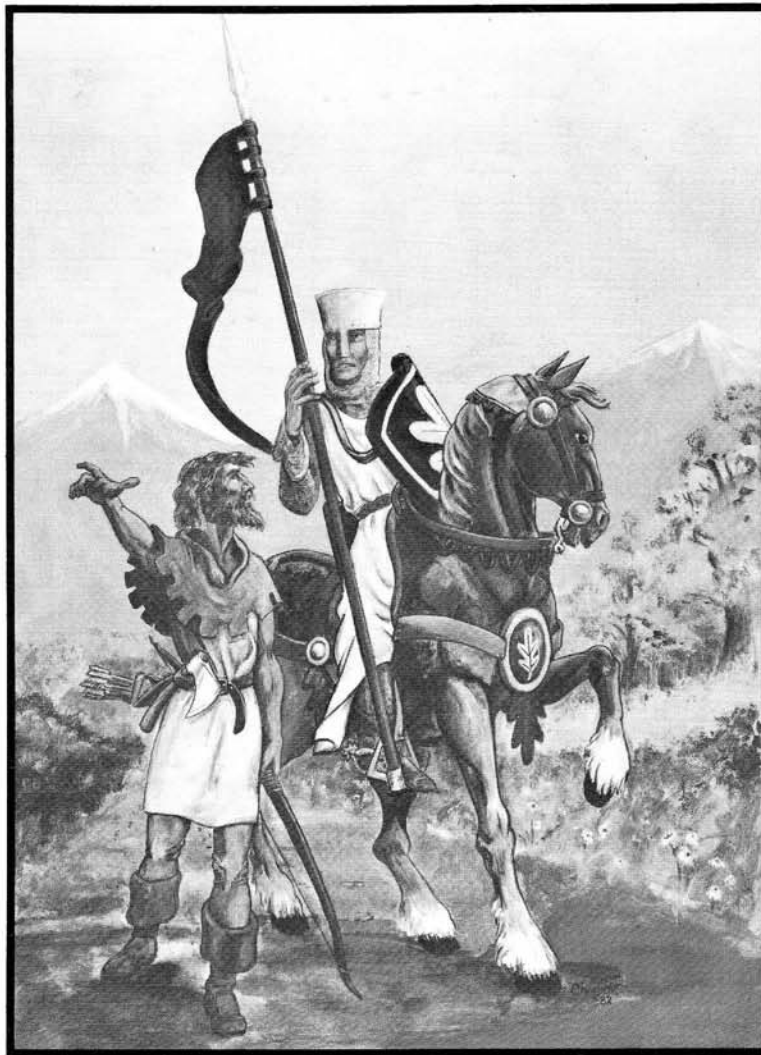


Chivalry and Sorcery™



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11 The Chivalric Code

When establishing the broad features of the feudal role playing campaign, the GameMaster must decide on the nature of the Code of Chivalry to be applied to the behavior of the nobility.

In the Early Feudal period, chivalrous conduct imposed no soft and unmilitary restraints upon the Knight. While he might show respect and mercy toward a noble enemy, he was not strictly obligated to do so. Usually he did, but only because a captured foe represented a considerable ransom if kept alive and well. He might also become a friend and ally at a later time if treated with some decency; for feudal politics were quite volatile and changeable in the early days, with the nobility shifting their allegiances regularly. Better to lay the groundwork for a later alliance than to make a sworn enemy for life. As for the commoners, a Knight could be just as ruthless and violent as he wanted. His own peasants were little more than beasts of burden; he took them for granted, treated them with some rough fairness to forestall revolts, but had no particular affection for them except as his subjects to do his bidding. As a matter of noblesse oblige, he protected them, dispensed alms to the poor, and gave crude justice as required. He had no compunctions about slaughtering his foe's peasants, plundering his wealth, burning churches, robbing, and even raping—all which could be done without too much dishonor.

As High Chivalry developed, the Knight became somewhat more civilized in his conduct. He lived by an increasingly rigid code of etiquette. Essentially, the true Knight was brave unto reckless daring. He would employ no base tricks and unfair stratagems in battle. Open and equal combat, man-to-man, was the ideal. His pledged word bound him unto death or else release by the one it was sworn to. Thus, only if rescued or ransomed could he honorably win his freedom. For his part, a captor would keep a noble guest with due respect for rank and blood. A Knight caught in a cowardly or unchivalric act could completely lose face before his peers, often suffering disgrace to the end of his life. Any breach of the Code directed toward another nobleman was a gross and deadly insult, typically causing a savage feud between noble families until the insult was fully washed away in blood. Even if personally untouched by a breach of the Code, a true Knight witnessing it could justifiably feel affronted by the insult to his class and might easily offer challenge to battle to the base and craven offender.

In the Late Feudal period, the Code of Chivalry was highly stylized—the code of conduct associated with the *Morte d'Arthur* and the whole romanticized notion of the Knights of the Round Table. Still, the typical Knight was not abjectly polite, and he did not overly indulge in the composition of songs of love or epic deeds which he sang to the Ladies to the accompaniment of a harp. The women of the court might have fine ideals, but the Knight would not accept their slightest whims as iron dictates. In the end, the chivalric Knight was still a practical, blunt, and able fighter with a no-nonsense attitude. Those who gave themselves overly much to the impossible code of romantic chivalry went the way of the French nobility—cut down like wheat by the bows of the Yeoman archers of the more practical English chivalry who recognized the difference between harsh necessity and blind devotion to a narrow sense of personal honor.

One of these three broad views of chivalrous conduct should be adopted for the campaign. Players with chivalric Characters should understand that NPCs will respond to their conduct according to the broad demands of the Code. That is, one is always free to act any way he likes. However, others may not approve and could well step forward to complicate the lives of Player Knights who do not observe the accepted standard of conduct.

11.01 THE MAKING OF A KNIGHT

The higher the rank of a baron, the greater his desire to have many noble lads placed in his castle to be nourished as his squires. It is a friendly courtesy to send word to old friends, saying, 'You have a fine son. Send him to my castle, where he will be nourished. When his is of ripe age, I will give him furs, a charger, and arms, and dub him Knight'.

Once enrolled as a Squire, a young man learned quickly that his lord was a second father to him, rebuking and correcting him with exceeding bluntness. However, the lord also assumes an unshirking responsibility for all of a Squire's training and upbringing. The bond formed is such that an ex-squire could not fight against his former lord and mentor without showing ingratitude and even impiety.

Every Squire receive his full share from not only his lord but from the older, more experienced Squires as well. It is only in this way that the Squire can learn the fortitude, self-discipline, and self-confidence that is required of a Knight.

He begins his apprenticeship as a Page, often as early as the age of seven or eight. He learns from the gentle women of the castle such things as courtly manners, music, poetry, polite speech, and other skills expected of a person of gentle blood. Perhaps he also learns a touch of reading and writing from the castle Chaplain.

At about thirteen, he is enrolled as a Squire-in-Training. He is allowed to carry his lord's sword, lance, and shield. He learns how the experienced Knights use these weapons, too. Next, he is given weapons and armor of his own and learns the weight of the armor and the fatigue of long practise at arms. Horsemanship and the tilt-yard become daily trials of his quickness and skill.

Even as he learns the arts of war, the Squire also attends to the needs of his lord and the lord's family. Rising at dawn, he goes to the stable to curry and feed his lord's destrier. He then repairs to the donjon to assist his lord in rising and dressing. He waits upon his lord and lady at table. When there are noble guests, he sees to their needs and comfort as well. He also learns the details of his lord's affairs. For by the time he is raised to the rank of Squire-at-Arms, he is treated as a kind of younger self by his lord—an extension of his own personality and will. The Squire learns many secrets, carries his lord's purse on journeys, and bears the keys to the castle when at home. He is also entrusted with the escort of his lord's lady and daughters. He entertains them and their friends with games, jests, and courtly songs. From the womenfolk he learns the Art of Courtly Love, and also the necessity to honor women and to champion them in tourney and battle as a good and gentle Knight.

To prove his manhood, he kills a great beast, usually a boar or bear. When he is sufficiently proficient at arms, horsemanship, and courtly manners, he is enrolled as a Squire-at-Arms. He attends his lord at tourneys, ready to rescue his lord if he is unhorsed in the melee. He also fights other Squires in contests held for them in the tourneys. In war, he is blooded as a warrior, perhaps killing his first man and receiving his first wounds. Out of the fighting he continues to see to the needs of his lord and his lord's charger.

By the time his apprenticeship is ended, the Squire is versed in all of the many stern problems of feudal life. He has mastered the many responsibilities given to him and has learned to give commands with authority and decisiveness. The time for his Knighthood has arrived.

When his Squire comes to him, saying the ancient and honored formula, 'Fair Sire, I demand of you Knighthood,' a lord's heart swells. For he has come to regard his Squire as almost a son. He feels a burst of pride and affection and generosity that can only mean a lavish ceremony.

On the day before the Knighting, the candidate fasts. He takes a ritual bath to symbolize that all his former sins are washed away. He goes to the chapel and stands silent, prayerful vigil over his arms and armor all night. At dawn, he confesses his sins to the priest and receives the Sacrament at Mass.



After his vigil, the candidate eats a huge breakfast. He is then attended by the other Squires, who arm him in his armor and the trappings of a true Knight. He is conducted to the Great Hall, which is alive with pagentry and color. Advancing to where his lord stands, he is met by his First Sponsor, a relative or doughty Knight who kisses his cheek and places the golden spurs upon his feet. Then his Second and Third Sponsors come forward to pull a white surcoat over his head and to place a stout helm in the crook of his arm. His Fourth Sponsor steps forward and straps his sword around his waist. The Knight speaks a few words of admonition, telling the candidate to use his weapon worthily, to which the candidate responds by lifting up the sword and piously kissing the relic set in the hilt.

The four sponsors step back. The lord raises his clenched fist and gives the candidate a blow on the shoulder, then embraces him and says, 'Now kneel thee'. The candidate kneels, and his lord taps him three times on the shoulder with his own sword, saying, 'In the name of God, the Saints of Battle, and (the Saint of the place), I dub thee Knight! Be brave, Sir Knight, and valiant. Recall that you are of a lineage famous for its courage and honor. Do nothing base. Honor all Knights. Give to the poor. Defend women. Love God. GO!'

The happy Knight replies, 'I thank you, dear lord, and may God hear you. I pray I may always serve and love Him'.

As each buffet of the sword is struck, the watching crowd gives a shout. Now that the ceremony is almost completed, the lord calls for the new Knight's charger, and a squire leads the mount into the Hall—a gift from the lord to his former charge. The Knight steps forward and vaults into the saddle without assistance. This is the Test of the Leap, essential to all knights who must be able to gain their saddles in battle without aid. He puts the horse through its paces in a show of skill, then rides out to the tilting yard to deliver a perfect blow against the quintain with his lance.

The ceremony is completed, and the remainder of the day is spent in feasting.

The foregoing is presented to give players a taste of what High Chivalry is all about. To role-play Knights with authenticity, something of the romance of the Arthurian legends, *Ivanhoe*, and other such works should be recaptured.

In **Chivalry & Sorcery**, a Squire born of noble or knightly parents will require six experience levels of training to qualify as a belted Knight. However, experienced Sergeants with seven levels of experience may also qualify for Knighthood if deemed worthy of the honor. Yeomen and others who are not trained to the use of the lance, heavy armor, and horse, must spend seven levels of experience learning such skills. Knighthood is thus not easily won if a person is unborn to it. Common folk must perform some deed of great valor to be considered as worthy of candidacy for the office of Knight.

11.02 SOCIAL STATUS & EXERCISING INFLUENCE

In a feudal society, status is founded upon the circumstances of one's birth, and also upon one's real power (usually expressed in military or financial terms).

Influence is the ability to obtain the assistance/support of others. It is a form of currency, like money, only it appears in the form of Favors and Debts of Honor. These can be inherited or even assigned to others. Favors and Debts of Honor are often shown in symbolic acts, such as the giving of a ring or other token as a pledge that future help will be given.

11.03 BASIC INFLUENCE FACTOR (BIF)

The Basic Influence Factor or BIF is found by adding the following factors:

- (1) Charisma score $\times 1/2$.
- (2) Social Status score.
- (3) Experience level $\times 1/2$.
- (4) Honor Points won divided by 100.
- (5) If a commoner, annual income in GP divided by 100.

11.04 TEMPORARILY INCREASING BIF

A Character will often have little chance of influencing an NPC by himself. He may temporarily increase his BIF level by gaining the support of a friend or by expending gold:

FRIEND

If a PC can talk another PC or NPC friend into helping him, the friend will apply 10% + 1D10% of his BIF to increase the BIF of the petitioner. However, a Favor might be required in return.

GOLD

A PC can always expend money on gifts to curry favor with the influential man from whom he wants assistance. Find the difference in the BIF. This is the amount in GP required per +1 BIF point desired for

expenditure in gifts. In addition, gold in the amount of the basis Social Status score of the influential man must be offered for any increase to be hoped for.

11.05 EXERTING INFLUENCE

To exert influence, the PC combines all of the factors (BIF + Friend's BIF aid + Gold BIF) and compares it to the BIF of the man to be influenced:

BIF DIFFERENCE	OUTCOME
10% of Other's, or less . . .	.10% chance of audience being granted.
20% of Other's, or less . . .	.15% chance of audience being granted.
30% of Other's, or less . . .	.20% chance of audience being granted.
40% of Other's, or less . . .	.25% chance of audience being granted.
50% of Other's, or less . . .	.30% chance of audience being granted.
60% of Other's, or less . . .	.40% chance of audience being granted.
70% of Other's, or less . . .	.50% chance of audience being granted.
80% of Other's, or less . . .	.60% chance of audience being granted.
90% of Other's, or less . . .	.75% chance of audience being granted.
Equal BIF to +10%	.80% chance of audience being granted.
+11% to +20%	.85% chance of audience being granted.
+21% to +30%	.95% chance of audience being granted.
+31% to +40%	Audience granted: +1 on Persuasion CR.
+41% to +50%	Audience granted: +2 on Persuasion CR.
+51% to +60%	Audience granted: +3 on Persuasion CR.
+61% to +70%	Audience granted: +4 on Persuasion CR.
+71% to +80%	Audience granted: +5 on Persuasion CR.
+81% to +90%	Audience granted: +6 on Persuasion CR.
91% to +100%	Audience granted: +7 on Persuasion CR.
Greater than +100%	Audience granted: +8 on Persuasion CR.

If one is granted an audience to make his case, a Persuasion CR is rolled. The CR level is equal to 1/3 of the sums of the PC's BV/CR and CHA/CR, rolled on 3D10. In addition to the CR level modifiers noted above, the following modifiers may apply:

FACTOR

Out of Favor with the influential person	-5
Per 3 Piety points of difference between PIETY scores	-1
Influential person of different political faction	-4
Influential person of same political faction	+4
Influential person is one's Lord	+2
PC is Lord of person to be influenced	+4
PC is of lower social class than influential person	-2
PC is of the same Order or Guild	+2
PC is of a competing Order or Guild	-3
PC is a foreigner	-5
PC is a foreigner but has a native friend	-2
Influential person is a member of the Royal Bureaucracy	-4*
Influential person is a sworn enemy	-5
Influential person is an enemy of one's friends/allies	-5
PC is presenting a Debt of Honor to the influential person	+9
PC possesses a Royal Favor	+3**
PC is petitioning the King and has a Royal Favor	+8
PC is a member of the opposite sex and attractive (APP/13+)	+12***

*Only when dealing with outsiders; friends, relatives, and allies are not penalized.

**The favor is not expended but is merely used to 'impress'.

***Applies when the influential person has an eye for the ladies/men.

If the PC influences the other, he will have his petition granted, provided the request is not too outrageous, expensive, etc., and can reasonably be said to be something for which he qualifies or deserves—such as an appointment to some office, etc. If the PC fails, he makes a CHA CR to see what kind of impression he left. If he succeeds, he is told to call back at a later time. The influential person will see what he can do—effectively holding the door open and offering a repeat attempt at the same odds (which can be raised by further gifts at +1 to CR level as if BIF points were being purchased). A failed CR means that the PC has not done well and must start over.

11.06 CONCLUDING ALLIANCES

Alliances are the keystone of feudal power. They are not sought lightly because of the great mutual obligations placed on allies (My enemies are your enemies; my friends are your friends!). Prior to exerting influence, a PC/NPC must make the following check to determine the receptiveness of a potential ally:

- (1) Among untitled Knights and Barons, there is a basic 25% chance that the person asked is angry at the PC/NPC (he is Out of Favor for the moment). There is also a 25% chance that the other con-

siders any form of alliance unacceptable at this time. If both outcomes are favorable, go on to exert influence.

- (2) Among titled Nobles, there is considerable jealousy and distrust, for each has his own irons in the fire and is unwilling to accept the leadership of another. There is a 25% chance that the PC/NPC is out of favor, meaning that the other is an enemy and has joined an opposing faction or counter-alliance. If not, there is a 50% chance that he finds an alliance unacceptable for the moment.
- (3) If seeking to undermine an enemy alliance by wooing a member over to the PC's/NPC's side, there is a 75% chance of disfavor and a 75% chance that the proposal is unacceptable at this time.
- (4) If a Knight or Noble of higher status is seeking an alliance with one of lower status, he will reduce the disfavor and rejection percentages by -10%. Friends reduce them a further -10%.

Alliances include military treaties, marriages, and the placing of sons and relatives as squires in the castles of neighbors, friends, and allies.

These probabilities apply only when there is no period of open and widespread civil war, in which instance all bets are off and the nobility make and break alliances as it best suits their edds:

'Chacun pour soi' or Every man for himself'.



11.07 THE ROYAL BUREAUCRACY

LEVEL	TITLE OF OFFICE	STATUS	RANK REQUIRED	DAILY INCOME	POLITICAL SUPERIOR	ROYAL FAVOR	NO.
Parish	Bailiff of the Hundred	1	Yeoman	2 SP	L.H.S. of Shire	none	100
County	Sheriff	5	Knight	30 SP	L.H.S. of Shire	none	1
	Justice of the Peace	3	Yeoman	4 SP	L.H.J. of H.C.	none	10
	Lord Justice of Assize	5	Commoner, Noble	35 SP	H.R.H. the King	Baronetcy (1)	1
	Lord High Justice of County	7	Commoner, Noble	50 SP	H.R.H. the King	Baronetcy (1)	1
	Royal Forester	2	Yeoman	3 SP	Chief Forester	none	1
	Forester	1	Yeoman	2 SP	Royal Forester	none	10
	Chief Scribe of the County	3	Guildsman	10 SP	Sheriff of County	none	1
	Scribe/Accountant	2	Guildsman	5 SP	Chief Scribe of C.	none	10
	Collector of Taxes	2	Commoner	3 SP	Sheriff of County	none	10
Shire	Lord High Sheriff	8	Knight	50 SP	Chancellor of Ex.	1/yr.	1
	Lord Justice of High Court	8	Commoner, Noble	75 SP	H.R.H. the King	1/yr.	1
	Constable of the Royal Castle	5	Knight	40 SP	H.R.H. the King	1/yr.	2
	Armorer of the Royal Castle	2	Armorer	20 SP	Constable of Cast.	none	1
	Armorer	1	Armorer	10 SP	Armorer of Cast.	none	2
	Chief Forester of Shire	3	Yeoman	5 SP	Forester Royal	none	1
	Chief Scribe of the Shire	5	Guildsman	20 SP	L.H.S. of Shire	none	1
	Scribe/Accountant	2	Guildsman	8 SP	Chief Scribe of S.	none	10
	Royal Commissioner of Custom & Excise in the Shire	5	Commoner, Noble	25 SP	Chancellor of Ex.	none	1
Town	Lord Mayor	8	Guildsman	50 SP	H.R.H. the King	Baronetcy (1)	1
	Lord Justice of the Town	8	Guildsman	50 SP	H.R.H. the King	Baronetcy (1)	1
	Chief Clerk of the Town	5	Guildsman	25 SP	Lord Mayor	none	1
	Scribe/Accountant	2	Guildsman	8 SP	Chief Clerk	none	5
	Collector of Taxes	3	Guildsman	10 SP	Lord Mayor	none	2
	Captain of Mercenaries	2	Knight, Sergeant	30 SP	Lord Mayor	none	1
	Captain of Militia	4	Guildsman	10 SP	Lord Mayor	none	1
Province	Royal Governor	10	Baronette	5 GP	H.R.H. the King	1/yr.	1
	Lord Justice of the High Court of Appeals	9	Commoner, Noble	4 GP	H.R.H. the King	Baronetcy (1)	3
	Provincial Scribe-Royal	6	Guildsman	40 SP	Royal Governor	none	1
	Scribe/Accountant	3	Guildsman	10 SP	Prov. Scribe-Royal	none	20
	Governor of the Royal Goal	6	Knight	50 SP	Royal Governor	none	1
	Royal Torturer	3	Commoner	15 SP	Royal Governor	none	1
	Royal Inquisitor-Major	6	Commoner	20 SP	Royal Governor	none	1
	Crown Prosecutor	7	Lawyer	35 SP	Royal Governor	none	1
	King's Counsel	6	Lawyer	25 SP	Crown Prosecutor	none	5
	Master Armorer Royal	4	Armorer	25 SP	Royal Governor	none	1
	Armorer	2	Armorer	10 SP	Armorer Royal	none	5
Chancery	CHANCELLOR OF THE REALM	25	Commoner, Noble	10 GP	H.R.H. the King	Title (4)	1
	Keeper of the Privy Seal	18	Commoner, Noble	5 GP	H.R.H. the King	Baronetcy (2)	1
	Keeper of the Charter Rolls	8	Guildsman	4 GP	Chancellor of R.	1/yr.	1
	Chief Scribe of Chancery	8	Guildsman	4 GP	Chancellor of R.	1/yr.	1
	Scribe/Accountant of Chancery	4	Guildsman	20 SP	Chief Scribe of C.	none	25
	Constable of the Tower	10	Knight	50 SP	Chancellor of R.	1/yr.	1
	Ambassador	8	Noble	4 GP	Chancellor of R.	1/yr.	10
	Captain of the Watch	5	Knight	50 SP	Keeper of P. Seal	none	1
	Scribe of Chancery	4	Guildsman	15 SP	Chief Scribe Cy.	none	25
	Agent of Chancery	5	Commoner	20 SP	Keeper of P. Seal	none	50

LEVEL	TITLE OF OFFICE	STATUS	RANK REQUIRED	DAILY INCOME	POLITICAL SUPERIOR	ROYAL FAVOR	NO.
Chamber	LORD HIGH CHAMBERLAIN	20	Commoner, Noble	10 GP	H.R.H. the King	Title (4)	1
	Keeper of the Rolls	10	Guildsman	4 GP	L.H. Chamberlain	1/yr.	1
	ROYAL ASTROLOGER	15	Astrologer	10 GP	L.H. Chamberlain	1/yr.	1
	Royal Magician	10	Magick User	10 GP	L.H. Chamberlain	1/yr.	1
	Royal Alchemist	10	Alchemist	25 GP	H.R.H. the King	1/yr.	1
	Royal Physician	9	Physician	3 GP	L.H. Chamberlain	1/yr.	1
	Interpreter-Royal	8	Interpreter	4 GP	L.H. Chamberlain	1/yr.	1
	Master of Heraldry	15	Bannerette	5 GP	L.H. Chamberlain	1/yr.	1
	Royal Provisioner	8	Merchant	(50 GP)	L.H. Chamberlain	none	1
	ROYAL JESTER	15	Entertainer	2 GP	H.R.H. the King	2/yr.	1
	Royal Musician	5	Entertainer	1 GP	L.H. Chamberlain	none	10
	Poet Laureate	10	Poet	3 GP	H.R.H. the King	1/yr.	1
	Royal Chef	6	Chef de Cuisine	4 GP	L.H. Chamberlain	1/yr.	1
	Royal Food Taster	10	Commoner	1 GP	H.R.H. the King	1/yr.	1
	Chief Scribe of the Chamber	8	Guildsman	3 GP	L.H. Chamberlain	1/yr.	1
	Scribe of the Chamber	4	Guildsman	15 SP	Chief Scribe of Cb.	none	20
	Staffmember of the Chamber	2	Commoner	3 SP	Chief Scribe of Cb.	none	200
Exchequer	CHANCELLOR OF THE EXCHEQUER	20	Commoner, Noble	10 GP	H.R.H. the King	Title (4)	1
	Chancellor's Clerk	15	Guildsman	5 GP	Chancellor of Ex.	1/yr.	1
	Chancellor's Scribe	8	Guildsman	4 GP	Chancellor of Ex.	1/yr.	1
	Exchequer Scribe/Accountant	4	Guildsman	15 SP	Chancellor's Scribe	none	20
	TREASURER OF THE EXCHEQUER	18	Commoner, Noble	8 GP	H.R.H. the King	Baronetcy (2)	1
	Treasurer's Clerk	12	Guildsman	4 GP	Treasurer of Ex.	none	1
	Treasurer's Scribe	7	Guildsman	3 GP	Treasurer of Ex.	none	1
	Treasury Scribe/Accountant	4	Guildsman	15 SP	Treasurer's Scribe	none	20
	Chief Assayist of Treasury	7	Alchemist	5 GP	Chancellor of Ex.	none	1
	Governor of the Royal Mint	8	Commoner, Noble	5 GP	Chancellor of Ex.	Baronetcy (1)	1
	Engraver-Royal	7	Goldsmith	4 GP	Treasurer of Ex.	none	1
	Master of Coinage	7	Goldsmith	4 GP	Treasurer of Ex.	none	1
	Chief Scribe of the Mint	6	Guildsman	3 GP	Gov. of the Mint	none	1
	Scribe/Accountant of the Mint	3	Guildsman	10 SP	Chief Scribe/Mint	none	5
Militia & Royal Army	MARSHAL OF THE REALM	25	Noble	10 GP	H.R.H. the King	4/yr.	1
	Chief Constable of the Realm	15	Bannerette	5 GP	Marshal of R.	1/yr.	1
	Captain of the Royal Guard	12	Knight	5 GP	H.R.H. the King	1/yr.	1
	Knight Bachelor of the Guard	8	Knight	1 GP	Capt. of Guard	none	50
	Sergeant of the Guard	4	Sergeant-at-Arms	10 SP	Capt. of Guard	none	100
	Captain of Royal Mercenaries	8	Knight	var.	Marshal of R.	none	var.
	Forester-Royal	10	Primitive Talent	10 GP	H.R.H. the King	2	1

INFLUENCE

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

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

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

To see any ranking member of the Bureaucracy, one must first overcome the resistance of the Chief Scribe, etc., of that particular official; for this official stands in the relation of a Personal Secretary and oversees all the appointments, etc., made with his Superior. Non-player characters in such positions are invariably neutral in their attitude to any petition and will not assist a petitioner.

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

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

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

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

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

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

MAKING A LIVING

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

1. **The Copper Penny:** There are 100 CP in 1 Dragon. 25 CP = 1 Silver penny.

2. **The Silver Penny:** There are 100 SP in 1 Dragon. 25 SP = 1 Gold Piece.

3. **The Gold Piece:** There are 100 GP in 1 Dragon.

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

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

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

A pint of cider costs about 2 CP.

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

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

To make game play easier, a greater number of coins is assumed to exist than was actually the case in the feudal period, and the value of money is really deflated. For instance, a Count in Germany once fed 2000 children during the ill-fated Children's Crusade for a mere 7 Gold

Pieces. However, accuracy would make 5 or 10 silver pieces a fortune, so the designers have taken a few liberties.

Most characters who do not have a living from a holding will have to take service with some Master or great Lord. Usually, such service provides food, shelter, and a limited amount of money in the form of

wages. Characters will probably have to settle for such positions simply to stay alive until they strike it rich and can set themselves up.

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

Type of Work	Apprentice	Journeyman	Master	Guild Officer	Self-Employed
Freehold Farmer	—	—	—	—	5 SP + LF
Freehold Stockman	—	—	—	—	5 SP + LF
Freehold Miller	—	—	—	—	5 SP + LF
Petit Sergeant	—	—	—	—	10 SP + LF
Forester	5 CP + L	1 SP + L	10 SP + LF	1 GP + LF	2 SP + LF
Fisherman	5 CP + L	—	5 SP + LF	—	2 SP + LF
Blacksmith	5 CP + L	1 SP + L	—	—	5 SP
Cartwright	5 CP + L	1 SP + L	—	—	5 SP
Carpenter	5 CP + L	2 SP + L	10 SP	1 GP	—
Mason	5 CP + L	3 SP + L	10 SP	1 GP	—
Rural Innkeeper	5 CP + L	1 SP + L	—	—	10 SP + LF
Armorer	5 CP + L	5 SP + L	15 SP	5 GP	—
Animal Trainer	5 CP + L	1 SP + L	15 SP	—	—
Falconer	5 CP + L	2 SP + L	10 SP	—	—
Cook	5 CP + L	1 SP + L	5 SP + L	10 SP + LF	—
Town Innkeeper	5 CP + L	1 SP + L	—	—	10-60 SP + LF
Brothelkeeper	5 CP + L	2 SP + L	—	—	15-40 SP
Baker	5 CP + L	1 SP + L	—	—	5 SP + LF
Butcher	5 CP + L	1 SP + L	—	—	4 SP + LF
Barber	5 CP + L	1 SP + L	—	—	4 SP
Bootmaker	5 CP + L	1 SP + L	—	—	3 SP
Ealhordan	—	—	—	—	4 SP
Greengrocer	—	—	—	—	2 SP + LF
Higler	—	—	—	—	2 SP
Miner	5 CP + L	2 SP + L	5 SP	—	—
Ostler	5 CP + L	1 SP + L	—	—	—
Servant	5 CP + L	1 SP + L	—	—	—
Tinker	5 CP + L	—	—	—	3 SP
Merchant	5 CP + L	1 SP + L	2 GP	10-35 GP	1-60 SP
Banker	5 CP + L	1 SP + L	10-60 GP	50-100 GP	—
Moneylender	5 CP + L	—	1-3 GP	—	—
Moneychanger	5 CP + L	—	1-2 GP	—	—
Appraiser	5 CP + L	3 SP + L	1-6 GP	5-10 GP	—
Jewel Cutter	5 CP + L	3 SP + L	1 GP	—	—
Goldsmith	5 CP + L	3 SP + L	1-3 GP	1-10 GP	—
Silversmith	5 CP + L	2 SP + L	1-2 GP	1 GP	—
Perfumer	5 CP + L	3 SP + L	1-6 GP	5-10 GP	—
Tailor	5 CP + L	1 SP + L	15 SP	1 GP	—
Dyer	5 CP + L	1 SP + L	10 SP	1 GP	—
Weaver	5 CP + L	1 SP + L	5 SP	20 SP	2 SP
Tanner	5 CP + L	1 SP + L	5 SP	—	3 SP
Glassblower	5 CP + L	2 SP + L	1-3 GP	5-10 GP	—
Architect	5 CP + L	1 SP + L	1-6 GP	5-10 GP	—
Naval Architect	5 CP + L	2 SP + L	1-3 GP	1-10 GP	—
Shipbuilder	5 CP + L	2 SP + L	1-6 GP	5-10 GP	5 SP
Sailmaker	5 CP + L	2 SP + L	10 SP	—	4 SP
* Cordage Maker	5 CP + L	1 SP + L	10 SP	—	4 SP
Town Armorer	5 CP + L	5 SP + L	1-2 GP	1-10 GP	—
Foundryman	5 CP + L	1 SP + L	1-2 GP	3-5 GP	—
Cabinetmaker	5 CP + L	2 SP + L	15 SP	1 GP	—
Joiner	5 CP + L	2 SP + L	10 SP	20 SP	—
Millwright	5 CP + L	2 SP + L	10 SP	—	—
Ship's Captain	—	—	15 SP	see self employed: 1-6 GP	
Navigator-Mate	5 CP + L	5 SP + L	—	—	—
Ship's Cook	5 CP + L	2 SP + L	5 SP + L	—	—
Sailor	5 CP + L	2 SP + L	3 SP + L	—	—
Barrister/Solicitor	5 CP + L	1 GP	1-6 GP	5-10 GP	—
Sage	5 CP + L	7 SP x experience level after level 5.			
Scholar	5 CP + L	4 SP x experience level after level 5.			
Interpreter	5 CP + L	2 SP x number of languages known.			
Scribe/Accountant	5 CP + L	7 SP + scribe's salary grid— if in Royal Bureaucracy.			
Paper & Ink Maker	5 CP + L	5 SP per day to level 7. 10 SP per day thereafter.			
Major Arcane	5 CP + L	9 SP x experience level after level 5.			
Minor Arcane	5 CP + L	5 SP x experience level after level 5.			
Alchemist	5 CP + L	1 SP x experience level after level 5.			
Natural Magician	5 CP	3 SP x experience level after level 5.			
Physician	5 CP + L	3 SP x experience level after level 5.			
Apocathary	5 CP + L	2 SP x experience level after level 4.			
Entertainers	5 CP + L	1 SP x 'Bardic Voice' after experience level 5.			
Artists	5 CP + L	1 SP x 'Dexterity' after experience level 5.			

'L' = Living: food, shelter, and 1 outfit of 'poor' clothes per year.

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

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

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

11.08 FEUDAL RIGHTS AND OBLIGATIONS

In return for a grant of land, a vassal assumed obligations to his Lord. These obligations were attached to his title to the holding and failure to discharge them could result in dishonor and loss of the fief. The Overlord was also obligated to guarantee the right of his vassal to hold and enjoy the lands granted to him.

Players should note that many of the rules governing the behavior of Chivalric Characters are based in the actual customs and laws of feudal society. Characters who do not conduct themselves as proper Knights are a travesty of Chivalry and, at best, appear silly and ignorant representations of a real way of life and thinking.

MILITARY SERVICE

A vassal is obliged to provide fighting men for 40-60 days when his lord goes to war. (In **C&S**, this means 1/3 of the basic forces possessed, excluding Serfs). All costs are at the vassal's expense for the period, after which everyone goes on mercenary pay provided by the Overlord or else returns home.

SCUTAGE

Instead of military service, a Knight can pay the cost of hiring mercenaries for the number of troops owed.

DEFENSIVE WAR

When an Overlord or his vassal is attacked, each is under a strict obligation to come to the aid of the other. No time limit is set on this form of military service. The duty does not require suicidal measures, but it does demand an honest effort. Failure in this duty by a vassal is considered treachery. Failure by an Overlord is abandonment, which frees a vassal to negotiate his own terms, and in flagrant cases to declare independence and freedom to seek another Overlord.

ESCHEAT PROPTER DELICTUM TENENTIS

If a vassal commits a felony, the land escheats to the Overlord upon his conviction. Treason and breaches of faith between overlord and vassal are the most common causes of reversion of holdings. A trial may be conducted in a Court, but the accused has in the Early and High Chivalry periods the right of Trial by Combat a 1'Outrance (to the death). Deliberate refusal to answer the charges is admission of guilt, and the land reverts through trial in absentia. The convicted vassal is declared outlaw and may be legally slain on sight.

PRIVATE WAR

Again in the Early and High Chivalry periods, a Knight or Lord had the right to go to war to settle grievances. Generally, the Overlords do not extend such a right to their vassals, but they do resort to battle to settle differences between themselves. A Knight could resort to private war if he regards himself falsely accused by his Overlord-- but he had better win or else acquire powerful allies if he wants to avoid the consequences of treason and rebellion. The same is true of great Lords at war with their suzerain, the King.

RELIEF

When a new tenant succeeds to land (as by inheritance), the Overlord is entitled to 6D10% of the yearly income of the fief or baronial holding in the first year. Also, proof of title has to be shown if the lands are held directly from the King, costing 1D10% of the annual income in addition to relief.

AID FOR RANSOM

When an Overlord is captured, he can require his vassals to pay 3/4 of the amount, divided amongst them according to their net incomes. Ransoms are only subject to Aid in war, and can be required only once in any given year.

AID FOR KNIGHTHOOD

The knighting of an Overlord's eldest (surviving) son is an expensive business because honor demands a lavish ceremony and tournament. To

help defray the costs, a once in a lifetime Aid of 1 month's net income can be demanded of each vassal. (Lifetime = Lord's lifetime, not the vassals').

AID FOR MARRIAGE

An Overlord usually married off his eldest daughter to cement an important political/military alliance. A considerable dowry was necessary. Thus a once in a lifetime aid of 1 month's net income can be demanded of each vassal.

WARDSHIP

When an existing tenant dies, leaving a male heir under 21 or a female under 25, the Overlord has the right to control the estate and enjoy all of the revenues until the ward comes of age. The Overlord does not have to account for his use of the money, which is rightfully his, but he cannot mortgage or sell the lands and buildings. He also can choose a marriage partner for the ward. If the ward refuses, he is entitled to a full year's income once the ward assumes control of the lands. If the ward marries without his consent, he is entitled to two year's income from the estates. Finally, upon coming of age, the ward must sue for livery to enforce delivery of the lands to his/her control. For this the Overlord is paid 5D10% of the net yearly income of the lands. Wardship is also assignable and can be given to a faithful follower as a reward for good service. It should be noted, in closing, that wardship was incredibly valuable to the guardian, but not all guardians gouged their wards to the limit permitted by the law. A 50% cut of the revenues during wardship was considered to be quite reasonable, with the remainder used for the ward's best interests. A larger proportion would tend to create bad feelings between the ward and guardian--promising rebelliousness later.

