities: Negative range modifiers do not affect Free Range-er Battle Cattle except at Home on the Range (which is -1)



Free Range-ers are cows that are beholden to no man or field. They are fiercely independent, and value nothing more than liberty and the freedom to graze when and where they choose. Most also have a great desire to see the world, and enjoy forests, mountains, and other places just as much if not more than the traditional pasture.

Oddly enough, because of their differences, Free Range-ers are sometimes shunned by other cows, which consider them far too energetic and antsy for their own good. This doesn't bother Free Range-ers in the least, however, for they see it as a tragedy that most cows have to spend so darn much time penned in and herded around. It becomes a Free Range-er's personal duty to liberate as many other cows as they can from their prisoner-like lives, even when the said cows would be much happier just remaining where they are and chewing their cud. Free Range-ers fight to the death to avoid captivity and branding.

The first and most famous group of Free Range-ers were Robin Herd and his Merry Moos. The only odd-animal-out was Little Fawn...

Cleric

Advantages: Cleric spells at cost.

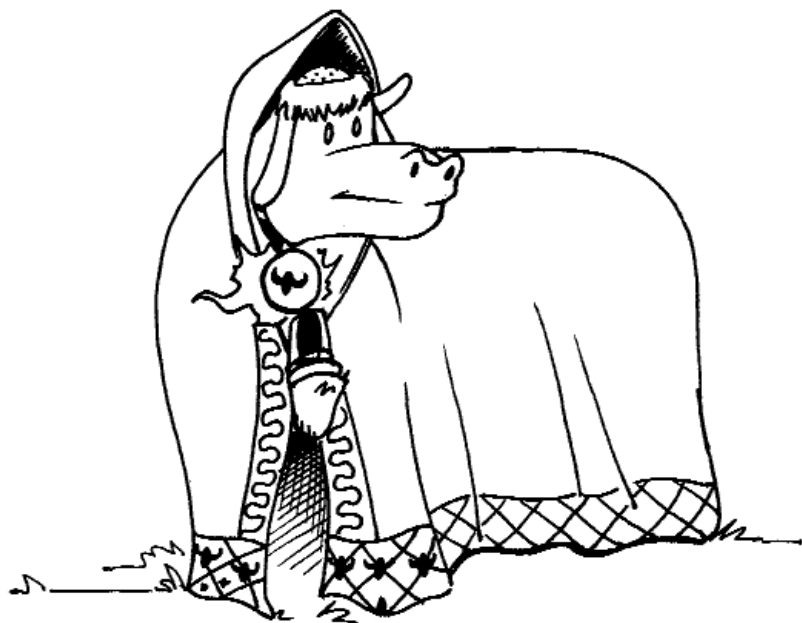
Disadvantages: Can only use Bola, Cattle-pult, Club, Dagger, Dart, Flail, Flask, Mace, Net, Onager, Staff, Thundermoo Stone, Trebuchet and Warhammer weapons and the like for tail modifications. Can only use Padded, Leather, Hide, Scale or Chain armor.

Innate Abilities: Divine spell resistance 1-3 on a roll of 1d6; Arcane spell resistance 1; Necowmancer spell resistance 1. Ability to turn undead cows created by Animate Dead spell (this will not destroy them, but prevent them from attacking your Battle Cattle.) Can cast Animate Dead once per turn. Cannot be used if a spell is cast within turn (not including Moo-gical Items).

Cleric Battle Cattle are earthly representatives of Audhumla. Their mission in life is to meander the world as agents of their deity, converting other cows to the faith when they can, and also taking part in worldly events in efforts to steer hoof-story in ways that please Audhumla.

Through the favor of their god, Clerics are able to channel powers from the Pastures in the Sky, which allows them to do many wondrous things, including Cure Light Cow Wounds, Holy Cow Aura and Moo of Warding.

Cleric Battle Cattle have a colorful and interesting history consisting of events that to this day are denied emphatically by the Pope (just ask him). Nonetheless, legend holds that even today, if you whisper "Audhumla" to cows, there might be a slight lifting of the ears or swishing of the tail...of course, that could just be the flies.

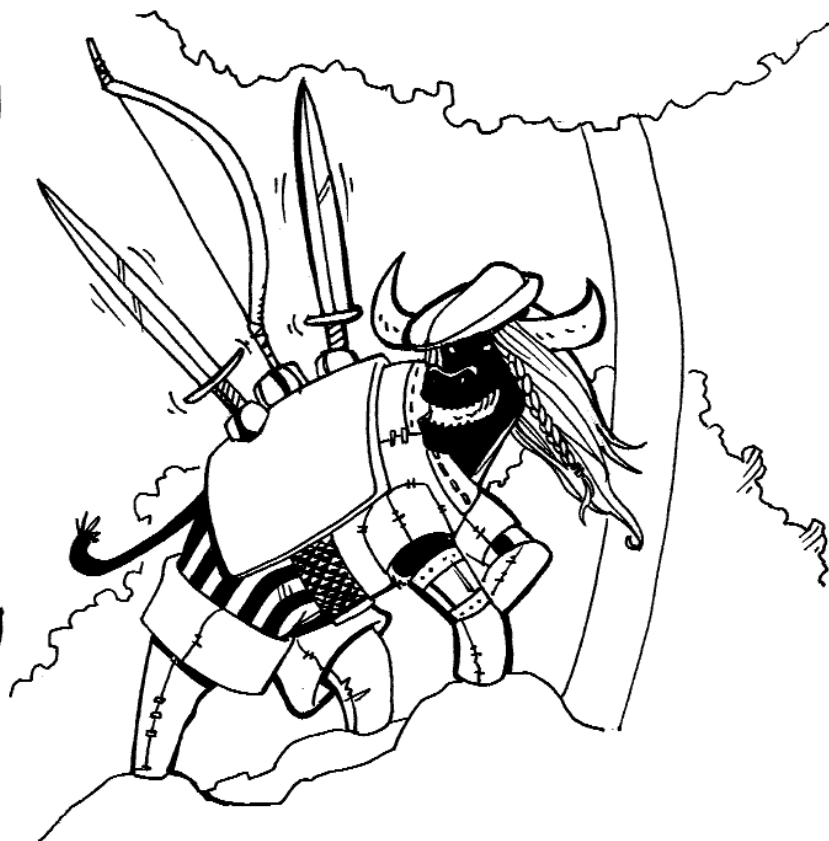


Rogue

Advantages: +2 moo-vement.

Disadvantages: No Arcane, Divine or Necowmancer spell resistance. Same weapon, modification and armor restrictions as a Bard.

Innate Abilities: Roam Silently - Roll 1-3 on 1d6 and your Battle Cattle sneaks up on your enemy, giving them a -2 to their TDN roll on a left, right or rear ram in the same turn. Pick Udder - Roll 1-2 on 1d6 when in the adjacent space of your intended target and your Battle Cattle steals a random Udder item (if applicable) and places it within its own Udder. If the Rogue does not have an



Udder, the item can be saved and cashed in if Range rules are in play. A Rogue Battle Cattle can only choose Roam Silently or Pick Udder once per turn.

Rogues (or Thieves, for the old-timers) are shady cows that have a knack for subterfuge and trickery. They are experts at deception, stealth, and thieving, preferring to moo-ve through life at the expense of other cows.

All Rogues are not by definition evil, although a great many are because it takes a special disregard to be willing to steal cud from other cattle. In any case, Rogues thrive on the misfortune of other cow's misfortunes -- which is usually helped along by a well-placed hoof.