PAYING COURT

A vassal was expected to wait upon the pleasure of his Overlord whenever his suzerain required a great retinue to give him prestige in his baronial court, at tournaments, etc. At such times, a large retinue reminds other lords that a noble has ample military power at his disposal. Also, a vassal might be called upon to sit in judgement in the Overlord's legal court-- a matter of great responsibility and honor. A vassal failing to pay due court tended to earn his Overlord's displeasure and disfavor.

HOSPITALITY

A vassal was expected to render his Overlord proper hospitality when honored by a visit. For his part, the Overlord will avoid taxing a vassal's resources to the limit by bringing a great entourage which will despoil the castle larder for months thereafter. Needless to say, such visitations are regarded with mixed feelings by many vassals.

LARGESSE

Any Lord, including even lesser Knights with small fiefs, is expected to give largesse. This includes honors and gifts given to trusted vassals for services rendered, and alms to the poor and needy.

LOYALTY

Both Overlord and vassal are always expected to render due respect and support to the other. Vassals must never betray secrets to which they are privy nor go over to the enemies of the Overlord. To do so is treason most foul. Nor may an Overlord abuse the rights of a vassal. To do so gives good cause to renounce feudal vows of homage and fealty (although a vassal had better be ready to fight hard, for his Overlord will then accuse him of treason even when he himself forced the whole situation).

HOMAGE AND FEALTY

The bond between vassal and Overlord can be best understood by examining the ceremonies of homage and fealty which seal the relationship between suzerain and vassal.

The homage of the vassal and the Overlord's response are as follows:

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

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

The oath of homage is the vow to serve the Overlord faithfully and is utterly tied to title in the lands received. To break the oath is to renounce title, and the Overlord can repossess them. The vow of the Overlord is a vow to personally protect all of the rights of his vassal.

The oath of fealty is sworn by the vassal upon holy relics:

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

Upon swearing fealty, the vassal receives a lance, glove, baton, or other symbol from his Overlord, indicating that he has been invested in the possession of his fief.

11.09 FEUDAL LAW

No society has ever existed without some form of legal system to govern its operation. Even the most barbaric cultures had laws, taboos, customs, and traditions to set out prescribed and accepted behaviors, complete with a range of persuasions and punishments to bring wrong-thinking individuals into line.

Some players chafe at the idea that there should be any restraints on their behavior in a 'fantasy' world. Consider, however, that a Thievish Character has no meaning in a world without law. Part of the fun of being a Thief is experiencing the adrenaline surges that come with the chance of being caught. When one considers the punishments prescribed in feudal law for thievery, a Thief has full justification for being a bit nervous. But laws apply to all Characters. The fact that Someone Else is in charge acts as a brake on the Player who thinks he can bully his way through. Put in feudal terms, a nobleman reserved the right to shear his sheep to himself. He resented poachers in his demesne. Did anyone ever wonder why rough-and-tough barbarians like Conan the Conqueror were always on the move in fantasy fiction? The answer is that they offended against local law and order. Notice also how devoted to maintaining the laws such lawless characters become the moment they succeed to the position of Overlord!

If one desires to take on all of society, fine. But the law represents the prevailing views of what is right and wrong in society.

11.10 FEUDAL HIGH JUSTICE

High Justice is a right reserved to the nobility and favored Knights. In some realms, it is reserved to the King alone and his appointed justices. High Crimes carry the death penalty.

Because of the high station of the nobility, the only crimes they can be accused of under this form of justice are treason, rebellion, or conspiracy against a liege lord. The accused can elect for Trial by Combat a 1'Outrance or trial by court. Penalties are:

1. Temporary loss of Honor. Dishonor could last for 1 month to 1 year.
2. Disgrace (permanent loss of Honor), subject to performance of some great deed to restore that Honor.
3. Disgrace and loss of lands.
4. Disgrace, loss of lands, and banishment.
5. Death.

If a noble vassal is treated unfairly, he could stage an honorable rebellion against his suzerain. The ultimate rule, however, is that he win his fight. Losing is dangerous to one's health in such cases. At the same time, an Overlord must be able to prove charges levelled against a vassal. The feudal bonds are based on mutual trust and good faith. Vassals take willful charges against one of their fellows as cause to examine their own loyalty.

11.11 LOW JUSTICE

Low Justice or Common Justice was largely reserved to the commoners and is administered by the King's Justices or by Barons in their own private courts. There are four distinct groups of crimes in this area:

1. HIGH CRIMES

All crimes in this section carry the death penalty:

TREASON, REBELLION, CONSPIRACY, & ESPIONAGE are punishable by hanging, drawing, and quartering.

MURDER is punishable by hanging by the neck until dead.

POISONING is punishable by burning at the stake.

CANNIBALISM & SKINNING BODIES is punishable by being thrown to wild dogs or burning at the stake.

PURJURY is punishable by hanging by the neck until dead.

DESCREATION OF A CHURCH OR HOLY PLACE is punishable by burning at the stake.

ARSON is punishable by death by hanging or burning at the stake.

SMUGGLING is punishable by fine (1d100 SP plus confiscation of goods), 36 lashes, or death by hanging, depending on the severity of the offense and the number of convictions. A 'lash' requires a CON CR-3 or a point of Body damage is suffered.

RIDING A HORSE is punishable by 10 lashes. Repeated offenses are seen as lese majeste and are punishable by death by hanging. However, Petit Sergeants and wealthy commoners may be granted special rights in this regard. Of course, Knights and members of the military are exempt.

STRIKING A FOOL is punishable by 5 lashes and a day in the stocks. Feeble-minded folk are protected from abuse. Unusually brutal treatment may merit the death penalty (hanging).

DRAWING WEAPON ON GENTILITY is punishable by death by hanging, drawing and quartering for rebellion— if the offender survives the wrath of the Knight or Noble so insulted.

ASSAULT carries a penalty of 20 lashes. If blood is shed or if there is a maiming or serious wounding, the penalty may be death by hanging.

2. THEFT

carries a variety of punishments, depending upon the offense:

PIRACY carries the punishment of death by hanging or by 1000 lashes.

HORSE THEFT is punishable by death by hanging.

THEFT OF PEPPER OR SILK is punishable by cutting of the throat.

ROBBERY ON THE KING'S HIGHROAD is punishable by death by hanging.

POACHING IN THE ROYAL FOREST is punishable by loss of a hand. The same is true of poaching in a forest belonging to a noble.

SLAYING OF A KING'S DEER is punishable by death by flaying.

THEFT OF A BEAST OF BURDEN is punishable by 24 lashes.

CATTLE LIFTING is punishable by 24 lashes.

MUGGING is punishable by 24 lashes. A second offense brings loss of a hand and branding. A third offense carries the penalty of death by hanging. If blood is shed, **ASSAULT WITH INTENT TO WOUND** is charged.

CUTPURSE is punishable by 24 lashes. A second offense brings loss of a hand and branding. A third offense carries the penalty of death by hanging. The offense includes all forms of non-violent theft from the owner's person.

BURGLARY is punishable by 36 lashes. A second offense brings loss of a hand and branding. A third offense carries the penalty of death by hanging. All forms of breaking and illegal entry are included, and actual theft need not be proved, only the entry itself.

STEALING is punishable by 12 lashes. The offense includes theft of items under the value of 5 SP from shop stalls, yards, etc.

3. TORTS

or injury to person or property include both intentional and negligent damage. Nobles may bring actions against each other for torts and may also do so on behalf of vassals or common rank.

DESTRUCTION OF PROPERTY brings full restitution or compensation if unintentional and double or triple damages (punitive) if intentional. Commoners may also receive up to 24 lashes for intentional damage.

INJURY TO PERSON brings compensation. A commoner receives 10 SP + 1d6 SP per body point lost. A noble receives 1 GP + 1d10 GP per body point lost (tripled for titled nobles). If the offense was deliberate, a commoner may also be charged with **ASSAULT**. A deliberate offense by a commoner against a noble is **REBELLION**. Nobles charged with the offense will always insist on Trial by Combat, as such matters are affairs of honor.

REPLEVIN is an action to recover property in the possession of another. Nobles are forced to resort to it if they are not prepared to go to

private war against another noble. If the property cannot be restored to the owner in fit condition, damages will be awarded.

4. BUSINESS LAW

governs most transactions:

FRAUD is any false representation of goods or making false promises which lead to financial loss to the victim. Penalties tend to be 1-3 times the profit made on the deal plus restitution or full compensation to the victim.

DEBT is failure to pay what one owes in the agreed time period. The aggrieved party may sue for payment. This may result in the seizure of money, lands, cattle, or other goods to secure the repayment. Nobles secure their debts with sealed deeds (promises) which even a commoner

can enforce in a Royal Court. Impoverished commoners can be forced into service to repay debts. Refusal to make enforced payment by service is punishable by death if the debtor runs away.

BREACH OF CONTRACT is failure to live up to one's word, which need not be written down, only witnessed to be an oral contract. The Court will enforce the recovery of financial losses or order the terms of the agreement to be carried out in full.

11.12 MODES OF ADDRESS

To encourage role playing with a degree of authenticity, proper forms of address should be required. Courtesy (courtly behavior and show of respect) is a good way to begin establishing a feudal atmosphere:

SOCIAL POSITION

ONE'S LORD	 Sire; My Liege; My Lord.
KING	 Sire; My Liege; May it please Your Majesty.
QUEEN	 Madam; Ma'am; My Lady; May it please Your Royal Highness.
CROWN PRINCE	 Sire; May it please Your Royal Highness.
PRINCE OF THE BLOOD	 Sire; May it please Your Royal Highness.
PRINCESS OF THE BLOOD	 Madam; Ma'am; My Lady; May it please Your Royal Highness.
DUKE	 My Lord; My Lord Duke; Your Grace.
MARQUIS	 My Lord; My Lord Marquis.
EARL	 My Lord.
COUNT	 My Lord.
BARON/BANNERETTE	 My Lord.
KNIGHT/BARONET	 Sire; Sir
NOBLE'S WIFE	 My Lady; Your Ladyship; Lady _____; Madam; Ma'am.
NOBLE'S SON	 My Lord.
NOBLE'S DAUGHTER	 My Lady; Your Ladyship; Lady _____.
LORD CHANCELLOR	 My Lord or by title.
LORD OF COUNCIL	 My Lord or by title.
LORD JUSTICE	 My Lord; Sire; or by title.
LORD MAYOR	 My Lord. (Wife = Ma'am; Mrs. _____).
MAYOR	 Your Worship; Sir.
SAGE/PHYSICIAN	 Dr. _____.
MAGE	 Sir; Master _____.
MASTER GUILDSMAN	 Sir; Master _____.
POPE/PATRIARCH	 Your Holiness; Most Holy Father.
CARDINAL	 Your Eminence.
ARCHBISHOP	 Your Excellency; Your Grace; My Lord Archbishop.
BISHOP	 Your Excellency; My Lord; My Lord Bishop.
ARCHDEACON	 Venerable Sir; Reverend Father; Father _____.
CANON	 Very Reverend Sir; Reverend Father; Father _____.
DEAN	 Very Reverend Sir; Reverend Father; Father _____.
RECTOR	 Reverend Father; Father _____.
PRIEST	 Father; Father _____.
ABBOT/PRIOR	 Right Reverend _____; Reverend Father; Father _____; My Dear Abbot/Prior.
MONK/FRIAR	 Brother _____.
ABBESS/PRIORESS	 Very Reverend Mother; Reverend Mother; Mother Superior.
NUN	 Sister; Sister _____.

Clerics will address their parishioners by saying 'My Son' or 'My Daughter', though they may deal with the nobility more formally, especially if seriously outranked.

Friends, especially when their social ranks are close, will also address one another by familiar first names. Lords may address each other by their name titles: Lord Falworth = Falworth, etc.

11.13 INSTANT MANORS & BARONIAL HOLDINGS

Game Masters may find the establishment of the individual manors and baronies in their campaign region to be a rather involved task. The following tables are provided to make the design of nations an easier task.

The tables present Interior and Frontier Manors, (See 4.15). However, where there is subinfeudation (a Lord has vassals of his own, who may in turn have their own vassals), the tables provide a listing of the various vassal fiefs. These may be used as typical holdings and thus the process of designing the nation may be speeded up through standardization.

There is nothing preventing a campaign designer from including a solitary castle of class I through VI (with no sub-fiefs) in addition to the various vassal fiefs, to provide some variety. The same is true of additional shell keeps.

The area of the various holdings is included to permit designers to calculate the over-all areas of the nations they are designing. These areas are typical and are capable of some adjustment downward or upward (-25% to +50% range is suggested) to reflect greater or poorer fertility, terrain, etc.

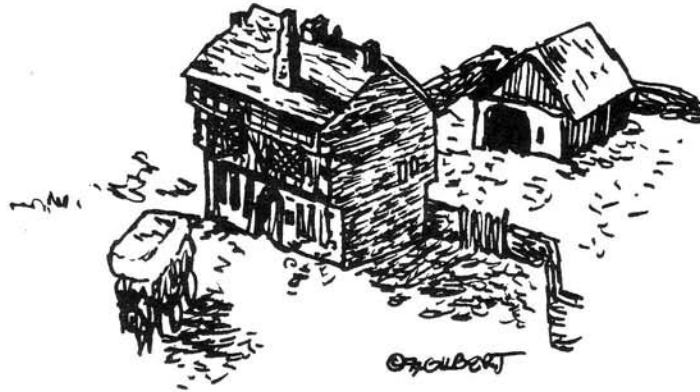
Revenues and rents are stated in GPs per month, as in 4.15. In the case of subinfeudation, players are reminded that Revenues of subinfeudated fiefs are not included in the Lord's personal income, but the total rent from vassals owing to a local noble is also equivalent to the rents and taxes collected by the overlord. Thus the rent has two applications: one portion to the manor lord, the other to the overlord. For example, a SFMH 1 (Interior) has 10 GP/month in rents. The fiefholder would receive 10 GP from his vassals. A second 10 GP would go to the overlord as rents/taxes from the fief. The total amount of rents/taxes owing an overlord is given in the Totals line at the bottom of all subinfeudated holdings.

Feudal service involves a vassal supplying from 30% to 50% of his fighting men (exclude serfs) for 60 days' service per year. Thus an overlord can count on at least 30% of the total fighting strength in his lands for 60 days of service. Clearly, some care has to be taken to maintain reserves in case of prolonged conflict (military seasons can last from 60 to 180 days, depending on the players). In case of invasion of a particular holding, 100% military service can be counted on, if required, but no fortress will be denuded of more than 75% of its fighting strength at any time. Within a particular fief, a knight, squire, sergeant, or man-at-arms must serve at need in defense of the fief.

Mercenaries were not included in the figures. However, assume that 10% to 20% of the totals for sergeants and men-at-arms are employed as independent mercenaries who have taken service. These are considered paid for 60 days' service in the field/year, after which bonuses have to be paid.

INTERIOR MANORS

Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeoman	Serfs	Fief's Revenue	Rent from Area of Vassals	Holding
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 3+	2	2	8	20	12	20	100	30	20	50 sq. mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
Totals =	3	3	11	30	16	30	150	50	30	72 sq. mi.
SFMH 4+	3	3	10	25	16	30	125	35	25	68 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
Totals =	6	6	19	50	28	55	250	80	50	128 sq. mi.
LFMH 5+	5	5	15	40	20	50	150	75	50	100 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
Totals =	10	10	30	80	40	90	350	145	90	198 sq. mi.
CASTLE 1+	7	7	25	50	32	100	300	75	75	168 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 2	2	2	6	15	8	15	75	25	15	38 sq. mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
SFMH 1	1	1	3	10	4	10	50	20	10	22 sq. mi.
Totals =	13	13	43	100	56	150	550	165	125	288 sq. mi.



FRONTIER MANORS

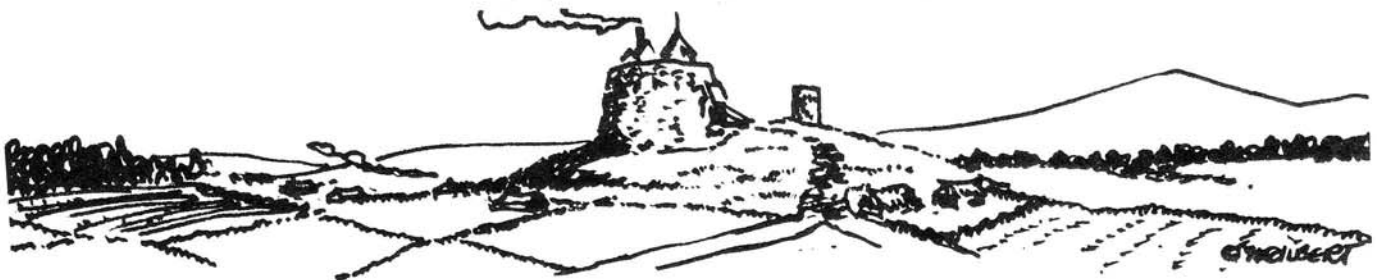
Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeoman	Serfs	Fief's Revenue	Rent from Area of Vassals	Holding
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
LFMH 3+	5	5	15	40	20	50	150	50	15	96 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
Totals =	8	8	25	65	36	80	275	75	25	171 sq. mi.
SHELL KEEP 4	5	5	15	50	20	50	150	50	20	107 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
Totals =	11	11	35	100	52	110	400	100	40	257 sq. mi.
SHELL KEEP 5	6	6	20	50	32	100	300	75	50	160 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
Totals =	18	18	60	150	96	220	800	175	90	460 sq. mi.

HOLDINGS OF KNIGHTS BANNERETTE AND LESSER BARONS

Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeomen	Serfs	Fief's Revenue	Rent from Area of Vassals	Holding
CASTLE 1/A	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
Totals =	22	22	75	175	116	250	925	210	125	620 sq. mi.
CASTLE 1/B	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
Totals =	30	30	100	250	152	330	1200	285	155	802 sq. mi.
CASTLE 1/C	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CASTLE 1/D	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	45	45	150	375	232	520	1875	435	235	1112 sq. mi.
CASTLE 1/E	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	50	50	165	415	252	570	2025	485	250	1208 sq. mi.
CASTLE 1/F	7	7	25	50	36	100	300	75	75	225 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
LFMH 3	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	55	55	180	485	272	620	2175	530	265	1294 sq. mi.

*Holdings of vassals who have sub-infeudated their lands and have vassals of their own. See Frontier Manor LFMH 3, Shell Keep 4 and Shell Keep 5 to determine the nature of these holdings.

Six different types of Frontier Castle 1 are provided to give variety in these types of holdings. If lands are being developed purely at random, a D6 can be rolled to decide the type of Frontier Castle 1 involved. Castles 1/A through 1/C would be held by knights Bannerette; the others would be held by Lords of Baronial rank.



BARONIAL HOLDINGS: INTERIOR MANORS

Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeomen	Serfs	Fief's Revenue	Rent from Area of Vassals	Holding
CASTLE I	10	10	36	50	36	100	300	100	75	192 sq. mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq. mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
Totals =	49	49	156	370	176	455	1750	665	425	986 sq. mi.
CASTLE II	10	10	36	60	48	125	400	150	100	230 sq. mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq. mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
Totals =	59	59	186	460	220	570	2200	860	540	1222 sq. mi.
CASTLE III	12	12	48	100	60	150	500	175	125	295 sq. mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq. mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq. mi.
Totals =	83	83	273	675	348	845	3225	1095	690	1907 sq. mi.
CASTLE IV	15	15	60	150	72	200	600	250	150	385 sq. mi.
SFMH 3*	3	3	11	30	16	30	150	50	30	72 sq. mi.
SFMH 4*	6	6	19	50	28	55	250	80	50	128 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq. mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq. mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq. mi.
Totals =	143	143	480	1195	676	1575	5775	1670	985	3531 sq. mi.
CASTLE V	20	20	80	200	84	250	800	350	200	485 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq. mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq. mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq. mi.
Totals =	218	218	716	1775	916	2265	8375	2740	1650	5011 sq. mi.
CASTLE VI	25	25	100	250	100	300	1000	500	300	617 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
LFMH 5*	10	10	30	80	32	90	350	145	90	198 sq. mi.
CAS. I/A*	22	22	75	175	116	250	925	210	125	620 sq. mi.
CAS. I/B*	30	30	100	250	152	330	1200	285	155	802 sq. mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq. mi.
CAS. II*	59	59	186	450	208	545	2100	810	515	1184 sq. mi.
CAS. III*	83	83	273	675	348	845	3225	1095	690	1907 sq. mi.
Totals =	355	355	1165	2870	1456	3615	13550	4650	2865	8036 sq. mi.

BARONIAL HOLDINGS: FRONTIER MANORS

Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeomen	Serfs	Fief's Revenue	Rent from Area of Vassals	Holding
CASTLE I	10	10	36	50	36	100	300	100	75	225 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	66	66	216	530	308	700	2450	625	295	1466 sq. mi.
CASTLE II	10	10	36	60	48	125	400	150	100	230 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
Totals =	84	84	276	690	416	945	3350	850	410	1856 sq. mi.
CASTLE III	12	12	48	100	60	150	500	175	125	295 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
CAS. I/C	37	37	125	300	196	440	1600	360	205	930 sq. mi.
Totals =	116	116	388	980	580	1300	4650	1160	590	2723 sq. mi.
CASTLE IV	15	15	60	150	72	200	600	250	150	385 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
CAS. I/C	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CAS. I/D	45	45	150	375	232	520	1875	435	235	1112 sq. mi.
CAS. I/E	50	50	165	415	252	570	2025	485	250	1208 sq. mi.
Totals =	203	203	680	1720	1024	2330	8250	2055	1060	4876 sq. mi.
CASTLE V	20	20	80	200	84	250	800	350	200	485 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CAS. I/D*	45	45	150	375	232	520	1875	435	235	1112 sq. mi.
CAS. I/E*	50	50	165	415	252	570	2025	485	250	1208 sq. mi.
CAS. II*	84	84	276	690	416	945	3350	850	410	1856 sq. mi.
Totals =	292	292	976	2460	1452	3325	11800	3005	1520	6832 sq. mi.
CASTLE VI	25	25	100	250	100	300	1000	500	300	617 sq. mi.
LFMH 3*	8	8	25	65	36	80	275	75	25	171 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 4*	11	11	35	100	52	110	400	100	40	257 sq. mi.
SK 5*	18	18	60	150	96	220	800	175	90	385 sq. mi.
CAS. I/C*	37	37	125	300	196	440	1600	360	205	930 sq. mi.
CAS. I/D*	45	45	150	375	232	520	1875	435	235	1112 sq. mi.
CAS. I/E*	50	50	165	415	252	570	2025	485	250	1208 sq. mi.
CAS. I/F*	55	55	180	485	272	620	2175	530	265	1294 sq. mi.
CAS. II*	84	84	276	690	416	945	3350	850	410	1856 sq. mi.
CAS. III*	116	116	388	980	580	1300	4650	1160	590	2466 sq. mi.
Totals =	460	460	1539	3910	2284	5215	18550	4770	2450	10553 sq. mi.

SFMH Small Fortified Manor House
 LFMH Large Fortified Manor House
 SK Shell Keep
 CAS. Castle of a Specified Size

11.14 VILLAGES & TOWNS

Using Medieval England as a general guide, it should be noted that many feudal nations were never intensely urbanized. Some 90% to 95% of the population would typically live in the countryside. Large towns were rare. The following is a representative sample of the populations of well-known English towns around 1380.¹

Bath	1902
Bury St. Edmunds	570
Bristol	2445
Cambridge	6345
Canterbury	2574
Chichester	869
Colchester	2995
Coventry	4817
Exeter	1560
Gloucester	2239
Hull	1557
Lincoln	3412
LONDON	23,314 ²
Newcastle-On-Tyne	2647
Northampton	1477
Oxford	2357
Shrewsbury	2082
Worcester	1557
York	7248

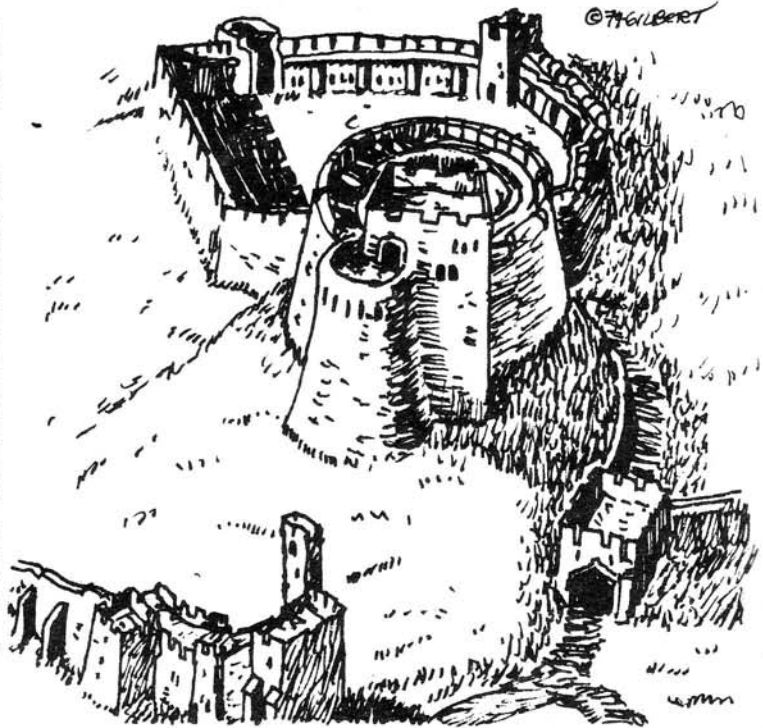
- (1) Based on Poll Tax Returns, A.D. 1377. Actual figures could be as much as 20-25% higher.
 (2) About 50,000 at the end of the Feudal Period.

Towns and villages, then, should be relatively small for the most part, with one inhabitant per 10-20 living in the surrounding countryside. Manor villages of 250 or less should not be counted into the town populations.

POPULATION	WALL	CITADEL	MILITIA	MERC. SGT.	MERC. INF.	TOWN TAXES	OVERLORD'S TAXES/RENTS
100	—	—	10-15	—	—	3	3
250	—	—	25-30	—	—	8	8
500	—	—	50-75	—	—	16	16
1000	.18'	—	100	4	10	35	35
1500	.18'	—	150	8	20	55	55
2000	.18'	—	200	8	20	75	75
2500	.18'	—	250	12	30	95	95
3000	.18'	SK	300	12	30	115	115
4000	.18'	SK	400	16	40	160	160
5000	.18'	SK	500	20	50	200	200
6000	.18'	SK	600	24	75	250	250
7000	.25'	Cas. I	700	32	100	300	300
8000	.25'	Cas. I	800	32	100	350	350
9000	.25'	Cas. I	900	40	125	400	400
10,000	.25'	Cas. II	1000	48	150	450	450
12,500	.25'	Cas. III	1250	60	175	575	575
15,000	.25'	Cas. IV	1500	75	200	700	700
17,500	.25'	Cas. IV	1750	100	200	825	825
20,000	.25'	Cas. V	2000	125	250	975	975
25,000	.30'	Cas. VI	2500	150	350	1250	1250
30,000	.30'	Cas. VI	3000	175	400	1500	1500
40,000	.35'	Cas. VI	4000	200	500	2000	2000

Town Taxes and the Taxes/Rents due to the Overlord are in GP per month, representing from 03% to 05% (each) of the town's gross income. If stormed and looted, 50 + 5D10 times the monthly town taxes could be seized as booty-- representing portable loot and money found in the community. An equal amount is likely still hidden away--enough to start over if the won is not razed to the ground.

Placement of towns in the campaign world should be based upon practical considerations, such as location on navigable waterways and trade routes. Most towns of 1000 or more are market centers for a



region and should be centrally located, with manors all around. Distances between towns should average 10-20 miles.

Even a small village will have at least a blacksmithy and a mill. A village of several hundred will likely also have an inn. Basic crafts (carpentry, wheelwright/cartwright, and the like will also be represented). By the time one reaches a town of 1000, a significant number of the guild trades will be available, and by 2500 population most or all will be represented.

12 The C&S Marketplace

The economics of feudal societies are different from any existing today. The following sections present information and rules to govern transactions, establish prices, and assist Players and Game Masters to understand the feudal marketplace.

12.01 THE MONEY OF C&S

Money is taken quite seriously in *Chivalry & Sorcery* as an actual measure of value, not just a game token conveniently set up to measure weights or aid in the counting up of experience points. There are three

coinage metals, gold, silver, and copper-bronze—traditionally used throughout history. The value of gold to silver is set at 1:25, and silver to copper is also at 1:25. Historically, the ratios have been as low as

1:12 and as high as 1:30, with 1:20 being a fairly standard relation between the value of gold to silver. However, 1:25 works out well mathematically and thus was chosen.

		NO. PER		RELATIVE VALUE OF COIN					
COINAGE TYPE	WEIGHT	POUND	1/2CP	CP	SP	SH	GP	GS	
1/CP Copper Ha 'Penny	2.25 gm	200	1	0.5	0.02	0.004	0.0008	0.00016	
CP* Copper Penny	4.50 gm	100	2	1	0.04	0.008	0.0016	0.00032	
SP* Silver Penny	4.50 gm	100	50	25	1	0.2	0.04	0.008	
SH Silver Shilling	22.5 gm	25	250	125	5	1	0.2	0.04	
GP* Gold Piece/Ducat	4.50 gm	100	1250	625	25	5	1	0.2	
GS Gold Sovereign	22.5 gm	25	6250	3125	125	25	5	1	

*Standard coins used throughout C&S for pricing.

Money was relatively scarce in feudal societies, and the economics were actually run largely through the barter of goods and services rather than the exchange of coins for goods and services. For pure playability, we have assumed that there are enough coins in circulation to allow for an economy based upon the use of money as well as barter in most cases.

Money is worth considerably more than one might think. At present silver prices (early 1981), a Silver Penny would be worth around \$1.25 to \$1.50. Yet one or two Silver Pennies, hardly the size of a dime, represent the daily wage of most workmen! Even at this rate, our coin values are inflated by real feudal standards, when actual wages were 1/4 to 1/2 our stated values. Put another way, a Silver Penny will bring one an average room for the night at the inn, several simple meals, and perhaps several pints of cider. Living frugally, 7 SP to 10 SP will keep one for a month!

Players should adjust their ambitions accordingly. A small horde of 100 SP or so represents a small fortune by feudal standards, the equivalent of 1/4 to 1/3 of a year's income for most people in the society. A great horde of Dragon gold—which would be won at equally great risk—could be valued upwards of 25,000 GP, the equivalent of the disposable income of a major Lord for a year or more than 1000 years' income for most people!

12.02 HAGGLING OVER THE PRICE

In almost any society before the present, there was no such thing as a firm price on almost anything. Doing business was a matter of the seller and the buyer reaching a commonly agreed price through the ancient institution of haggling.

THE HAGGLE CR:

Player Characters average their CRs for Charisma and Bardic Voice. This is the Haggle CR level, which the PC must roll equal to or below to enter into an effective argument over the price. Failure automatically means that the NPC, if a seller, gains -2 DM on the 1D20 roll for price. If a buyer, the NPC gains a +2 DM on the 1D20 roll.

However, if the PC has a successful CR, he gains +2DM on the 1D20 roll for price if he is a buyer. If he is a seller, he gains -2 DM on the 1D20 roll.

It should be noted that, in some instances, a range of prices might be given, as in 10—12 SP. The GameMaster will decide which is the base price under the circumstances, if running an NPC seller. The Player will decide base price if he is the seller. Or, again, some prices are expressed as a clear variable, as in 25 SP +2d20 SP, giving a range of 27 SP to 45 SP. Roll the dice and find the asking price. Then apply the percentages allowed for haggling:

1D20 RESULT	HAGGLING RESULT
0—	Pay 1.25 basic price.
01-02	Pay 1.20 basic price.
03-04	Pay 1.15 basic price.
05-06	Pay 1.10 basic price.
07-08	Pay 1.05 basic price.
09-12	Pay basic price.
13-14	Pay 0.95 basic price.
15-16	Pay 0.90 basic price.
17-18	Pay 0.85 basic price.
19-20	Pay 0.80 basic price.
21+	Pay 0.75 basic price.

A PC always has the chance of declining a purchase or sale, if he rolls a WIS CR. However, if he is buying at a market or fair, he reduces his Haggle DM by -1 for each subsequent attempt he makes to purchase the same or similar item (cumulative -DMs) from some other Seller. (The word gets around that he is a difficult customer).

Foreigners may also have a 1/2D6 penalty DM imposed on them. Many people were very provincial in feudal times and regarded outland-

ers as fair game for a fleecing whenever possible. However, if accompanied by a friend from the locality, the penalty will not be applied. Speaking Like a native eliminates this penalty DM.

12.03 WHOLESALE PURCHASES & SALES

When very large quantities of goods are being bought or sold, a standard 10% +1D10% discount might be forthcoming between merchants or a merchant and a regular customer. This eliminates outright haggling.

12.04 GOLD & SILVER ITEMS

The price of any gold or silver object (either solid or plated) will not be allowed to fall below the actual value in bullion, regardless of haggling success. The value of the metal in the object can be determined by considering the weight. Solid = 90%+ purity; Plate = 25%—40% purity.

12.05 CAVEAT EMPTOR

'Let the buyer beware' is the watchword when dealing with strangers. One can never tell whether or not a deal is really a bargain after all. Goods should be inspected for quality, etc. AN IQ CR will suffice to establish whether or not the goods are exactly as represented. A failed IQ CR means that goods of slightly inferior quality might be palmed off on the purchaser (add a few percentage points to the price). A successful IQ CR might reduce the price to a more reasonable base level before the haggling begins.

12.06 C&S ARMS & ARMOR

Feudal societies fall into three distinct types: Early Feudalism, High Chivalry, and Late Feudalism. Depending upon the period chosen for the campaign, some arms and armor may or may not be available. It is rather unauthentic, for example, to have a campaign in an Early Feudal period with everyone tramping around in Late Feudal plate armor when they should be wearing Early chainmail hauberks or ring byrnie.

Secondly, the right to bear certain types of arms and armor is related to the period chosen for the campaign.

In an Early Feudal (EF) period, freemen could pretty well bear the arms they could afford. This is the period of Sergeantry, in which Knighthood was in its infancy and was not circumscribed by all kinds of rules and privileges to preserve the privileges of the ruling nobility. Charlemagne's Knights, for instance, were often well-to-do Yeoman types who held enough land to be able to afford a horse and reasonably good armor. (They were also mounted infantry rather than Chivalric cavalry, but that's another story). Even in Norman times (c. 1066-1100), a commoner of some substance could still aspire to Chivalric status if he could equip himself and learn the needed fighting skills.

In the time of High Chivalry (HC), Knighthood was in full flower. The power and privileges of the nobility depended upon their military superiority—a superiority based on having better arms, armor, and training. Thus the lowest class, the Serfs, were forbidden to bear almost any kind of weapons except improvised arms. The Yeomanry had a fair bit of freedom, but tended toward little or no armor and carried general infantry arms and missile weapons. Town Militias and feudal Men-at-Arms could carry good weapons, but the sheer cost of fine arms and armor denied most the truly lethal types requiring an equally costly warhorse for their effective use. The Petit Sergeants (rich Yeoman farmers) were armed with horse and heavy armor, as they were the loyal auxiliary heavy and armored cavalry needed to reinforce the castle veterans.

In the Late Feudal (LF) period, everything came full circle. The Chivalric classes were forced to depend increasingly upon the semi-professional/professional mercenary as war became a serious business requiring continued presence in the field (not the limited 40 to 60 days of feudal service required of vassals). Proper training, good armaments, discipline, and tactical know-how were also needed—and were sadly lacking in feudal levies. Thus, commoners again were seen bearing arms and armor of superior quality. Good arms were expected of the good

fighting man as the sheer need to win wars took precedence over the nobles' jealousy of their privileges. Thus, the Chivalry no longer behaved with the outraged ferocity of a feudal Samurai chancing upon some upstart peasant wearing two swords. Wise Lords equipped their men with the best they could afford.

To reflect some authenticity, weapons and armor are rated to show which period is most appropriate to the arms. Also, they are rated for availability to particular classes in a High Chivalry society (classes not noted would either be forbidden such arms or else would rarely bear them):

- 'EF' ARMS = Weapons and armor suited to an Early Feudal campaign.
 'CH' ARMS = Weapons and armor suited to a High Chivalry campaign.
 'LF' ARMS = Weapons and armor suited to a Late Feudal campaign.
 'C' ARMS = Borne by Chivalrics- - Knights, Sergeants, Petit Sergeants.
 'F' ARMS = Borne by feudal Infantry- - Men-at-Arms, Town Militia.
 'G' ARMS = Borne generally by freemen, especially Fighters.
 'Y' ARMS = Arms especially characteristic of the Yeomanry.
 'S' ARMS = Arms permitted to Serfs- -usually improvised weapons.

Weights are given in C&S 'dragons' (Dr.), a unit of weight which approximates a pound.

Costs are given in C&S Silver Pennies (SP). The costs should be regarded as minimum Armorer or Blacksmith rates, and could easily be up to 150% stated values. Lords employing their own resident Armorers can obtain the same weapons at a discount of 10% to 30%.

Production times are given in days or a range of days and assumes a fairly skilled Armorer or Blacksmith. In actual practice, the production of most weapons would be stretched out over a period twice or three times as long, with several pieces being worked on at once. This allows for proper working, quenching and tempering, etc. The producer is usually an Armorer (A) or Blacksmith (B), but sometimes a Yeoman (Y) may produce his arms.

12.07 WEAPONS

Feudal weapons come in a wide variety of types, each with numerous variations on the basic design.

Weapons can be categorized according to their weight and speed/tempo in use:

'L' ARMS

Light Weapons- - quick but not overly destructive against good armor.

'M' ARMS

Medium Weapons- - moderately fast in use, but greater damage is achieved at some cost in speed.

'H' ARMS

Heavy Weapons- - either quite massive or else a bit cumbersome, such weapons tend to be very lethal and are designed to take on opponents in good armor.

Weapons are also grouped according to their basic types and mode of use in combat:

STABBING WEAPON

A short weapon used for close-in work.

THRUSTING WEAPON

A longer version of the stabbing weapon, used with a lunge or extension of the arm and body. The Rapier is the only sword type of this class and is edged as well as pointed, permitting a slash as well as a thrust with the point. (The weapon is not the foil of more recent times, but rather the late 15th to 17th century version, used with a dagger in gauche main or left hand).

SLASHING WEAPON

A weapon used with a cutting, chopping, or hacking stroke- - characteristically employed with an overhand or sidearm stroke and typical of virtually all edged weapons of the feudal period. Such weapons, if swords, were rarely balanced for a thrusting stroke.

CRUSHING WEAPON

A heavy weapon for the most part, used for crushing/breaking/shattering bones and armor through the brute force and mass behind the overhand or sidearm stroke delivering it.

ONE-HANDED WEAPON

A weapon capable of being wielded, with one hand.

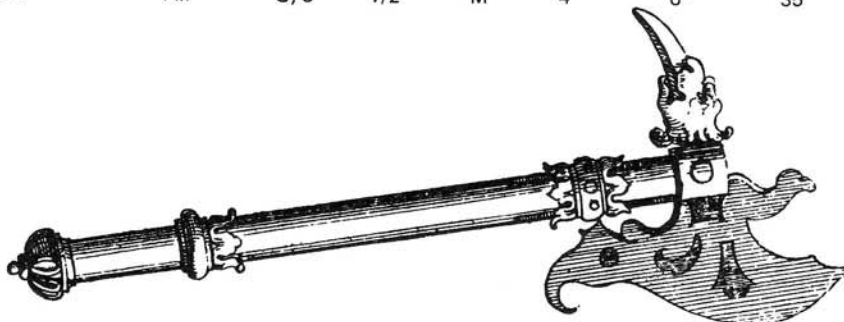
ONE/TWO-HANDED WEAPON

A weapon capable of being wielded with one hand but generally more controllable and lethal when wielded with two hands.

TWO-HANDED WEAPON

A weapon requiring two hands for effective use. Some require the second hand for support and control; others need both hands for control and also for maximum lethal effect through the application of brute power.

STABBING WEAPONS	AVAILABILITY PERIOD	CLASS	NO. HANDS	RATE	WEIGHT	LENGTH	COST	PRODUCTION
Knife	All	G, S	1	'L'	1	8"	10	B = 1d.
Dagger	All	G, S	1	'L'	1-2	12"	15+	A = 1d.
Poignard	HC/LF	G, S	1	'L'	1-2	15"	25+	A = 1d.
Short Sword	All	C, F	1	'L'	2-3	18-24"	75+	A = 2-4d.
THRUSTING WEAPONS	AVAILABILITY PERIOD	CLASS	NO. HANDS	RATE	WEIGHT	LENGTH	COST	PRODUCTION
Rapier	LF	G	1	'L'	2-3	36-48"	150+	A = 4-6d.
Hunting Spear	All	G, S	1/2	'M'	3	6'	30+	A = 1d.
Boar Spear	HC/LF	G, S	1/2	'M'	3-4	6'	50+	A = 2d.
Thrusting Spear	All	G	1/2	'M'	3-5	6-7'	40+	A = 1d.
Kontos (Cavalry) ²	All	C	1/2	'H'	5-8	9'	40	A = 1d.
Lance (Chivalry) ²	HC/LF	C	1/2	'H'	10-15	12-15'	50	A = 1d.
Short Pike	All	F	2	'H'	5-8	9-12'	40	A = 1d.
Long Pike	LF	F	2	'H'	10-15	15-18'	50	A = 1d.
Pitchfork ¹	All	G, S	1/2	'M'	4	5'	25	B = 1d.
Trident	All	G, S	1/2	'M'	4	6'	35	A = 2d.



SLASHING WEAPONS	AVAILABILITY PERIOD	CLASS	NO. HANDS	RATE	WEIGHT	LENGTH	COST	PRODUCTION
Hatchet	All	G, S	1	'L'	2	12-15'	15	B = 1d.
Wood Axe	All	G, S	1/2	'M'	3-5	30-40'	30	B = 1d.
Norman War Axe	EF	C, F	1/2	'M'	4-6	30-40'	50+	A = 1d.
Nordic Broad Axe	EF	C, F	1/2	'M'	6-10	30-40'	75+	A = 2-3d.
Battle Axe	HC/LF	C, F	2	'H'	10-15	40-50'	150+	A = 2-4d.
Light Sword	All	G	1	'L'	3-4	36'	80+	A = 2-5d.
Longsword	EF	F	1	'L'	3-4	40'	100+	A = 2-5d.
Kt. Broadsword	All	C	1	'M'	5-8	36-40'	150+	A = 5-9d.
Scimitar	All	G	1	'L'	3-4	32-36'	125+	A = 3-6d.
Falchion	LF	C, F	1	'M'	5-8	30-36'	100+	A = 2-3d.
Bastard Sword	HC/LF	C	1/2	'H'	7-10	40-48'	200+	A = 5-9d.
Greatsword	LF	C, F	2	'H'	10-15	5-6'	225+	A = 5-9d.
Pole Axe	EF/HC	F	2	'H'	8-10	6-8'	50+	A = 1-2d.
Bill	All	F	2	'M'	8-10	6-8'	50+	A = 1-2d.
Halberd	LF	F	2	'H'	10-15	7-9'	150+	A = 2-5d.
Sickle ¹	All	G, S	1	'L'	1-2	18'	15	B = 1d.
Scythe ¹	All	G, S	2	'M'	3-4	36-48'	25	B = 1d.

CRUSHING WEAPONS

Quarterstaff	All	Y, S	2	'L'	2-3	5-6'	5	Y = 1/2d.
Iron-Shod Staff	All	Y	2	'M'	3-5	5-6'	25+	B = 1d.
Light Mace	All	C	1	'M'	5-6	24-32'	60+	A = 2-3d.
Morningstar Mace	HC/LF	C	1	'M'	5-6	24-32'	100+	A = 3-5d.
Martel	All	C	1	'M'	5-6	24-32'	100+	A = 2-4d.
Morn. Star Flail	HC/LF	C	1	'H'	6-8	40-48'	135+	A = 4-6d.
Infantry Flail	LF	F	2	'H'	10-15	6-7'	135+	A = 4-6d.
Warhammer	HC/LF	C, F	1/2	'H'	6-9	38-42'	125+	A = 3-5d.
Lucerne Hammer	LF	C	1/2	'H'	6-9	38-45'	150+	A = 3-5d.
Dwarvish Hammer ³	All	Dwf	1/2	'M'	5-10	24-36'	200+	Dwf = 3-5d.
Maul/Sledge ¹	All	G, S	2	'H'	9	32-36'	35	B = 1d.
Heavy Maul ¹	All	G, S	2	'H'	16	32-40'	50	B = 1d.
Pick Axe ¹	All	G, S	2	'H'	4-7	32-36'	50	B = 1-2d.
Light Club ¹	All	G, S	1	'L'	2-3	24-36'	—	All = 1/4d.
Heavy Club ¹	All	G, S	1/2	'M'	5-8	30-40'	—	All = 1/4d.
Giant's Club ¹	All	(4)	1/2	'H'	10-20	4-7'	—	All = 1/4d.

(1) = Improvised Weapon, often far less effective than military arms.

(2) = One-handed use on horseback but two-handed on foot.

(3) = Uniquely Dwarvish weapon.

(4) = Usable effectively only by PCs and NPCs with Superhuman STR/20+.

MISSILE WEAPONS

Throwing Axe ¹	All	G, S	1	'M'	2-5	30-40'	65+	A = 2-3d.
Javelin ²	All	G, S	1/2	'M'	3	6'	35+	A = 1-2d.
Sling	All	G, S	1	—	1/4	20-25'	5	All = 1/4d.
Slingstaff	All	F	1	—	2-3	42-60'	25	A = 1d.
Self Bow	All	G	2	—	1 1/2	36-40'	50	A = 3d.
Composite Sht. Bow	All	C	2	—	1 1/2	36-40'	150+	A = 8-12d.
Composite Bow	LF	C, F	2	—	1 1/2	48'	200+	A = 8-12d.
English Longbow	HC	Y	2	—	1 1/2	5'	100+	A = 5-10d.
Elvish Longbow	All	Elf	2	—	1 1/2	5'	var.	Elf = var.
Light Crossbow	All ³	F	2	—	7-10	30'	125+	A = 8-12d.
Heavy Crossbow	HC	F	2	—	10-15	42'	250+	A = 15-18d.
Arbalest Crossbow	LF	F	2	—	15-20	42'	300+	A = 15-18d.
Matchlock Musket	V. LF ⁴	F	2	—	15	48'	300+	A = 20-25d.
Wheelock Musket	V. LF ⁴	C	2	—	7-10	30-40'	500+	A = 30-35d.
20 Arrows	All	G, S	—	—	2-3	36'	5+	A = 1d.
20 Crossbow Bolts	All	F	—	—	4-5	12'	10+	A = 2d.
20 Ball & Powder	V. LF ⁴	C, F	—	—	2-3	—	10+	A = 1d.

(1) Equivalent to the Norman War Axe, but balanced for casting.

(2) Equivalent to the Hunting Spear, but balanced for casting.

(3) Available in limited quantities in Early Feudal period (Byzantine weapon, for instance).

(4) Available only in very Late Feudal and Renaissance times.

12.08 ARMOR

C&S armor ratings have been changed somewhat from the original edition, so C&S veterans should take note.

First of all, the Armor Class (AC) of armor is based upon the material from which it is fashioned, the period in which it is made, and the degree of coverage it offers.

LEATHER: Leather or fur clothing. (jackets, coats, robes).

HEAVY LEATHER: Thick leather or fur clothing.

QUILTED/PADDED: Layers of cloth sewn into a quilted jacket, coat, surcoat, or padded undercoat. The Armor Class (AC) of the quilting or padding may be added to the AC of the main armor.

CUIRBOILLI: Leather treated with boiling wax to harden it to near metallic resiliency and strength, typically used in cuirasses.

RINGMAIL: Rings of metal sewn onto leather.

SCALE MAIL: Small, overlapping plates of metal sewn onto leather.

BRONZE PLATE: The classic early breast-and-back of the Ancient Greeks, effective against bronze weapons but perhaps too heavy for the protection offered against iron and steel weapons.

BRIGANTINE: Metal plates or splints sewn between two layers of leather or fitted into pockets between the layers. Rivets holding the armor together may show through on the outside.

BANDED: The classic Lorica Segmentata of the Imperial Roman Legionary, a relatively lightweight cuirass of iron bands sewn to a leather undercoat. The armor is equivalent to early chainmail.

CHAINMAIL: Links of metal meshed together and fashioned into shirts, coats (hauberks), and hose (leg protection). Several levels of quality exist.

PLATEMAIL: Combination armor consisting of chainmail with iron/steel plate and brigantine protection for the torso, joints, shoulders, and neck.

PLATE: The relatively late Medieval and Renaissance armor, consisting of plate protection with chainmail covering joints between the plates. Several levels of quality exist.

Several terms will be used to classify the protective coverage of the armor:

CUIRRASS: Essentially torso, upper abdomen, and perhaps upper arm protection. If marked with an asterisk (*), full arm protection is afforded.

1/2 ARMOR: A late development giving full protection to the front of the wearer, but usually only the torso and shoulders are protected from the back. Such armor was developed for heavy infantry (usually pike troops) to maximize platemail or plate protection frontally in close order formation fighting without involving a crushing weight of metal.

3/4 ARMOR: The equivalent of a coat of armor protecting arms, shoulders, torso, abdomen, and the legs to a bit below the knees--the byrnie, hauberk, etc., of Early Feudal and High Chivalry periods.

FULL ARMOR: Complete protection, with coverings for the legs and feet in the form of mail hose, platemail, or plate armor.

Head Protection also comes in a variety of forms:

HOOD: A leather or quilted hood covering the head and shoulders, with limited protection to the throat. It can be worn as padding under a more superior form of head protection.

CHAINMAIL COIF: A chainmail version of the Hood. It is considered to be padded and may be worn under a superior form of head protection (but not with padded Hood as well).

LEATHER HELM: A hard leather cap with metal plates perhaps riveted to it, protecting the upper skull but not the face.

COMPOSITE HELM: A leather helm made of cuirboilli and covered with metal.

CONICAL HELM: A composite helm reinforced with iron bands and often having a nasal to protect the nose--the typical Norman helm.

CLASSICAL HELM: An open-faced metal helm with cheek and back plates--similar to the Roman Legionary helmet.

OPEN BASCINET: A truly superior open-faced helm giving superb protection to the whole head and the back of the neck, with only the face below the eyebrows and the throat exposed.

CRUSADER'S HELM: A cylindrical helm providing total coverage of the head and neck, except for eyeslits and tiny breathing holes.

VISORED HELM: Essentially a bascinet fitted with a visor, worn open for maximum visibility or closed for maximum protection. Many types in fact expose only the face between the eyes and mouth, with the chin, most of the cheeks, and the throat protected. Consider it proof against all except missile fire and stabbing/thrusting blows (effectively closed otherwise).

Shields come in a great many designs, but we distinguish only several types:

TARGET: A small shield used primarily as a parrying weapon because it covers only a small portion of the body. It either deflects a blow (successful parry) or it does no good at all.

SHIELD: A standard shield (round or the usual triangular Chivalric type) which can cover an area approximately equal to the body from the shoulder to the stomach. It can be maneuvered to parry blows and is large and solid enough that, if the parry fails, its AC can be used to absorb damage before the armor does if a DEX CR is successfully rolled.

FULL SHIELD: A large shield on the order of the kite shield of the Normans or else a Legionary shield (scutum) covering the body and legs to the knee-equivalent to 3/4 armor. It is too large to be maneuvered in a shield parry, but it will meet any blow that is a clear hit and absorbs damage before the armor does.

All armor can absorb damage--the chief purpose of such protection. Each Armor Class has a variable damage absorption capacity per blow struck against it. Penetration of the armor occurs only when the damage absorption capacity (DAC) is exceeded:

AC/0 = 0	AC/6 = 1D6+2	AC/12 = 2D6+5
AC/1 = 1	AC/7 = 2D6	AC/13 = 2D6+6
AC/2 = 1/2D6	AC/8 = 2D6+1	AC/14 = 2D6+7
AC/3 = 1/2D6+1	AC/9 = 2D6+2	AC/15 = 2D6+8
AC/4 = 1D6	AC/10 = 2D6+3	AC/16 = 2D6+9
AC/5 = 1D6+1	AC/11 = 2D6+4	AC/17 = 2D6+10

Magical armor is rated as +1 to +5, indicating the number of Armor Classes (AC) the armor is raised above its natural level. AC/17 is the maximum AC value possible.

Armor also has a maximum damage absorption capacity (MDAC), representing its total ability to absorb damage before it begins to decline in AC value. Magical armor adds +10 to the MDAC per +1 magical AC increment (maximum +50). Once the MDAC is exceeded, each additional 10 points scored against it drops its value by -1 AC. At AC/0 it has no DAC left.



CUIRASS ARMOR ¹	AVAILABILITY		AC	DAC	MDAC	WEIGHT ²	COST	PRODUCTION
	PERIOD	CLASS						
Leather/Fur	.All	G, S	1	1	10	5	12+	Tailor = 1 d.
Quilted	.All	G, S	2	1/2D6	10	5	15+	Tailor = 2 d.
Quilted*	.All	G, S	2	1/2D6	15	6	20+	Tailor = 2 d.
Hv. Leather/Fur*	.All	G, S	2	1/2D6	15	10	18+	Tailor = 1 d.
Cuirboilli	.All	G	3	1/2D6+1	20	20	45+	A = 4 d.
Ringmail*	.All	G	4	1D6	20	10%	65+	A = 7 d.
Scale Mail*	.All	C, F	5	1D6+1	22	18%	80+	A = 15 d.
Bronze Plate	.EF	F	5	1D6+1	24	18%	100+	A = 15 d.
Brigantine*	.HC/LF	G	5	1D6+1	26	12%	75+	A = 10 d.
Banded	.EF	F	5	1D6+1	28	12%	80+	A = 10 d.
Chainmail	.EF	G	6	1D6+1	30	12%	100+	A = 15 d.
Chainmail*	.HC	C, F	6	1D6+2	32	15%	125+	A = 18 d.
Chainmail*	.HC/LF	C, F	7	2D6	35	15%	150+	A = 25 d.
Platemail*	.LF	C, F	8	2D6+1	40	18%	200+	A = 25 d.
Plate*	.LF	C, F	9	2D6+2	45	18%	250+	A = 25 d.

1/2 ARMOR¹

Platemail	.V. LF	C, F	8	2D6+1	60	25%	400+	A = 30 d.
Plate	.V. LF	C, F	9	2D6+2	75	25%	500+	A = 30 d.

3/4 ARMOR¹

Leather/Fur	.All	G, S	1	1	15	10	18+	Tailor = 1 d.
Quilted	.All	G, S	2	1/2D6	20	10	25+	Tailor = 3 d.
Hv. Leather/Fur	.All	G, S	2	1/2D6	22	15	30+	Tailor = 1 d.
Ringmail Byrnie	.EF	C, F	4	1D6	30	20%	175+	A = 20 d.
Scale Hauberk	.EF	C, F	5	1D6+1	35	25%	350+	A = 30 d.
Chain Hauberk	.EF, HC	C, F	6	1D6+2	40	25%	450+	A = 30 d.
Chain Hauberk	.HC	C, F	7	2D6	55	25%	550+	A = 40 d.

FULL ARMOR¹

Chainmail	.HC	C	8	2D6+1	65	25%	750+	A = 50 d.
Platemail	.LF	C	9	2D6+2	90	25%	1000+	A = 60 d.
Field Plate	.LF	C	10	2D6+3	90	25%	1500+	A = 60 d.
Cavalry Plate	.LF	C	11	2D6+4	95	30%	1750+	A = 70 d.
Jousting Plate	.LF	C	12	2D6+5	100	40%	2000+	A = 75 d.
Maximillian	.V. LF	C	12	2D6+5	100	25%	3000+	A = 90 d.

- (1) Excluding Helm, which must be purchased separately.
 (2) Weight is given either in dr. or in percentage of wearer's body weight. 1/2, 3/4, and Full Armor bring automatic Moderate Load (25% CC) to trained Fighters accustomed to its weight and Partial Encumbrance (41% CC) to all PCs not

in a Fighting vocation. This penalty is separate from weight carried and represents the encumbering factor of the armor on anyone, however strong. When computing total encumbrance, consider only the weight carried; this rule merely sets the lowest minimum limit.

HELMS	AVAILABILITY		AC ¹	DAC ²	MDAC ³	WEIGHT	COST	PRODUCTION
	PERIOD	CLASS						
Hood	.All	G, S	1	1	5	2-3	5	Tailor = 1 d.
Chainmail Coif	.All	G	3	1/2D6+1	15	3-4	25+	A = 5 d.
Leather Helm	.All	G, S	2	1/2D6	10	2-3	15+	A = 2 d.
Composite Helm	.All	G, S	3	1/2D6+1	15	2-3	25+	A = 2 d.
Conical Helm	.All	G	4	1D6	20	3-4	30+	A = 2 d.
Classical Helm	.EF	F	4	1D6	25	3-4	25+	A = 2 d.
Open Bascinet	.LF	C, F	7	2D6	35	3-5	75+	A = 4 d.
Crusader's Helm	.HC	C	8	2D6+1	40	5-10	150+	A = 10 d.
Visored Helm	.LF	C	10	2D6+3	50	5-10	275+	A = 12 d.

- (1) Hood or Chainmail Coif AC may be added to AC of Helm worn over the underprotection.
 (2) DAC is advanced by +1 AC level for Hood and +3 for Chainmail Coif worn under a Helm. Add +1 to the DAC dice for each point over AC/10.

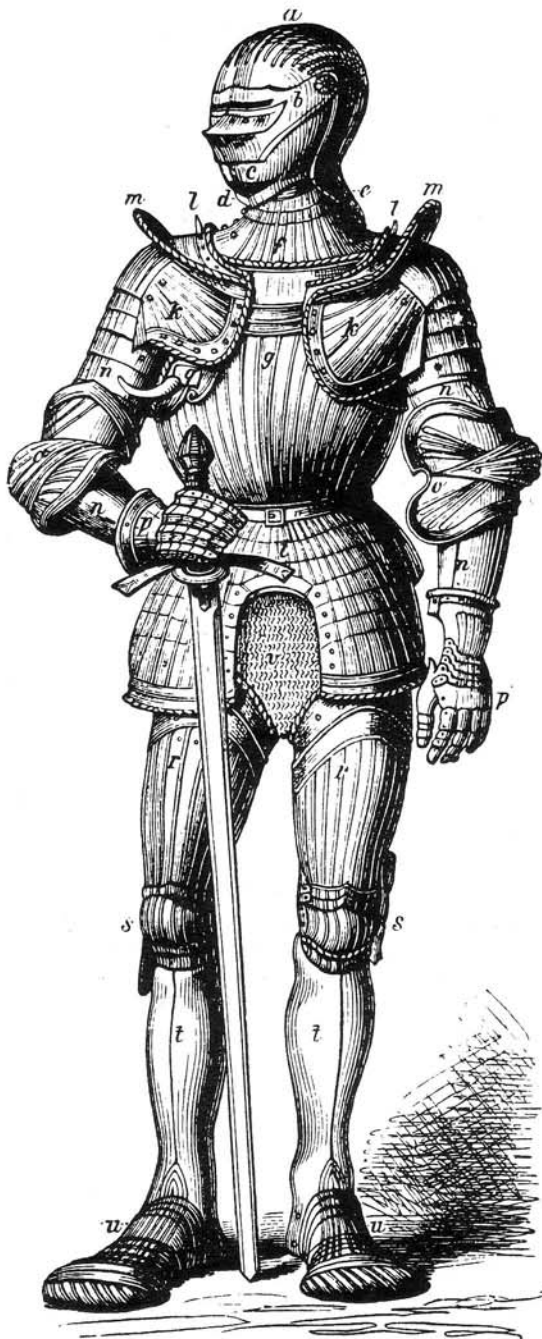
- (3) MDAC is Helm plus Hood or Chainmail Coif MDACs if underprotection is worn.

SHIELDS	AVAILABILITY		AC	DAC	MDAC ²	WEIGHT	COST	PRODUCTION
	PERIOD	CLASS						
Target ¹	.All	G, S	2	1/2D6	20	3-4	15+	A = 1 d.
Shield I	.All	G, S	3	1/2D6+1	30	6-8	25+	A = 1 d.
Shield II	.All	G, S	4	1D6	35	7-10	35+	A = 2 d.
Shield III	.All	C, F	5	1D6+1	40	7-10	45+	A = 3 d.
Full Shield	.All	C, F	5	1D6+1	45	10-15	65+	A = 5 d.

- (1) AC, DAC, and MDAC apply only if the Target is the only armor worn. The values are applied only if the PC performs a DEX CR successfully.
 (2) When used to absorb damage from a solid hit, the damage

points absorbed by the shield and associated armor are taken on the shield only. Also, arrows and crossbow bolts do not significantly affect the shield MDAC, but javelins, thrown axes, etc., do - like hand-held weapons.

MISCELLANEOUS	PERIOD	CLASS	AC	DAC	MDAC	WEIGHT	COST	PRODUCTION
Padded Undercoat	.All	G, S	+1	var.	—	5	15+	Tailor = 1 d.
Plain Surcoat	.All	C, F	+1	var.	—	5	20+	Tailor = 1 d.
Fancy Surcoat	.All	C	+1	var.	—	5	100+	Tailor = 4-8 d.
Brigantine Surcoat	.HC/LF	C, F	+2	var.	—	15	100+	A = 10 d.



- a helmet
- b visor
- c chin piece
- d neck piece
- e neck piece
- f gorget
- g breastplate
- h backplate
- i tassets
- k pauldron
- l epauliere
- m rander
- n vambrace
- o rerebrace
- p gauntlet
- q lance rest
- r cuisse
- s espauliere
- t jamb
- u solleret
- v chain mail

Armor worn on the body may be enhanced by the wearing of an undercoat and/or surcoat. A maximum of +3 AC may thus be added to the AC of the main protection. The protection is gained only in the torso area. The DAC is adjusted upward accordingly, but the MDAC of the main armor remains unaffected. It should be noted that quilted armor (cuirass) corresponds to the undercoat and surcoat. The brigantine surcoat is a light splint jerkin worn over the torso to augment chain or plate.

As an example of how a PC might be armed, a Knight has the following armor:

ARMOR	HEAD		TORSO		ARMS & LEGS		MDAC TOTAL
	AC	DAC	AC	DAC	AC	DAC	
Padded Undercoat . . .	—	—	1	+1 Lvl	1	+1 Lvl	—
LF Full Platemail . . .	—	—	9	+9 Lvl	9	+9 Lvl	100
Brigantine Surcoat . . .	—	—	2	+2 Lvl	—	—	—
Chainmail Coif3	—	+3 Lvl	—	—	—	—	15
Visored Helm10	—	+10 Lvl	—	—	—	—	50
Total	13	2D6+6	12	2D6+5	10	2D6+3	100 T 65 H

The system only appears complicated. In effect, all one really needs to know is the total AC, the DAC arising from it, and the MDAC if armor damage effects, which are optional, are being used. The result is a fairly authentic representation of the results of wearing a wide range of armor protections.

12.09 WARHORSES & RIDING MOUNTS

In a truly Chivalric campaign, only Knights, Sergeants, and non-fighters of noble blood are allowed to ride horses in a feudal society. Everyone else rides a donkey or in a cart, or just uses Shank's Mare (walks).

Details on the basic characteristics of mounts are given in 20 under War Mounts and Riding & Domestic Animals.

When purchasing a mount, use the following tables. Horsetrading being what it is, you pay your money and take your chance:

WARHORSE/ RIDING MOUNT (SP)	COST	WARHORSE 1D6 ROLL	QUALITY 2D6 ROLL	ROLL 3D6 ROLL
Camel	.100 +50.D20	all	—	—
Pony	.100 +10.D20	all	—	—
Riding Palfrey . .	.100 +20.D20	all	—	—
Light Warhorse . .	.100 +100.D20	SP 200-500	SP 1000-2500	SP 2600+
Medium Warhorse .	.200 +100.D20	SP 300-600	SP 1000-2600	SP 2700+
Heavy Warhorse .	.300 +100.D20	SP 400-700	SP 1000-2700	SP 2800+

Depending upon the price agreed upon, roll 1D6, 2D6, or 3D6 on the following table. If the animal is a known Great Horse, purchase price is the full cost roll possible + 10.D10%.

AVERAGE WARHORSE: 1D6 ROLL

- 1-2 Horse is a 'nag' and makes a passible mount but little more. He is untrainable to combat, shies away from fallen bodies and spears, and stumbles +05% more often when bumped by other horses or when going over littered/rough ground. He seems to be out of position whenever his rider is about to strike/parry a blow, so -01/-05% to Hits and +01/+05% to Parries for the rider. Worst of all, he is disobedient and runs off 75% of the time when the rider is unhorsed.
- 3-5 A good, honest horse - reliable and trained to combat.
- 6 Horse has promise. Roll again for Superior Warhorse. All Camels, Ponies, and Palfreys are merely good, honest mounts.

SUPERIOR WARHORSE: 2D6 ROLL

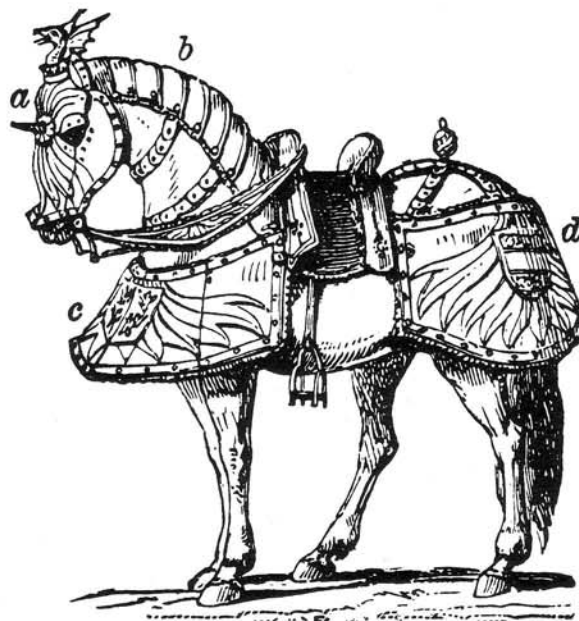
- 1-5 A good, honest horse - reliable and trained to combat. Despite his good appearance, he is only an average mount.
- 6-10 A FINE warhorse - agile and dependable in combat. He has +10'/turn extra speed, stumbles -05% as often, and places himself well in battle so that the rider enjoys +01/+05% Hit bonus.
- 11 A SUPERB warhorse! He will come when called and stands for his Lord to remount. In melee he has +20'/turn extra speed, stumbles -05% less often, and his rider enjoys +01/+05% Hit bonus. PCs may roll 1D6 for extra Body and Fatigue points for their mounts.
- 12 A NOBLE warhorse! He is fleet, surefooted, and very strong. He comes when called and stands for his Lord to remount. In melee, he has +30'/turn extra speed (+40' for Light Horse). He has a superior turning rate, never stumbles on littered or rough ground, and stumbles -10% as often when bumped by other horses in combat. His rider gains +01/+05% Hit bonus. Add +1D6 to Body and Fatigue levels for PC mounts.

GREAT WARHORSE: 3D6 ROLL

- 1-12 As for Superior Warhorse Table.
- 12-16 NOBLE warhorse.
- 17-18 GREAT warhorse! The mount is intelligent as well as a magnificent war mount. He has Light Horse speed in melee +50'/turn. He turns superbly, never stumbles, and his rider gains +02/+10% Hit bonus. Add 3+1D6 to Body and Fatigue levels for PC mounts.

If one wants to go the distance on the fantasy route, roll 2D10 for IQ. If the result is IQ/8-12, the horse talks and can learn one language per IQ point from base IQ/8, with languages learned at 1 per experience level risen by the owner. If the horse has IQ/13+, he also knows one Natural Magick spell of Level I for each IQ point from base IQ/13 (maximum of 8), with a 90% chance of casting and no Backfire. He may cast 1 spell per day for each IQ point above IQ/12. Such a horse can also find his way home or else to any place he has been to within the month. He is a loyal horse and cannot be bought or sold without his own permission. (He will prove treacherous if taken forcibly). Permission is given only if he likes the buyer. Theft brings escape at the first opportunity.

Historically, heavy warhorses were not available until the period of High Chivalry and afterward, and did not reach a ton of weight or more until the 1400s. In an EF campaign, then, the heavy warhorse should not be made available.



a champfrein c poitrel
b criniere d croupiere or buttock-piece

Horses are treated like PCs when determining BODY and FATIGUE level recovery rates.

Horses lose 1 Stamina point per 5 mph ridden over the average speed per hour. They also lose 1 Stamina point per hour for each 25 dr. over weight capacity they carry, with speed reductions applied to both average and maximum speed levels. Standard 10-minute rests (horses are walked on a long march) are assumed as well. In combat, a horse loses 1 fatigue point per 10 minutes of action.

When engaged in close combat, horses will kick enemies around them, especially foot troops. War camels are equivalent to Hv. Warhorses with respect to turn rates, but they cannot turn in place when standing.

Knights and Sergeants also train their Destriers (Medium and Heavy Warhorses) in dressage. Dressage is the fine art of trampling fallen enemies underfoot, something most untrained horses will not do. A trampling attack automatically succeeds on 01-40 (D100) or 1-8 (D20) and does 1D6 in damage, regardless of armor protection dice. Thus, even if the armor would normally save from kick damage, 1D6 points damage is still inflicted. This bonus is added to the kick damage when the armor protection dice value is exceeded, as well.

WARHORSE/ RIDING MOUNT	WT. CAP.	EFFECT PER 25 DR. EXCESS WEIGHT	AV. SPEED	MAX. SPEED
Rising Palfrey	.325	-10'/-5mph/-5mi.	06 mph	25 mph
Light Warhorse	.375	-10'/-4mph/-5mi.	09 mph	27 mph
Medium Warhorse	.500	-10'/-4mph/-5mi.	07 mph	25 mph
Heavy Warhorse	.650	-10'/-3mph/-5mi.	06 mph	22 mph
Great Lt. Warhorse	.450	-10'/-4mph/-5mi.	12 mph	30 mph
Great Mdm. Warhorse	.600	-10'/-4mph/-5mi.	10 mph	28 mph
Great Hv. Warhorse	.750	-10'/-3mph/-5mi.	09 mph	25 mph

Equipment available for Warhorses:

Bit/Bridle	25 SP
Military Saddle (Sgt)	200 SP
Knight's Saddle	400 SP
Saddle Blanket, Plain	15 SP
Saddle Blanket, Fancy	50 SP
Horseshoe (Warhorse)	10 SP
Spurs, Plain	10 SP
Spurs, Silvered	25 SP
Spurs, Golden (Kts only)	100 SP

All horse armor gives full protection. For 1/2 the weight and price, frontal armor can be obtained. Fancy armor, suitably decorated and chased with gold and silver, is available at 150% to 200% of base price.

Warhorse armor available:

WARHORSE ARMOR	PERIOD	CLASS	AC	DAC	MDAC	WEIGHT	COST	PRODUCTION
Lt. Padded	All	C	2	1/2D6	25	40	80+	A = 6 d.
Lt. Leather	All	C	3	1/2D6+1	40	50	150+	A = 12 d.
Mdm. Padded	All	C	2	1/2D6	30	50	100+	A = 6 d.
Mdm. Leather	All	C	3	1/2D6+1	45	60	200+	A = 12 d.
Mdm. Scale Mail	All	C	4	1D6	55	125	600+	A = 35 d.
Mdm. Chainmail	HC/LF	Kt	6	1D6+2	65	125	950+	A = 50 d.
Mdm. Platemail	LF	Kt	7	2D6	75	200	1500+	A = 60 d.
Hv. Padded	HC/LF	C	2	1/2D6	35	60	120+	A = 6 d.
Hv. Leather	HC/LF	C	3	1/2D6+1	50	70	175+	A = 12 d.
Hv. Scale Mail	HC/LF	C	4	1D6	65	150	750+	A = 35 d.
Hv. Chainmail	LF	Kt	6	1D6+2	75	150	1150+	A = 50 d.
Hv. Platemail	LF	Kt	7	2D6	85	250	1800+	A = 60 d.
Hv. Plate	V. LF	Kt	9	2D6+2	100	300	2500+	A = 75 d.

Other equipment can be found in the general equipment section.

12.10 GENERAL EQUIPMENT

The following lists provide a considerable range of equipment which might prove valuable in any fantasy role playing campaign. Costs are given for good equipment. Goods of poorer quality and lower cost might be available - but 'caveat emptor' (Let the buyer beware). Poorer grade goods may fail to function well or may fall to pieces if given rough treatment. Very high quality goods (nice to look at as well as functional) can run up to 150% higher.