During the Medieval Ages, Rogues formed some of the first organized Thieves' Herds. Thieves' Herds were essentially organized crime and they had a definite power structure, codes, laws, and agendas.

To help protect their secretive existence, Thieves' Herds developed a language called Cows' Cant, enabling the Rogue members to communicate without the non-rogue cows around them catching a whiff of the foul deeds that might be planned. Unfortunately, the Cows' Cant was very simple and limited because cows lack opposable thumbs, independent digits, and any real hoof dexterity. This made it tough for the Rogue Battle Cattle to sign anything complicated or interesting. In fact, popular theory today claims that the entire vocabulary of most Cows' Cant included "yes", "no", and "moo".

Truly, the implications of Rogues' effects on hoof-story are staggering. Even today many believe that there are operating Thieves' Herds and they have a special affinity for single socks and car keys.

Assassin

Advantages: +2d6 damage +2 to hit when attacking the rear of a Battle Cattle with melee harness or udder weapons.
+2d6 damage when ramming the rear of a Battle Cattle (half-damage to self does not apply).

Disadvantages: No Arcane, Divine or Necowmancer spell resistance.
Same weapon, modification and armor restrictions as a Bard.



Innate Abilities: Rear Stab - Can rear attack another Battle Cattle twice per single pasture game at twice damage with a harness or udder melee weapon.

Assassins are a special sub-class of Rogues. Whereas Rogues tend to specialize in the stealthy arts with the intent of thieving cud or milk, Assassins have bloodier goals: the butchering of their target.

Assassins sometimes kill because they want something or they have been paid off in blood-hay. Some even kill just because they enjoy it.

Like Rogues, Assassins are sometimes no match for Fighter cattle and the like on the open pasture. As such, they employ their subterfuge arts to give them any advantage that they can muster. Assassins are not below hoofing in the back, ganging up, or any other dishonorable tactic that they can get their pea-sized brains to think of.

MOO-nk

Advantages: +2d6 damage when trampling

Disadvantages: Cleric spells at 2X cost. No Arcane, Divine or Necowmancer spell resistance. Cannot use any weapons in a harness or udder; with Flasks in an udder being the exception. Can use Padded, Leather or Hide armor.

Innate Abilities: Flying Trample - Why wait until they are tipped? Twice per single pasture game your Moo-nk can fly on top of an adjacent enemy Battle Cattle and trample them while they are still standing. Applicable trample damage applies as if the enemy was tipped (except underside armor if applicable), in addition to the advantage above of +2d6 damage when trampling. Moo-nk can drop udder weapons while performing the Flying Trample.

Moo-nks are generally peaceful cattle, content with dedicating their life to more enlightening pursuits, such as prayer, creating illuminated manuscripts, and raising plants. However, their meek nature belies the expert cow-batant within, for Moo-nks are experts in hoof-to-hoof melee. They have uncanny dexterity and agility (especially for cows) unmatched by any other Battle Cattle.

Moo-nks shun most armor, and generally avoid weapons as well, as they are much deadlier with a simple hoof. Their days are devoted to rigorous physical and mental training and activities, with only small periods of time set aside for grazing and relaxation.

During the Medieval Ages, monasteries were centers of higher learning and were famous for producing beautiful, holy, hand-drawn illustrated versions of religious books called illuminated manuscripts. Naturally,



throughout history, it has been assumed that the monks were the ones that produced all of these amazing manuscripts. Wrong.

As the monk's productivity dropped drastically due to their discovery of champagne, they did jack else than drink like fish for hundreds of years. One might then wonder how the illustrated manuscripts were ever made. It was obviously the work of trained Moo-nk Battle Cattle.

Necowmancer

Advantages: Can store two additional Necowmancer spells at normal cost within your bones. These do not require a scroll pack to carry, but still cost money.

Disadvantages: None.

Innate Abilities: Back from the Slaughter - Each time a Necowmancer loses all its Health Points and dies, roll 1-2 on a 1d6 to be raised from the dead with 2d6 Health Points on your next turn. If successful, your Necowmancer continues play on your turn with its remaining weapons, armor, accessories, modifications, spells and moo-gic items (all minions from cast spells disappear). Necowmancer spell resistance 1-3 on a roll of 1d6; Arcane spell resistance 1; Divine spell resistance 1.

Necowmancers are the black sheep...er...cows of the medieval cattle community. They are consumed by a hatred of all things living, and strive only to harness the powers of death to serve their evil, nefarious purposes. Of course, that mission statement is paraphrased from verbal records passed down through the centuries that state: "Moo. Moo. Moo."

Necowmancers specialize in the magic of Necowmancy, which deals specifically with raising and enslaving the dead. Because Necowmancers are just so darn evil and not much fun to be around, they

pretty much have to raise the dead if they hope to have any friends. Plus, raising the dead provides them with armies of unthinking servants that are ready and obliged to do their bidding.

All other Battle Cattle shun Necowmancers; even Assassins and Rogues think they are just plain mean.



scroll packs

Scroll packs contain multiple cylinders for the sole purpose of carrying spells for casting. Each scroll pack takes up one slot on a harness or udder. The size of the scroll pack determines the number of scrolls that

can be carried. Moo-gic Users, Clerics and Necowmancers can purchase multiple scroll packs. All other classes are limited to a maximum of one scroll pack. As with weapons, scroll packs are lost if armor is completely destroyed on a side that carries this item.

<u>Size</u>	<u>Weight</u>	<u>Cost</u>	<u># of Spells</u>
Small	10	400	1 spell
Medium	20	700	2 spells
Large	40	1,000	3 spells

EQUIPMENT DESCRIPTIONS

As you read through this section, you may stop and ask, "Why is a Cudgel 750gps when a Heavy Mace in some popular fantasy RPGs is only 12gp?" Well, our costs include an unusual form of labor, special material and equipment to make these items fit and work on our stalwart bovine. You try replacing a cow's tail with a short sword and come back to us with the story...

Weapons

Each weapon is fixed to a slot on your Battle Cattle's harness or udder. Most of the weapons in Appendix 1 are not listed under Weapon Descriptions, as there are many common items that do not need explaining. We think we said it best in our caveman RPG LAND OF OG (ooh, a plug...); "Is there anyone reading this right now that cannot tell us what a club is? If so, then we definitely think you need to stop reading, put the book down now, and get a life." All missile, or firing weapons have unlimited range and unlimited ammunition unless otherwise noted in the following descriptions.

Axe Thrower - Special device that can load and fire up to three Battle Axes. Axes not included.

Ballista - A big-ass version of a crossbow that fires big-ass versions of crossbow bolts.

Bola - This ball and string weapon can only be used in a Bola Launcher. The Bola causes no damage, but has the chance to tip if it wraps around a Battle Cattle's legs. This is determined by a single to hit roll. From here, the enemy must roll their TDN at -2 or be tipped.

Bola Launcher - The launcher comes complete with two bolas.

Cattle-pult - See page 22 in Battle Cattle: Second Edition. In this expansion, the Cattle-pult comes equipped with a three space self-launcher that loads Flasks, Nets and Thundermoo Stones (you get to pick



up the dead cows along the way!). So, not only can you load it up with, say, two flasks of Holy Cow Water and one flask of acid, but you can chuck dead cows at your leisure!

Crossbow, Light - A very tiny version of a Ballista.

Crossbow, Heavy - Here's an easy description. . It's bigger than a Light Crossbow, but smaller than a Ballista. . Ha!

Dagger Thrower - Similar to an Axe Thrower, but holds three daggers.