ANIMALS	FOOD VALUE ¹	WEIGHT OF EDIBLE MEAT	DAILY FODDER REQUIRED ²	COST (IN SP) ³
Pony	.50 bu.	200 dr.	1.0 bu.	50 SP +10d10 SP
Donkey	.50 bu.	200 dr.	1.0 bu.	25 SP +10d10 SP
Draft Horse	.100 bu.	500 dr.	2.0 bu.	50 SP +10d20 SP
Mule	.100 bu.	500 dr.	2.0 bu.	50 SP +10d20 SP
Ox	.175 bu.	800 dr.	2.5 bu.	75 SP +10d20 SP
Bull	.150 bu.	750 dr.	2.5 bu.	100 SP +10d20 SP
Cow	.100 bu.	500 dr.	2.5 bu.	50 SP +5d10 SP
Calf	.25 bu.	125 dr.	0.7 bu.	10 SP +2d10 SP
Pig	.25 bu.	125 dr.	0.7 bu.	10 SP +1D10 SP
Suckling Pig	.5 bu.	25 dr.	0.2 bu.	6 SP +1D10 SP
Sheep	.10 bu.	50 dr.	0.25 bu.	1 SP +1D10 SP
Lamb	.3 bu.	15 dr.	0.1 bu.	1d6 SP
Chicken	.01 bu.	5 dr.	0.003 bu.	8 CP
Duck	.01 bu.	5 dr.	0.003 bu.	10 CP
Goose	.03 bu.	15 dr.	0.01 bu.	40 CP
Swan	.02 bu.	10 dr.	0.006 bu.	40 CP

- (1) An average person needs about 2 bu. of food value per month. A C&S bushel is 30-40 dr. in weight of grain. Meat has 4-5 times the food value of grain.
- (2) Fodder = grazing & straw/hay. Grain has at least double the food value of fodder. If grazing land is available, little or no feed needs to be purchased - especially for pigs and fowl, who largely scrounge for themselves. If grazed, most larger animals

need about 1/5th the cut fodder/grain per day, with 3-5 hours of grazing needed. Warhorses require a steady diet of 0.5 bu. grain and 1.0 bu. fodder a day to maintain health, and perhaps as much as a bushel of each per day.

- (3) Under prime market conditions at a fair. Costs in the countryside generally run 6d6% lower.

CAMP EQUIPMENT	WEIGHT	COST		
Oil Lamp (Aladdin Type)	.1	1-5 SP	Single Cloth Camp Bed	.15 10 SP
Oil Lantern	.3	12-20 SP	Single Leather Camp Bed	.20 25 SP
Torch (Pitch-Soaked)	.1	10 CP	Paliase w/o Straw	.2 1 SP
20 dr. Leather Backpack	—	1-2 SP	Sleeping Straw (weekly)	.5 5 CP
40 dr. Leather Backpack	—	3-5 SP	'Knock-down' Wooden Bed	.40 100 SP
60 dr. Leather Backpack	—	6-10 SP	Fine Woolen Sheet	.1 65 SP+
Canvas Backpack	—	+50%	Linen Sheet	.1 125 SP+
10 dr. Sack	—	10 CP	Mosquito Netting	— 50 SP
20 dr. Sack	—	20 CP	5-gal. Canvas Bucket	.50 3 SP
40+ dr. Sack	—	1 SP	5-gal. Leather Bucket	.50 5 SP
Canvas Sack	—	+50%	1-pint Canteen, filled	.125 2 SP
Flint & Steel	—	1 SP	2-pint Canteen, filled	.25 3 SP
Tinderbox	—	3-5 SP	4-pint Canteen, filled	.5 5 SP
2-man Leather Tent	.50	75 SP	1-gal. Waterskin, filled	.10 5 SP
4-man Leather Tent	.100	150 SP	5-gal. Waterskin, filled	.50 10 SP
8-man Leather Tent	.150	350 SP	Pewter Mess Kit	.1 40 SP
2-man Canvas Tent	.30	50 SP	1-pint lamp oil (24 hr)	.1 SP
4-man Canvas Tent	.60	100 SP		
8-man Canvas Tent	.90	200 SP		
Fishhook & Line	—	1 SP		
Small Fishing Net	.1	5 SP		
Large Fishing Net	.5	25 SP		
Lightweight Blanket	.2	25 SP+		
Heavyweight Blanket	.5	50 SP+		
Sleeping Furs	.10	125 SP+		
8' x 4' Cloth Hammock	.2	35 SP		
8' x 4' Leather Hammock	.5	75 SP		

CONTAINERS	WEIGHT	COST
12.5 gal. Cask, Wooden	.10+125	12 SP
25 gal. Cask, Wooden	.25+250	20 SP
50 gal. Cask, Wooden	.50+500	35 SP
1-pint Pottery Jar	.1+1.25	1 SP
4-pint Pottery Jar	.2+5	3 SP
1-gal. Pottery Jar	.4+10	5 SP
5-gal. Pottery Crock	.20+50	15 SP

12.5 gal. Wine Amphora	.35+125
1-pint Glass Jar	.1+1.25
2-pint Glass Jar	.1+2.5
4-pint Glass Jar	.2+5
1-gal. Glass Jar	.4+10
1-dose Glass Vial	.1/10
5-dose Glass Vial	.5/10
1-dose Tin Vial	.1/10
5-dose Tin Vial	.5/10
1-dose Pottery Vial	.1/10
5-dose Pottery Vial	.5/10
5-gal. Wooden Bucket	.2+50
5-gal. Metal Bucket	.2+50

1 gal. = 10 dr. wt.

1 pint = 1.25 dr. wt. (x8 = 1 gal.)

1 dose = 1/10 pint (0.125 dr. wt.)

*Silver vials cost x5 Tin vials; Fine porcelain vials cost x5 Pottery vials.

COOKING/EATING EQUIPMENT	WEIGHT	COST
Small Iron Pan.	.2	6 SP
Large Iron Pan.	.5	15 SP
2-pint Iron Pot	.2	6 SP
4-pint Iron Pot	.3	9 SP
1-gal. Iron Pot	.25	18 SP
5-gal. Iron Kettle	.25	90 SP
10-gal. Iron Cauldron	.50	200 SP
25-gal. Iron Cauldron	.125	500 SP
50-gal. Iron Cauldron	.250	1000 SP
Copper Cooking Wear	var.	+25%
Wooden Spoon	—	10 CP
Pewter Knife/Spoon	.1/10	3 SP
Silver Knife/Spoon	.1/10	20 SP+
Gold Knife/Spoon	.1/10	300 SP+
Pewter Fork	.1/10	4 SP
Silver Fork	.1/10	30 SP+
Gold Fork	.1/10	350 SP+
Wooden Soup Ladle	.1/5	15 CP
Pewter Soup Ladle	.1/5	10 SP
Silver Soup Ladle	.1/5	30 SP+
Gold Soup Ladle	.1/5	600 SP+
Wooden Platter/Bowl	.1/5	12 CP
Pewter Platter/Bowl	.1/3	10 SP
Enamelled Tin Platter/Bowl	.1/3	10 SP
Silver Platter/Bowl	.1/2	75 SP+
Gold Platter/Bowl	.1/2	1500 SP+
Earthenware Platter/Bowl	.1/2	1 SP
Porcelain Platter/Bowl	.1/2	25 SP+
Earthenware Wooden Mug	.1/4	12 CP
Pewter Mug	.1/3	15 SP
Porcelain Cup	.1/3	25 SP+
Silver Goblet	.1/3	50 SP+
Gold Goblet	.1/3	1000 SP+
Porcelain Goblet, Fancy	.1/4	50 SP+
Crystal/Glass Goblet	.1/4	100 SP+
Fine Crystal Goblet	.1/4	600 SP+
Pewter Salt Cellar, 1 dr.	.1	75 SP+
Silver Salt Cellar, 1 dr.	.1	175 SP+
Gold Salt Cellar, 1 dr.	.1	3500 SP+
Drinking Horn, Plain	.1/5	10 SP
Drinking Horn, Silvered	.1/3	40 SP+
Silver items may be alloys/plate: 50% cost.		
Gold items may be alloys/plate: 30% cost.		

HOUSEHOLD GOODS	WEIGHT	COST
Rushlight (1 hr.)	.1/5	1/2 CP
Candle, Tallow (1 hr.)	.1/5	4 CP
Candle, Wax (1 hr.)	.1/5	8 CP
Candelabra, Wood.	.1/2	1 SP*
Candelabra, Iron	.1 1/2	10 SP*
Candelabra, Bronze	.1 1/2	25 SP*
Candelabra, Silverplate	.1 1/2	100 SP*
Candelabra, Silver.	.1 1/2	225 SP*
Glassed Candle Lantern	.2	25-50 SP
Glassed Oil Lantern	.2	50-100 SP
Wooden Stool	.5	2 SP
Wooden Chair	.10	3 SP
Wooden Bench (2-person)	.15	3 SP
Wooden Bench (4-person)	.30	5 SP
Great Seat	.50	25 SP+

Wooden Table	.50+	10 SP+
Good Bed	.100+	50 SP+
Fine Bed	.150+	200 SP+
Seat Cushion.	.1	5-10 SP
Fine Seat Cushion.	.1	25 SP+
Small Metal Mirror	.1	20 SP
Large Metal Mirror	.20	75-100 SP
Soap, Plain.	.1/4	5 SP
Soap, Perfumed	.1/4	20 SP
Brazier, Small Iron	.2	10-20 SP
Brazier, Tripod Iron	.20	150 SP
Brazier, Small Bronze.	.2	50-75 SP
Brazier, Tripod Bronze.	.20	300 SP+
Charcoal	.10	1 SP
Bed Hangings	.10	50 SP+
Fine Bed Hangings	.20	200 SP+

*Add 1/2 dr. weight and +25%–50% per additional spike.

MISCELLANEOUS TOOLS	WEIGHT	COST
Wood Saw, Iron Blade	.3	25 SP
Wood Saw, Steel Blade	.3	75 SP
Hammer, Carpenter.	.2	7 SP
Wooden Mallet	.2	20 CP
Hatchet.	.2	15 SP
Wood Axe	.3-5	30 SP
Adze	.2	20 SP
Auger.	.2	20 SP
Iron Drill Bits (5)	.1	20 SP
Steel Drill Bits (5)	.1	50 SP
Wood Chisel	.1	10 SP
Masonry/Stone Chisel	.1	15 SP
Rock Drill	.5-7	20 SP
Crowbar	.5	10 SP
Heavy Crowbar	.10	20 SP
Finishing Nails (250)	.1	50 SP
Standard Nails (100)	.1	30 SP
Iron Spikes (10)	.1	20 SP
Iron Wedges (3)	.1	6 SP
Wood Glue, 1 pint	.1.25	40 CP
Paint, 1 gal.	.10	5-25 SP
Metal Yardstick	.2	15 SP
Wooden Yardstick	.1	3 SP
Carpenter's Square	.2	5 SP
Carpenter's Level	.2	25 SP
Waxed 100' Tape (Cord)	.2	10 SP
Iron 100' Measuring Chain.	.10	45 SP
String, 100'	.1/2	12-20 CP
Pick Axe	.4-7	50 SP
Shovel	.3-5	15 SP
Sickle.	.1-2	15 SP
Scythe	.3-4	25 SP
Pitchfork.	.4	25 SP
Iron Plough Blade.	.25	75 SP+
Blacksmith's Hammer	.3	15 SP
Armorer's Hammer	.3	15 SP
Cold Chisel.	.2	15 SP
Light Portable Anvil	.15	75 SP
Heavy Portable Anvil	.25	125 SP
Standard Anvil	.50+	250 SP
Small Bellows	.5	35 SP
Large Bellows	.25	75 SP
Portable Forge.	.100	250 SP
Forge	.1000	750 SP
Small Tongs/Pliers	.2	10 SP
Large Tongs	.5-7	20 SP
Iron Ingot	.25	30 SP
Copper Ingot	.25	100 SP
Lead Ingot	.25	25 SP
Other Base Metals.	.25	12 SP
Pulley, 1.5: 1 (100 dr.)	.3	25 SP
Pulley, 2: 1 (100 dr.)	.4	50 SP
Pulley, 3: 1 (100 dr.)	.5	75 SP
Pulley, 4: 1 (100 dr.)	.6	125 SP
Pulley, 5: 1 (100 dr.)	.7	175 SP
Pulleys, per 100 dr. lift.	—	+10%
Rope, per 50'	.3-5	5-10 SP
Chain, per foot	.2	20 SP
Heavy Chain, per foot	.5	60 SP
Wooden Ladder, per 10'	.25	25 SP
Rope Ladder, per 10'	.3-5	10-15 SP

Grappling Hook	.1	10 SP
Hourglass	.2-4	350 SP+
Minuteglass (1, 3, 5 min.)	.1/4	75 SP+
Sundial	.50	200 SP+
Ornate Sundial	.100	500 SP+
Pocket Sundial	.1/4	50 SP+
Water Clock	.50+	750 SP+

TRANSPORT GEAR		COST
Bit/Bridle	15 SP	
Riding Saddle	150 SP	
Sidesaddle	200 SP	
Saddle Blanket	15 SP	
Saddle Roll	1 SP	
10 dr. Saddle Bag	2 SP	
20 dr. Saddle Bag	5 SP	
300 dr. Packsaddle	100 SP	
Horseshoe (civilian)	5 SP	
5 dr. Nosebag	2 SP	
Draft Harness	30 SP	
Horse Collar	60 SP	
Ox Yoke	40 SP	
Spurs, Plain	10 SP	
Spurs, Silvered	25 SP	
Riding Crop	10 SP	
Driving Whip	20 SP	
Pony Cart (500 dr)	100 SP	
Cart (1-horse (1000 dr.)	150 SP	
Small Waggon (2-horse,1t)	250 SP	
Large Waggon (4-horse, 3t)	400 SP	
Open Coach (2-horse)	500 SP	
Closed Coach (2-horse)	675 SP	
Open Coach (4-horse)	800 SP	
Closed Coach (4-horse)	1000 SP	
6' Rowboat (4-seat)	100 SP	
12' Longboat (8-seat)	350 SP	
16' Longboat (10-seat)	400 SP	
Collapsible Leather Boat (4-seats)	250 SP	
Paddle	5 SP	
Oar	10 SP	
Mast & Sail	100 SP	

WRITING MATERIALS	WEIGHT	COST
34 x 44 Paper Sheet	.1/10	10 CP
34 x 44 Parchment Sheet	.1/10	20 CP
34 x 44 Vellum Sheet	.1/10	30 CP
Writing Tablet, Slate	.1	2 SP
Writing Tablet, Wax	.1	3 SP
Quill Pen, Average	—	5 CP
Quill Pen, Good	—	10 CP
Stylus (for wax Tablet)	.1/10	1 SP
Chalk, Stick	.1/10	2 CP
Ink & Pot	.1/5	20 CP
Portable Writing Desk	.10	10 SP
Large Writing Desk	.100+	50 SP+
Bindery Glue & Pot	.1/2	20 CP
Set of Book Covers	.5-10	10 SP
Book (various subjects- -x50 8 1/2 x 11 pages)	.6-7	200 SP+
Book (various subjects- -x50 17 x 22 pages)	.12-15	400 SP+
Illuminated Book	—	+150%
Seal, Personal	.1/4	25 SP
Seal, Silver	.1/4	100 SP
Seal, Gold	.1/4	750 SP
Sealing Wax (red)	.1/10	5 SP
Sealing Ribbon (red)	.1/10	5 SP
Colored Ink + Pot	.1/5	5 SP
Gold Leaf, 4 x 4 Sheet	—	1 SP

12.11 FOOD PURCHASED AT THE MARKET

The average person is assumed to need 5-6 Dr. of mixed foods, 3-4 Dr. of meat, or 2-3 Dr. of field rations (marked with an asterix) each day. Increase these requirements by 25% to 50% when engaged in strenuous activity. Food intake much below the minimum levels will inhibit healing of wounds and recovery of fatigue levels by cutting them in half.

FRESH BREAD	COST
1 Dr. White Loaf	.7 CP
3 Dr. White Loaf	20 CP
1 Dr. Whole Wheat Loaf	.3 CP

3 Dr. Whole Wheat Loaf	.8 CP
1 Dr. Rye Loaf	.2 CP
3 Dr. Rye Loaf	.5 CP
1 Dr. White Rolls	10 CP
1 Dr. White Trencher	.5 CP
1 Dr. Brown Trencher	.3 CP

FRESH MEAT	COST
1 Dr. Veal	.6-9 CP
1 Dr. Beef Steak	.6-7 CP
1 Dr. Beef Roast	.4-5 CP
1 Dr. Other Cut Beef	.3-4 CP
1 Dr. Pork Loin	.4-6 CP
1 Dr. Other Cut Pork	.3-4 CP
1 Dr. Pork Ham	.6-10 CP
1 Dr. Bacon	.5-7 CP
25 Dr. Suckling Pig	15-18 SP
1 Dr. Mutton	.2-4 CP
1 Dr. Lamb	10-12 CP
1 Dr. Common Fish	.2-3 CP
1 Dr. Game Fish	.4-6 CP
1 Dr. Clams/Crabs	.2 CP
1 Dr. Shrimps	.4-6 CP
5 Dr. Whole Chicken	.9-11 CP
1 Dr. Chicken	.2-3 CP
5 Dr. Whole Duck	12-15 CP
1 Dr. Duck	.3-4 CP
15 Dr. Fatted Goose	50-55 CP
1 Dr. Goose	.4-5 CP
10 Dr. Whole Swan	50-60 CP
1 Dr. Swan	.5-7 CP
1 Dr. Small Game Birds	.3-6 CP
1 Dr. Venison	20-25 CP
1 Dr. Wild Boar	15-25 CP

DAIRY PRODUCTS	COST
1 Dr. Eggs (6)	.3-4 CP
1 Dr. Poor Cheese	.3 CP
1 Dr. Good Cheese	.6-10 CP
1 Dr. Fine Cheese	15-25 CP
1 Dr. Curds & Whey	.2-3 CP
1 Quart Milk (1/2 Dr.)	.2-3 CP
1 Pint Cream (1/2 Dr.)	.8-12 CP
1 Dr. Unsalted Butter	.4-7 CP
1 Dr. Salted Butter	10-12 CP

* Food equivalent in (brackets).

FRUIT	COST
1 Dr. Crabapples	.2-3 CP
1 Dr. Apples	.4-7 CP
1 Dr. Cherries	.5-8 CP
1 Dr. Strawberries	.6-15 CP
1 Dr. Pears	.4-6 CP
1 Dr. Oranges	.5-15 CP
1 Dr. Lemons	.4-7 CP
1 Dr. Plums	.1-3 CP
1 Dr. Grapes	.3-4 CP
1 Dr. Wild Berries	.2-3 CP
1 Dr. Figs	20-30 CP
1 Dr. Dates	.6-10 CP
1 Dr. Dried Fruit	.150%*
1 Dr. Candied Fruit	.200%*

*Cost based on fruit type, with 1.5 Dr. food value.

VEGETABLES	COST
1 Dr. Fresh Beans	.2-3 CP
1 Dr. Dried Beans	.1-2 CP
1 Dr. Dried Lentils	.1-3 CP
1 Dr. Fresh Peas	.2-3 CP
1 Dr. Dried Peas	.1-2 CP
1 Dr. Fresh Cabbage	.2-3 CP
1 Dr. Sauerkraut	.2-3 CP
1 Dr. Onions	1/2-1 CP
1 Dr. Leeks	.1-2 CP
1 Dr. Carrots	1/2-1 CP
1 Dr. Lettuce	.2-3 CP
1 Dr. Radishes	1/2-1 CP
1 Dr. Turnips	1/2-1 CP
1 Dr. Beetroots	1/2-1 CP

1 Dr. Parsnips	1/2-1 CP
1 Dr. Fresh Parsley	.2-4 CP
1 Dr. Garlic	.2-5 CP
1 Dr. Cucumbers	5-10 CP
1 Dr. Squash	.1-3 CP

SEASONINGS**COST**

1 Dr. Sea Salt	10-15 CP
1 Dr. Rock Salt	25-35 CP
1 Dr. Honey	20-25 CP
1 Dr. Lump Sugar	40-50 CP
1 Dr. Pepper	250 SP

Other seasonings- - including a huge variety of herbs- - can be found in the Magick Materials section, following.

FIELD RATIONS***COST**

1 Dr. Salt Pork	.5-8 CP
1 Dr. Salt Beef	6-10 CP
1 Dr. Salt Fish	.4-6 CP
1 Dr. Smoked Salmon	20-25 CP
1 Dr. Smoked Sausages	12-15 CP
1 Dr. Spiced Sausages	25-30 CP
1 Dr. Black Bread	.8-10 CP
1 Dr. Hardtack	10-15 CP
1 Dr. Waybread	.20 CP**
1 Dr. Salted Butter	10-12 CP**
1 Dr. Jerked Beef	12-15 CP**
1 Dr. Dried Fish	.4-6 CP

*Double food value for most items.

**Triple food value.

OILS**COST**

1 gal. Cooking Oil	10-50 CP
1 gal. Olive Oil	60-90 CP
1 Dr. Lard	.2 CP

12.12 ALCOHOLIC BEVERAGES

Beverages are listed at both retail and wholesale costs, the latter available to innkeepers and merchants in the trade or to persons dealing directly with the producer.

BEVERAGE	RETAIL COST		WHOLESALE COST		
	1/2 PINT	12.5 GAL.	12.5 GAL.	25 GAL.	50 GAL.
Fresh Apple Cider	1-2 CP	4-8 SP	60%	110%	200%
Fermented Cider	.2-3 CP	8-12 SP	70%	130%	250%
Sour Wine (Vinegar)	.1 CP	4 SP	60%	100%	190%
Poor Wine	.3 CP	8 SP	60%	110%	200%
Average Wine	.5-6 CP	20-24 SP	75%	140%	270%
Good Wine	.8-10 CP	32-40 SP	75%	140%	270%
Fine Wine	.15-20 CP	60-80 SP	80%	150%	290%
Vintage Wine	.1 SP	100 SP	85%	160%	300%
Mead	.10 CP	40 SP	75%	140%	270%
Egyptian Beer	.2 CP	8 SP	60%	110%	200%
Small Beer	.3-4 CP	12-16 SP	70%	130%	250%
Beer	.5 CP	20 SP	75%	140%	270%
Double Beer	.6 CP	24 SP	75%	140%	270%
Ale	.7 CP	28 SP	75%	140%	270%
Stout	.8-10 CP	32-40 SP	75%	140%	270%
Bitter	.3-4 CP	12-16 SP	60%	110%	200%
Brandy (Winter Wine)	1 SP	100 SP	80%	150%	290%
Brandy, Fine	.2 SP	200 SP	80%	150%	290%

Wholesale costs are given as a percentage of the retail on 12.5 gallons. Containers are extra in all bulk sales.

**12.13 STAYING AT THE INN**

Guests at an inn (those staying for the night) are, by law, under the full protection of the house. Casual customers who drop in for a meal and/or a drink are not. This means that the inn is liable to guests for thefts which are clearly the result of poor security precautions. A guest should not expect privacy unless he rents a good room; poor and average accommodations are shared with several others. Stabling costs include shelter, currying the animal, and fodder plus a bit of grain. Warhorses receive very special attention, with a hefty feedbag of good oats and a choice apple!

ITEM**COST**

2 Dr. Cheap Stew & Bread	6-10 CP
2 Dr. Good Stew & Bread	13-15 CP
1 Dr. 'Joint' of Meat	12-20 CP
2 Dr. Good Meal	25-35 CP
2 Dr. Fine Meal	40-50 CP
3 Dr. Banquet Meal	3-6 SP
Poor Room	.5 CP
Average Room (2-3 guests)	.8-10 CP
Good Room	15-25 CP
Stable Pony/Donkey	10 CP
Stable Draft Horse/Mule	15 CP
Stable Destrier	25-50 CP

Of course, beverages are always available, and a Blacksmith can be summoned to shoe mounts, etc., at added cost.

12.14 LONG-TERM ACCOMODATIONS (monthly rates)

Most PCs will have their living (food) taken care of when they are operating from their home bases, but lodgings are another matter:

TYPE OF ACCOMODATION	POOR	AVERAGE	GOOD
Room in the Countryside	.2-4 SP	5-6 SP	9-10 SP
Room in the Country & Board	.7-10 SP	10-12 SP	16-20 SP
House in the Country	.6-10 SP	12-15 SP	20-25 SP
Room in Town	.5-6 SP	10-12 SP	15-20 SP
Room in Town & Board	.10-12 SP	20-25 SP	30-35 SP
Floor in Small Town House	.10-15 SP	20-25 SP	30-35 SP
Floor in Large Town House	.20-25 SP	35-40 SP	50-60 SP
Small Town House	.30-40 SP	50-60 SP	70-80 SP
Large Town House	.40-50 SP	65-75 SP	90-100 SP

12.15 BUYING/SELLING GRAIN & FEED

One either has to feed one's animals if on the road, or else one may have grain and feed to sell:

TYPE OF GRAIN/FEED**COST/B**

Wheat	35 CP +3d10 CP
Oats	25 CP +2d10 CP
Barley	25 CP +3d10 CP
Rye	15 CP +2d10 CP
Hay	15 CP +1d10 CP
Straw	10 CP +1d6 CP

1 Bu. = 25 Dr. in most cases.

12.16 CLOTHING & CLOTH

Cloth prices are modified by the same factors as given for clothing. Also, cost fluctuate according to the value of the bolt and the current market conditions, etc. Roll 1d6, with evens indicating prices up and odds indicating prices down. Then roll 5D10% and add/subtract from the basic price, as modified for color etc. This is the initial asking price.

Tapestries are richly embroidered linen. Carpets are fine wool, either embroidered or unembroidered. Prices are adjusted upward only.

Clothing costs can be modified by the following factors:

Embroidered	+20%	Black	+15%
Richly Embroidered	+50%	Blue	+25%
Undyed Cloth	-20%	Red/Orange/Pink	+25%
Brown	+0%	Purple Violet	+100%
Green	+5%	Bleached White	+15%
Yellow/Gold	+15%	Motley	+25%

Cloth comes in standard-sized bolts of 4' or 6' wide and 20' or 50' long. It is bought by the bolt or by the foot: price is 1 SP per foot.

Red/Orange/Pink	+25%	Bleached White	+15%
Purple/Violet	+100%	Motley	+25%

The clothing a character needs to wear is determined, in part, by his social position. Men of rank would not readily be seen in rags, nor would men of low rank readily choose to wear rich clothing lest they be disapproved of by their betters. Clothing is costly, but can be counted

on to last at least three years, with care, and possibly much longer. Of course, PCs wishing to make strong impressions on their peers will tend to dress as well as possible.

ITEM OF CLOTHING	POOR	AVERAGE	GOOD	WELL-OFF	NOBLE	TITLED
Man's Hose (Stockings) . . .	.1 SP	2 SP	4 SP+	10 SP+	15 SP+	25 SP+
Man's Chemise (Shirt) . . .	.1 SP	2 SP	5 SP+	15 SP+	20 SP+	25 SP+
Man's Pellison (Gown) . . .	.1 SP	3 SP	6 SP+	20 SP+	25 SP+	50 SP+
Man's Bliaut (Tunic) . . .	.2 SP	5 SP	9 SP+	25 SP+	50 SP+	100 SP+
Mantle/Cloak	.4 SP	9 SP	25 SP+	75 SP+	100 SP+	150 SP+
Woman's Hose	.1 SP	2 SP	4 SP+	10 SP+	15 SP+	25 SP+
Woman's Chemise	.1 SP	2 SP	5 SP+	10 SP+	20 SP+	35 SP+
Woman's Pellison	.1 SP	2 SP	9 SP+	15 SP+	25 SP+	50 SP+
Woman's Bliaut	.2 SP	5 SP	20 SP+	40 SP+	75 SP+	125 SP+
Mantle/Cloak	.4 SP	9 SP	40 SP+	75 SP+	125 SP+	175 SP+
Hat/Hood/Wimple	.1 SP	2 SP	5 SP+	10 SP+	20 SP+	40 SP+
Wooden Clogs	.5 CP	—	—	—	—	—
Sandals	.15 CP	1 SP	2 SP	4 SP	10 SP	25 SP
Slippers	—	9 SP	9 SP+	15 SP	25 SP+	50 SP+
Work Boots	.10 SP	15 SP	20 SP	—	—	—
Riding Boots	—	—	50 SP	75 SP+	100 SP+	125 SP+
Infantry Boots	.15 SP	20 SP	25 SP	—	—	—
Dress Boots	—	—	50 SP	100 SP+	125 SP+	150 SP+
Belt	.1 SP	2 SP	5 SP	15 SP+	35 SP+	75 SP+
Lady's Girdle	.1 SP	2 SP	5 SP+	25 SP+	50 SP+	75 SP+
Sword Belt	—	—	5 SP	15 SP+	50 SP+	100 SP+
Sword Sheath	—	—	10 SP	25 SP+	50 SP+	100 SP+
Dagger Sheath	.1 SP	3 SP	5 SP	15 SP+	20 SP+	35 SP+

In addition, there are a number of sewing aids, etc.:

SEWING/WEAVING EQUIPMENT	WEIGHT	COST
Needles (5)	.1/10	5 SP
Thread, 150'	.1/10	1 SP
Colored Thread, 150'	.1/10	2 SP
Silver Thread, 150'	.1/10	5 SP
Gold Thread, 150'	.1/10	15 SP
Shears	.1-2	20 SP
Weaving Loom	.25	35 SP
Spindle	.1	1 SP
Carding Comb	.1	1 SP

12.17 CIVILIAN BUILDINGS: CONSTRUCTION COST & TIME

The following costs are given for buildings with limited defensive capacity and which are used for non-military purposes - huts, barns, cottages, smithies, townhouse/shops, and unfortified villas and inns. Costs are given per sq. ft. of construction, except for excavations for cellars, etc., which are given in cu. ft. of material moved. If constructing buildings of more than one storey (about 8'-10' of wall height), add the full wall cost and time for each storey and half wall cost and time for lofts and attics.

SPECIFICATION	PROFESSIONAL TIME	PROFESSIONAL COST	UNSKILLED TIME	UNSKILLED COST
Site Clearing, Dense Woods . . .	.03d.	0.30	0.06d.	0.15
Site Clearing, In Woods	.02d.	0.20	0.04d.	0.10
Site Clearing, In Open	.01d.	0.10	0.02d.	0.05
Excavation, In Dirt	.02d.	1	0.03d.	0.5
Excavation, In Stone	.05d.	5	0.10d.	3
Foundation & Floor, Hut	.02d.	2	0.05d.	1
Foundation & Floor, Cottage . . .	.04d.	4	0.10d.	2
Foundation & Floor, House	.06d.	6	0.15d.	3
Mud & Wattle Walls, 10'	.02d.	3	0.05d.	2
Wood Frame/Log Walls, 10'	.04d.	5	0.10d.	3
Fieldstone Walls, 10'	.06d.	7	0.15d.	4
Dressed Stone Walls, 10'	.08d.	9	0.20d.	6
Brick Walls, 10'	.10d.	10	0.20d.	7
Brick Facing on Wall, 10'	.05d.	5	0.10d.	4
Thatched Roof	.005d.	1	0.01d.	0.5
Slate Roof	.02d.	5	0.06d.	3
Stone Fireplace (3' x 10')	.4d.	450	8d.	200
Interior Finishing	+20%	+20%	+20%	+20%
Rich Interior Finishing	+35%	+35%	+35%	+35%

For example, a Yeoman commissions a cottage 20' x 12', with an attached barn 10' x 15', the whole to be 1 1/2 storeys (loft/attic), of fieldstone with a thatched roof and a stone fireplace. The area is open land and he is doing site clearing and excavation of a 10' x 10' x 7' cellar himself: The area involved is 390 sq. ft. at floor level and 1 1/2 x 390 = 585 sq. ft. of total floor area, including lofts.

Site Clearing, In Open	390 x 0.02d = 7.8d. @ 19.5 CP
Excavation, 700 cu. ft. Dirt	700 x 0.03d = 21d. @ 350 CP
Foundation & Floor, Cottage	390 x 0.04d. = 15.6d. @ 1560 CP
Fieldstone Walls, 15'	585 x 0.06d = 35.1d. @ 4095 CP
Thatched Roof	390 x 0.005d = 1.95d. @ 390 CP
Stone Fireplace (3' x 15')	1 1/2 x 4d = 6d. @ 675 CP
Sub-Total	87.45d. @ 7089.5 CP
Interior Finishing (+20%)	17.5d. @ 1417.9 CP
Total	105d. @ 8507.4 CP

The job thus costs 340.3 SP and requires 105 man-days to complete. The actual building time can be reduced by having several workmen do the job.

12.18 FORTIFIED STRUCTURES: CONSTRUCTION COST & TIME

Fortified structures are manorhouses, towers, shell-keeps, curtain walls, gatehouses, and full castles.

Fortified Manorhouses cost 150% cost of Houses with dressed stone walls and are assumed to have 1 foot thick walls. If greater thickness of wall is desired, costs are computed by working out the volume of stone required to face the basic wall (outside dimensions, lwxwxh) with the thickness desired.

The following tables contain various data that should prove of use when building one's fortifications or when trying to destroy other people's castles.

First of all, the costs and times required for construction are exclusive of basic preparations, which require:

Dirt Excavations: 1.6 GP/1000 cu. ft. .17 days/100 men
Stone Excavations: 3.2 GP/1000 cu. ft. .34 days/100 men
Site Clearing (Wooded): .16 GP/1000 sq. ft. .2 days/100 men
Site Clearing (Unwooded): .08 GP/1000 sq. ft. .1 days/100 men
Foundations: 1.6 GP/1000 sq. ft. .2 days/100 men

Cheap Construction involves the use of the cheapest materials and can be performed by unskilled labor.

Average Construction involves the use of average stone, good mortar, and hard wood bracing. An engineer to direct work and 33 skilled workmen per 100 workers are required.

Good Construction involves the use of good stone, good mortar, and fine wood bracing. A Master fortress engineer and 33 skilled workmen per 100 workers are required.

Superb Construction involves the use of fine stone, good mortar, and iron bound bracing. A Master fortress engineer and 33 skilled workmen per 100 workers are required.

If construction times seem inordinarily long for the more substantial structures, the reader is reminded that medieval cathedrals and other great buildings often were building for several generations. Fortresses could be constructed quite speedily, but that involved the use of many men.

It should also be noted that the strength of a wall does not reflect the number of points of damage required to destroy it but rather the strength of the wall over a 10' x 10' section, which is destroyed when

the strength is reduced to 0. In short a 10' x 10' section is penetrated when the wall strength is eliminated by battering. Again, if players think that the process of reducing a large wall/tower is lengthy, they are reminded that the Turks took many months to penetrate and breach the outer, weakest wall of Constantinople—using a bombard that fired 800 POUND GRANITE BALLS! The largest weapon used in siegecraft, the trebuchet, is rated at 500 Dr. in C&S. 1000 Dr. trebuchets can be constructed as well (with double the impact points) at twice the cost of the 500 Dr. model. Bombards produce 150% to 300% of the effect of a siege engine, and siege bombards are comparable to trebuchets.

When reducing a wall, it should be noted that each shot reduces the structural strength of a wall. Every 10 or 20 shots should be marked by a recomputation of the damage being done, for the amount of damage increases as the wall's strength is reduced.

ROUND TOWERS

Dimensions (in feet)			Volume (cu. ft.)	Base Area (sq. ft.)	Cheap Construction			Average Construction			Good Construction			Superb. Const.	
Th.	Diameter	Height			Cost	Time	Strength	Cost	Time	Strength	Cost	Time	Strength	Cost	Strength
2	8	10	250	50	6	0.5	4500	11	0.5	5400	17	0.4	6600	19	8000
4	35	35	15400	962	345	31.6	16500	685	29.3	19800	1020	27.7	24200	1125	29000
6	40	40	30170	1257	675	61.8	27000	1345	57.3	32400	2000	54.3	39600	2205	47400
8	50	50	62860	1964	1405	129	42000	2800	119	50400	4165	113	61600	4590	73600
9	50	60	84857	1964	—	—	—	3775	161	64800	5620	153	79200	6200	96400
10	60	60	113140	2829	—	—	—	5035	215	72000	7495	204	88000	8265	104000
10	60	70	132000	2829	—	—	—	5875	251	81000	8745	238	99000	9640	117000
12	75	75	212140	4420	—	—	—	—	—	—	14050	382	125400	15495	148400
12	75	85	240430	4420	—	—	—	—	—	—	15925	433	138600	17560	164000
15	80	90	339430	5029	—	—	—	—	—	—	22480	611	181500	24790	209500
15	90	90	381860	6364	—	—	—	—	—	—	—	687	—	27890	209500
18	90	100	509140	6364	—	—	—	—	—	—	—	917	—	37185	281000
18	90	110	560060	6364	—	—	—	—	—	—	—	1008	—	40905	304200
18	90	120	610970	6364	—	—	—	—	—	—	—	1098	—	44620	327600
20	100	120	754285	7857	—	—	—	—	—	—	—	1358	—	55090	366000
20	100	130	817140	7857	—	—	—	—	—	—	—	1471	—	59680	392000
20	110	130	898860	9507	—	—	—	—	—	—	—	1618	—	65645	392000
20	110	140	968000	9507	—	—	—	—	—	—	—	1742	—	70695	418000
25	120	150	1414300	11314	—	—	—	—	—	—	—	2546	—	103290	551900

Cost: in GP

Time: 100 men working.