Dart Thrower - Similar to a Dagger Thrower, but holds six darts.

Flasks - Each flask can be loaded in a Cattle-pult, Onager or Trebuchet, or in your Udder slots. The only use for these items in your udder is when your cow releases them while trampling over a tipped Battle Cattle. When used as an Udder attack you only miss on a roll of "2".

Acid - Adds 2d6 damage to all sides.

Alchemist's Fire - Adds 2d6 damage to all sides of all Battle Cattle within a one space radius.

Burning Oil - Adds 1d6 damage to all sides of a Battle Cattle.

Cow Patties - Same effect as Cow Patties on page 22 in Battle Cattle: Second Edition rules.

Holy Cow Water - Adds 3d6 damage to all sides of a Necowmancer Battle Cattle.

Methane - Same effect as Methane Implant on page 36 in Battle Cattle: Second Edition

Lance - Can only be placed on a harness or udder facing towards the front direction. Due to the length of a lance, it provides the opportunity of attack from two spaces out (one space in between you and an enemy).

Net - Launched from a Cattle-pult, Onager or Trebuchet. A net causes no damage, but with a successful to hit roll, causes to be prone until the beginning of your next turn.

Onager - Though similar to a Cattle-pult in terms of its use, an Onager comes equipped with a five space launcher that loads Flasks, Nets and Thundermoo Stones.

Sting - Specially designed, self-loading, self-launching missile weapon that fires common stones strewn throughout the pasture.

Thundermoo Stone - Fired from a Cattle-pult, Onager or Trebuchet, this unusual stone bursts forth an echoing moo that disrupts a Battle Cattle's equilibrium. The hit cow will suffer a -1 to hit for the duration of the game with a chance to tip. Thundermoo Stones are cumulative, thus a Battle Cattle hit by three Thundermoo Stones anytime during the game will now have a permanent -3 to hit.

Trebuchet - This thing puts a Cattle-pult to shame. Though similar to a Cattle-pult in terms of its use, a Trebuchet comes equipped with a six shot launcher that loads any combination of Flasks, Nets and Thundermoo Stones you desire. The Trebuchet can then fire two items together at one single enemy, counting as one weapon action. Better yet, you can pick up a second dead cow and fire two in one single shot.

ARMOR

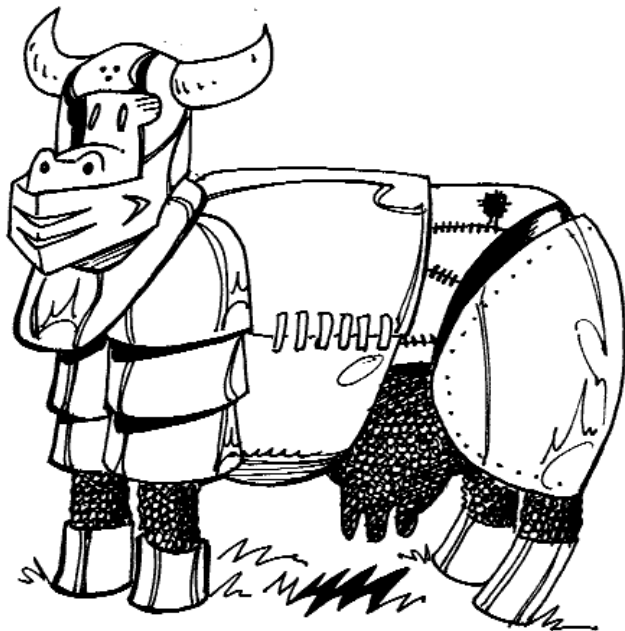
In the Middle Ages armor was a little cruder and took a lot more time to make. Though Plate Pail appears in Battle Cattle: Second Edition and Quest for the Holy Pail, the difference between the two obviously stems from the process. In the future, Plate Pail is lighter and more efficient than the Plate Pail of this time.

See Appendix 2 in the back of the book for information on the common medieval forms of armor: Padded, Leather, Hide (har har, in addition to their natural hide), Scale Pail, Chain Pail, Splint Pail, Banded Pail and Plate Pail.

Canoelet - A large, heavy and cumbersome wicker shield covered with hide that can only be used as an additional canopy-type defense on your left, right or rear sides.

Moo-gic Armor +1 - Similar to Camoo-flauge on page 28 of Battle Cattle: Second Edition, except this armor also enchants one side of your cow with additional points of protection. All attacks to the enchanted armor's side suffer a -1 to hit. Can be combined with Spiked Armor.

Moo-gic Armor +2 - Similar to Moo-gic Armor +1 except more armor points and all attacks to the enchanted armor's side suffer a -2 to hit.



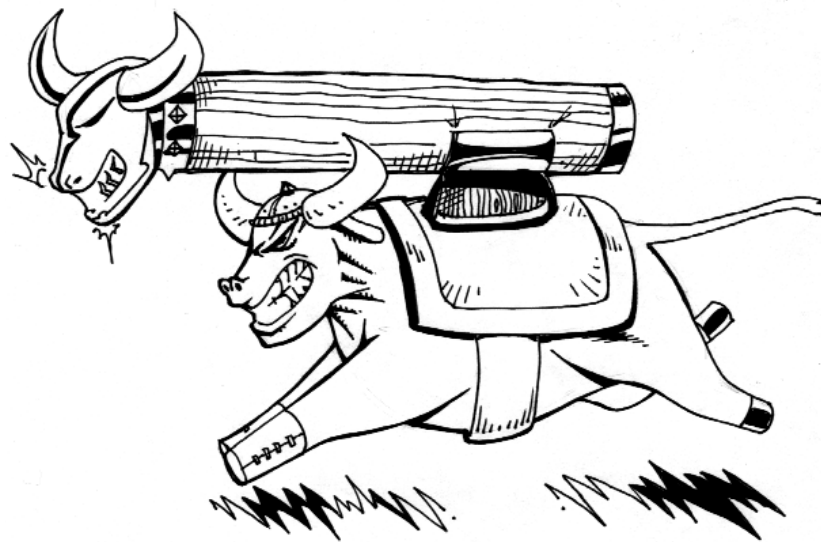
Moo-gic Armor +3 - Similar to Moo-gic Armor +2 except more armor points and all attacks to the enchanted armor's side suffer a -3 to hit.

Spiked Armor - Used as defense, Spiked Armor causes 1d6 damage to a ramming Battle Cattle upon impact. Can be combined with Moo-gic Armor and Palisades.

ACCESSORIES

Battering Cow - Similar to a battering ram, this accessory takes up 2 slots, adds 1d6 to your ram damage and gives your enemy a -3 to their TDN roll.

Cowtrops - Do not cause any damage, but when this package is dropped, they spread out all around the enemy Battle Cattle. If the enemy decides to make a moo-vement in the future, they **MUST** walk over the Cowtrops and suffer their remaining moo-vement points to be cut in half.



Palisades - High fence of stakes attached to your Battle Cattle's armor to prevent other cows from ramming! This permanent accessory is attached to only your left, right or rear, and causes 2d6 damage to each Battle Cattle that rams into the side where the Palisades are slotted. Can be combined with Spiked Armor.

Smokescreen - Envelopes your Battle Cattle with a crude smokescreen making all attacks against your Battle Cattle at -2 to hit, plus the benefit of your enemy not being able to target spells or Moo-gic Items. The effects last until the beginning of your next turn.

Modifications

Modifications, for the most part in Quest for the Holy Pail are weapons replacing the tail of your Battle Cattle. All tail modification weapons can only attack at point-blank range and have a base to hit of 6 (including the +3 point-blank range modifier).