Volume: Volume of stone required.

SQUARE TOWERS

Dimensions (in Feet)				Volume (Cu. ft.)	Base Area (sq. ft.)	Cheap Construction			Average Construction			Good Construction			Superb. Const.	
Th.	L.	W.	H.			Cost	Time	Strength	Cost	Time	Strength	Cost	Time	Strength	Cost	Strength
2	20	20	30	4800	400	100	9.1	6000	200	8.2	7000	240	7.7	9000	330	10500
3	20	20	30	7200	400	150	13.7	9000	300	12.2	10500	360	11.5	13500	500	15750
4	25	25	35	12000	625	250	22.8	12000	500	20.4	14000	600	19.2	18000	830	21000
4	25	25	35	14000	625	290	26.6	13200	590	23.8	15400	700	22.4	19800	965	23100
4	30	30	35	16800	900	350	31.9	13200	705	28.6	15400	840	26.9	19800	1160	23100
5	35	35	35	24500	1225	510	46.6	16500	990	41.6	19250	1225	39.2	24750	1690	28875
6	35	35	40	33600	1225	800	63.8	21600	1410	57.1	25200	1680	53.7	32400	2310	37800
6	40	40	40	38400	1600	800	73	21600	1605	65.3	25200	1920	61.4	32400	2650	37800
7	45	45	45	56700	2025	1180	108	27300	2370	96.4	31850	2835	90.7	40950	3915	47775
8	50	50	50	80000	2500	1670	152	33600	3345	136	39200	4000	128	50400	5520	58800
9	50	50	55	99000	2500	2065	188	40500	4135	168	47250	4950	158	60750	6835	70805
10	60	60	60	172800	3600	—	—	—	7225	299	56000	8640	277	72000	11925	84000
12	60	60	70	201600	3600	—	—	—	8425	343	75600	10080	323	97200	13915	113400
15	70	70	70	294000	4900	—	—	—	12285	500	94500	14700	470	121500	22730	141750
15	75	75	75	337500	5625	—	—	—	—	—	—	16875	540	128250	23290	149625
15	75	75	80	360000	5625	—	—	—	—	—	—	—	576	—	24845	157500
18	80	80	80	460800	6400	—	—	—	—	—	—	—	737	—	31800	189000
18	80	80	90	518400	6400	—	—	—	—	—	—	—	829	—	35780	207900
18	90	90	90	583200	8100	—	—	—	—	—	—	—	933	—	40250	207900
18	90	90	100	648000	8100	—	—	—	—	—	—	—	1036	—	44720	226800
18	90	90	110	712000	8100	—	—	—	—	—	—	—	1141	—	49195	245700
20	100	100	100	800000	10000	—	—	—	—	—	—	—	1244	—	55210	252000
20	100	100	120	960000	10000	—	—	—	—	—	—	—	1536	—	66250	273000
20	125	125	140	1400000	15625	—	—	—	—	—	—	—	2240	—	96230	336000

Plinths may be constructed at the base of towers at 10% additional cost. A plinth will increase the structural strength of the tower by 50% at the base to a height 10 feet up the side of the tower. Depending upon the size of the tower, a plinth will extend outward from 5 to 15 feet from the base of the tower. Because of the plinth's angle, rocks dropped from above will be deflected horizontally at ground level. (See 'Drop the Rock' in *The Chivalry & Sorcery Sourcebook*).

CURTAIN WALLS

Thickness (in feet)	Height (feet)	Volume (cu. ft.)	Base Area (sq. ft.)	Cheap Construction			Average Construction			Good Construction			Superb Const.	
				Cost	Time	Strength	Cost	Time	Strength	Cost	Time	Strength	Cost	Strength
1	10	1000	100	18	1.6	1500	30	1.4	1950	43	1.3	2400	60	2850
2	10	2000	200	36	3.2	3000	60	2.8	3900	87	2.6	3600	120	5700
3	10	3000	300	54	4.8	4500	90	4.2	5850	130	3.9	4800	180	8550
4	10	4000	400	72	6.4	6000	120	5.6	7800	169	5.2	6000	240	11400
3	15	4500	300	80	7.2	5250	135	6.3	6825	195	5.9	8400	270	9975
4	15	6000	400	107	9.6	7000	180	8.4	9100	260	7.9	11200	360	13300
5	15	7500	500	133	12	8750	225	10.5	11375	325	9.9	14000	450	16625
4	18	7200	400	130	11.5	8400	216	10	9880	312	9.4	13400	433	15960
5	18	9000	500	161	14.4	9500	270	12.6	12350	390	11.7	15200	541	18050
6	18	10800	600	195	17.3	12600	324	15	14820	468	14.1	18240	650	23940
5	25	12500	500	237	20	11250	375	17.5	14625	540	16.3	18000	752	21375
6	25	15000	600	268	24	13500	450	21	17550	650	19.5	21600	902	25650
7	25	17500	700	313	28	15750	525	24.5	20475	759	22.8	25200	1052	29925
6	30	18000	600	322	28.8	15000	540	25.2	19500	781	23.4	24000	1083	28500
7	30	21000	700	376	33.6	17500	630	29.4	22750	911	27.3	28000	1263	33250
8	30	24000	800	429	38.4	20000	720	33.6	26000	1041	31.2	32000	1444	38000
7	35	24500	700	438	39.2	19250	735	34.3	25025	1062	31.9	30800	1474	36575
8	35	28000	800	500	44.8	22000	840	39.2	28600	1214	36.4	35200	1684	41800
9	35	31500	900	563	50.4	24750	945	44.1	33475	1366	41	39600	1895	47025
9	40	36000	900	644	57.6	27000	1080	50.4	35100	1561	46.8	43200	2165	51300
10	40	40000	1000	716	64	20000	1200	56	39000	1732	52	48000	2406	57000
10	45	45000	1000	—	—	—	1350	63	42250	1951	58.5	52000	2706	61750
11	45	49500	1100	—	—	—	1485	69	46475	2146	63.9	57200	2977	67925
10	50	50000	1000	—	—	—	1500	70	45500	2168	65	56000	3007	66500
11	50	55000	1100	—	—	—	1650	77	50050	2385	71.5	61600	33077	73150
12	50	60000	1200	—	—	—	1800	84	54600	2602	78	67200	3609	79800
12	55	66000	1200	—	—	—	—	—	—	2862	85.8	72000	3970	85500
15	60	90000	1500	—	—	—	—	—	—	3903	117	96000	5413	114000
15	70	105000	1500	—	—	—	—	—	—	4553	137	108000	6315	128250
18	75	135000	1800	—	—	—	—	—	—	5855	161	136800	8120	162450
18	80	144000	1800	—	—	—	—	—	—	—	187	—	8660	171000
20	90	180000	2000	—	—	—	—	—	—	—	234	—	10826	209000
20	100	200000	2000	—	—	—	—	—	—	—	260	—	12029	228000

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

FORTIFIED VILLAS: THE SMALL FORTIFIED MANOR HOUSE

In development, the Fortified Villa is just a larger version of a Common Villa. However, the outer ring wall becomes prominent and towers begin to peer ominously over the wall. The main building is generally not more than 3 stories high (30'), not counting the gabled roof which extends upward another 10 feet. The ring wall reinforces the House wherever it comes into contact with it. All walls are 3 to 5 feet thick. The towers are also a reinforcement to the building and rise 10 feet above the roof (up to 55'). Stables, storehouses, and other outbuildings nestle against the inner side of the wall, which is 18 to 25 feet high, and moats or ditches protect the wall when it is possible to provide such defenses.

MANOR COMPLEXES: THE LARGE FORTIFIED MANOR HOUSE

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

A variation of the Manor Complex places everything within one building. The wall of the large Manor House is 8 to 12 feet thick and 35 high, with battlements. The main tower is 60 feet tall, or more, and smaller towers anchor the other three corners of the Manor House. The

site is usually chosen to provide the maximum in defense, and the water defenses are often extensive. Entrance is gained by a well defended gate, usually with a drawbridge and portcullis.

SHELL KEEPS

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

THE CASTLE

The true castle is an evolution of the Shell Keep or Manor Complex. The walls are usually increased in thickness and height, with bastions and towers along the curtain walls. It is always constructed of heavy stone braced with timbers that are often iron shod. The Donjons rose to heights as much as 100 feet, with equal or greater diameters, and 15 to 25-foot thick walls. The roof was constructed of heavy arched stone, covered with solid timbers and roofing slates or lead plates.

The cost of a complete Donjon is almost too much to comprehend unless most of the labor and materials are produced by vassals. An Engineer and full crew of skilled workmen are essential to its construction.

In **Chivalry & Sorcery**, there are six levels or classes of castles. The only real difference is their strength an size:

CLASS I: SMALL CASTLE OR CHATEAU

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

Keep: 50' to 60' high, with equal diameter and walls 10' thick.
 Towers: 4 x 40' to 50' high, with equal diameter and walls 6' to 8' thick.
 Walls: 400' to 500' of curtain wall, battlemented, 30' to 40' high, 6' to 8' thick.
 Gate: 2 x 40' to 50' high towers, 1 gate, portcullus, drawbridge and 2 x 5' x 3' postern gates.
 Bailey: Paved, with small Manor House and stables for 30 to 50 horses.
 Moat: 20' wide by 10' to 20' deep.

CLASS II: SMALL CASTLE OR CHATEAU

A class II castle is a stronger castle with better defenses than a class I castle and containing a larger garrison:

Keep: 55' to 65' high, with equal diameter and walls 10' to 12' thick.
 Towers: 6 x 40' to 50' high, with equal diameter and walls 8' to 9' thick.
 Walls: 500' to 600' of curtain wall, battlemented, 30' to 40' high, 7' to 9' thick.
 Gate: 2 x 40' to 50' high towers, 1 gate, portcullus, drawbridge and 2 x 5' x 3' postern gates.
 Bailey: Paved, with small Manor House and stables for 60 to 90 horses.
 Moat: 25' wide by 15' to 20' deep.

CLASS III: SMALL CASTLE OR CHATEAU

A class III castle is a stronger fortification than the previous two castles and is also more extensive. Indeed, it is almost classifiable as a major fortification:

Keep: 60' to 70' high, with equal diameter and walls 12' to 15' thick.
 Towers: 7 x 45' to 55' high, with equal diameter, and walls 7' to 10' thick.
 Walls: 600' to 700' of curtain wall, battlemented, 35' to 45' high, 9' to 10' thick.
 Gate: 2 x 45' gate towers, 1 gate, two portculluses, 1 drawbridge, and 3 x 5' x 3' postern gates.
 Bailey: Paved, with small Manor House, small chapel, and stables for 75 to 100 horses.
 Moat: 30' wide by 20' deep.

CLASS IV: LARGE CASTLE

The class IV castle marks the beginning of extensive and truly powerful fortifications, with secondary defenses:

Donjon: 75' to 80' high, with 80' to 90' diameter and walls 15' to 18' thick.
 Towers: 4 x 55' to 60' high, with equal diameter, and walls 9' to 12' thick around keep.
 8 x 45' to 55' high, with equal diameter, and walls 7' to 10' thick on curtain.
 Walls: Inner Wall: 400' to 600' of curtain wall, 45' to 55' high, 8' to 10' thick.
 Outer Wall: 1000' to 1200' of curtain wall, 35' to 45'

high, 8' to 10' thick, with bastions along the exposed wall (vulnerable to assault because of the terrain).

Bailey: Paved, with Large Manor House, chapel, and stables for 150 to 175 horses.
 Gate: Inner: 2 x 60' to 65' high, with equal diameter, 1 gate, 1 portcullus, 1 drawbridge, and 2 x 5' x 3' postern gates. Outer: 2 x 45' to 55' high, with equal diameter, 1 gate, 1 portcullus, 1 drawbridge, and 3 x 5' x 3' postern gates.
 Moat: Inner: 20' wide by 15' deep. Outer: 40' wide by 20' deep.

CLASS V: LARGE CASTLE

The class V castle is a most powerful fortification and differs from the class IV castle in the extensiveness of the fortification rather than additional height or thickness of the walls or towers:

Donjon: 80' to 90' high, with 90' to 110' diameter and walls 18' thick.
 Towers: 6 x 55' to 65' high, as for class IV around keep. 10 x 45' to 55' high, as for class IV along curtain wall.
 Gate: Inner: as for class IV. Outer: as for class IV, except 2 x 35' to 45' towers also guard the approaches on the outer side of the moat.
 Walls: Inner: as for class IV. Outer: as for class IV, except 1300' to 1500' of curtain wall, with bastions.
 Moat: Inner: 25' wide by 15' to 20' deep. Outer: variable, usually extensive and deep. Often, inner and outer water defenses protect the outer curtain wall.

CLASS VI: GREAT CASTLE

Such monuments to Feudal genius for fortification are highly individual in design and so no guideline can be set down. Krak de Chevaliers, Coucy, and fortresses of similar stature may be cited as examples. In all respects, they are massive and superbly able to defend against the most powerful forces. If a character inherits one, he may design it to specifications not exceeding twice the size of a Class V castle, with walls, towers, moats, etc., up to 25% higher, thicker, wider, and so on.

Class V and VI castles contain extensive quarters, stabling, and other facilities. In general, they are able to contain four times the number of horses required for the garrison, six to nine times the number of men in the garrison, and have more than enough stores and arms for a long siege.

STORES

The capacity of a castle to hold stores is almost unlimited, but the important figures are:

1. An adult male requires 5 Dr. of mixed foods or 4 of meat or 3 of field rations per day plus 2 quarts of water.
2. A warhorse requires 10 Dr. of grain and 20 Dr. of hay per day or 15 of wheat plus 3 gallons of water.

Most castles keep a standard stock of 2-5 months rations for occupants and horses for emergencies. Possessors of fortified manors, keeps, and castles may assume that such stores exist for castles existing at the start of the game. People fleeing to the castle for protection will bring 1-2 month's rations with them if there is time.



12.19 ALCHEMETICAL MATERIALS

BMR	ALCHEMETICAL MATERIAL	COST (SP)	AMOUNT	AVAILABILITY
0	Philosophical Sulphur	.25+	0.1	35% 3D6
0	Philosophical Salt	.25+	0.1	35% 3D6
0	Oleum Magicale	.50+	0.1*	25% 2D6
E	Aqua Verti	.100+	0.1*	20% 1D6
E	Aqua Vitae	.250+	0.1*	10% 1/2D6
0	Great Water of Emerald	.200+	0.1*	10% 1D6
0	Great Water of Sapphire	.250+	0.1*	10% 1D6
0	Great Water of Ruby	.300+	0.1*	10% 1D6
0	Great Water of Diamond	.350+	0.1*	10% 1D6
E	Alchemist's Emerald	.10,000+	200ct.	05% 1
E	Alchemist's Sapphire	.10,000+	200ct.	05% 1
E	Alchemist's Ruby	.10,000+	200ct.	05% 1
E	Alchemist's Diamond	.12,500+	200ct.	05% 1
0	The Mercury of Lead	.50+	0.1*	20% 2D6
0	The Mercury of Iron	.75+	0.1*	20% 2D6
0	The Mercury of Copper	.75+	0.1*	20% 2D6
0	The Mercury of Silver	.400+	0.1*	15% 2D6
0	The Mercury of Gold	.5000+	0.1*	10% 1D6
0	The Mercury of Platinum	.5000+	0.1*	05% 1/2D6
0	The Fixed Mercury	.7500+	0.1	01% 1/2D6
10	True Lead	.5+	0.1	20% 5D6
1	The Star of Iron	.20+	0.1	15% 4D6
1	The Star of Copper	.20+	0.1	10% 3D6
1	The Star of Silver	.500+	0.1	07% 2D6
0	The Star of Gold	.10,000+	0.1	05% 1D6
0	The Star of Platinum	.12,500+	0.1	03% 1/2D6
2	Quicksilver (mercury)	.25+	0.1*	90% 5D6
2	Sulphur	.1	0.1	100% 10D10
3	Acid	.10	1.2*	95% 10D10
3	Caustic Base	.7	1.2*	95% 10D10
3	Petroleum Oil	.2	1.2*	90% 10D10
3	Naptha	.1	1.2*	90% 10D10
3	Pitch	.1	1.2*	90% 10D10
3	Turpentine	.1	1.2*	90% 10D10
2	Alcohol	.2	1.2*	100% 10D10
3	Saltpeter	.1 CP	0.1	100% 10D10

*In Liquid form: 12 does of 0.1 dr. = 1 pint of 1.2 dr. All liquids are at 0.1 dr. minimum requirements. Liquids at the end of the list are sold in the larger quantities indicated.

Availability percentages increase +1% per Experience Level of the Alchemist if he is over Experience/12. Availability dice refer to the amount the Alchemist is willing to sell, not necessarily the amounts on hand.

12.20 METALS

BMR	METAL	COST (SP)	AMOUNT	AVAILABILITY
0	Dragon Gold	.1250	0.1	05% 1/2D6
1	Dragon Silver	.50	0.1	05% 1/2D6
2	Gold	.250	0.1	99% 10D10
3	Silver	.10	0.1	99% 25D10
4	Copper	.04	0.1	99% 100D10
4	Dwarvish Steel	.10	0.1	20% 25D10
6	Steel	.05	0.1	80% 100D10
6	Iron	.03	0.1	99% 250D10
10	Mithril	.200+	0.1	02% 10D10
1	Platinum	.500	0.1	10% 5D10
3	Electrum (Gold + Silver)	.175	0.1	50% 5D10
4	Bismuth	.5	0.1	25% 5D10
5	Bronze	.04	0.1	25% 100D10
5	Tin	.05	0.1	25% 25D10
10	Lead	.01	0.1	99% 100D10
6	Other Metals	.005	0.1	40% 10D10

Precious metals can be obtained from Jewellers (Goldsmiths, Silversmiths, etc.). Common/base metals are available from Armorers, Blacksmiths, and Foundaries.

12.21 GEMS

BMR	GEMSTONE	COST (SP)	AMOUNT	AVAILABILITY
1	Diamond, Dwarf-Cut . . .	.125	1ct.	15% 1D10
2	Diamond, Regular Cut . .	.75	1ct.	40% 2D10
4	Diamond, Raw	.25	1ct.	55% 5D10
1	Ruby, Dwarf-Cut	.125	1ct.	15% 1D10
2	Ruby, Regular Cut	.75	1ct.	40% 2D10
4	Ruby, Raw	.25	1ct.	55% 5D10
1	Sapphire, Dwarf-Cut . . .	.100	1ct.	20% 1D10
2	Sapphire, Regular Cut . .	.50	1ct.	50% 3D10
4	Sapphire, Raw	.20	1ct.	60% 6D10
1	Emerald, Dwarf-Cut . . .	.100	1ct.	20% 1D10
2	Emerald, Regular Cut. . .	.50	1ct.	40% 3D10
4	Emerald, Raw	.20	1ct.	60% 6D10
2	Jade, Cut.	.25	1ct.	15% 3D10
4	Jade, Raw	.10	1ct.	50% 9D10
2	Opal, Black	.50	1ct.	20% 2D10
1	Opal	.30	1ct.	20% 4D10
3	Pearl, Black	.50	1ct.	10% 1D10
2	Pearl	.25	1ct.	30% 4D10
3	Topaz.	.12	1ct.	80% 6D10
4	Onyx	.10	1ct.	80% 6D10
4	Cornelian.	.7	1ct.	80% 10D10
4	Aquamarine	.7	1ct.	80% 10D10
6	Other Semi-precious Gems.	.5	1ct.	90% 20D10
2	Amber	.15	0.1	80% 5D10

1 ct. = 1/1000 dr. in weight; 100ct. = 0.1 dr.

However, for enchantment purposes, treat each caret (ct.) of a gemstone's weight as equivalent to 0.05 dr. All gem types are available from Jewellers (Gold/Silver-smiths, but especially Gem Cutters) or else may be found.

12.22 WOODS & PLANTS

BMR	WOOD/PLANT	COST (SP)	AMOUNT	AVAILABILITY
0	Ent, Female	.200+	1	01% 1/2D6
1	Ent, Male.	.100+	1	05% 1/2D6
2	Entish Oak/Hazel/Yew/Ash	.20	1	10% 1/2D6
3	Elvish Oak/Hazel/Yew/Ash	.15	1	20% 1D6
4	Oak/Hazel/Yew/Ash/Palm	.3-5 CP	1	99% Common
5	Pine/Willow/Beech/Poplar	.1-2 CP	1	99% Common
6	Other Woods.	.1-2 CP	1	99% Common
3	Lotus.	.25	1	30% 1D6
4	Sunflower	.1	1	75% 10D6
6	Other Plants	.1/2-2 CP	1	99% Common

Woods can be purchased from a woodsman, carpenter, or cabinetmaker, or they can be found in the appropriate forest.

12.23 ESSENCES & PERFUMES

BMR	ESSENCE/PERFUME	COST (SP)	AMOUNT	AVAILABILITY
E	Black Lotus	.250	0.05	05% 1
0	Lotus.	.125	0.05	10% 1/2D6
2	Orchid	.25	0.05	20% 1/2D6
2	Musk	.25	0.05	50% 1D10
0	Poppy, Black	.100	0.05	15% 1/2D6
2	Poppy, Red	.25	0.05	35% 2D6
0	Frankincense, Fine	.125	0.05*	20% 2D6
1	Frankincense, Average . .	.50	0.05*	50% 4D6
1	Myrrh.	.125	0.05	15% 2D6
0	Rose, Black	.250	0.05	05% 1
1	Rose, Purple	.125	0.05	15% 1D6
2	Rose, Red	.25	0.05	50% 5D6
3	Rose, Yellow/White. . . .	.25	0.05	50% 5D6
3	Sunflower	.5	0.05	55% 5D6
4	Peony.	.3	0.05	60% 5D6
4	Lavender.	.7	0.05	75% 5D6
4	Gardenia	.5	0.05	75% 5D6
4	Narcissus.	.4	0.05	75% 5D6
4	Cherry Blossom	.5	0.05	50% 5D6

*Incense is in stick or powder form. Sticks are 0.01 dr. each, good for about 5 minutes of burning. Others are liquids.

Most essences are liquids (perfumes), but some may come in the form of powders as well. They are available from perfumes.

12.24 LIQUIDS

BMR	LIQUID	COST (SP)	AMOUNT	AVAILABILITY	
E	Dragon Blood	.200+	0.1	04%	1D6
E	Great Stag's Blood	.200+	0.1	04%	1D6
1	Medusa Blood (R. Ventricle)	.75+	0.1	05%	1D6
1	Medusa Blood (L. Ventricle)	.75+	0.1	05%	1D6
1	Sentient's Blood (Human, etc.)	.5-10	0.1	10%	1D6
1	Lycanthrope's Blood	.25+	0.1	05%	1D6
1	Troll's Blood	.50+	0.1	05%	1D6
2	Great Hunting Cat's Blood	.10-25	0.1	10%	1D6
2	Great Eagle's Blood	.25+	0.1	10%	1D6
3	Stag's Blood	.10	0.1	20%	1D6
3	Wild Boar's Blood	.1	0.1	20%	1D6
5	Animal/Bird/Reptile Blood	.2 CP	0.1	99%	2D6
1	Fine Brandy	Market	0.1	—	—
2	Brandy	Market	0.1	—	—
3	Fine Wine	Market	0.1	—	—
4	Wine	Market	0.1	99%	—
5	Meads/Beers	Market	0.1	99%	—
5	Vinegar	Market	0.1	99%	—
2	Mother's Milk	.10	0.1	15%	—
5	Milk	Market	0.1	—	—
2	Pure Spring Water	Find	0.1	—	—
6	Rain Water	Find	0.1	—	—
6	River/Lake Water	Find	0.1	—	—
E	Enchanted Pool Water	Find	0.1	—	—
E	Holy Water	.1-3	0.1	20%:	Cleric
E	Wine of Drunkenness	.2-3	0.1	10%	—

Market items can be purchased in the Marketplace. Other items are usually available at an Apocathary Shop.

12.25 SKINS, LEATHERS, & ANIMAL TISSUE

BMR	SKIN/LEATHER/TISSUE	COST (SP)	AMOUNT*	AVAILABILITY	
E	Dragon Scale	.750+	2 x 2	05%	1D6
0	Virgin Skin	.100+	8 x 11	05%	1D6
0	Elvish Skin	.200+	8 x 11	05%	1D6
0	Troll Hide	.300+	8 x 11	05%	1D6
1	Ogre Hide	.200+	8 x 11	05%	1D6
1	Giant Skin	.150+	8 x 11	05%	1D6
1	Hippogriff Hide	.250+	8 x 11	05%	1D6
1	Great Horse Hide	.150+	8 x 11	05%	1D6
1	Ghoul Skin	.200+	8 x 11	05%	1D6
1	Vampire Skin	.350+	8 x 11	05%	1D6
1	Mummy Skin	.350+	8 x 11	05%	1D6
1	Balrog/Imp Hide	.250+	8 x 11	05%	1D6
1	Lycanthrope Hide	.250+	8 x 11	05%	1D6
1	Manticore Hide	.200+	8 x 11	05%	1D6
3	Other Monster Hide	.25+	8 x 11	15%	1D6
6	Animal Skin	.5-15 CP	8 x 11	75%	—
3	Shark Skin	.1	8 x 11	30%	1D6
E	Bat's Eyes	.10-20	0.1	15%	1
1	Bat's Wings	.5-15	0.1	20%	1
1	Toad's Liver	.1-10	0.1	25%	1
1	Newt's Eyes	.1-10	0.1	25%	1
1	Snake's Eyes	.1-5	0.1	30%	1
2	Snake's Skin	.10-20 CP	0.1	35%	1
1	Tiger's Entrails	.5-25	0.1	20%	1
1	Lion's Heart	.15-25	0.2	20%	1
2	Squid's Suckers	.1-3	0.3	15%	1
2	Wolf's Eyes	.1-3	0.1	35%	1
2	Hippogriff's Feathers	.5+	0.1	05%	1D6
2	Great Eagle's Feathers	.1-5	0.1	05%	1D6
4	Other Feathers	.1-25 CP	0.2	50%	1D6
6	Animal Organs/Hair	.1-25 CP	0.3	50%	1D6
5	Sea Mammal Hide	.1	8 x 12	30%	1D6
6	Fish Scales	.1 CP	0.1	40%	1
6	Eel Skin	.1-10 CP	4 x 24	15%	1

*Amount in inches or Dr., as appropriate.

Skins have an equivalent enchantment weight of 0.1 dr. x BMR. Common items are obtainable from hunters or tanners, while all items might be available from an Apocathary. Parchment and Paper are available from Paper & Ink Makers, with BMR 3 for 8 x 11 sheets.

12.26 BONES & TEETH

BMR	BONE TYPE	COST (SP)	AMOUNT	AVAILABILITY
E	Dragon Tooth	.750+	0.3	05% 1D6
E	Dragon Bone	.500+	0.1	05% 1D6
E	Chimera Teeth/Bone	.400+	0.1	05% 1D6
E	Unicorn Horn	.750+	0.1	05% 1D6
E	Unicorn Bone	.500+	0.1	05% 1D6
E	Lycanthrope Teeth	.125+	0.1	05% 1D6
E	Balrog/Imp Teeth/Bone	.500+	0.1	05% 1D6
0	Elf Teeth/Bone	.25	0.1	05% 1D6
0	Haefling Teeth/Bone	.25	1	05% 1D6
0	Minotaur Horn	.150+	0.1	05% 1D6
1	Minotaur Teeth/Bone	.50+	1	05% 1D6
1	Human Teeth/Bone	.10-25	1	10% 1D6
1	Human Skull	.100	0.5	10% 1
1	Troll Teeth/Bone	.125+	1	05% 1D6
1	Ogre Teeth/Bone	.75+	1	05% 1D6
1	Giant Teeth/Bone	.75+	1	05% 1D6
1	Great Horse Teeth/Bone/Hoof	.5-10	1	05% 2D6
1	Hippogriff Teeth/Bone	.75+	1	05% 1D6
1	Basilisk Teeth/Bone	.125+	1	05% 1D6
1	Rhinoceros Horn	.25	0.2	05% 1D6
1	Boar's Tusk	.25	0.1	05% 1D6
1	Great Stag's Horn	.50	0.1	05% 1D6
2	Lion Teeth/Bone Claws	.5-15	0.3	15% 1D6
2	Tiger Teeth/Bone/Claws	.10-20	0.3	15% 1D6
2	Stag Horn/Teeth/Bone	.1	0.2	25% 1D6
2	Bat Teeth/Bone	.2-5 CP	1	25% 1D6
2	Wolf Teeth/Bone	.5-10 CP	1	25% 1D6
3	Elephant Ivory	.1-3	0.1	15% 1D10
3	Elephant Bone	.1-3	1	25% 1D6
3	Bull's Horn	.3	0.4	75% 2
3	Eagle Bone	.3	0.5	25% 1
4	Bird Bone	.1 CP	1	75% 1
4	Animal Bone	.1 CP	1	75% 1D10
4	Sea Mammal Bone	.1	1	25% 1D6
4	Animal Horn	.2-20 CP	0.4	75% 1D6
5	Animal Teeth	.1 CP	0.2	50% 1D6
5	Reptile Bone	.1-5 CP	1	50% 1
5	Turtle Shell	.5-10 CP	0.1	30% 1
6	Fishbone	.1 CP	1	50% 1

Common bones are available from butchers, hunters, etc. Exotic bones must be purchased from an Apocathary or else found.

12.27 ORGANICS

BMR	HERBS, SPICES, & NUTS	COST (CP)	AMOUNT	AVAILABILITY
4	Almonds	.1*	0.1	75%
3	Anise	.1*	0.1	65%
3	Aloes	.3*	0.1	50%
2	Absinthe	.1 SP	0.05	50%
1	Aconite	.1 SP	0.05	20%
1	Arsenic	.1 SP	0.05	20%
2	Aniseed	.2*	0.1	60%
6	Birchbark	.1*	0.1	99%
3	Bloodroot	.3	0.05	55%
2	Balm	.8	0.05	50%
E	Belladonna	.25	0.05	20%
2	Basil	.7*	0.05	65%
E	Boneset	.25	0.05	20%
4	Burdock	.2	0.1	85%
1	Bullfist (Puffball)	.25	0.05	50%
6	Beetroot	.Market*	0.1	Common
3	Brodium	.1	0.1	70%
3	Camomile	.1*	0.05	65%
3	Catnip	.1	0.05	65%
4	Caper	.1*	0.05	75%
5	Calamint	.1*	0.05	90%
4	Coriander	.2*	0.05	75%
1	Cantharides	.1 SP	0.05	40%
4	Cornbine	.1	0.05	75%
1	Celandine	.1 SP	0.05	40%
4	Cowslip	.1	0.05	80%
3	Cloves	.3*	0.05	65%
1	Comphrey	.1 SP	0.05	40%

HERBS, SPICES, &					HERBS, SPICES, &				
BMR	NUTS (CONTINUED)	COST (CP)	AMOUNT	AVAIL	BMR	NUTS (CONTINUED)	COST (CP)	AMOUNT	AVAIL
5	Chives	.1*	0.1	90%	3	Sandalwood	.3	0.05	40%
4	Crowfoot	.2	0.05	80%	4	Sorrel	.1*	0.05	70%
3	Chervil	.4*	0.05	60%	3	Sage	.2*	0.05	45%
2	Cinnamon	.1 SP	0.05	40%	3	Sloe Berries	.1	0.1	40%
1	Coral	.2 SP	0.05	35%	1	Senna	.1 SP	0.05	30%
4	Dayflower	.2	0.05	55%	4	Salt, Sea	Market	0.1	Common
2	Devil's Bow	.4	0.05	40%	3	Salt, Mined	Market	0.05	Common
2	Dogbane	.3	0.1	40%	3	Sabacious	.1	0.1	45%
1	Destroying Angels	.2 SP	0.05	35%	4	Tartar	.1	0.05	60%
5	Endive	.1*	0.1	75%	4	Tansy	.1	0.05	60%
3	Elderflower	.2	0.05	60%	5	Thyme	.1*	0.05	85%
E	Entsap	.25 SP	0.05	10%	7	Tree Bark	.1	0.01	100%
3	Fennel	.2 SP	0.05	60%	8	Tree Root	.1	0.01	100%
3	Fern	.1 SP	0.1	50%	3	Wormwood	.3-6	0.05	45%
4	Foxglove	.1	0.1	60%	2	Wintergreen	.7	0.05	35%
5	Foxtail	.1	0.1	70%	1	Wolfbane	.1 SP	0.05	30%
5	Fumitory	.1	0.05	75%					
3	Gentian Peppers	.3*	0.05	55%					
1	Ginger	.5 SP*	0.05	40%					
3	Goldseal	.1 SP	0.05	60%					
4	Groundsel	.6	0.1	80%					
3	Hazelnuts	.1*	0.1	65%					
4	Hawkweed	.1	0.1	80%					
5	Houseleek	.1*	0.1	90%					
1	Heliotrope	.3	0.05	40%					
1	Hemlock	.1 SP	0.05	40%					
1	Hemlock, Poison	.5 SP	.05	20%					
4	Hensbane	.2	0.1	75%					
1	Hyssop	.7	0.05	40%					
3	Horehound	.2	0.05	60%					
3	Ivy	.3	0.05	55%					
3	Juniper	.3	0.05	50%					
0	Jasmine	.1 SP	0.05	25%					
2	Linden Leaves	.7	0.05	50%					
5	Moss	.1	0.1	85%					
3	Maidenhair	.3	0.05	45%					
2	Moonwort	.6	0.05	35%					
5	Milkweed	.1	0.1	85%					
2	Margolis	.7	0.05	35%					
E	Mistletoe	.1 SP	0.05	20%					
0	Mushrooms, Poison, Dried	.5 SP	0.05	45%					
3	May Apples	.1	0.1	50%					
2	Mace	.2*	0.05	35%					
5	Mint	.1*	0.05	85%					
4	Marjoram	.1*	0.05	80%					
1	Monkshade	.7	0.05	40%					
3	Nutmeg	.5*	0.05	65%					
6	Nuts, Assorted Types	.1*	0.1	85%					
2	Nard	.1 SP	0.05	40%					
0	Nightshade	.1 SP	0.05	30%					
5	Oak Apples	.1	0.1	60%					
4	Oregano	.1*	0.05	60%					
5	Olives	.1*	0.1	75%					
3	Orchid	.3	0.05	75%					
E	Opium/Laudnum	.25-50 SP	0.05	20%					
2	Poppy Seed	.1 SP*	0.05	50%					
5	Pellitory	.1	0.05	80%					
E	Pepper	.125 SP*	0.05	50%					
6	Polenta	.1	0.1	85%					
6	Parsley	.1*	0.1	85%					
2	Palm	.7	0.05	40%					
1	Purslane	.25	0.05	75%					
1	Rosemary	.25*	0.05	45%					
2	Rue	.1	0.05	40%					
E	Saffron	.50	0.05	30%					
4	Spearmint	.3*	0.05	80%					

Items marked with an asterisk () are available in the Marketplace as well as from an Apocathary. All other items are available from Apocatharies or must be found.

MOULDS & FUNGI				
BMR	(FRESH)	COST (CP)	AMOUNT	AVAIL
0	Mushrooms, Poison	.1 SP	0.1	50%
2	Toadstools, Poison	.3 SP	0.05	50%
4	Yeasts	.1*	0.1	75%
5	Common Mushrooms	.3-5*	0.5	75%
5	Slime Mould	.5	0.05	45%
6	Common Moulds	.1	0.01	75%

Items marked with an asterisk () are available in the Marketplace.

FRESH & DRIED				
BMR	FLOWERS	COST (SP)	AMOUNT	AVAIL
E	Black Lotus	.25+	0.05	05%/05%
0	White Lotus	.21+	1.05	40%/10%
E	Black Rose	.21+	0.05	05%/05%
0	White Rose	.7	0.05	20%/10%
1	Purple Rose	.7	0.35	25%/10%
2	Red Rose	.1	0.60	50%/40%
3	Pink Rose	.1	1.80	60%/60%
3	Yellow Rose	.1	1.80	55%/55%
6	Daisy	.1	4.20	70%/70%
6	Lilly	.1	4.20	70%/70%
7	Dandelion	.10 CP	4.20	90%/70%
6	Gladiolas	.1	4.20	70%/70%
5	Marigolds	.1	3.00	65%/55%
4	Chrysanthemum	.1	1.80	65%/40%
7	Buttercups	.1	3.00	75%/65%
9	Thistle	.20 CP	4.20	90%/75%
9	Thorns	.1 CP	4.20	90%
8	Clover	.1	4.20	90%/80%
E	Shamrock (4-Leaf Clover)	.25+	0.05	05%/05%
4	Sweet William	.1	1.80	50%/40%
2	Tulip	.1	0.60	40%/10%
5	Pansy	.7 CP	4.20	80%/70%
1	Cherryblossom	.1	0.60	35%/05%
4	Water Lilly	.1	0.60	40%/10%
0	Orchid	.14-25	0.35	20%/10%
1	Sunflower	.1	4.20	90%/50%
6	Peony	.1	4.20	65%/35%
5	Narcissus	.1	1.80	45%/25%
2	Snowdrop	.1	0.35	25%/10%
5	Geranium	.1	1.80	40%/20%

A single bloom is the equivalent of 0.05 dr. for enchantment purposes. The first percentage in the Availability column is the frequency when the blooms are in season; the second is the chance of finding them in dried form at an Apocathary Shop when they are out of season. Thorns are always in season.