Some modifications in Battle Cattle: Second Edition were conceived during the middle ages. Though in a crude form, the following modifications apply in Quest for the Holy Pail as they are listed in Battle Cattle: Second Edition:

Cleaver - Same as page 33 in Battle Cattle: Second Edition except a Cleaver only effects Hide armor or less.

Cud-gel Tail - Same as page 34 in Battle Cattle: Second Edition

Fifth Leg - Same as page 35 in Battle Cattle: Second Edition

Serrated Horns - The bonus from Serrated Horns or Metal Horns does not apply if your Battle Cattle is equipped with Moo-gical Horns from the Moo-gical Items list. Only natural horn damage will apply. Can be combined with Helm, Normal or Helm, Spiked.

Spiked Hooves - Cannot be combined with Gauntlet Hooves, Spiked Gauntlet Hooves or Moo-gic Hoof Boots.

Steak Knife - Same as page 36 in Battle Cattle: Second Edition except a Steak Knife only effects Hide armor or less.

Steering Wheel - Same as page 37 in Battle Cattle: Second Edition

Trigger Horns - Only applies if the attached front weapon is a missile weapon)

Tail Weapons

The following weapons can replace the tail of your Battle Cattle. They are the same items described in the Weapons List and have the same damage and weight. See Appendix 4.

Battle Axe Tail

Flail Tail

Sickle Tail

Sword Tail, Long

Club Tail

Mace Tail

Sword Tail, Short

Warhammer Tail

Additional Modifications

Gauntlet Hooves - Wonderfully designed coverings for the hooves of your Battle Cattle. These items add 2d6 to your trample damage. Cannot be combined with Moo-gic Hoof Boots or Spiked Hooves.

Gauntlet Hooves, Spiked - Similar to normal Gauntlet Hooves, these spiked gauntlets add 3d6 to your trample damage. Cannot be combined with Moo-gic Hoof Boots or Spiked Hooves.

Helm, Normal - +1d6 to ram. Combined with ram damage from horns.

Helm, Spiked - +2d6 to ram. Combined with ram damage from horns.

Metal Horns - Similar to Serrated Horns, but only add 1d6 damage to your ram damage. Can be combined with Helm, Normal or Helm, Spiked.

spells

In the world of Battle Cattle, spells are treated as single use items. Just as if an Axe Thrower has three axes to shoot, a Battle Cattle that purchases three Magic Moo-ssiles, has exactly three weapons to employ at the appropriate times.

As Battle Cattle concentration is unmatched by any other animal, spells cast by cows are instantaneous (unless otherwise noted in the individual spell description), do not need ingredients, major hoof motion or a book to read from. The most effort in any case is the quick lift of a front hoof to target the victim or invoke the power from the scroll.

Spells that infer or explain an effect that lasts a certain period of time occur for the duration of a turn. So, if an Alter Cow spell is cast to increase ram damage, the additional horns (effect of the spell) will end when your Battle Cattle's turn is over. Also, unless spells indicate they can be cast in defense or during another cow's turn, all spells are cast during your normal turn.

In the case of spells described as defensive to foil or protect against an attack, they are instantaneous. For example, if a Barbarian Sussex is charging a Jersey Moo-gic User, once the Barbarian Sussex says he is going to ram the Jersey Moo-gic User's left side, the Jersey Moo-gic User can cast a Levitate Cow spell to avoid the ram. If the Barbarian Sussex has enough moo-vement points to attempt another ram, he can, and the Moo-gic User would need to cast another Levitate Cow spell to avoid the next ram.

Since spells are not placed in harnesses or udders as physical weapons in a specific LOS direction, they are only cast at targets in front view of a Battle Cattle's eyes. Their stored locations in a harness and/or udder are only effected if armor on that side is destroyed, as with any harness or udder weapon.

In combat, Spells are treated as an additional category to Weapons, Armor, Accessories and Modifications. This means that a Watusi Cleric could use one weapon from its harness then follow up with a Spell or vice versa. Just as it is stated on page 33 in Battle Cattle: Second Edition about Modifications, "Modifications can be used in addition to a weapon each turn if applicable", spells can be used in addition to a harness weapon, an udder weapon, an accessory and modifications each turn. For example, your Battle Cattle can fire its crossbow from its udder, moo-ve, take a slice with its harnessed sword, whack them with their Cud-gel modification, moo-ve away, then cast a spell...OUCH, OUCH and more OUCH!

Unless otherwise noted, distance or range of any sort does not alter a spell's effectiveness.

Arcane Spells (Moo-gic User and Bard)

Alter Cow - You are able to alter the appearance of your cow by shifting existing mass to other areas. This spell is used to add two additional horns for an extra 2d6 ram damage.

Antimoo-gic Shield - Reduces any one offensive spell targeted on one side of your Battle Cattle by 2d6 damage. If an Antimoo-gic Shield is used to defend against a spell on your right side in one turn, another Antimoo-gic Shield will need to be cast to protect against the same Battle Cattle attempting another attack on a different side.

Audhumla's Clenched Hoof - OK. Har Har. Tell me this; how can a cow clench a hoof? They can't; but two hooves can come crashing together with another Battle Cattle in between them! The clenched hooves cause 2d6 damage to the left and right side of the attacked Battle Cattle.



Audhumla's Crushing Hoof - Similar to Audhumla's Clenched Hoof, this spell is only one hoof that crushes down upon another Battle Cattle for 1d6 damage to each side of the attacked cow.

Audhumla's Forceful Hoof - Used as a defense mechanism to a ramming cow, its like them hitting a brick wall before getting to your Battle Cattle. The ramming Battle Cattle suffers half ram damage to its front and its moo-vement is stopped immediately. So, if a Highland Fighter takes 6 moo-vement points to build up a ram, Audhumla's Forceful Hoof stops them in the space right before the casting cow and they suffer half

of 6d6 damage to their front. This does not prevent the attacking Battle Cattle from using a weapon (if possible) or modification.

Audhumla's Grasping Hoof - OK. Har Har. Tell me this; how can a cow grasp with a hoof? They can't; but this magical hoof can grapple its victim and prone them for the duration of your turn, which acts as if the cow is tipped for a +4 to hit on your attack rolls. Once the spell has ended, the grappled cow is standing up and does not need to roll their TDN.

Audhumla's Interposing Hoof - Similar to Audhumla's Forceful Hoof, but the Interposing Hoof only blocks a ramming cow from getting to your Battle Cattle. The rammer takes no damage, but must take extra moo-vement to go around the barrier blocking the path to your cow!

Burning Hooves - A stream of fire for 2d6 damage to one side that can only attack its victim from Point Blank Range.

Cattle Prod Bolt of Lightning - Lightning bolt that causes 2d6 damage to all side of the attacked Battle Cattle.

Cow Growth - Simulates an increased size by one (Light cows are now seen as Medium, Medium cows as Heavy and Heavy cows as Extra Heavy. Extra Heavy cows are big enough as is; no size increase for them!) This spell can be used offensively to increase your size to help your ram and trample, or it can be used defensively to reduce a ram and trample against your Battle Cattle.

Evard's Black Hooves - Four hooves appear underneath its victim and each has a separate attack. "5" or better to hit. Each successful hit is 1d6 damage to the cow's underside (if applicable).

Leather Tip - Does not prevent a tip from a ram or a weapon, but lightens the hurt by 2d6 damage.