13 The Clerics

The Clerical orders in the basic C&S campaign are modelled upon those of the Christian Church of the middle ages. However, provision is made for substitution of non-Christian faiths as well.

13.01 THE CLERGY

The Clergy are members of the central Church institution and are, typically, ordained Priests. They are usually non-fighters, unless serving as Chaplains in Religious Fighting Orders. The Clergy may not shed the blood of any man, so they often use Crushing Weapons instead of edged/pointed weapons, unless engaging non-humans. In combat, few will be armored. Characters of Noble Birth, however, can obtain Chivalric fighting skills as if they were Knights, and though they become Priests they will be equivalent to Knights in combat.

The main interest of the Clergy is the welfare of their flocks and performance of Good Works - while increasing the temporal power and security of the Church. The Church itself is feudal in structure, with the Rector of the parish occupying much the same position as a Knight does in the social order. Rural Deans supervise several parishes, and are almost comparable to Knights Bannerette. The Bishop is the chief Cleric of the Diocese, ranking equivalent to a Baron or Earl. The Archdeacon is his chief lieutenant, usually a hard-nosed religious politician who maintains order and discipline in the diocesan organization. The Archbishop is almost Ducal in rank and is the spiritual leader of a region equivalent to a Country or Province. Heading the nation is the Primate or chief Archbishop. The Pope is the head of the Church, chosen from the ranks of the Princes of the Church - leading Archbishops raised to Cardinal rank.

Advancement in the Church is by exerting influence on a 1 to 1 basis. A Cleric is ordained at Experience/5, after which he must rise to high position by influencing his superior. He must apply to a Rural Dean to obtain position as a Curate (parish priest's assistant). If he is ambitious, he can apply to the Archdeacon for a position as Rector of a parish or, if politically minded, as Canon on the Cathedral staff. Bishops and Archbishops must influence the Primate to be nominated for their positions, and then must obtain the approval of the King - who is always interested in who holds temporal power in his lands and has some say over the matter. He will usually agree 20% of the time if influenced. The Primate is elected by the Grand Chapter of Bishops (number is set randomly or according to the number of bishoprics in the kingdom), with a 25% chance of a vote by each Bishop in favor of the candidate. A majority is required for election, or else an NPC obtains the office. The same procedure is followed for the Office of Pope, with 1-2 required on 1D6 per Prince of the Church (Cardinal) voting - usually 100 in number.

13.02 THE MONASTICS

The Monastic Orders are dedicated to the pursuit of prayer and meditation in cloistered surroundings of a monastery. Only men of goodly nature may enter Monastic Orders. Advancement is based on merit and experience. Each monastic rank requires 2 experience levels for qualification. For instance, an Experience/9 Monk would be a Precentor. A second prerequisite is BV/10+, for a Monk must be able to sing the chants of the Order.

At Experience/1-2, the Novice spends time in the fields around the Monastery and in the Cloister at hard, back-breaking work. During Experience/3-4, he is a Lay-Brother and learns the chants and prayers of the Order. Entering Experience/5, he becomes a Monk or Brother. At Experience/7, he qualifies for Cellarer in charge of provisions. At Experience/9, he is promoted to Precentor or Choir Leader. At Experience/11, he attains the rank of Sacristan in charge of the sacristy and ceremonial equipment and trappings. At Experience/13, he becomes Almoner and distributes alms to the poor. Experience/17 see the Character as Circatore, second in charge of the monastic establishment. Experience/19 brings a priory or small monastery (10+3D6 Monks) to the Prior. Experience/21 brings an abbey or large monastery (30+4D10 Monks) and the exalted rank of Abbot. Finally, at this point, the Character has a chance to advance to Father-General of the Order, using the same voting system as indicated for the Primate.

Nuns have the same organization in their Orders, culminating with the rank of Mother-Superior of her Sisterhood.

13.03 THE FRIARS

Friars are organized in identical fashion to the Monastics, except that they send their Brothers into the world to live in the service of others and to spread the Gospel. They live strictly according to vows of

poverty, depending upon the charity of the devout for their food and shelter, and begging alms for the poor from all they meet - which monies they dispense to the needy.

Some Friars are very devout and dedicated. Others are the more worldly Friar Tuck variety who are somewhat pleasure-loving and able to wink at a few of the weaknesses of men.

13.04 THE MONASTIC FIGHTING ORDERS

The Fighting Orders of the Church (such as the Knights Templar, the Knights Hospitaller, and the Teutonic Knights) are military men drawn to serve the Church in the only way they know how - by fighting the infidel and protecting pilgrims. They are the military arm of the Church, usually sworn to obedience to the Pope himself. They have the same attitudes as Knights, but tempered by their religious commitments.

Most Fighting Monastics are Lay-Brothers and do not acquire Clerical powers, but some go on to become ordained as Priests so that they can serve as Chaplains to the Order. Commoners enter as Sergeants-at-Arms-in-Training, while Nobles enter as Squires-at-Arms-in-Training. At Experience/6, the Squires are Knighted. Sergeants attaining Experience/11 are also Knighted. At Experience/15, a Knight can attain to Knight-Commander of a unit. At Experience/17, he advances to Master of the Chapter House (equivalent to Prior). At Experience/19, he attains the rank of Provincial Commander in charge of several Chapters. At this point, he can enter into 'politics' and, by winning the approval of his fellow Provincial Commanders and Masters of Chapters, be elected, in succession, to Marshal of the Order (General rank), Seneshal of the Order (Field Marshal rank), and finally Grand Master.

FIGHTING ORDERS	COMMAND	INCOME*	STATUS
Sergeant-in-Training	.0	20 SP	5
Squire-in-Training	.0	30 SP	6
Sergeant-at-Arms	.04 men	75 SP	10
Sergeant/8-10	.09 men	100 SP	13
Knight	.19 men	150 SP	15
Knight-Commander	.100 men	100 GP	30
Master of Chapter	Chapter	750 GP	50
Prov. Commander	Province	1500 GP	70
Marshal	Battle	2000 GP	80
Seneshal	Army	2500 GP	90
Grand Master	Order	5000 GP	100

*Surplus income per month. Those Clergy having a congregation, Priors and upward, and Knights-Commander and upward have surplus income for their establishments indicated - to be used for all expenses.

**Sacristan and upwards are almost invariably ordained.

13.05 SOCIAL STATUS & INCOME

When they enter Holy Orders, Characters leave behind their birth rank (although it might well be remembered and may affect some who deal with the Character). All rank comes strictly from one's position in the Church hierarchy and the respect people have for the Church. Incomes given are for maintaining one's position. Lower ranks in most cases receive little. Those at high rank have reflected in their incomes the revenues of their Church holdings, and they must use that revenue to maintain their entire establishment, not just themselves.

CLERGY	CONGREGATION	INCOME*	STATUS
Novice	.on staff	6 SP	7
Reader	.on staff	9 SP	9
Deacon	.on staff	12 SP	11
Postulant	.on staff	12 SP	13
Priest	.on staff	25 SP	15
Curate	.100+1D100	x1 SP	18
Chaplain	.100+1D100	x1 SP	20
Rector	.100+3D100	x1 SP	25
Rural Dean	.3-6 Churches	x1 SP	30
Canon	.Cathedral	100 SP	40
Archdeacon	.Cathedral	250 SP	55
Bishop	.Diocese	1000 GP	75
Archbishop	.Diocese	2000 GP	85
Cardinal	.Diocese	3500 GP	95
Primate	.Diocese	5000 GP	100
Pope	.Christendom	10000 GP	150

MONK	INCOME*	STATUS
Novice	.6 SP	7
Lay-Brother	.6 SP	8
Monk	.6 SP	9
Cellarer	.10 SP	10
Precentor	.10 SP	11
Sacristan	.10 SP	15**
Almoner	.10 SP	17
Circatore	.50 SP	25
Prior	.100 GP	40
Abbot	.500 GP	50
Father-Gen.	.1000 GP	70

** Sacristan and upwards are almost invariably ordained

13.06 CLERICAL POWERS

Clerics might be said to perform a kind of Magick, but it is actually theurgy or god-magick, with the Cleric acting only as an instrument through which the Deity works. The Power comes to him from on high through some Intervention of the Deity.

13.07 INTERVENTIONS & ACTS OF FAITH

Intervention is a function of the Faith of the Cleric and perhaps also the Faith of the person(s) he is attempting to aid. In 4.34 Piety, percentages are given for Acts of Faith and for Miraculous Intervention. These are related to the Piety/Impiety of the persons involved.

An **ACT OF FAITH** is a miraculous event which occurs to the benefit of someone because he believes that the Deity will bring the miracle. All Acts are non-aggressive. A Cleric prays and performs all required rites, and his Act of Faith percentage is added to that of the person on whose behalf he is working to determine if the Act of Faith can call forth the miracle. It should be noted that the Impious have a negative percentage - reflecting their opposition to the Deity. Examples of Acts of Faith are:

SANCTIFY	SMITE THE GODLESS
CURE MINOR WOUND	WALLS OF PROTECTION
PURIFY TAINTED FOOD	HOLY WORD
PURIFY TAINTED WATER	HOLY SYMBOLS
REMOVE CURSE	PART THE WATERS
CURE DISEASE	STRENGTH OF THE HOLY
CURE SERIOUS WOUND	THE GREAT CURE
STRENGTH OF THE HOLY	CONTROL WEATHER
CURE GRIEVOUS WOUND	HUMILITY
SUMMON LAWFUL AID	VISIONS
FIND THE OPEN WAY	THE WRATH OF GOD
RECOGNIZE EVIL	CRUSADE

If the Cleric is performing the Act of Faith on his own behalf, he uses only the non-cleric percentage for his Piety level. A Cleric may attempt an Act of Faith anytime, at 05% cost to his Fatigue Levels if successful, and at 05% + the bracketed () number of the Act of Faith, as a percentage, if unsuccessful.

An **INTERVENTION** is an Act of Faith directed against an Enemy of Mankind. This represents a direct intervening in natural affairs by the Deity and requires an expenditure of 05% of Fatigue levels plus the bracketed () number of the Act of Faith, expressed as a percentage - whether or not the Act is successful. In this case the Miraculous Intervention percentage of the Cleric is used as the success level, and it can be reduced by the negative percentage of the Impious or increased by the positive percentage of the Pious individual on the receiving end. In short, the relative beliefs of the persons involved in the Power of God to affect the situation will determine the chance of success.

Interventions can be directed against Demonic beings, Undead, and any individuals of Impious nature, with potentially destructive effects. Persons and beings of basically pious nature (Piety/01+) cannot be harmed, but they may be influenced.

13.08 THE ACTS OF FAITH

- (1) **SANCTIFY:** The power to reduce the BMR of any material through a religious miracle. The effect is applied in the time frame given for Magicians (see 16.07), with a Cleric acquiring PMF and MKL levels as a Magician would, with WISDOM as the second requisite.
- (2) **CURE MINOR WOUND:** The Act restores 5+1D6 damage points to a Character's Body Levels or to Fatigue Levels. The Benediction may be received once per day.
- (3) **PURIFY TAINTED FOOD:** The Act renders spoiled or tainted food usable. An amount sufficient for 1D10 people may be so purified. However, the condition of the food must first be known.
- (4) **PURIFY TAINTED WATER:** The Act renders tainted/poisoned water fit for consumption, as described for (3) FOOD.

- (5) **REMOVE CURSE:** An Act which will lift a CURSE (Black Magick) or else ward off a CURSE as it is being spoken. The chance is improved by +10% if the Cleric is an ordained Priest or is of Experience/15+.
- (6) **CURE DISEASE:** The Act will arrest a disease and begin recovery. It may be attempted only once per illness.
- (7) **CURE SERIOUS WOUND:** The Act will restore 10 damage points to a Character's Body Levels or Fatigue Levels, plus 2 points for every Stamina point lost from the Cleric's Fatigue Level. If placed in a HOLY WATER, 8+2D6 points may be restored. The Benediction may be received once per day.
- (8) **STRENGTH OF THE HOLY:** The Act increases the carrying capacity of the Cleric to 150% and also adds +2WDF to his fighting abilities. The latter case requires a full Intervention to occur at all, but strength will be increased in any event. The benefits can be received by a Cleric once per day, and he can also bestow the Benediction on any other Cleric.
- (9) **CURE GRIEVOUS WOUND:** An Act identical to **CURE SERIOUS WOUNDS**, except that it also causes bones to knit temporarily (a CON CR is required upon awaking each day for 7 days before it is considered permanent). It can also restore use of a paralyzed limb. A person can receive the Benediction only once every 7 days.
- (10) **SUMMON LAWFUL AID:** An Act which causes help to arrive when one is in desperate need. In non-combat situations, help will come in 3D6 game turn. In combat situation, a full Intervention is required, and the nature of the aid is determined by the GameMaster. When fighting Demonic Forces, however, a corresponding Angel of Heaven may engage the Demon (even fight). Such miracles become wondrous tales that soon rage through the countryside. Only one request for AID can be made per week on behalf of any person or party of persons, so two Clerics cannot consecutively call upon the divinity for aid.
- (11) **FIND THE OPEN WAY:** An Act which will show the Cleric the safest and best route out of danger for a period of 1 hour. It may be employed but twice per day. The miracle provides the Cleric with a 'feeling' that this is the right way or fill him with unease if he is proceeding into danger. Such feelings increase or decrease in intensity, according to the circumstances.
- (12) **RECOGNIZE EVIL:** An Act which will show the Cleric that a man/being is possessed of good/evil intentions at the moment. It also permits him to read the Piety/Impiety of a person accurately. If successful, a WIS CR is required to see if the Cleric reads the signs aright and is aware enough to be really forewarned.
- (13) **SMITE THE GODLESS:** An Act which a Cleric may employ for 1 hour once per day. A full Intervention is needed, and the enemy must be a true Enemy of Mankind. The miracle increases his HIT probability by +02/+10%, PARRY bonus by -01/-05%, and adds +1WDF to all hits. It is not effectual against ordinary enemies unless they are in service of the Forces of Darkness, but does work against all Undead, Goblins, Trolls, Giants, Demons, and beasts ravaging the countryside. It is also effective against Infidels.
- (14) **WALLS OF PROTECTION:** An Act which permits the Cleric to erect Walls of Stone or Fire as if a Magician of PMF/40 and MKL/11. When the Cleric has himself advanced beyond this magical level, his powers increase accordingly.
- (15) **HOLY WORD:** An Act which depends upon the utterance of words of Scripture which are relevant to the situation. **HOLY WORDS** are equivalent to spells of Command, and a Cleric will acquire one spell of Command after studying as if a Magician. Such spells are acquired in order, beginning with the first spell of the Outer Circle and ending with the last spell of the Tenth Circle. Only Clerics with WIS/15+ can advance past the Third Circle, and with WIS/19+ past the Fifth Circle. If not used to harm another, the **HOLY WORDS** can be uttered as if a magick spell or as an Act of Faith, whichever percentages for success are better. But if used to harm the victim, an Intervention is required before a magical targeting roll. It should be noted that a **HOLY WORD** is always successful when an Intervention is called for against Undead or Demonic forces, and no targeting or WIS CR save is required.
- (16) **HOLY SYMBOLS:** An Act which follows upon the inscribing of holy signs, symbols, or inscriptions upon an object or wall. **HOLY SYMBOLS** are equivalent to spells of Illusion, and a Cleric will acquire them and employ them in the same fashion as described for **HOLY WORD**. The Illusions will operate to show the Godless the error of their ways, inflicting them with

visions of goodness and the Paradise they have lost because of their Impiety. Or they will lead the Godless astray so that they cannot attack the good sheep. The paradox is that such illusions portray a reality which the Impious cannot normally accept and so fools them. On the other hand, it reassures the Faithful, who also see the Illusion for what it really is and are confirmed in their belief. **HOLY SYMBOLS** can thus restore lost confidence in the Faithful, while causing the Impious to lose theirs.

- (17) **PART THE WATERS:** The Act is the classic Moses-at-the-Red-Sea event. The miracle will open a path through waters 10' wide, up to 50' deep, for a distance of 10' x experience factor of the Cleric. It is employed to permit safe crossings of large, dangerous bodies of water when a party is in flight from enemies. It can never be used to aid in attacking an enemy unless the enemy is truly Godless and Evil. The effect endures until all have crossed safely, and it may be employed only 7 times in the lifetime of a Cleric.
- (18) **STRENGTH OF THE HOLY:** An Act like (8), except that carrying capacity is 200% and +3WDF are gained for 1D6 hours.
- (19) **THE GREAT CURE:** The Act produces an effect like **CURE GRIEVOUS WOUND** (9), except that a total cure is produced. Diseases are seen to pass in moments or hours, terrible wounds heal over, bones knit, and limbs are restored to use. Even vision may be restored. A **GREAT CURE** is exhausting, however, expending 10.D6% of the Cleric's Fatigue Levels + 23%, and the Cleric will have only 75% of his Fatigue levels for 1+1d6 days afterward.
- (20) **CONTROL WEATHER:** The Act is a miracle similar to the Level/7 Ancient Lore spell (see 18.60). A Cleric may attempt the Act of Faith only once per week, and more frequent attempts by himself or any other Cleric doubles the Fatigue cost.
- (21) **HUMILITY:** The Act enables the Cleric to know himself and his true place in the scheme of things. It is a deep religious experience, on the order of a full Intervention. If successful, the Cleric can increase his Piety by +1D6. The event can occur only once in a Cleric's life, though he may attempt it once per year until successful. The result is a total rededication to God and a complete turning away from personal goals. Only Clerics who succeed at HUMILITY can progress to the remaining Acts of Faith. The Player of such a Character will be restrained by the GameMaster thereafter whenever his conduct is simply not humble and selfless. If the Player persists, his Character will fall from grace and loses 6+1D10 Piety points for a period of 2D6 months, while the Player contemplates the error of his ways. **HUMILITY** may also be cast upon an arrogant PC or NPC by a Cleric rising up in righteous indignation - which results in the rebuked Character having to be polite and courteous for 3D6 months, showing due respect for the rights of others. In this instance, no Intervention is needed if the PC/NPC is on Piety/01+, and the Character has a chance of a genuine change of heart if, in the opinion of other Players, he has shown true humility over the testing period. If humble, +1D6 may be added to his Piety score. If he fails, his Piety score remains the same but his percentages are halved for 1D6 months until he gets the message, with a vote at the end of the period, as described before.
- (22) **VISIONS:** A true miracle in which the humble Cleric sees and converses with the Saints. He may ask 1+1D6 questions during this time, which will be answered truthfully. Only one **VISION** may be attempted per month, after fasting and meditating for 21 days, undertaking no other activity. (A Retreat to a quiet monastery is suggested). After each 3 **VISIONS**, the Cleric has the chance of increasing either his IQ or WIS score by +1 if he rolls his Act of Faith percentage.
- (23) **THE WRATH OF GOD:** After a Cleric has had 12 **VISIONS**, he also acquired the judgment to know when to call upon the Deity to chastise and cast down the Wicked. To be successful, his Piety score must be 18+. The **WRATH** is an Intervention which harms only the Impious, though there be men of good will standing on the spot that the lightning bolt strikes. The heavenly fire affects an area 10' to 60' in diameter, and each Impious enemy in the circle suffers 20+9.D6 points of damage, is stunned for 1D6 turns, and will flee upon arising (if possible). No Magick Circle will stop the **WRATH**, but damage will be reduced to 25% and a FER CR-7 (TERROR) is required to stand one's ground, as there is a 50% chance of a second bolt to finish off survivors. Even Demons will be shaken by the event. The **WRATH** also has the effect of negating all magick in the area not on the side of Heaven for 2D6 turns! If directed

against a structure, the **WRATH** shatters walls less than 10' thick and otherwise damages them to the tune of 50% of their defensive strength. So powerful is the **WRATH**, that a Cleric will be wise to consult with the GameMaster privately to see if conditions warrant its use. For, if they do not, the power is forever lost to the man who would use God for his own unworthy ends.

- (24) **CRUSADE:** An Intervention whereby the Cleric acquires the power to preach a Crusade against the Infidel. He will have a chance of convincing anyone who hears him equal to his Intervention percentage that he should kneel and take up the cross against the enemies of the Faith. This miracle can be exercised for 3 months once every 3 years, after which the Crusading army will assemble. Only humans and converts to Christianity are affected by the Call.

13.09 ACQUIRING ACTS OF FAITH

Acts of Faith are 'bestowed' upon a Cleric according to his merit as a Pious individual. Each act has a BMR equal to the bracketed number preceding it, divided by 1/17 the Act percentage of the Cleric. For example, a Cleric with PIETY/15 has +43%, and $1/17 = 2.53$. The Act of SMITE THE GODLESS is rated (12), so the BMR = $12/2.53 = 4.74 = 5$. (Always round up to the whole number).

The Cleric learns the spell as if he were a Magician, using his equivalent MKL to find the time required, as described in 16.07. It should be noted that some Clerics will not receive the chance of learning some Acts, for their Piety is simply insufficient to the task.

Experience points will be awarded to the Cleric as outlined for Magicians learning a spell of equivalent BMR.

13.10 PRAYER

All Clerics have the power of Prayer, and so do Pious non-Clerics.

PRAYER FOR DIVINE INTERVENTION

At the expenditure of 1 Stamina point from Fatigue Levels, a Cleric can obtain +1% on his Intervention percentages. He may expend up to 10 Stamina points for +10% boost. Also, all Devout men (maximum 12) present can also PRAY, adding +1% to his chances. See also 18.11.

PRAYER FOR A MIRACLE OF FAITH

At the expenditure of 1D6 Stamina points, a Cleric can enhance the chance of an Act of Faith succeeding by 1-6%. It may also be used to reduce the initial BMR of any material to be SANCTIFIED (enchanted) by -1 BMR before the process is seriously begun.

PRAYER FOR STRENGTH OF HEART

The Prayer, if successful, halves all Fatigue costs for performance of Acts of Faith and Interventions in the day it is successful. The Prayer has a chance of succeeding equal to the Act percentage, and is said upon awaking each day.

COMMON PRAYER

'Brothers, let us kneel and pray...' begins the Common Prayer. The effect is to temporarily increase FER CRs by +1 of all those joining in the prayer. 'God is with us,' is the feeling. The Cleric may also use Common Prayer as a form of Meditation (see 18.02), and as a form of protection against Magick (see 18.11).

13.11 BENEDICTION

All Clerics have the power to Bless others, even those not of the Faith who are still good in heart. The Benediction may be bestowed on any Character in service of the Faith or fighting against a Foe of Mankind.

UNORDAINED CLERGY

The benison must be given during a turn in which recipients are not engaged in combat. Morale FER CRs are raised +1, +01/+05% is added to hit probabilities, and mortally wounded Characters will not die for 5+1D6 turns (giving time for aid to be given). Cost: 1 Stamina point per 2 turns of benefit. See also 18.11.

ORDAINED CLERGY

The benison must be given as described above, and the effects are the same, except that +05% is added/subtracted from all 1D100 rolls and +01 from all other dice rolls in favor of the recipients. See also 18.11.

The BENEDICTION may be received by anyone within 30' of the Cleric, if kneeling and PRAYING, or by all the congregation in a Church.

13.12 SANCTIFIED OBJECTS

As noted for the Act of Sanctification in 13.08, the process is similar to enchantment of an object by a Magician, except the whole procedure is given the weight of the Faith behind it. The result is that the **SANCTIFIED** object cannot be touched by any Demonic Force without suffering 1D20 points of damage (and dropping it). The same is true for Undead. Nor can it be affected in any way by a Magician. A Diviner, for instance, will be unable to tell much about it, except that it is a **SANCTIFIED** item with certain powers which he thinks are such and such. A Magician certainly could not place any spells upon the object without the acquiescence of a Cleric and an Intervention.

SANCTIFICATION, first of all, reduces the BMR of an object for the purpose of placing certain Clerical powers in it. This, in no way, affects the BMR for purposes of placing magical spells in it.

The common uses of **SANCTIFIED** items are:

SANCTIFIED WATERS

Prepared from pure spring water and 1 petal from each of 7 different fresh flowers and Sanctified to BMR/E, with a Prayer for Intervention that is granted, the Waters become the base for all Clerical preparation. The Waters also produce the following effects, no matter what preparation they are included in: (1) If deliberately touched by an Evil being (Demon, Undead, Lycanthrope), the Waters do 1D10 damage to bare flesh. (2) If in a container and handled by such beings, there is a 20% chance per turn that the waters will boil up, splashing everyone around within 5 feet and doing 1D6 damage per dose contained. (If the container is closed, it will explode!) (3) If swallowed by such beings, they suffer damage as if poisoned by P/9 Poison. Sanctified Waters also have great value to Magicians, as they will reduce the BMR of any material under enchantment by -1 BMR level is applied at a ratio of 1 part per 10 parts of material being enchanted. A dose = 1/20 dr.

HOLY WATER

Prepared from Sanctified Water with a pinch of salt, and receiving a Blessing once per day for 7 days, Holy Water is used in the rites of the Church. A fount containing Holy Water stands by the Church door, and any Evil being attempting to enter will cause the water to bubble and steam once within 20 feet or else inside the Church. A Cleric may prepare a 1/20 dr. dose per day (3 doses/day if an Ordained Priest, 7 if of Bishop rank or higher). The Holy Water may be used as a weapon against Evil beings, doing 1D10 damage against Undead and Lycanthropes, and 1D20 damage against Demons. One 'dose' may be sprinkled/splashed at such an adversary at a time per 3 experience levels of the Cleric. It also bestows +05% to Acts of Faith when sprinkled on a recipient along with a Blessing. The Waters are not for sale and have no efficacy except in the hands of a Cleric or one given the Holy Waters by a Cleric. Stolen Waters lose their power until they come into the hands of a Cleric innocent of the crime, or are handled by an Evil being.

SACRAMENTAL WINE

Prepared from Sanctified Water mixed with Sanctified Wine and a spice, mixed 3:12:1, this sacred wine is used in the Mass. It also has the capacity to contain any Act of Faith beneficial to men, which the Cleric can bestow at 1/2 Stamina cost to Fatigue Levels. A Cleric may prepare 1 dose of Sacramental Wine per day, and most wine is produced at Monasteries because of the manpower available. The wine is not for sale to the general public, and laymen who use it are considered to commit a sacrilege. It has no powers unless used by a Cleric. An Act of Faith requires a number of days to be placed in Sacramental Wine equal to 100 days divided by 1/2 the sum of the Cleric's experience level + Piety score.

WATER OF LIFE

Prepared from Sanctified Wine mixed 10:1 with honey, this cordial is similar to Benedictine and has limited curative powers. It restores 1-3 Body points or 1-6 Fatigue points per 1/20 dr. dose, and can be taken successfully up to 3 times per day at double one's Act of Faith percentages. It has a success chance equal to Cleric's + Recipient's percentages if administered by a Cleric, with no Fatigue cost. Only Monks may prepare the Water of Life, at a rate of 1 dose per day. Cost to the Faithful = 1 SP per dose (10 CP to Clerics). About all the Sacramental Wine prepared at Monasteries comes in this form.

WATER OF HEALING

Prepared from Sanctified Wine mixed 20:1 with Balm, Boneset, Mint, Poppy Seed, and Saffron, also Sanctified, this Holy Elixir will be equal to a CURE MINOR WOUNDS (2) at double the recipient's Act of Faith percentages, or the sum of a Cleric's + Recipient's percentages if administered by a Cleric, without Fatigue cost. One dose may be taken

per day plus a CURE MINOR WOUNDS, or 2 doses if no CURE MINOR WOUNDS is performed directly as a Clerical Act. Cost to the Faithful = 2+1D6 SP per dose.

WATER OF GREAT HEALING

Prepared as for Water of Healing but requiring 7 days to produce 1 dose, this powerful preparation will either CURE SERIOUS WOUNDS (7) or CURE DISEASE (6). As a wounds curative, its strength is known and will vary from 10 to 20 damage/fatigue points in efficacy, at a cost of 1 SP per point curable. As a cure for disease, it must be administered by a Cleric, but the wounds effects do not require a Cleric's presence. Chances for success are as described for Waters of Healing.

SANCTIFIED SYMBOL OF FAITH

In Christendom, the Cross is the symbol of one's faith. If a Cross is Sanctified and Blessed, it has the power to ward off Evil Beings according to one's strength of faith. Demons must check morale at FER CR-6 to advance on a Cross held up to them, but if passing the test can continue their attack. Lycanthropes and Undead have the effects described in their Profiles (see 22.01 and 23.0).

HOLY RELIC

Saints martyred for the Faith become hallowed in themselves, and a bit of the hair or bone of a martyred Saint may have miraculous powers attached to it. If a genuine Relic is available, one Act of Faith will be in it, which may be received by any True Believer kneeling before the Relic and touching it to his lips. The chance of the Act resulting in a miracle is 60% plus the Faith percentage of the Recipient. Only 1 benefit may be received per day. Relics may also be objects belonging to Saints or used in the Passion, etc., of Christ - as in the case of the Lance that pierced his Heart during the Crucifixion. Such Relics will have three Acts of Faith in them, and also have great powers over Evil. Such Relics, once verified, must be Sanctified once per year by 1-3 priests (who can combine their MKL ratings to speed the process). Needless to say, there are plenty of fakes circulating, as the common people cannot understand that such items are of only limited power if not at least maintained by the Church. In any event, a True Relic will increase one's FER CR by +3 because of the belief that 'God is with One'.

HOLY SWORD

A Holy Sword is perhaps the most powerful weapon that can be encountered. It is forged for the purpose of combatting God's Enemies, and it can therefore be wielded only by one pure in thought, word, and deed. Such a weapon will not lend itself to any ignoble purposes and will not come from its scabbard if it is intended to be used badly. The weapon requires Sanctification by a Priest of Piety/19+ and subsequent enchantment by a Weaponsmith of Piety/12+. A Holy Relic is placed in the hilt, and into the blade the Priest places STRENGTH OF THE HOLY, RECOGNIZE EVIL, SMITE THE GODLESS, HOLY SYMBOLS, and THE WRATH OF GOD on six separate Sundays once the blade is forged and fully Sanctified/Enchanted. On the seventh Sunday, REMOVE CURSE and 3 BLESSINGS are given, and the Sword receives its Power. When wielded by a man of the Faith with Piety/12+, the following benefits accrue: (1) +05/25% bonus to Hits and Parries; (2) inability to be bashed by any opponent; (3) +10 points of damage to all adversaries; (4) an additional 1D10 points of damage to Lycanthropes; (5) an additional 1D20 points of damage to Undead and Demons; (6) ferocity in all combats, without Fatigue costs and at full number of blows for PCF rating; (7) +05/+25% on all Critical Hit chances; (8) 1/2 damage from all blows struck against the wielder; (9) Amulet of Protection at Experience Factor/150, with no overlord effects if it fails to block a magical spell; (10) 1/2 damage from all magical spells; (11) immunity from all Black Magick; (12) ability to recognize all enemies for what they really are; (13) ability to inspire Demons, Undead, and Lycanthropes with TERROR at FER CR-7 while never fearing oneself. Such mighty weapons are rare indeed, and are usually forged to fulfill some great mission. The one Chosen to bear a Holy Sword is marked for life as one destined to meet terrible tests in the service of God, the Church, and all Mankind, and he cannot shed the burden once assumed because the Sword will not leave him until its work is done!

13.13 CLERICS AND THE UNDEAD

Clerics may attempt to hold Undead using a Cross or Relic. If that fails, they have the same ability to turn away or command Undead as a Necromancer (see 17.26 and 23.0).

13.14 ORDAINED PRIESTS: SPECIAL RITES

All Ordained Priests (which is not every Cleric) have the ability to perform certain rites:

MASS

The central sacrament of the Church, the Mass establishes a CIRCLE OF PROTECTION around the Church and grounds, or around the area in which the Mass is held. All Evil beings - Demons, Undead, and Lycanthropes - are prevented from entering the area or, if they are present, must leave. All benefits of a Benediction are felt by the participants present. Duration: 1 hour. One per day.

HIGH MASS

A most solemn mass requiring 2 hours, celebrated on all Saints' Days and Holy Days, or on solemn occasions. Duration: 2 hours. It confers +10% to a Priest's success chances for 7 hours afterwards.

MARRIAGE

Self-explanatory, the marriage rite is formal solemnization of a bond between man and wife. The Priest may also hear VOWS OF BETROTHAL, which are legally binding and prevent the partners from marrying anyone else unless they agree to sever the relationship, again in the presence of a Priest. Any marriage to another while betrothed is null and void in the eyes of the Church. (Note: a 'common law' marriage is recognized by the laws of the land if two people simply announce publicly that they are man and wife, but such a union has no weight in the face of a Church marriage).

CONFESSION

A Priest may hear the confessions of a Believer and grant absolution, often assigning penances equal to a GEAS on the penitent. Some Good Work or Act of Charity will usually be required, matching the seriousness of the sin. Nothing vicious or overly deadly should be forthcoming. Believers must confess twice a year (at Christmas and Easter), or when receiving the Sacrament at mass. Those failing to make Confession cannot receive the benefits of Acts of Faith. (Note: all Clerics can confess people in a pinch).

SUPREME UNCTION

The final rite of the Church for the dying, which increases the chance of Resurrection by a Bishop and preserves the body for 10 days. Persons slain in battle will manage to just hang on long enough for a Priest to get to them if present) and receive the Sacrament if they have received a Benediction before the battle. This applies only to PCs.

INTERMENT

The rite by which a body is laid to rest in hallowed ground, which protects it from disturbance by those who would defile it. Interment prevents it from being used by a Necromancer 90% of the time.

EXORCISM

The very powerful rite by which a Priest Commands a Demon to go forth from a person, creature, or place. The EXORCISM is cast as a magical spell (see 18.38 GREAT COMMAND) with targeting at the Act of Faith percentage of the Cleric. The rite lasts half an hour, placing an impenetrable CIRCLE OF PROTECTION for 10 feet around the Cleric and his party. During this time, the Demon can do nothing except rant and rave. If EXORCISED, the Demon must depart and cannot return to trouble the victim for 1+1D6 months, and is otherwise banished from the world for a minimum of 2 months. However, failure requires a FER CR-7 (TERROR) from all present, for Hell has triumphed and the faith of all is momentarily shaken. If the Cleric stands firm, others do too. If he breaks, all will withdraw, followed by the demonic laughter of the triumphant devil. Only one EXORCISM may be attempted per day against any Demon.

CONVERSION

A Priest may attempt to convert the Infidel, as may any other Cleric over PIETY/11. The chance of conversion is equal to the Piety score + BV score of the Cleric, minus the Act of Faith percentage of the Infidel. Conversion on the first occasion makes the Infidel receptive, and 1D6 subsequent successes will confirm the new convert in the Faith.

13.15 MONKS: SPECIAL RITES

Monks have the power to establish a CIRCLE OF PROTECTION through their religious chants. See also 18.12. Priests who have spent time in a Monastery (3 years) will also acquire the ability.

13.16 BISHOPS: SPECIAL RITES

Bishops and Archbishops have a number of special prerogatives:

EXCOMMUNICATION

The rite by which a Believer is cast out. From the body of the Church and is denied all benefit of Clergy. The excommunicate should be shunned by believers, loses 1/2 of his Influence with believers, and

his vassals are released from their oaths to him until he repents and seeks absolution. This powerful expression of Church disapproval cannot be employed without good reason, and an appeal to the Pope is always possible (but it does remain in effect until overturned by higher authority). Usually a vital law of the Church must be broken to earn EXCOMMUNICATION.

ORDINATION

The rite by which a Bishop elevates a Cleric to the Priesthood. The Priest usually dedicates a goodly gift to the Church in the process.

RESURRECTION (Optional Rule)

The Bishop has the power to revive what seems to be a dead body (the PC is actually in such extremis that he appears dead but a glimmer of life still clings). The rite is possible only for 3 days following the mortal injury, after which -03% is lost per day thereafter from the Bishop's Divine Intervention percentages. If he succeeds, make a Resurrection Roll (see 4.29 for the Constitution percentage required, again -05% per day delayed after 3 days). The rite is exhausting and expends 1/2 the Bishop's Fatigue Level. Also, the PC's CON score is reduced by 1-2 points each time a RESURRECTION is attempted (reduction for this purpose only).