Ferdinand's Freezing Sphere - This globe of ice forms in front of your Battle Cattle then shoots off to its intended victim. Your enemy receives 2d6 cold damage to one side immediately. In addition, if the armor on the targeted side is Padded, Leather or Hide, it becomes brittle, resulting in its destruction with the next successful point of damage.

Ferdinand's Irresistible Dance - The targeted Battle Cattle has an undying urge to do the Hokey-Cow-Pokey when trying to attack you. Your attacker's to hit roll is now made at -4 for the duration of the one attack.

Ferdinand's Resilient Sphere - This sphere encompasses its victim with a force that causes resistance when the target attempts its next movement. Though moo-vement is now reduced to 2, all weapons, accessories, modifications, moo-gic items and spells are not affected.

Ferdinand's Telekinetic Sphere - Use another Battle Cattle to ram into another! This sphere encompasses its victim to make them almost weightless where they are then hurled towards another Battle Cattle where a ram takes effect. The moo-ved Battle Cattle can only be hurled up to a distance of short range (6 spaces).

Hold Cow - Similar to Audhumla's Interposing Hoof, Hold Cow stops a Battle Cattle from ramming and does not cause the rammer any damage. The difference here is the ramming cow is held for the remainder of its moo-vement points, thus cannot change direction or go around anything. The held cow can still take other actions as long as they do not involve moo-vement.



Invisibility - Turn your cow invisible! All attacks against your cow are now at -4. The spell must be cast before the end of your turn and lasts until the beginning of your next.

Levitate Cow - Raises your cow up high enough for a ramming or trampling cow to go underneath your Battle Cattle once. If used to avoid a trample, your cow automatically gets up without a TDN roll. If a ramming cow's last moo-vement ends up sharing the same space underneath the levitated cow, they are moo-ved forward one more space.

Magic Moo-ssile - Do we really need to explain this spell? Don't you get the jokes yet? Each Magic Moo-ssile does 3d6 damage to the side of its intended victim.

Welf's Acid Cud - A corrosive substance that does 1d6 damage immediately then eats away at a cow's armor, cutting its points in half.

Methane Sphere - This globe of fuming death encompasses the attacked cow and all within a radius of one delivering 1d6 points of health damage.

Methane Spray - Similar to Methane Sphere, but shoots forth a straight line of methane delivering 1d6 points of health damage to all in its trail.

Moo of the Banshee - Disrupts the equilibrium of all Battle Cattle (except yourself) until the beginning of your next turn. Each effected cow will make their next attacks at -2 to hit.



Mordenkainen's Faithful Cat - This little helper wants nothing more than to save your hide. Your faithful servant will use its own hide to jump in front of you to absorb the blow from a melee or missile attack, preventing all damage to your cow. Cast after a successful hit roll but before damage is rolled.

Power Word, Moo - The most fearful moo of them all. This powerful jolt delivers 3d6 health point damage to all Battle Cattle (except yourself) within short range.

Prismatic Cud - A glimmering protective wall of regurgitated food that negates any spell missile attack.

Sepia Cow Sign - This spell brands its victim with a symbol, hopefully marking them for an early demise. All attacks against the marked Battle Cattle are now +2 to hit. The glowing brand lasts until the beginning of the caster's next turn.

Shocking Hoof - Similar to Burning Hooves, this spell can only be dealt to its victim at Point Blank Range and delivers 1d6 electrical damage to all sides of your enemy.

Sleep - (Standing up, of course). Your enemy falls asleep, giving you a +4 to hit and a -2 to their TDN roll (if applicable). This lasts until the end of the spell caster's turn or the targeted cow receives a successful hit, whether by weapon, modification, accessory, spell, moo-gic item or ram.

Slow - Cast at the beginning of the intended targets turn before they moo-ve. Their moo-vement points are now reduced by one-half (rounded down).

Tasha's Hideous Moo - Cast at the beginning of your enemy's turn. The targeted cow is compelled to moo...constantly. The moo-ing becomes so uncontrollable that all attacks for their current turn are at -2 to hit.

Teleport - Moo-ve to any space on the playing field instantly. This spell can only be cast during your turn and cannot be used to evade a ram like Levitate Cow.

Tenser's Floating Cud - This disk carries a single weapon taken from your harness (up to 2 slots) to be used as an extra weapon attack. The weapon and cud appear together when summoned and can be used immediately. Conjured right next to your Battle Cattle and sharing your same space always, the spell and weapon will be usable until 15 points of damage (magical or otherwise - ramming included!) are inflicted to the floating cud. From there, the weapon is destroyed.

Wall of Patties - Puts up a wall of cow patties in the moo-vement path of a Battle Cattle. The cow that travels through this wall becomes covered with dung and immediately has its progress slowed by 4 moo-vement points. The effected Battle Cattle stops immediately if their moo-vement goes to zero or below.

Divine Spells (Cleric, Free Range-er, Pailadin and Moo-nk)

Animate Dead Cow - Raises a dead Battle Cattle to fight alongside of you. The carcass must be from a dead player's Battle Cattle for this spell to take effect. The raised cow skeleton has 20 Hit Points and is treated as the same size cow when it was alive, with a moo-vement of 6 that can ram and trample. Natural horns, accessories, modifications and moo-gic items for ramming and trampling from the animated carcass are still applicable.

Bless Cow - All weapon and modification attacks are made against you at -1 to hit and -1d6 damage until the beginning of your next turn. Can be cast anytime.

Bless Weapon - Embues your harness or udder weapon of choice with a +2 to hit and +2d6 damage for the duration of your turn.

Blind Cow - Your victim is unable to target a cow and make any offensive attacks for the duration of their turn. The effected cow could still ram if a straight path was already set prior to the spell being cast at the beginning of the victim's turn.

Bull's Strength - Now, let us ask...Can we get sued for this? I mean, yeah, it's the exact same wording of a spell in a highly popular fantasy role-playing game, but this is a cow game! Oh well...This gives your cow an additional 2d6 ram damage and a -2 to the rammee's TDN roll.

Calm Cow - Calms a ramming cow's moo-vement down where the damage from the ram is 1d6 with no chance of tipping.

Cattlequake - All cows within a 2 space area of effect (targeted space and one more out from there) must roll their TDN at -4 immediately.

Charm Cow - Enemy cow is compelled not to attack you. Must be cast at the beginning of the targeted Battle Cattle's turn. Lasts until the end of their current turn.

Command Cow - Caster forces the enemy's current turn to attack another enemy cow with a harness weapon of their choice. The targeted cow must be able to make the attack as if they were choosing to do it themselves. So, if the cow does not have enough moo-vement points to

attack another cow with a sword, then too bad. From there, the enemy can take their turn as normal.

Cow Trance - Your enemy becomes mesmerized by you, swaying left to right, rolling their TDN at -4 or tipping over.

Cure Light Cow Wounds - Cure 2d6 health points.

Cure Serious Cow Wounds - Cure 4d6 health points.

Hideskin - Protects an exposed side a little bit longer. When attacked on an exposed side, Hideskin absorbs 2d6 points of damage from one single attack or ram.

Hold Cow - See Hold Cow under Arcane Spells.

Holy Cow Aura - Increases Moo-gic Resistance by one until the beginning of your next turn. So, if you are a Cleric Battle Cattle, instead of resisting Arcane spells on a roll of 1 on 1d6, you now resist Arcane spells on a roll of 1-2 on 1d6. Your resistance to Necowmancer spells are increased to 1-2, and your Divine spells are now increased to 1-4 on 1d6.

Holy Cow Smite - Your prayers are answered as 1d6 health points of damage are dealt to each enemy on the field.

Holy Cow Sword - Adds a +2 to hit and doubles the damage for a Short or Long Sword for one turn.

Holy Cow Word, Moo - Similar to Holy Cow Smite, but more deadly, this moo bellows with force dealing 3d6 health points of damage to each enemy on the field.



Mend - Repairs 2d6 points to damaged armor.

Methane Mist - Same effect as Methane Sphere under Arcane Spells.

Moo of Warding - A constant moo is placed around its intended victim at the beginning of their turn. Though direct damage is not dealt, if the targeted Battle Cattle takes a single moo-vement out of its space, they break the flow of the moo and suffer 3d6 damage to the side that crossed the barrier (either the front or rear, depending on moo-vement).

Moo Moo of Chaos - This ornately enchanted garment mesmerizes opponents until the beginning of your next turn. In addition to looking good, your Battle Cattle increases its Moo-gic resistance by 1 die and all missile weapons that hit are deflected on a roll of 6 or better on 2d6.

DRAYER - All weapon and modification attacks are made against you at -2 to hit and -2d6 damage until the beginning of your next turn. Can be cast anytime.

RUSTING HOOF - Similar to Melf's Acid Cud, but is only effective at Point Blank Range. Causes targeted sides armor points to be reduced by half.

TRANSMUTE HOoves to GeLATIN - Prevents your tipped cow from being trampled to death. Reduces an enemy's trample to only 1d6 damage to each side.

TRANSMUTE HIDE to Stone - Help deter enemies from ramming you in the future. By changing your hide to stone, the ramming cow receives 2d6 damage to their front for running into a hard surface. In addition to that, your TDN roll is made at +2 to help your chances of standing.

Necowmancer Spells (Necowmancer Only)

ANIMATE DEAD COW - See Animate Dead Cow under Divine Spells.

CHILL HOOF - This attack must be made at Point Blank Range. The targeted Battle Cattle is drained of 2d6 health points that get absorbed by the spell caster. The spell caster's health points can go above its base rolled during creation.

CONTROL UNDEAD COWS - Can take control of one undead cow raised by Animate Dead Cow or Raise Undead Cows.

COW BONE SHIELD - Used against non-moo-gical attacks. Absorbs 2d6 damage to the side being attacked by enemy.

COW CLONE - An exact duplicate of your Battle Cattle is created for the

duration of the spell caster's turn. This clone is another cow that is treated as a separate turn that is taken directly after your original Battle Cattle is finished.

COW ENERGY DRAIN - Same as Chill Hoof, but does not require Point Blank Range.

CUD OF ENFEEBLEMENT - Spray of cud that weakens its victim's movement by half (rounded down) during their next turn. Can only be fired to Short Range.

GHOUL HOOF - Scares the living ground round out of your enemy, forcing the touched cow to take its next turn's moo-vement points in a straight direction away from your Battle Cattle.

HALT UNDEAD COW - Stops one cow raised by Animate Dead Cow or Raise Undead Cows from ramming you for their one turn. The halted cow is paralyzed in the area right before the spell caster's space.

HOOF OF DEATH - The caster must be at point blank range and able to attack an exposed side of a Battle Cattle (a side without armor). The touch delivers your enemy a staggering jolt of pain for 6d6 damage.

MOO-TIC PAIL - This magical receptacle holds the soul of your Battle Cattle and a targeted Battle Cattle, giving you the ability to take over your enemy's Battle Cattle for the duration of your turn. This spell is cast at the beginning of your turn and replaces any actions taken by your Battle Cattle. Basically, you're using someone else's cow to play with, so look on over at their sheet and have fun!

RAISE NON-FAT MILK GOLEM - The energy put out through this spell binds and holds together your own milk to create one milk golem to do

your bidding. The Non-Fat Milk Golem has a moo-vement of four, 10 health points, can perform a Point-Blank Range milk punch of 1d6 plus an enemy TDN roll, or a milk blast missile attack causing 1d6. The Golem is cast in an adjacent space.

Raise Low-Fat Milk Golem - Similar to Raise Non-Fat Milk Golem except the Low-Fat Milk Golem has a moo-vement of four, 15 health points, can perform a Point-Blank Range milk punch of 2d6 plus an enemy TDN roll at -1, or a milk blast missile attack causing 2d6.

Raise Vitamin D Milk Golem - Similar to Raise Non-Fat Milk Golem except the Vitamin D Milk Golem has a moo-vement of four, 20 health points, can perform a Point-Blank Range milk punch of 3d6 plus an enemy TDN roll at -2, or a milk blast missile attack causing 3d6.

Raise Buttermilk Golem - Similar to Raise Non-Fat Milk Golem except the Low-Fat Milk Golem has a moo-vement of four, 25 health points, can perform a Point-Blank Range milk punch of 4d6 plus an enemy TDN roll at -3, or a milk blast missile attack causing 4d6.

Raise Undead Cows - Similar to Animate Dead Cow except no carcasses are necessary. Pulls forth the remains and remnants of some once brave cow souls to fight alongside of you until destroyed. Each cow skeleton has a moo-vement of six, eight health points and play as light cows. Roll 1d6 to determine the number of cow skeletons raised. The cows are cast in adjacent spaces.

Spectral Hoof - Used to tip an enemy Battle Cattle over. Targeted cow takes no damage and makes a normal TDN roll.

Vampiric Hoof - Same as Chill Hoof, but the targeted Battle Cattle is drained of 3d6 health points.

MOO-GIC ITEMS

As with weapons, accessories, modifications and spells, Moo-gic Items can be used once per turn. Only one Moo-gic Item can be used during your turn within your entire set of moo-gical items. This means that, if you have boots, an amoo-let and a nose ring, you are only able to choose one of those items to use during your turn, unless the item has a permanent effect. If the number of charges is listed, this is the amount of times the item can be used within a single pasture combat game. The moo-gic item will recharge for future battles.

Amoo-lets

Each Battle Cattle can have only one Amoo-let placed around their neck.

Amoo-let of Levitation - Same as the Arcane Spell Levitate Cow. 3 charges.

Amoo-let of Moo-gic Resistance - Similar to Divine Spell Holy Cow Aura. Increases spell resistance by one. So, if your Battle Cattle does not have any spell resistance, you now resist all spells against you on a roll of "1" on 1d6. Similarly, if you already have spell resistance against certain types of spells, it is increased by one. If you resist Arcane Spells on a 1 on 1d6, your Battle Cattle now resists spells on a 1-2 on 1d6. This is only applicable to spells cast directly at your Battle Cattle. This does not affect spells cast by another cow that create a minion or are used as defense. Cannot be combined with a Nose Ring of Moo-gic Resistance.

Amoo-let of Moo-ssiles - Casts a Moo-gic Missile for 1d6 damage. 5 charges.

Amoo-let of Prayer - All weapon and modification attacks are made against you at -1 to hit and -1d6 damage.

Amoo-let of Wizardry (Moo-gic User Only) - Gives your Moo-gic User the ability to cast two spells in one turn.

Hoof Boots

Each Battle Cattle can have only one set of boots. Each set of boots comes with two pairs to be secured on each of the four hooves of your cow. Cannot be combined with Gauntlets.

Hoof Boots of Bunk - Moo-ves your Battle Cattle 10 spaces away in a random direction to avoid an attack, spell, ram or trample. If playing on a hex map, roll 1d6 for a random direction. If playing on a square map or flat surface with rulers, assign 2-9 for each of the eight directions and roll 2d6 until a 2-9 is rolled. If ten spaces puts you off the playing surface you are placed at the edge of the playing field, not off of it. 3 charges.