13.17 PRIMATES: SPECIAL RITES

In addition to a Bishop's prerogatives, a Primate enjoys the following special powers:

CORONATION

The right to crown the King. If there is no Primate, an Archbishop or two Bishops may perform the ceremony.

INTERDICTION

The power to place the entire nation under the Ban, which denies all men the rites of the Church save those in direct service of the Church. It is usually directed at Kings who grievously oppress the Church by committing crimes against the Clergy. It is never employed unless extreme provocation is given, and no other solution suggests itself. In effect, the nation is EXCOMMUNICATED in the hope that the Faithful will pressure the King into capitulating.

INVESTMENT

The right of the Primate to approve the appointment of a Bishop or Archbishop. This power is usually shared with the King, who also has a vested interest in the matter, and mutually acceptable arrangements are worked out. The King has a basic 20% chance of turning down a candidate, and this may be higher if the candidate is clearly not getting along with the sovereign or if the King has one of his own candidates in mind.

13.18 THE POPE

As the Spiritual Father of Christendom, the Pope has the powers of a Primate except for CORONATION (unless a Primate as well or dealing with an institution like the Holy Roman Empire). He is the supreme head of all Religious Fighting Orders and Monastic Orders:

PROCLAMATION

The Pope may issue Papal Bulls and other documents regarding the practice of the Faith, which should be at least very seriously considered by all the Clergy.

APPEALS

The Pope may hear all appeals from the decisions of the lower ranks of the Church and either confirm them or set them aside.

CRUSADE

The Pope may proclaim a CRUSADE against the Infidel at any time.

13.19 OBEDIENCE

The Church is a fairly strict hierarchy of authority, with lower ranks clearly required to obey, in all conscience and devotion, the instructions and orders of superiors. Note, however, that the Monasteries and Fighting Orders are separate from the Ordained Clergy and have their own chains of command leading up to the Pope. Thus there can be significant disagreement between them, and a Bishop has in many cases, little power to order an Abbot or a Master of Chapter around. It is much the same situation as exists between feudal lords - each having equality in certain areas and demanding the right to respect and consultation.

But within the chain of command, subordinates are under fairly strict rules of conduct and obedience, especially within the Orders.

To defy higher authority is to invite the wrath of one's superiors, and could lead to charges under Canon Law or even defrocking.

The Western Church remained celibate to command the full commitment of the Clergy to the Faith and the authority structure. The Eastern Church permitted marriage by Ordained Clergy, but demanded celibacy from Monks. The head of the Church, the Basilus, was the Emperor. Names of ranks differed, but the general structure can be considered the same.

13.20 CHURCH ATTITUDES TOWARD MAGICK

The Church regarded all magick with deep suspicion, but not until the late medieval period did active hostility toward sorcery and witchcraft emerge in all its ugliness and fiery bonfires in the square. As a general rule, so long as Magicians maintain a very low profile and do not call much attention to themselves, they will be left more or less alone. However, if local Clergy find that their 'flocks' are beginning to take all that 'superstition' seriously and are seeking the aid of the local old hag or the wonder worker, an auto-da-fe is in the offing, complete with angry mob of villagers with the Priest in the lead.

To be blunt, magick belongs to the Old Religions, as far as the Church is concerned, and it will take savage action to repress rampant or flagrant paganism and heresy. Tolerance levels are fairly low, so Mages should take warning. Outright Witchcraft and Necromancy are not appreciated at all.

At the same time, Churchmen might delve into aspects of Magick themselves. As noted for HOLY WORDS and HOLY SYMBOLS, the effects are essentially the same as for spells of Command and Illusion, and they are acquired as if the Clerics were magicians. Some may also delve into Astrology, Divination, or Alchemy, as these are learned arts that would catch the attention of scholars - and many Churchmen were scholars. The other areas are best left alone.

14 Tournaments

The tournament is an elaborate and costly affair, held to mark some important event such as the knighting of a son, a wedding, a visit by an important guest, or perhaps the receiving of a high honor. It is sometimes necessary to obtain a license from the Crown to hold a tournament, as it can serve as a gathering place for large numbers of armed men. What better way for rebellious nobles to muster their forces than to announce an innocent passage of arms between friends? Unlicensed tournaments can be regarded as signals for armed revolt.

The tournament lasts three to five days. Everyone dons his finest clothes and powerful Lords collect as many of their vassal Knights and lesser Lords as possible, along with their womenfolk, ladies-in-waiting, and scores of servants.

DAY ONE: INSPECTION OF ARMS

The bona fides of each contestant will be examined, with dishonored Knights dismissed from the tournament. Contestants scout the opposition and plan their strategies. All the while, troubadours, jongleurs, and other entertainers perform for the amusement of nobles and commoners alike. Merchants and sellers of food and wine set up stalls or hawk their wares among the crowd. Old friends greet each other and seek to outdo one another in show of affluence and hospitality. In the evening, the host of the tournament entertains the contestants, noble guests, and their ladies in the Great Hall of his castle with a lavish feast.

DAY TWO: THE JOUST

The day begins with a bustle of activity among the tents as Squires harness and saddle their Knights' warhorses and prepare their Lords' armor and arms. Then the Knights issue forth in full panoply to give challenge by riding down the lines of tents and striking the shields of desired opponents (the shields being conveniently hung before the tents just for this purpose).

When all is ready, the Marshal of the tournament bows politely to his suzerain, raises his white baton (symbol of his office as referee of the tournament), and cries 'Bring in the Jousts!' To the fanfare of trumpets, Heralds lead the procession on foot. Following are the lines of contestants in full armor on warhorses clad in all their finery. They make a circuit of the lists, and some Knights receive the favors of their ladies, which they use to adorn their lances and armor.

The Joust itself may be a round robin, in which every Knight rides against every other Knight. Or a Knight may simply ride against a given number of opponents. The Code of Chivalry generally forbade a

13.21 NON-CHRISTIAN RELIGIONS

Chivalry & Sorcery makes provision for Non-Christian religions as well. In **Swords & Sorcerers**, a C&S supplement, the religion of the Nordic Vikings, the Celtic Druids, and Tribal Shamanism are all presented as alternatives. Future supplements will present Islam and other variants. The C&S kingdom profile, **Arden**, presents a non-Christian, multi-god religion within the broad framework of the Christian Church structure but with different tenets of faith.

Christianity is not entirely fundamental to feudalism, and if the GameMaster desires, he can create a fantasy world in which alternatives exist. A bit of adaptation of titles would rapidly alter the feel of the Church structure, along with the introduction of several deities (or even one) which the populace worships in somewhat different ways. The trick is to use an existing model as a basis for the fantasy religion, so that it makes sense and hangs together. Such a religion could take on many forms.

For example, in Ed Simbalist's old campaign, one nation - Arch-aeron - had a Demon-worshipping religion in which Necromancers figured as the Priesthood, with several sects also based upon Evil Priests and Coven Witches. The gods were the Demons of Hell, plus a few other spirits not mentioned in these rules. This disgusting faith even had elements of human sacrifice thrown in for good measure. As a result, the Empire was subjected to repeated crusades and savage forays by outraged adherents to more reasonable religions - many of which were pagan by Christian standards but at least had their hearts in the right place.

One thing should be noted, however. Depraved religions should not be offered up to Player-Characters as their faiths. This introduces a negative factor into the gaming and has profoundly bad psychological effects on some people. Players who get into a demonic religion in an FRP campaign sometimes go snake, as the saying goes. The GameMaster bears full responsibility and should be alert for signs of strangeness and then do something about it. The best course is to offer a positive experience, not the wierd, bizarre, and outright sick.

Knight, in honor, to issue challenge to any men inferior in rank or skill - largely to prevent bullies and professional tournament knights from taking unchivalric advantage of any weaker than they. Also, to prevent insult to some great Lord, the challenges of low-ranking Knights are first met by the Knights of the Lord's retinue to try the mettle of the challenger and find if he is worthy to break lance with their Lord.

DAY THREE: THE PAS DES ARMES

The **pas des armes** is a matter of formal challenges to enter into single combat or melee. Often, these combats are occasions to settle old grudges, and sharpened weapons tend to be used. If grudge matches are in the offing, the Marshal does not preside, and the combat is either to first blood or a **1'outrance** (to the death). When there is a serious challenge, a great Lord or perhaps the King may intrude to forbid an important vassal from taking up a challenge, suspecting treachery. But in most instances, it is up to the challenged to accept or decline, and he may appoint a Champion to fight in his place.

DAY THREE: THE CONTEST AT THE BARRIER

Very popular is a duel between two Knights or two equal groups of Knights conducted on foot. A stout wooden bar, waist high, is set across the middle of the lists. The contestants attempt to cross it, while preventing the other side from doing the same. Combat is usually waged with sword and mace, but rarely with real mayhem intended. The idea was to incapacitate and vanquish, not to cripple and slay.

DAY THREE: MELEE IN THE LISTS

Groups of mounted Knights meet in the lists for the melee. As Knights are unhorsed, their Squires rush in to save them before they are captured and held to ransom. This is mock war, and men are occasionally stricken with grievous or mortal wounds. When a Knight is stunned or has had enough of the fight, he can ride out of the lists with honor, taking shelter in the refuge outside the barrier that surrounds the battle zone. Since as many groups as can fit into the lists may participate, anyone not a member of one's challenge group is a potential enemy. Much plotting and scheming occurs as groups form alliances for the lists - in much the same manner as they do in actual war. The difference between combat in the lists and the **pas des armes** is that the **pas des armes** involves only two groups in the melee and may have very serious grudges to settle with murderously sharp weapons.

DAY THREE: THE GRAND MELEE

The small tournaments may dispense with the previous three combats and a Grande Melee might be staged instead. Larger tournaments will extend the action into a fourth or perhaps fifth day, the climax of which is the Grand Melee. The event is nothing less than a pitched mock battle on what might become a large scale. The details are arranged at a council of the more prominent Lords and Knights. Forty or more Knights on a side will fight. The lists are too small for the action, so the Grand Melee is held in an open meadow, with the non-combatants watching from a safe distance.

The melee itself may have all the excitement of a real battle. The initial cavalry charge is made with the lance, followed by a whirling mad brawl that ever threatens to spill out into the surrounding countryside. After a predetermined time, the Marshal signals the end of the melee, and the victory is awarded to the side having distinguished itself the most. Captured Knights offer ransoms, and everyone adjourns to the castle for a great feast. There, prizes are awarded for all the events and the night is spent in merrymaking.

THE SQUIRES' TOURNAMENT

While the pas des armes, the contest at the barrier, and the melee in the lists are being conducted, some of the senior Squires-at-Arms will engage in a special tournament. These combatants will soon become Knights and are practicing for the more serious Knights' Tournaments in their futures. They fight in brigantines or chain shirts and open helms, their arms being blunted swords and padded clubs. The events are held in the intervals between the main events of the Knights' Tournament.

14.01 THE PAS DES ARMES

Many Knights could not afford to hold a formal tournament. But there was nothing to prevent them from holding an impromptu pas des armes at some predetermined spot. Challenges might be issued in the surrounding countryside to the effect that a group of Knights was prepared to take on all comers. If the action was a friendly affair, they would post a white shield. If it was to be waged with edged weapons, a black shield would be displayed.

A pas des armes could also occur at a river crossing or bridge or crossroads. A Knight would take position there and challenge all Knights passing by to a passage of arms. (This is the classic pattern noted in the *Morte d'Arthur* and other medieval romances). A Challenge might also be issued if a Knight was passing through the demesne of another. The fiefholder might choose to challenge the traveller to a passage of arms to contest his right of free passage.

Rarely will these contests be fought with the intent to commit outright bloodshed - the contest being a trial of strength and not an excuse for wanton butchery. Only a robber baron or an outlaw Knight would issue a challenge with the intent to do mayhem and capture others for a stiff ransom.

14.02 THE RANSOM

Combats of Honor, such as fought in the Tournament or the more impromptu Pas des Armes, would require the vanquished Knight to pay a ransom. This could be a friendly amount equal to perhaps half a month's or a full month's income, or perhaps the value of one's armor. In war, however, the ransom could amount to 2-12 months' income - a very severe penalty for any Knight or Lord to pay to regain his freedom. In such circumstances, a captured Knight might be imprisoned (usually in fairly comfortable quarters and with all honor) until his ransom was paid by family and friends. At other times, he might be released on his parole (sworn word) to pay his ransom and to refrain from any hostile acts against his captor until the full debt was paid.

14.03 THE JOUST

The Joust is a passage of arms between mounted opponents using the lance. The object was to break one's lance squarely on the shield of the opponent, while deflecting his blow or avoiding it altogether. Unhorsing could result and brought complete victory, whether or not the lance was shattered. At all times, any form of injury was to be avoided; with special lances and tips used accordingly (cost 10 SP).

The scoring system to determine the prize winner of a tournament Joust is taken from John Piptoft's rules of 1466:

- (1) Knights shall ride against each other and break three lances or else unhorse an opponent before the contest is concluded.
- (2) Unhorsing an opponent is the highest point scored, with the contestant unhorsing the greatest number declared winner.
- (3) In the event that none be unhorsed, he who has scored the greatest number of coronels (spear point to spear point) is declared winner, with at least two coronels required.

- (4) Otherwise, he who strikes the crest of the helm the most times is declared winner, with at least three crests required.
- (5) Otherwise, he who breaks the greatest number of lances in the Joust is declared winner.
- (6) In the event of a tie, the Knight held to have stayed in the field the longest (in the most matches) and to have fought most bravely and expertly is declared winner of the Joust.

Penalties are also exacted for misdemeanors committed on the Jousting field, whether intentional or accidental:

- (1) Any Knight striking the barrier or his opponent's saddle shall lose one spear from his total score.
- (2) Any Knight striking horse is expelled from the lists with dishonor. (Generally, he would have to perform some notable deed to regain his honor before being passed by the Inspection of Arms at future tournaments).
- (3) Any Knight doing unnecessary injury to a Brother Knight loses fifteen spears from his total score.

Under certain circumstances, a victorious Knight gains welcome bonuses:

- (1) If a Knight shall unhorse another Knight, the conquered Knight must ransom his armor for its proper worth or pay a sum equal to as much as one month's income from his fief.
- (2) If a Knight shall break three lances against his opponent and his opponent does not score against him, the vanquished Knight shall pay ransom for his armor.
- (3) If a Knight shall strike the crest of his opponent, and remains in saddle, the contest goes to him and he is declared winner of that Joust.

If both Knights have broken three lances against each other, the contest is concluded. However, if the Marshal of the Tournament allows it, the Knights may continue the contest in foot combat until one or the other is exhausted.

To win special honor, a Knight may declare that he will fight in the name of a Lady. If he distinguishes himself, he may gain special favor in her eyes and also acquire a famous reputation as a most valorous and gallant Knight.

If a Knight proves himself a bully and a braggart, or if he is suspected of being a tournament Knight who makes his living by collecting ransoms, he might offend one of the great Champions in attendance. A challenge to a pas des armes could be forthcoming. The adversary will be a Mighty Knight, so the challenged Knight should spend the night in vigil and prayer. He will need all the aid he can get!

14.04 THE JOUSTING MATRIX

The Jousting Matrix presents the probabilities of breaking lance (striking the aiming point squarely) for two classes of combatant.

INEXPERIENCED KNIGHTS

Fighting men under Experience Level/9 are not experienced enough to strike the target with maximum chances of success, and thus use the Inexperienced Knight's Jousting Matrix.

EXPERIENCED KNIGHTS

Fighting men with Experience Level/9+ are usually 'blooded' warriors with considerable experience in war and tournament. They use the Experienced Knight's Jousting Matrix.

Knights can also be classed as superior or inferior, even if they are in the same experience grouping. If an Experienced Knight breaks lance (L result) against another Experienced Knight and is not himself struck (M result), he is classed as superior and continues to use the Experienced Knight's Matrix. His opponent, however, uses the Inexperienced Knight's Matrix because he is inferior to the 'superior' Knight. The inferior Knight returns to the Experienced Knight's Matrix when he scores another hit.

Each joust continues until one Knight breaks three lances, tears away the crest of his opponent, or else unhorses him. The joust also ends when a Knight unfortunately strikes horse and is disqualified from the tournament in disgrace.

Several possibilities arise when a hit (L) or miss (M) occurs:

Any L result brings an automatic 01-02 chance of 1D20 that the opponent has been unhorsed by the hit. Several entries are also marked with footnotes, indicating a higher probability of such an unhorsing. The one marked (g) indicates careless use of lance.

A hit marked (a) or (b) does not carry a chance of unhorsing, but rather a chance, rolled on 1D20, of carrying away the opponent's crest on top of his helm. This stops the contest and awards the victory to the Knight performing the feat, provided he has not himself been unhorsed.

A miss marked (d) indicates that there was a chance that the lance struck the barrier between the opponents (it runs the length of the course), or that it struck the horse. The chance is rolled on 1D20.

There are also a number of 1D20 DMs applied to the hit/miss roll by each Knight. One set of DMs indicate the Knight's condition. If fatigued, a -2 DM is applied. If struck by a blow which takes off the helm, a Knight is stunned on his next ride and has a -1 DM if he assumes a steady seat, and -4 otherwise. If the Knight has taken damage points, he has a -2 DM in a steady seat, and -6 otherwise.

A second set of DMs refers to the mount, with superior mounts being those above the rating of the opponent's mount; the following order applies: Great Horse, Noble Horse, Superb Horse, Fine Horse, Warhorse, Nag. If more than one level of difference exists, add +2 DM. The DM represents the ability of the warhorse to be in the right position and at the right speed at the moment of impact.

A third set of DMs takes into account the defensive position the Knight assumes in the saddle, including set of his shield. This will affect his vision and aim at the target.

AIMING POINTS

There are 10 aiming points. The **Crest** is a heraldic device fixed to the top of the helm. The **Helm** is the front of the opponent's helmet. The **Throat Gorget** is the spot just under the bottom edge of the opponent's helmet. The shield is divided into 7 parts. The upper third (**Chief**) is subdivided into **Dexter** (right), **Pale** (center), and **Sinister** (left) upper portions. The middle third (**Fess**) is subdivided in similar manner into **Dexter**, **Pale**, and **Sinister** middle portions. The bottom third is the **Shield Base**. Depending on the aiming point and the defensive tactics chosen by the opponent, the chance of hitting/missing is modified considerably.

DEFENSE TACTIC

There are 6 defensive tactics that one can choose. A **Shield High** defense protects the head and upper body but reduces vision of the lower portion of the opponent's shield. The **Shield Low** defense covers the body but exposes the head even as it gives good general vision. A **Lean Right** defense has the Knight leaning low across the neck of his horse, away from his opponent. This greatly reduces the chance to hit some target points but also prevents a wide range of hits in return and may cause the opponent to commit a foul (hit barrier, horse, etc.). **Leaning Left**, on the other hand, moves the Knight in the direction of the opponent, increasing his chance of taking a hit while improving his own

chances at the same time. A **Steady Seat** is a firm, no-nonsense position square in the saddle which gives excellent hit DMs but also brings serious chances of being hit oneself. It is almost essential to a Knight who has been stunned or injured if he is to have any real chance of striking an opponent in the next ride - but one can gamble on other positions. Non-riders and riders untrained in combat must assume such a position, but have standard -2 DMs on hit probabilities. Finally, **Lower Helm** indicates that one partially ducks his head behind his shield, reducing vision but also reducing the opponent's chances of scoring a decisive hit in many instances.

1D20 HIT DICE MODIFIERS: ATTACKER STATUS

KNIGHT

NORMAL		+0
FATIGUED		-2
STUNNED		-1 in Steady Seat; -4 in other Position.
INJURED		-2 in Steady Seat; -6 in other Position.
NON-KNIGHT		-2

1D20 HIT DICE MODIFIERS: ATTACKER STATUS

HORSE	SH	SL	LR	LL	SS	LH
LIGHT HORSE		+1	-3	-1	-	-1
MEDIUM HORSE		+1	-1	+0	+0	+0
HEAVY HORSE		+2	+0	+1	+1	+1
SUPERIOR HORSE		+1	+1	+1	+1	+1

AIMING POINT	SH	SL	LR	LL	SS	LH
CREST OF HELM		+1	-4	+2	+2	+0
HELM		+1	-3	+2	+2	+0
THROAT GORGET		+1	-2	+2	+2	+0
DEXTER CHIEF		+1	-2	+1	+2	-2
CHIEF PALE		+0	-1	+2	+2	-1
SINISTER CHIEF		+0	+0	+2	+2	+0
DEXTER FESS		-2	+1	-2	+1	-2
FESS PALE		-1	+1	-1	+2	-2
SINISTER FESS		-1	+1	+0	+2	-1
SHIELD BASE		-3	+1	-2	+2	-3

ATTACK TACTIC AIMING POINT	INEXPERIENCED/INFERIOR KNIGHT'S JOUSTING MATRIX						EXPERIENCED/SUPERIOR KNIGHT'S JOUSTING MATRIX					
	SHIELD HIGH	SHIELD LOW	LEAN RIGHT	LEAN LEFT	STEADY SEAT	LOWER HELM	SHIELD HIGH	SHIELD LOW	LEAN RIGHT	LEAN LEFT	STEADY SEAT	LOWER HELM
CREST OF HELM	M/01-16 L/17-20	M/01-10 L/11-20 ^a	M/01-18 L/19-20	M/01-14 L/15-20	M/01-12 L/13-20 ^a	M/01-18 L/19-20	M/01-12 L/13-20	M/01-06 L/07-20 ^b	M/01-14 L/15-20	M/01-10 L/11-20	M/01-08 L/09-20 ^b	M/01-14 L/15-20
HELM	M/01-14 L/15-20	M/01-12 L/13-20 ^c	M/01-17 ^d L/18-20	M/01-12 L/13-20 ^e	M/01-10 L/11-20 ^e	M/01-17 L/16-20	M/01-10 L/11-20	M/01-04 L/05-20 ^c	M/01-12 L/13-20	M/01-08 L/09-20 ^e	M/01-05 L/06-20 ^f	M/01-12 L/13-20 ^a
THROAT GORGET	M/01-16 L/17-20	M/01-14 L/15-20 ^c	M/01-16 ^d L/17-20	M/01-12 L/13-20	M/01-10 L/11-20	M/01-15 L/16-20	M/01-12 L/13-20	M/01-10 L/11-20 ^c	M/01-13 L/14-20	M/01-08 L/09-20	M/01-07 L/08-20	M/01-13 L/14-20
DEXTER CHIEF	M/01-05 L/06-20	M/01-14 L/15-20	M/01-05 L/06-20	M/01-16 ^d L/17-20	M/01-05 L/06-20	M/01-08 L/09-20	M/01-02 L/03-20	M/01-10 L/11-20	M/01-02 L/03-20	M/01-10 L/11-20	M/01-02 L/06-20 ^e	M/01-03 L/04-20
CHIEF PALE	M/01-08 L/09-20	M/01-05 L/06-20 ^e	M/01-10 L/11-20	M/01-08 L/09-20	M/01-05 L/06-20 ^e	M/01-05 L/06-20 ^e	M/01-03 L/04-20	M/01-02 L/03-20 ^f	M/01-08 L/09-20	M/01-02 L/03-20 ^e	M/01-02 L/03-20 ^f	M/01-04 L/05-20 ^e
SINISTER CHIEF	M/01-12 L/13-20	M/01-10 L/11-20	M/01-18 ^d L/19-20	M/01-06 L/07-20	M/01-08 L/09-20	M/01-12 L/13-20	M/01-08 L/09-20	M/01-02 L/03-20 ^e	M/01-08 L/09-20	M/01-03 L/04-20	M/01-02 L/03-20	M/01-08 L/09-20
DEXTER FESS	M/01-08 L/09-20	M/01-04 L/05-20	M/01-08 L/09-20 ^e	M/01-14 ^d L/15-20	M/01-04 L/05-20	M/01-08 L/09-20	M/01-06 L/07-20	M/01-02 L/03-20 ^f	M/01-04 L/05-20 ^f	M/01-12 L/13-20	M/01-02 L/03-20	M/01-05 L/05-20
FESS PALE	M/01-05 L/06-20	M/01-08 L/09-20	M/01-10 L/11-20	M/01-05 L/06-20	M/01-02 L/03-20 ^e	M/01-04 L/05-20	M/01-02 L/03-20	M/01-05 L/06-20	M/01-04 L/05-20	M/01-04 L/05-20	M/01-02 L/03-20 ^f	M/01-02 L/03-20 ^e
SINISTER FESS	M/01-10 L/11-20	M/01-12 L/13-20	M/01-16 ^d L/17-20	M/01-07 L/08-20 ^e	M/01-10 L/11-20 ^e	M/01-10 L/11-20	M/01-07 L/08-20	M/01-10 L/11-20	M/01-08 ^d L/09-20	M/01-04 L/05-20 ^f	M/01-05 L/06-20 ^f	M/01-08 L/09-20
SHIELD BASE	M/01-02 L/03-20 ^g	M/01-10 L/11-20	M/01-12 ^d L/13-20	M/01-03 L/04-20 ^e	M/01-05 L/06-20	M/01-10 L/11-20	M/01-02 L/03-20 ^f	M/01-08 L/09-20	M/01-06 L/07-20	M/01-02 L/03-20 ^f	M/01-02 L/03-20	M/01-05 L/06-20

(a) Crest torn away on 01-03 (Roll 1D20).

(b) Crest torn away on 01-07 (Roll 1D20).

(c) Helm torn off on 01-05 (Roll 1D20); Unhorse on 01-05.

(d) Hit barrier on 01-05 and horse on 06-08 (Roll 1D20).

(e) Unhorse on 01-04 (Roll 1D20).

(f) Unhorse on 01-07 (Roll 1D20).

(g) Unhorse on 01-04 (Roll 1D20): 1D20 pts unnecessary injury.

M = Miss

L = Lance Hit; Unhorse on 01-02 (Roll 1D20).



15 Individual Combat

The combat systems simulate man-to-man actions and are designed to provide a maximum amount of realism. Taken into account are such factors as personal skill, surprise, choice of tactics, the length and speed of various weapons, parrying and dodging blows, bashing an opponent, critical hits, ferocity, and morale.

15.01 COMBAT TURN SEQUENCE

There are 2 combat turns in each 5-minute game turn. Except when surprise gives one side an initial advantage, combatants alternate in the role of 'first mover' (A) and 'second mover' (B). A simple die roll determines who moves first, highest having the advantage. First move status then alternates on subsequent turns. As an optional procedure, Players desiring uncertainty may make a die roll at the beginning of each combat turn. The sequence is as follows:

- (1) Both sides may opt to fire loaded missile weapons or cast ready spells, discharge breath weapons, etc. Fire is simultaneous, unless Players are willing to have DEX CRs determine who is faster.
- (2) (A) moves all, some, or none of their Characters up to 1/2 normal move. (B) then moves Characters as desired up to 1/2 normal move. Fire is then taken by those troops still able to fire.

- (3) (A) completes movement, including any charge bonuses. (B) follows, also completing all movement. Fire is then taken by those troops still able to fire.

15.02 MOVEMENT

The basic combat turn movement rates for all Characters and Monsters/Beasts are provided in the NPC Profiles.

- (1) Movement must be made through an open space sufficient to allow passage of the figure.
- (2) Movement through a congested area causes a Body Bash - with a congested area being any space less than the width of the figure but not less than 1/2 its width of base. Movement through a narrower space is not permitted. If the other figure(s) happen to be enemy, blows can be directed at the moving figure, who must either Dodge to avoid being locked in close combat or else must stop at that point and engage the foe.
- (3) Movement over ground littered by bodies or debris brings a 15% chance of stumbling. Stumbles are checked on the Bash Table, with one check per 5 feet moved.

All combat turn movement is given in feet, in the form 60/180, or whatever the movement is. The first number is standard walking speed. The second is the maximum speed. The charge bonus is added to the maximum speed to represent a full-tilt sprint.

Type of Character/Monster	Normal Move	Charge Bonus	Maximum Speed*	Flying Speed
Human , unencumbered	60 feet/turn	40 feet	120 feet/turn	—
Partially encumbered	50 feet/turn	30 feet	100 feet/turn	—
Fully encumbered	50 feet/turn	30 feet	90 feet/turn	—
Severely wounded penalty	—40 feet	—	—60 feet	—
Elf , unencumbered	80 feet/turn	60 feet	150 feet/turn	—
Partially encumbered	70 feet/turn	40 feet	130 feet/turn	—
Fully encumbered	50 feet/turn	30 feet	100 feet/turn	—
Severely wounded penalty	—40 feet	—	—70 feet	—
Dwarf , unencumbered	60 feet/turn	30 feet	100 feet/turn	—
Partially encumbered	60 feet/turn	30 feet	100 feet/turn	—
Fully encumbered	50 feet/turn	30 feet	80 feet/turn	—
Severely wounded penalty	—30 feet	—	—50 feet	—
Hobbit , unencumbered	70 feet/turn	30 feet	120 feet/turn	—
Partially encumbered	60 feet/turn	30 feet	100 feet/turn	—
Fully encumbered	50 feet/turn	30 feet	80 feet/turn	—
Severely wounded penalty	—30 feet	—	—50 feet	—
Dexterity over 15	+10 feet	+10 feet	+10 feet	—
Dexterity over 17	+10 feet	+20 feet	+30 feet	—
Horses: See 'Movement of cavalry in Melee' below.				
Mules, Wagons	+60 feet/turn	—	180 feet/turn	—
Donkeys	60 feet/turn	—	160 feet/turn	—
Dragons	60 feet/turn	120 feet	180 feet/turn	650 feet/turn
Lizard Men, Rat Men	as men or as animal			
Lycanthropes	as men or as animal			
Kobolds, Goblins, Orcs	60 feet/turn	30 feet	100 feet/turn	—
Bugbears, Uruk-hai, Gnolls	as men	as men	as men	—
Ogres, Trolls	60 feet/turn	50 feet	120 feet	—
Giants	80 feet/turn	80 feet	200 feet	—
Skeletons, Ghouls	as men	as men	as men	—
Deaths, Barrow Wights	60 feet/turn	60 feet	110 feet/turn	110 feet/turn
Vampires	60 feet/turn	50 feet	130 feet/turn	gas: 60 feet bat: 240 feet variable speed
Phantoms, Spectres:	as men	as men	as men	—
Mummies, Zombies	50 feet/turn	20 feet	70 feet/turn	—
Wraiths, Nazgul, Ghosts	60 feet/turn	60 feet	120 feet/turn	Ghosts: 120 ft.

***Humans, Elves, Dwarves, and Hobbits** expend 1 fatigue point per turn spent at Maximum speed if unencumbered, 2 fatigue points if encumbered, and 3 if fully encumbered or severely wounded to the body (50% damage or greater). Those wounded in the leg may hobble at a basic 10 feet per turn unassisted or 30 feet if assisted. Men unable to walk may crawl at 10 feet two turns. When all fatigue points have been expended, a man is considered 'winded' and full encumbered for 1-3 turns.

***Living Monsters** may proceed at maximum speed for 1 turn per 5 body points they possess, after which they slow to 1/2 normal speed because they are winded. Flying Monsters proceed at maximum speed for 1 turn per body point they possess. Monsters allotted fatigue levels are treated like Humans.

***Undead** never tire, nor do **Lycanthropes**. However, they will tend to slow to normal pace after spending 6-20 turns at maximum rate. If the quarry is in sight, they will expend 1-6 turns at slow speed before increasing the pace; if the quarry is not in sight, they may give up the pursuit 1-50% of the time.

*Animals are treated as Living Monsters.

The movement of **Legendary Beasts** and **Animals** is given in the form 60/120, etc. In the case of animals restricted to the land, the first number is the normal move in feet and the second is the maximum rate. Charge bonuses are found by subtracting the normal rate from the maximum. In the case of birds, the first number is the land speed, the second the air speed. The speeds of all Animals and Legendary Beasts are given in the **Monster Profiles**.

The effect of terrain, etc., has not been dealt with because of the complexity of such variables. However, the Player-Referee is encouraged to make adjustments for the type of countryside, the surfaces traversed, turning sharp corners at high speed, the size, weight and general maneuverability of large creatures, and so on. Provided that there is fairness and realism, each group will quickly develop their own methods of dealing with the question.

15.03 WEAPONS & THE COMBAT MATRIX

There are a wide variety of weapons, with each having its own special characteristics.

BASH CLASS

All weapons are rated for their ability to Bash a foe backward or perhaps even to the ground. Light Weapons (L) roll 2D6 on the Bash Table; Medium Weapons (M) roll 2D6+1 on the Bash Table; and Heavy Weapons (H) roll 2D6+2 on the Bash Table.

NATURAL WEAPONS

Monsters and Beasts using claws, fangs, hooves, etc., are 'naturally armed'. Such weapons are designated by a short-hand code which denotes

the weapon type and its reach. An MSC/1 weapon, for instance, is Monster Small Claws with 1 foot reach.

REACH

The distance a weapon has effect. Hand-held weapons are presented with the assumption of a 34-36 inch arm. The initial blow of combat is struck by the combatant with the longest Reach.

SPEED

The relative agility of the weapon, compared to other weapons. Once the first blow is struck and returned, the Speed determines the strike order between combatants, with the fastest weapon striking first.

1D20 HIT DICE SYSTEM

The Fast Combat system employs 1D20 to determine Hits, Critical Hits, and Bash probabilities. All bonuses and penalties added or subtracted to dice rolls are based on the 1D20 roll.

1D100 HIT DICE SYSTEM

The Advanced Combat System employs 1D100 to provide a finer range of distinctions when determining Hits, Critical Hits, and Bash probabilities. All bonuses and penalties added or subtracted to dice rolls are based on the 1d100 roll (x5 1D20 bonuses/penalties). The system is intended for important personal combats (duels, etc.), and we recommend the 1D20 system for most combats - especially those involving large numbers of combatants.

HIT PROBABILITY

The score which one must roll on 1D20 or 1D100 to strike a target. A hit is scored when the result is equal to or lower than the score indicated in the **Weapons Tables**. Hit bonuses increase this score, while penalties reduce it. A 01/05% always hits.

CRITICAL HIT PROBABILITY

Using the same roll made to determine if one hit the target, the Critical Hit Probability is the score which one must roll equal to or lower to increase the damage done by the weapon. A 1D6 is automatically rolled with the 1D20 or 1D100 Hit Dice. If a Critical Hit occurs, the 1D6 result is the number of additional WDF (Weapon Damage Factors) added to the WDF of the combatant.

BASH PROBABILITY

If a Hit occurs, there is always a chance the enemy has been Bashed. Using the same roll made to determine if one hit the target, the Bash Probability is the score which one must roll equal to or lower to force back or knock down the enemy (roll on the Bash Table). 2D6 is automatically rolled with the 1D20 or 1D100 Hit Dice (a different color than the 1D6 used for Critical Hits). If a Bash occurs, the 2D6 result is the value consulted on the **Bash Table**, with +1 for M weapons, and +2 for H weapons.

NO. BLOWS

The basic number of blows that can be struck with a weapon in a combat turn. This value can be increased by PCF scores or by the nature of certain creatures.

WEAPON DAMAGE FACTOR (WDF)

The measure of damage which the weapon could inflict when it hits. The basic WDF of a combatant is determined either by his PCF or by its particular nature as a Monster/Beast. It can be increased by the Critical Hit 1D6 roll by +1 to +6 WDF levels.

The elements described above are all entered in the Combat Matrices. Some are also discussed in greater detail in the following sections.

15.04 BLOWS

The number of Blows possessed by a figure represents the number of offensive moves available to him in a given combat turn. In effect, Blows represent the tempo of his combat.

WEAPON TYPE	HEAD	HAND/ARM	CHEST	GROIN	LEG/FOOT
Stabbing Weapon . .	.00/-00%	-03/-15%	-00/-00%	-00/-00%	-04/-20%
Thrusting Weapon. .	.+00/+00%	-02/-10%	-00/-00%	-00/-00%	-02/-10%
Slashing Weapon . .	.+00/+00%	-02/-10%	-00/-00%	-02/-10%	-04/-20%
Crushing Weapon . .	.+00/+00%	-02/-10%	-00/-00%	-02/-10%	-04/-20%
Fist	.+00/+00%	-00/-00%	-00/-00%	-00/-00%	-04/-20%
Kick	.-04/-20%	-02/-10%	-02/-10%	-01/-05%	-00/-00%

HEIGHT DIFFERENCE	HEAD	HAND/ARM	CHEST	GROIN	LEG/FOOT
+1 per foot taller	.+01/+05%	+01/+05%	+01/+05%	-01/-05%	-01/-05%
-1 per foot shorter	-.01/-05%	-01/-05%	-01/-05%	+01/+05%	+01/+05%

Note that the first entry is for the 1d20 combat system. The second entry is for the advanced 1d100 system.

Some Beasts have to be handled with a bit of common sense. Those unable to make a leap or rear up on their hind legs to strike, or else those with limited height, will tend to score hits in the leg and groin areas at best. Boars, for instance, will likely hit at calf or knee level on a man-sized target, unless the target is already lying on the ground.