Hoof Boots of Dodging - All enemies suffer a -1 to their to hit roll against your Battle Cattle.

Hoof Boots of Levitation - Same as Arcane Spell Levitate Cow. 3 charges.

Hoof Boots of Might - Increases your ram damage by 1d6 and gives your enemy a -2 to their TDN roll.

Hoof Boots of Speed - Increases your moo-vement by 2.

Hoof Boots of Trampling - Increases your trample damage by 2d6.

Hoof Bracelets

Each Battle Cattle can have up to two sets of Hoof Bracelets. The pair of two bracelets is placed on two wrist locations of your cow's legs.

Hoof Bracelets of Feather Tipping - Gives your Battle Cattle a +2 to its TDN roll.

Hoof Bracelets of Fire - Creates a ring of fire one space out around your Battle Cattle. All cows in the adjoining spaces receive 1d6 damage to all sides.

Hoof Bracelets of Frost - Similar to Hoof Bracelets of Fire, but the ring of frost causes 1d6 damage to all cows in adjoining spaces in addition to the effected cow(s) take their next turn's moo-vement at half (rounded down).

Hoof Bracelets of Healing - Heals 2d6 health points at the beginning of your turn. Health points cannot go beyond the amount started with at the beginning of the game. 3 charges.

Hoof Bracelets of Moo-larro - Completely immobilizes another Battle Cattle's moo-vement until their TDN roll is made at a -2. Enemy does not make their TDN roll until the beginning of their turn. This item has one use as once the TDN roll is made, the Hoof Bracelets break. While immobilized, your enemy must make their TDN at a -2 for all tipping rolls. So, your Battle Cattle throws the Hoof Bracelets on its turn, immediately immobilizes its target, then makes a ram, forcing the enemy to take normal ram damage, but now rolling their TDN at -2. If the enemy makes their TDN roll, they do not tip over, but their Hoof Bracelets are still binding them until they succeed on their TDN roll at -2 on their next turn.

Horns

Horns come in a set of two. Each Battle Cattle can have only one set of horns. These items cannot be combined with Serrated or Metal horns, and replace a cow's natural horns if applicable.

Horns of Audhumla - Same as the Arcane Spell Audhumla's Crushing Hoof. 3 charges.

Horns of Blasting - Puts forth an ear-deafening moo that causes 2d6 health points of damage to ALL Battle Cattle on the field. 2 charges.

Horns of the Eagle - Adds a +1 to all your to hit rolls.

Horns of Fog - The fog conceals your Battle Cattle in a mist that causes all attacks against you at a -4 to hit until the beginning of your next turn. 3 charges.

Horns of Methane - Same as the Arcane Spell Methane Sphere. 3 charges.

Horns of Moo-ing - Similar to the Horns of Blasting, but puts forth an ear-deafening moo that causes 2d6 health points of damage to one enemy Battle Cattle. 3 charges.

Horns of Pain - Some funky type of moo-gical light causes 3d6 damage to one side of an enemy Battle Cattle. 3 charges.

Moo-Moos

A cow's version of a cloak. Each Battle Cattle can have only one moo-moo. The Moo-Moo covers the entire body of a cow, does not provide any additional bonuses to armor, but provides the moo-gical properties within the item.

Moo-Moo of Blending - All enemies suffer a -2 to their to hit roll against your Battle Cattle as you blend into all the cow patties strewn throughout the playing field.

Moo-Moo of Displacement - Your Battle Cattle is actually not where he seems to be! Causes missile attacks (via weapons, modifications, accessories, spells or moo-gic items) to miss. 3 charges.

Moo-Moo of Eyes - Adds a +2 to all your to hit rolls.

Moo-Moo of the Moo-gi - Gives your Battle Cattle the ability to cast two spells in one turn.

Moo-Moo of Protection - All weapon and modification attacks are made against you at -1 to hit and -1d6 damage.

Nose Ring

Each Battle Cattle can have only one nose ring.

Nose Ring of Absorption - Absorbs the moo-gical energy of a spell cast against you. If the spell falls into your realm (i.e. Moo-gic User and Arcane Spells, Clerics and Divine Spells, etc.), you turn the spell back at the caster. If the spell is not useable by your class, the nose ring nullifies its effect. 2 charges.

Nose Ring of Invisibility - You gotta love it, an invisible cow. All weapon and modification attacks are made at -6 to hit until the beginning of your next turn. Spells cannot be cast directly at an invisible cow (i.e. Moo-gic Missile), but spells like Cattlequake could still effect the invisible cow. 3 charges.

Nose Ring of Luck - Roll your weapon and modification to hits a second time if you fail! Roll your TDN a second time if you fail!

Nose Ring of Moo-gic Resistance - Same as Amoo-let of Moo-gic Resistance. Cannot be combined with a Amoo-let of Moo-gic Resistance.

Nose Ring of Regeneration - Heals 1d6 of health points at the beginning of your turn. Health points cannot go beyond the amount started with at the beginning of the game.

COMBAT

See page 38 in Battle Cattle: Second Edition. With the additions from Quest for the Holy Pail, your Battle Cattle now has the opportunity to:

- 1) Fire one weapon from your harness
- 2) Fire one weapon from your udder
- 3) Use as many modifications allowed by moo-vement and position
- 4) Use one accessory
- 5) Cast one spell
- 6) Command one or more minions (if applicable)
- 7) Invoke a Moo-gic Item (if applicable)
- 8) Ram and possibly tip other Battle Cattle (or maybe two or three Battle Cattle!)
- 9) Trample other Battle Cattle (or maybe one Battle Cattle two or three times!)

This, of course, does not take into consideration that some items may modify the above options...That's a wealth of possible destruction in one turn!

CATTLE-LOG OF ITEMS (APPENDIXES)

APPENDIX 1 WEAPONS

Weapon	Slots	Weight	Damage	To Hit	Tipping	Cost
Axe Thrower	3	450	-	6	-	650
Ballista	3	250	3d6	7	-	950
Battle Axe	1	60	3d6	7	-	1,200
Bola	-	15	-	-	+2	200
Bola Launcher	1	50	-	7	-	650
Cattle-pult	1	550	-	8	-	1,100
Club	1	25	1/2d6	6	-	150
Crossbow, Heavy	2	120	2d6	6	-	700
Crossbow, Light	1	80	1d6+1	6	-	450
Dagger	1	5	1d6	6	-	250
Dagger Thrower	1	35	-	7	-	200
Dart	-	5	1/2d6	-	-	25
Dart Thrower	1	25	-	6	-	150
Flail	1	160	2d6+2	6	-	1,050
Flask, Acid	1	5	see pg.27	-	-	400
Flask, Alchemist's Fire	1	5	see pg.27	-	-	600
Flask, Burning Oil	1	5	see pg.27	-	-	250
Flask, Cow Patties	1	5	see pg.27	-	-	75
Flask, Holy Cow Water	1	5	see pg.27	-	-	300
Flask, Methane	1	0	see pg.27	-	-	50
Lance, Heavy	3	200	3d6	7	+3	1,600
Lance, Light	2	120	2d6	7	+2	1,000
Mace	1	80	2d6+1	6	-	950
Net	-	15	see pg.28	-	-	50
Onager	2	650	-	8	-	1,500
Sickle	1	25	1d6+2	6	-	550
Sling	1	10	1d6+1	7	-	350
Staff	1	25	1d6	6	-	200

Sword, Long	1	40	3d6+3	6	-	1,450
Sword, Short	1	30	2d6+1	6	-	900
Thundermoo Stone	-	50	-	-	+1	150
Trebuchet	3	800	-	9	-	2,000
Warhammer	1	80	3d6+1	6	+1	1,350

APPENDIX 2 ARMOR

<u>Armor Type</u>	<u>Weight Per Side</u>	<u>Damage Points</u>	<u>Cost Per Side</u>
Banded Pail	85	85	1,800
Chain Pail	95	50	800
Hide	60	30	300
Leather	40	15	100
Mantelet	200	30	500
Moo-gic Armor +1	0	+10	300
Moo-gic Armor +2	0	+20	500
Moo-gic Armor +3	0	+30	800
Padded	25	5	60
Plate Pail	125	120	2,500
Scale Pail	75	40	500
Spiked Armor	0	-	200
Splint Pail	110	70	1,200

APPENDIX 3 ACCESSORIES

<u>Accessory</u>	<u>Slots</u>	<u>Weight</u>	<u>Cost</u>
Battering Cow	2	100	1,200
Cowtrops	1	25	100
Palisades	2	40	500
Smokestick	1	5	400

APPENDIX 4 MODIFICATIONS

<u>Modification</u>	<u>Dmg. (d6)</u>	<u>Weight</u>	<u>Cost</u>
Battle Axe Tail	3d6	60	1,200
Cleaver	2d6 or 3d6	20	850
Club Tail	1/2d6	25	150
Cud-gel Tail	2d6	50	750
Dagger	1d6+1	5	250
Fifth Leg	-	50	1,500
Flail Tail	2d6+2	160	1,050
Gauntlet Hooves	+2d6 Tramp.	20	550
Gauntlet Hooves, Spiked	+3d6 Tramp.	20	800
Helm, Normal	+1d6 Ram	30	600
Helm, Spiked	+2d6 Ram	30	900
Mace Tail	2d6+1	80	950
Metal Horns	+1d6 Ram	20	500
Serrated Horns	+2d6 Ram	0	800
Sickle Tail	1d6+2	25	550
Spiked Hooves	+1d6 Tramp.	0	350
Steak Knife	1d6 or 2d6	20	600
Steering Wheel	-	15	950
Sword Tail, Long	3d6+3	40	1,450
Sword Tail, Short	2d6+1	30	900
Trigger Horns	-	25	800
Warhammer Tail	3d6+1	80	1350

APPENDIX 5 SPELLS

<u>Arcane Spell</u>	<u>Cost</u>
Alter Cow	250
Antimoo-gic Shield	200
Audhumla's Clenched Hoof	400

Audhumla's Crushing Hoof	400
Audhumla's Forceful Hoof	800
Audhumla's Grasping Hoof	250
Audhumla's Interposing Hoof	300
Burning Hooves	175
Cattle Prod Bolt of Lightning	1,200
Cow Growth	750
Evard's Black Hooves	500
Feather Tip	300
Ferdinand's Freezing Sphere	600
Ferdinand's Irresistible Dance	250
Ferdinand's Resilient Sphere	300
Ferdinand's Telekinetic Sphere	1,000
Hold Cow	650
Invisibility	600
Levitate Cow	850
Magic Moo-ssile	350
Melf's Acid Cud	500
Methane Sphere	550
Methane Spray	700
Moo of the Banshee	550
Mordenkainen's Faithful Calf	450
Power Word, Moo	1,800
Prismatic Cud	650
Sepia Cow Sigil	350
Shocking Hoof	300
Sleep	500
Slow	150
Tasha's Hideous Moo	150
Teleport	425
Tenser's Floating Cud	600
Wall of Patties	100

<u>Divine Spell</u>	<u>Cost</u>
Animate Dead Cow	1,200
Bless Cow	650
Bless Weapon	250
Blind Cow	800
Bull's Strength	350
Calm Cow	500
Cattlequake	1,100
Charm Cow	800
Command Cow	450
Cow Trance	700
Cure Light Cow Wounds	400
Cure Serious Cow Wounds	900
Hideskin	200
Hold Cow	650
Holy Cow Aura	300
Holy Cow Smite	900
Holy Cow Sword	1,200
Holy Cow Word, Moo	2,200
Mend	300
Methane Mist	550
Moo of Warding	300
Moo Moo of Chaos	500
Prayer	850
Rusting Hoof	300
Transmute Hide to Stone	600
Transmute Hooves to Gelatin	450

<u>Necowmancer Spell</u>	<u>Cost</u>
Animate Dead Cow	1,200
Chill Hoof	800
Control Undead Cows	700
Cow Bone Shield	300
Cow Clone	1,800
Cow Energy Drain	1,200
Cud of Enfeeblement	150

Ghoul Hoof	250
Halt Undead Cow	200
Hoof of Death	1,800
Moo-gic Pail	700
Raise Non-Fat Milk Golem	450
Raise Low-Fat Milk Golem	650
Raise Vitamin D Milk Golem	950
Raise Buttermilk Golem	1,300
Raise Undead Cows	1,600
Spectral Hoof	350
Vampiric Hoof	1,100

APPENDIX 6 MOO-GIC ITEMS

<u>Moo-gic Item</u>	<u>Cost</u>
Amoo-let of Levitation	1,200
Amoo-let of Moo-gic Resistance	600
Amoo-let of Moo-ssiles	500
Amoo-let of Prayer	1,200
Amoo-let of Wizardry	700
Hoof Boots of Blink	1,500
Hoof Boots of Dodging	1,200
Hoof Boots of Levitation	1,600
Hoof Boots of Might	750
Hoof Boots of Speed	1,200
Hoof Boots of Trampling	900
Hoof Bracelets of Feather Tipping	1,350
Hoof Bracelets of Fire	900
Hoof Bracelets of Frost	1,100
Hoof Bracelets of Healing	1,000
Hoof Bracelets of Moo-larro	550

Horns of Audhumla	1,100
Horns of Blasting	2,400
Horns of the Eagle	1,000
Horns of the Fog	1,400
Horns of Methane	1,200
Horns of Moo-ing	1,300
Horns of Pain	1,800

Moo-Moo of Blending	2,000
Moo-Moo of Displacement	1,100
Moo-Moo of Eyes	1,750
Moo-Moo of the Moo-gi	900
Moo-Moo of Protection	1,200

Nose Ring of Absorption	900
Nose Ring of Invisibility	1,500
Nose Ring of Luck	2,200
Nose Ring of Moo-gic Resistance	600
Nose Ring of Regeneration	1,200

Quest for the Holy Pail

BOVINE RECORD SHEET

COW NAME

TYPE & CLASS

MOO-VEMENT

SIZE

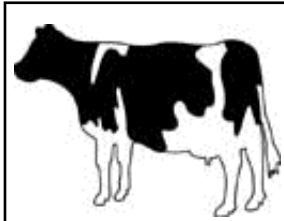
TÖN

MAXIMUM WEIGHT

REMAINING WEIGHT

BEGINNING FUNDS

REMAINING FUNDS



hps:

HARNESS

SLOTS

UDDER

SLOTS

WEAPON

DAMAGE

SLOTS

TO HIT

TIPPING

POSITION

ARMOR

POINTS

POSITION

Front

Left

Right

Rear

Underside

ACCESSORIES/MODIFICATIONS

SPELLS/MOO-CH ITEMS

Officially Licensed Miniatures For

BATTLE CATTLE

Available From

Wingnut Games