The time available in a combat turn is strictly limited. Thus a combatant must choose how he will expend that time, represented by the number of Blows he possesses. To parry or dodge and then counterblow, turn around, or shift to another target takes time, and Blows must be expended to perform such maneuvers. Similarly, if a figure is knocked down, has a weapon struck from his hand and must draw another, etc., he must take time in the form of expended Blows to perform the action.

Different weapons have different numbers of Blows possible. If a figure chooses to draw and use another weapon, the number of Blows possible in the combat turn is always equal to the lowest number.

15.05 FIRST BLOW

The sequence in which blows may be struck is always important, for it determines whether or not a figure will be able to slay or incapacitate his opponent before the same can be done to him.

- (1) In the first round of each combat turn, the first blow will be struck by the combatant who:
 - (a) has caught his opponent by complete surprise and/or is attacking from the rear;
 - (b) has a greater Reach with his weapon than does his opponent, with +1 added for each 2 feet of height advantage due either to standing taller or else being on a higher level (max. +4 feet additional Reach).
- (2) The first blow in each subsequent blow-counterblow exchange is struck by the combatant who had the first blow previously, except when the Speed of the other weapon is faster. First blow advantage can be lost, however, for an exchange if the one with the advantage fails to attempt a blow (obviously) or else cannot strike one because his number of blows has been exhausted.
- (3) If a combatant chooses to make a defensive parry or dodge, the opponent automatically has first blow in the exchange. If both figures choose a defensive move, no blows will be struck, and each expends 1 Blow for being especially wary and defensive-minded.
- (4) As an optional rule, if two combatants are firing missiles, spells, breath weapons, etc., at each other, the one who succeeds with a DEX CR fires a split second sooner. A DEX score difference of 1 or 2 always brings simultaneous fire, as does a successful DEX CR by both parties. If the DEX difference is more than 5, the combatant with the higher Dexterity always fires first.

15.06 STRIKING BLOWS

In order to strike a blow, whether successful or not, 1 Blow must be expended. If a combatant has exhausted his number of blows, he cannot strike his opponent and must act defensively until the combat turn is over and the next combat turn starts.

15.07 VARIABLE HIT PROBABILITY

The Hit Probabilities given in the Combat Matrices assume, for the most part, that the strike is directed at an appropriate part of the body - with what is 'appropriate' determined by the nature of the weapon and the height of the combatant.

Cats, rats, and the like, would literally have to swarm up the legs and body of a large target to hit above foot/calf level. Snakes, unless quite large, would hit at about the level of their heads, when raised off the ground (about 20% of their full length, in most instances).

15.08 PARRYING BLOWS WITH A WEAPON

If a Character has insufficient room to Dodge or if the tactical situation demands it, he may choose to Parry a blow with his weapon.

- (1) He must call out 'Weapon Parry' at the moment the blow is about to be made.
- (2) The Weapon Parry costs him 1 Blow.
- (3) If the Weapon Parry is successful and the enemy does not hit, he may counterblow without further cost.
- (4) If the Weapon Parry is unsuccessful, roll a DEX CR. A failure means that the weapon has been struck from the defender's hand. However, if the defending weapon is higher in class than the attacking weapon, add +03 to the DEX CR; if equal in class, add +01 to the DEX CR.
- (5) If Weapon Parrying a Natural Weapon, a successful parry means that the counter inflicts x1 WDF of damage on the Beast or Monster as it has been struck a glancing blow in the process. A Critical Hit will not occur as the action is largely defensive--fending off the attack rather than aggressive counterattack.

The odds are computed by adding the Attacker's Hit Bonuses to the 1D20 or 1D100 value needed to hit, and subtracting the Defender's Weapon Parry Bonus.

15.09 PARRYING BLOWS WITH A SHIELD

If a Character has insufficient room to Dodge or if the tactical situation demands it, he may choose to Parry a blow with his shield.

- (1) He must call out 'Shield Parry' at the moment the blow is about to be made.
- (2) Shield Parries may be active or passive. Active Shield Parries cost 1 Blow and permit the shield defense to be made wherever the target point is. The Passive Shield Parry is made without cost, but only the area normally covered by the shield is defended.
- (3) If the Shield Parry is successful, the enemy does not hit. An Active Shield Parry permits a **Shield Bash** on 01-05, rolled on 1D10. A Passive Shield Parry does not result in a Shield Bash.
- (4) If the Shield Parry is unsuccessful, the blow hits the Defender. An Active Parry still manages to interpose the Shield between the Defender and the Weapon, so that some damage is absorbed. A Passive Parry interposes the Shield between the Defender and the Weapon only if the aiming point is normally covered by the Shield.

The odds are computed by adding the Attacker's Hit Bonuses to the 1D20 or 1D100 value needed to hit, and subtracting the Defender's Active Shield Bonus or else the Passive Shield Bonus for the shield type.

SHIELD TYPE	ACTIVE BONUS	NORMAL COVERAGE	PASSIVE BONUS
Target	per PCF	Left Arm/Chest	-03/-15%
Shield I-III	per PCF	Left Shoulder/Arm/Torso	-04/-20%
Full Shield	None	Left Shoulder/Arm/Torso/ Thigh	-05/-25%
Solid Object	per PCF	Left Shoulder/Arm/Torso	-02/-10%
Rolled Cloak. . . .	per PCF	Left Arm/Chest	-02/-10%

Fighters have +2 Active Shield Parries, so that even when all their Blows have been expended, they have 2 Active Parries remaining.

15.10 MAGICK ARMOR & SHIELDS

Magick Armor & Shields have the virtue of increasing the defensive Armor Class (AC) by +1 for each +1 magical enchantment increment they possess. An item of Magick Armor or a Magical Shield can be enchanted up to +5.

The Magick Armor/Shield will have no effect upon the Hit Probability or the Damage done by a hit, except in so far as Armor Class will affect Damage incurred.

15.11 MAGICK WEAPONS

Magick Weapons have the virtue of increasing the damage done by +1 damage point for each +1 magical enchantment increment they possess. A Magick Weapon can be enchanted up to +10. They also increase the Hit Probability or Weapon Parry Bonus by 01/05% for each +2 magical enchantment increments they possess. A +5 Sword would thus produce +5 points of damage, +02/+10% Hit Probability, and -02/-10% Weapon Parry Bonus.

15.12 DODGING BLOWS

Combat is rarely static, with combatants standing toe-to-toe and hammering away at each other. If a combatant has sufficient room to maneuver (at least 5 feet of open space around him), he can try to Dodge a blow directed at him.

- (1) He must call out 'Dodge' at the moment the blow is about to be made.
- (2) He will write 'Left', 'Right', or 'Back' on a slip of paper, and his opponent will do the same. The chosen movement and the opponent's anticipation of the action are then revealed.
- (3) If the opponent failed to guess the direction of the Dodge, the full Dodge Bonus (for PCF) is subtracted from the Hit Probability and the Defender has a counterblow at a cost of 1 Blow.
- (4) If the opponent guessed the direction of the Dodge, the Dodge Bonus is halved and is subtracted from the Hit Probability. The Defender cannot counterblow unless he is missed by the attack, and has 1 Blow to expend. If he is struck, he is caught off balance (+02/+10% to Bash Probabilities), and must retain his feet and make a DEX CR to counterblow at all in this exchange.
- (5) Once all one's Blows are expended, he can keep Dodging at 1/2 normal Dodge Bonuses, but counterblows are, of course, impossible. Such an unfortunate must remain in the vicinity of the Attacker, however, as his movement is strictly limited at this time to feinting and weaving back and forth rather than actual movement over any distance.

It should be noted that Dodging will result, at times, in a combatant's ending up behind an opponent. For instance, if one Dodged Left and the opponent anticipated a Dodge Right, the opponent could be considered to have turned away somewhat. In such a case, an optional DEX CR could be made by the opponent to see if he could turn back in time to prevent a counterblow in the back. The DEX CR is made only if the opponent missed his chance at hitting the Defender--as this would suggest that he had indeed turned away too much to hit effectively.

15.13 ATTACK FROM THE REAR

Any Defender attacked from the rear must expend 1 Blow to turn around or else has his attack probabilities halved for his next blow (representing his difficulties in spinning around to meet the attack). A Dodge is impossible against a blow from behind, unless the Defender is forewarned. In this case, a Dodge Back is really a movement forward, away from the Attacker.

The Attacker also enjoys a +05/+25% advantage when striking the first blow from behind, and a +02/+10% advantage on his next blow.

15.14 ATTACK FROM ABOVE

If the Defender has been knocked to his knees, the Attacker has a +02/+10% advantage in his attacks until the Defender regains his feet. The Defender cannot, for his part, inflict a Critical Hit unless he is using a Stabbing/Thrusting Weapon.

If the Defender is knocked completely to the ground but is not stunned, the Attacker enjoys a +05/+25% advantage when striking blows, until the Defender regains his knees or gets completely to his feet. When on the ground, the Defender has half his hit probabilities and cannot score a Critical Hit.

It should be noted that no combatants wrestling together on the ground cannot score Critical Hits against each other unless they are armed with stabbing weapons or else are using Fangs/Pincers/Stingers/Venomous Fangs, and all Hit Probabilities are halved.

15.15 THE GREAT BLOW

Knights were conditioned to fighting opponents in full armor. They can combine the force of 2 Blows to smash through an enemy's defenses to inflict grievous wounds.

By expending 2 Blows, a Knight will roll an additional 1D6 for L Weapon Damage, 2D6 for M Weapon Damage, and 3D6 for H Weapon Damage, in addition to the basic damage inflicted by the Weapon. The Critical Hit Probability is ignored, as such a strike is considered to be an automatic Critical if it hits. (Do not roll 1D6 for Critical Hit bonuses; the Great Blow dice represent the extent of the additional damage).

15.16 FEROCITY: BERSERK RAGE

Viking Raiders and Knights are capable of working themselves up into a savage and virtually uncontrollable killing rage in the heat of battle.

Ferocity can occur in Knights when they are fighting traditional enemies whom they particularly hate, upon rolling a FER CR-5. All Characters and Monsters/Beasts have a chance of going Ferocious when they have suffered over 50% Body damage, upon rolling a FER CR-7. In the last case, the individuals must have retained morale and be in a situation resembling that faced by the proverbial rat in a trap.

Ferocity is always available to the Viking Berserker (see **Swords & Sorcerers** supplement), upon rolling a FER CR or whenever he is struck by a blow or is insulted by another. Ordinary Vikings can go into a Ferocious rage when they roll a FER CR-5.

Ferocity has the effect of increasing one's Hit Probabilities by +05/+25%, and one's chance at Critical Hits by +02/+10%. Each blow struck cost 2 Blows, but the Ferocious Character gains +2 Ferocious Blows per combat turn as well. A Character with 6 Blows would thus have 6/2 + 2 = 5 Ferocious Blows. Fractions are rounded up. Beasts and Monsters add only +1 Ferocious Blow.

There is also a 25% chance that a Character gripped by Ferocity will go totally amok and will take no defensive measures until he slays the enemy before him. That is, he will not retreat, no matter what the tactical situation. He will Dodge and Parry blows, however.

According to legend, the Nordic Berserker never wore armor, except for a shield. The true Berserker appeared to be almost invulnerable to all except the most critical of hits when in a full amok rage. It is a condition not limited to Viking types, however, and all Fighters with well-aspected births and STR/20+ can be accorded Berserker status. When amok, all damage they sustain is halved after armor absorption of damage is deducted, except for Critical Hits. Also, all Critical Hit optional effects (see 15.24) are ignored for amok Berserkers. This effectively simulates the extreme deadliness of such persons and permits the portrayal of the great heroic type who is fearsome even when unarmored.

15.17 DESPERATE DEFENSE

A Character may choose to make a Desperate Defense by calling out that he is doing so.

- (1) A Desperate Defense costs 2 Blows.
- (2) All blows directed against the Desperate Defender are reduced by -05/-25% Hit Probability in the round of exchange.
- (3) The Desperate Defender can Parry or Dodge, with the added defense bonus, but cannot counterblow in the round of exchange because all his energies are devoted to fending off the enemy.
- (4) Only a Player Character who is a Fighter may Desperately Defend himself.

The Desperate Defense is a superb means of holding off a number of opponents at once, as the special defense bonus is applied against all attacks made with melee weapons in the round of exchange.

15.18 THE BASH

When someone is struck by a weapon, there is a good chance that he will be forced backward or even knocked down by the force of the impact and/or the shock of the weapon's entering his body. Even if he survives the experience, he will not be totally immune from such effects.

The type of weapon employed determines the Bash Probability, but the weight of the Attacker will increase/decrease the effects, relative to the weight of the Defender. Similarly, the class of armor will have an effect on the effects of the Bash.

FACTOR AFFECTING THE BASH

BASH TABLE MODIFIER

Per 100 dr. Heavier than Defender	 +1 to 2 D6 roll
Per 100 dr. Lighter than Defender	 -1 to 2D6 roll
Armor at AC/3-4	 -1 to 2D6 roll
Armor at AC/5-7	 -2 to 2D6 roll
Armor at AC/8-10	 -3 to 2D6 roll
Armor at AC/11-13	 -4 to 2D6 roll
Armor at AC/14+	 -5 to 2D6 roll

BASH MATRIX

2D6 RESULT FOR

L	M	H	
BASH	BASH	BASH	EFFECT OF BASH
00-03	00-02	00	Enemy is unaffected by the Bash.
04-05	02-03	01-02	Enemy knocked back 5 feet and Attacker may advance if desired.
06-07	04-05	03-04	Enemy knocked back 5 feet and loses -02/-10% from next blow Hit Probability.
08-09	06-07	05-06	Enemy knocked back 5 feet, loses 1 blow, and loses -02/-10% from next blow Hit Probability.
10-11	08-10	07-09	Enemy is staggered to the knees, loses 2 blows, and loses -02/-10% from next blow Hit Probability, while Attacker gains +02/+10% on next blow Hit Probability.
12	11-12	10-12	Enemy is knocked to the ground, losing 2 blows and -03/-15% from next blow Hit Probability, while Attacker gains +05/+25% on next blow Hit Probability. Enemy must attempt to gain his feet by rolling 1D6, with success on 01-04 at the cost of 1 blow.

- (1) The **Melee Weapon Bash** has a chance of occurring whenever a 1D20 or 1D100 roll falls in the Bash Probability range and actually strikes the target.
- (2) The **Missile Weapon Bash** also has a chance of occurring whenever a 1D20 or 1D100 roll falls in the Bash Probability range and actually strikes the target.
- (3) The **Shield Bash** occurs whenever a Defender makes a successful Active Shield Parry. A Target is rated as an L weapon; a Shield I-III as an M weapon; and a Full Shield as an H weapon. A Solid Object (improvised shield) is rated as an L weapon, while a rolled cloak has no Bash effects.
- (4) The **Body Bash** occurs whenever combatants deliberately or accidentally are brought into violent contact as a result of the **Tac Matrix** (see 15.20). There is a basic chance that either combatant, or perhaps both, will be bashed, depending on body size, plus +01/+05% per 100 dr. or lighter that one combatant is less massive than the other.

15.19 THE BODY BASH

A Body Bash may be deliberately attempted. Such a Bash is possible only when a Close, Charge, or Fleche tactic is chosen, and the **Tac Matrix** (see 15.20) indicated body contact occurs.

- (1) **Light Animals** of 100 dr. or less have the equivalent of an L weapon when springing at their prey, provided that the prey is not more than 100 dr. heavier. If the prey is over 100 dr. heavier, the Bash Table Modifier for Lighter than Defender is doubled to -2 to the 2D6 roll per 100 dr. of difference.
- (2) **Medium Animals** of 100-250 dr. are the equivalent of an M weapon when springing at their prey.
- (3) **Large Animals** of 250 dr. or more are the equivalent of an H weapon when springing at their prey.
- (4) Humans and other related types are rated as equivalent to Light, Medium, or Large Animals, according to body weight, when charging/leaping on their opponents. Armor weight may be added to body weight.
- (5) Anyone braced for a **Charge** is rated at his normal weight as if charging/springing, and at 1/2 that weight if unprepared to meet the **Charge**. **Fleches** and **Closes** are met as if braced.
- (6) A **Butt** may be performed by any animal with horns. The butt occurs when the animal Charges. A hit is an automatic Bash, with the victim thrown for 5 feet x 1D6. The distance is reduced by 1 foot for every 50 dr. the victim is heavier than the butting animal, but a minimum 5 foot bash is automatic unless the victim is massively heavier (as in the case of a 1000 dr. beast butted by a 100 dr. beast). There is a 25% chance that the victim will be stunned if knocked off his feet (automatic if the distance is over 5 feet).
- (7) A **Grapple** is a wrestling hold which can be used by human-like creatures if they hit with their fists. It may be employed whenever an Attacker Closes or Charges his enemy, or when an enemy has failed to make a Shield Bash or a spring. A Grapple can be used in two ways if the Attacker succeeds (25% chance) in holding his victim:
 - (a) **Restraint**: Provided the Defender is not significantly stronger, a Grapple has a 50% chance of pinning the Defender in some way. The sword arm may be caught and held or a full-fledged clinch may be possible. The Defender has to expend a Blow to break the Restraint, with a 25% chance of success +05% for every 50 dr. he is heavier than the being Restraining him. Strength can also be used, where applicable, with -05% per STR point the Grappler is stronger and +05% per STR point the Defender is stronger. Restraint can be used to ward off the jaws of a beast and reduces the effects of claws and the like to 50% damage that would otherwise be received. It prevents the use of any melee weapon except fists, feet, and stabbing weapons from being effective, as the opponents are simply too close for them to be used.
 - (b) **Toss**: A being who is 100 dr. or more lighter than his opponent has an L Weapon Bash; and one 100 dr. or more heavier has an H Weapon Bash; with those in between with an M Weapon Bash.

Characters with **WRESTLING & FISTICUFFS FES** roll an additional 1D6 on the Bash Table when Restraining or Tossing an opponent, and have a 50% chance of holding a victim to begin with.

It should be noted that both combatants may attempt to **Restrain/Toss** once the hold is gained. Thus both might end up on the ground.

- (8) A **Hug** can be attempted by animals prone to such tactics. The Hug occurs at a 25% chance when a hit is scored with Large Claws and costs an additional Blow. A Hug does 3D6 additional damage if the Defender is in AC/0-5, 2D6 additional

damage if the Defender is in AC/6+. In the moment after Hugging, the Beast may then toss the victim 5 feet x 1D6, with effects comparable to a Butt.

15.20 TACTICAL MATRIX (OPTIONAL)

All beings engaged in combat will be able to choose some form of tactics at the beginning of each melee turn, prior to movement or fire. Combat is never static, and the **Tactical Matrix** simulates the maneuvering of combatants as they attempt to gain advantages in position. The effects of the individual's choice of tactics modify the hit percentages in the combat tables. Also, if a character chooses to shift position at any time during the melee turn (dodge, move after slaying opponent), the next blow he strikes will be subject to a tactical determination according to the **Tac Matrix**. This rule is optional because it involves writing down a word or two of instructions and can slow actions if large numbers of figures are involved. However, its use is recommended if a high degree of realism is desired by the players.

At the start of each melee turn, both sides write down whether they will:

1. **Fleche:** a savage lunge forward up to 20 feet to make a thrusting or slashing attack.
2. **Charge/Spring:** a sustained and somewhat headlong rush toward the enemy. Animals will end the Charge with a Spring unto the body of their prey.

1D20 TAC MATRIX

ATTACK TACTICS	DEFENSE TACTICS						
	FLIGHT	RETREAT	STAND	KEEP DIST	CLOSE	CHARGE	FLECHE
FLIGHT	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA
RETREAT	NA—/—06	NA—/—05	—04/—03	—01/+00	+00/+01	+01/+02	+01/+01
STAND GUARD . . .	NA—/—05	—04/—03	+00/+01	+00/+01	+01/+1A	+3B/+3C	+2B/+2C
KEEP DISTANCE . .	—05/—04	—02/—02	+00/+01	+00/+01	+00/+01	+01/+1A	+01/+1A
CLOSE	—02/—01	—01/+00	+01/+02	+00/+01	+2B/+2A	+2B/+2B	+1B/+2B
CHARGE	+00/+01	+01/+01	+2B/+2C	+01/+2A	+1B/+2C	+2B/+2B	+2B/+2C
FLECHE	+00/+00	+00/+01	+2B/+2C	+01/+2A	+1B/+2C	+2B/+2C	+3B/+3C

1D100 TAC MATRIX

ATTACK TACTICS	DEFENSE TACTICS						
	FLIGHT	RETREAT	STAND	KEEP DIST	CLOSE	CHARGE	FLECHE
FLIGHT	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA	NA—/—NA
RETREAT	NA—/—30	NA—/—25	—20/—15	—05/+00	+00/+05	+05/+10	+05/+05
STAND GUARD . . .	NA—/—25	—20/—15	+00/+05	+00/+05	+05/+05A	+15B/+15C	+10B/+10C
KEEP DISTANCE . .	—25/—20	—10/—10	+00/+05	+00/+05	+00/+01	+05/+05A	+05/+05A
CLOSE	—10/—05	—05/+00	+05/+10	+00/+05	+10B/+10A	+10B/+10B	+05B/+10B
CHARGE	+00/+05	+05/+05	+10B/+10C	+05/+10A	+05B/+10C	+10B/+10B	+10B/+10C
FLECHE	+00/+00	+00/+01	+10B/+10C	+05/+10A	+05B/+10C	+10B/+10C	+15B/+15C

KEY:

S/L = shorter or same length of weapon; L = longer weapon.

NA = no attack possible.

—% = reduce hit probability by stated percentage.

+% = increase hit probability by stated percentage.

0% = no effect on hit probability.

+%A = failure to hit opponent places him within weapon. Lose 1 blow. Note: a man with a longer weapon must attempt a bash to disengage. Treat next blow as beginning with a body bash (shield bash if a trained fighter).

+%B = deliver a body bash after attempting to strike with weapon. Optional.

+%C = deliver a body bash after attempting to strike with weapon. Note: If the weapon is a pole arm lose one blow. Bash must be delivered.



3. **Close Target:** a careful and deliberate approach toward the enemy to bring him to close combat. This tactic must be used to approach an enemy outside of weapon range.
4. **Keep Distance:** a maneuver designed to maintain the present distance between combatants.
5. **Stand Ground:** no movement occurs, but rather the combatant takes a firm stance with his weapon readied to meet the attack of an enemy. To 'butt' a spear, pike, or pole arm to brace it against a charging enemy, a figure must stand his ground. Also, any character forced back against a wall or any other obstacle must either advance or stand his ground.
6. **Retreat:** a withdrawal away from the enemy while facing him. Movement is 1/2 normal.
7. **Flight:** a headlong running away from the enemy, with one's back exposed and no thought being given to active defense. Movement is always at the full charge rate.

Animals and unintelligent Monsters are capable only of Charging/Springing, Closing Target, Keeping Distance, Retreating, and Fleeing.

The **Tac Matrix** modifies the first blow struck by combatants during the melee phase of the combat turn. Subsequent blows are not so modified unless a figure has slain an enemy or dodged.

Prior to initial blows being struck in each combat turn, Players may write down their choice of tactics. Then the choices are compared on the Tactical Matrices, below. The values obtained are applied to the Hit Probabilities of the combatants when they strike their first blows.

A **partially encumbered** man can only flee, retreat, stand, keep distance, or close. He cannot charge or fleche because he is too burdened to move with great speed.

A **fully encumbered** man can only flee (reduce all penalties by 1/2), stand, or keep distance. He is so weighed down that he is unable to move fast enough to retreat, close, charge, or fleche with appreciable effect.

An **animal or semi-intelligent monster** will only flee, retreat, keep distance, or charge.

An **unintelligent monster** will flee or charge.

A human-type character may choose an optional dodge when retreating, standing ground, or keeping distance. This will reduce the enemy's hit probability accordingly, and it eliminates any chance of a bash by the enemy unless he guesses the direction of the dodge.

If a deliberate attempt to spring upon, hug, or grapple an opponent is made (an initial attack by animals usually involves such an attempt), a charge is necessary. All of the 'B', or 'C' results = a bash. The bash is delivered before any blows are delivered or bites are attempted. If the spring, hug, or grapple is unsuccessful, the enemy has a +20% chance of hitting the being failing to make the attack, as the maneuver is so headlong as to leave him completely open to a counterblow.

15.21 MOUNTED COMBAT

Mounted combat is quite different from combat on foot. The mounted Fighter almost always has the advantage over an adversary on foot. Fighting another horseman introduces the factor of the mount itself; the advantage goes to the trained rider with a good horse. For, while personal prowess is important, even a superb Fighter is not at his best when mounted on an average or poor horse.

ACTIVE SHIELD PARRIES

While mounted, the active shield parry differs from such a parry made on foot:

- (1) When fighting a man on foot, the shield may be used with the same effect as if the defender were also on foot. For example, if he had a -04/-20% shield parry on foot, he would have the same parry when mounted.
- (2) When moving fast, a man on horseback has an additional -01/-05% shield parry while cantering, and a -02/-10% shield parry when galloping.
- (3) The shield can be employed for an active parry only on the left side. To be employed on the right side - normally suited for weapon parries - the shield can cover the body or legs with a passive shield parry.

BASH VS MOUNTED OPPONENT

If a mounted opponent is Bashed, a staggered result or better on the **Bash Matrix** indicates an unhorsing. However, mounted troops enjoy some DMs for the 2D6 bash roll; apply **all** which are relevant:

Attacker on Foot	-2
Attack on Horse	+0
Defender in full armor	-1
Defender in plate/platemail	-1
Defender has Shield I-III	-1
Defender has Full Shield	-2
Attacker Charging with Lance	+2
Attacker Charging with Lt. Lance	+0
Defender on Larger Mount	-1*
Attacker on Larger Mount	+1*
Defender untrained Rider	-3**
Defender trained Rider	-1**

*If mounts are of equal size, the one with the heavier barding is 'larger'.

Refers to riders without **Mounted Combat FES (see 9.18).

Attacker/Defender weights do not count beyond 100 dr. difference.

When fighting an opponent on horseback, the following rules govern the action:

- (1) On horseback, a combatant loses 1 Blow if in leather or metal cuirass or 3/4 armor (including chainmail), and 2 Blows if in platemail or plate armor, excluding Heavy Weapons.
- (2) If one or both opponents are moving faster than a trot, there is a chance that a slower or stationary mount will fall or stumble on impact if the mounts are of the same class. A lighter class of mount will tend to fall/stumble more readily if struck by a heavier mount, and vice versa. Barding reduces the chance of falling/stumbling:

Mounts are the same class	Fall on 01-06 on 1D20
Mount is smaller than opponent	Fall on 01-10, on 1D20
Mount is larger than opponent	Fall on 01-04, on 1D20
Padded Barding	-02 DM
Chain/Scale Barding	-04 DM
Plate Barding	-05 DM

- (3) If a stumble is indicated in (2), above, there is a 01-05 chance on 1D10 (50%) that the horse falls and the rider is thrown. The thrown rider will be stunned and prone for 1 combat turn, suffers 1D6 damage from the fall +1 damage point per speed level he is moving, and has a 01-04 chance of critical injury (roll 1D20), which adds 1D6 additional damage. A thrown rider has a DEX CR to kick free in time (DEX CR-4 for trained rider; DEX CR-8 for untrained rider; full DEX CR for those trained in Mounted Combat only). A rider saving from a bad fall is uninjured and loses 2 Blows, but he lands on his feet and may strike/parry immediately.
- (4) In the melee, a trained warhorse can turn 360° in place, causing an equal horse to stumble on 01-06 (roll 1D20) and an unequal horse to stumble on 01-10 (roll 1D20) if it is within the

sweep of the turning horse's body. Warhorses are trained to bump their opponents in close quarters, throwing their weight around as they themselves become bashing weapons.

- (5) If the ground is littered with bodies of men and fallen horses, is soft/marshy/muddy, or otherwise has unsure footing, there is an additional +02 chance on the 1D20 roll that the horse will stumble/fall. If impact is involved, this increase in probability again applies.

THE MOUNTED LANCE

The heavy cavalry lance of the Chivalric Warrior is a weapon unique to heavy and armored cavalry. It is couched under the right arm and aimed across the horse to the left side. It can do devastating amounts of damage to the target, especially if the enemy is on foot and/or is not armored or protected by a shield. When employed at the Gallop/Charge, it is read as an H LANCE (CHARGE), and otherwise is an M CHIVALRIC LANCE (one-handed). Note that it is employed as a 2-handed weapon on foot, like a pike.

THE MOUNTED KONTOS

The kontos or light cavalry lance is a long spear which can be employed in a couched charge position (H KONTOS-CHARGE) or an overhand position (M KONTOS/LT. LANCE), again typically aimed across the horse to an enemy on the left. On foot, it is a 2-handed weapon, like a pike.

- (1) The target must be to the left of the charging cavalryman with lance. If to the right, reduce Hit Probability by -04/-20%, if enemy is mounted, and by -02/-10% if the enemy is on foot.
- (2) If the target is a horseman, each checks for additional Hit Bonuses/Penalties. The first entry is for a man on an inferior horse, and the second for a superior horse. If horses are equal, use the inferior horse entry. Use the point values given below the table to determine inferiority/superiority:

Donkey	1
Mule	3
Palfrey	4
Light Horse	5
Medium Horse	6
Heavy Horse	7
Fine Horse	+1
Superb Horse	+2
Noble Horse	+3
Great Horse	+4
Hippogriff	+4
Griffin	+4

The Hippogriff is treated as a Medium Great Horse and the Griffin as a Heavy Great Horse, except that both have Light Horse Movement.

- (3) The Cavalry Attack Table (p.50) is applied only for the Charge or the meeting of a Charge. If a target is on foot and standing, treat as a stationary target. If a foot target is dodging treat as a trotting target if a counterblow is desired, and otherwise subtract the target's Dodge Bonus and no counterblow is possible.
- (4) If a foot target is running, treat as a cantering target and subtract the Dodge Bonus, with no counterblow possible. But if the foot target is counter-charging, simply treat as a 'cantering' target.
- (5) Against a foot target, the Lance always delivers a Bash when it hits when delivered at a Canter, Gallop, or Charge.
- (6) The Cavalry Attack Table can be used for combats with melee weapons other than the lance.
- (7) The man on foot has a -01/-05% Hit Probability when he stands his ground, unless employing a morning star flail, infantry flail, two-handed sword or battle axe, pole arm (spear, bill, pole axe, halberd), or pike/lance. Critical Hits are also reduced -01/-05% unless the aforementioned weapons are used.
- (8) A mounted Fighter or footsoldier can attempt to grapple and pull down a mounted opponent. The chance is 04/20% plus the PCF Hit Bonus if the enemy is standing. However, if the horse is moving, such a grapple is reduced by:
 - 03/-15% if the horse is trotting, with an 02/10% chance of being Bashed to the ground if the grapple fails.
 - 03/-15% if the horse is cantering, with a 03/15% chance of being Bashed to the ground if the grapple fails.
 - 04/-20% if the horse is galloping, with a 04/20% chance of being Bashed to the ground if the grapple fails.
 - 05/-25% if the horse is charging, with a 06/30% chance of being Bashed to the ground if the grapple fails. The same chan-

ces apply if the warhorse is wheeling in place (executing 360° turns and using its body as a weapon against surrounding enemies).

A successful grapple means that the enemy is pulled from the saddle. Under no circumstances can a grapple be attempted from the front of the horse. It must be made from the side (flanks) or rear of the horse. A rider can also resist the grapple if attacked from either side by applying 1/2 his PCF Parry Bonuses to reduce the chance of a successful grapple. Alternately, he may attempt to strike his adversary, who will have only passive shield bonuses if grappling. If he can see the attempt, the target strikes first.

A grapple may be made from horseback if adversaries are approaching each other at no faster closing speed than 300 feet turn (Canter/Canter, for instance), or if the grappling rider is alongside the target and riding is the same direction.

- (9) A Footsoldier can always elect to strike the horse of a mounted adversary. However, all 'horse peoples' regard such tactics as dishonorable and tend to go amok when faced with such flagrant disregard for proper conduct. (This includes feudal mounted troops, Saracens, Mongols, and others of like ilk, who tend

not to harm a horse if they can help it). Such an attack is always made at 07/35%. Alternately, a footsoldier can attempt to hamstring the horse. This is attempted with a dagger at 02/10% chance plus PCF bonuses and only when the horse is stationary or wheeling on the spot. One blow is possible, and only one man can attempt the hamstringing on a horse in the combat turn. However, before the attempt is made, he must except the chance that a warhorse TRAMPLES him.

- (10) **TRAMPLING:** Warhorses are trained to trample any fallen man who comes under their hooves. (Most animals tend to avoid fallen men as unsure footing unless specifically trained in combat dressage). The horse does 2 Hooves (Blows) against enemies underfoot at full Hit Probability.
- (11) If a hamstringing is attempted, the footsoldier attempting it must escape being TRAMPLED. If he is successful in this, he can deliver a hamstringing blow. If successful, he then can look forward to the happy prospect of the horse falling on him (08 chance on 1D20), stunning and pinning him, with 3D6 points of damage resulting. He can attempt a dodge by rolling a DEX CR-8 if the horse does fall.

ATTACKING HORSE/MAN	STATUS OF TARGET HORSE/RIDER OR FOOTSOLDIER/BEAST				
	STATIONARY	TROT	CANTER	GALLOP	CHARGE
TROT	+01/+02 +05%/+10%	+00/+01 +00%/+05%	-01/-00 -05%/-00%	-03/-02 -15%/-10%	-04/-03 -20%/-15%
CANTER	+02/+03 +10%/+15%	+01/+02 +05%/+10%	+00/+01 +00%/+05%	-01/+00 -05%/+00%	-02/-01 -10%/-05%
GALLOP	+03/+04 +15%/+20%	+02/+03 +10%/+15%	+01/+02 +05%/+10%	-00/+01 -00%/+05%	-01/+00 -05%/+00%
CHARGE	+04/+05 +20%/+25%	+03/+04 +15%/+20%	+02/+03 +10%/+15%	+01/+02 +05%/+10%	+00/+01 +00%/+05%

MOVEMENT OF CAVALRY IN MELEE

In melee situations, mounts have varying speeds, depending upon the type of mount and the maneuvers attempted:

SPEED IN FEET										
OF MOUNT	DONKEY	MULE	PALFREY	LIGHT HORSE	MEDIUM HORSE	HEAVY HORSE	FINE HORSE	SUPERB HORSE	NOBLE HORSE	GREAT HORSE
WALKING . . .	.60	60	60	60	60	60	+00	+00	+00	+00
TROTting . . .	.90	100	120	120	100	100	+00	+00	+00	+00
CANTERING . .	.120	150	180	180	160	150	+00	+00	+00	+00
GALLOPING . .	.150	180	230	240	220	200	+10	+20	+30	+50
CHARGING . . .	.180	210	250	270	250	220	+10	+20	+30	+50

TURN ANGLE IN DEGREES

AT SPEED¹

WALKING . . .	.180	180	360	360	360	360	360	360	360	360
TROTting . . .	.150	150	270	300	270	270	270	300	300	300
CANTERING . .	.120	120	180	240	210	180	240	240	240	240
GALLOPING . .	.60	60	90	120	90	90	120	120	120	120
CHARGING . . .	.30	30	30	45	30	30	45	45	45	45

- (1) When Cantering, Galloping, or Charging, mount must move 10' forward before direction may be changed.

TYPE OF MOUNT	ACCELERATION	DECELERATION
DONKEY	+1 Speed Lvl.	-3 Speed Lvl.
MULE	+1 Speed Lvl.	-3 Speed Lvl.
PALFREY	+2 Speed Lvl.	-3 Speed Lvl.
LIGHT HORSE	+3 Speed Lvl.	-4 Speed Lvl.
MEDIUM HORSE	+2 Speed Lvl.	-4 Speed Lvl.
HEAVY HORSE	+2 Speed Lvl.	-4 Speed Lvl.
FINE HORSE	+3 Speed Lvl.	-4 Speed Lvl.
SUPERB HORSE	+3 Speed Lvl.	-4 Speed Lvl.
NOBLE HORSE	+3 Speed Lvl.	-4 Speed Lvl.
GREAT HORSE	+4 Speed Lvl.	-5 Speed Lvl.

CRUSHING WEAPON	NO.	HANDS REACH	SPEED	1D20 HIT	DICE 1D100	HIT CRIT	DICE BASH	DICE 1D100	HIT CRIT	DICE BASH	NO. BLOWS	WEAPON DAMAGE FACTOR (WDF)	x9	x10	x11	x12	x13	x14
L QUARTERSTAFF . . . 2	8	8	8	11	03	03	03	55	15	15	3 x L	01 02 03 04 05 06 07 08	09	10	11	12	—	—
M IRON-SHOD STAFF . . 2	8	7	7	10	04	04	04	50	20	20	3 x M	02 03 04 05 06 07 08	09	10	11	12	13	14
M LIGHT MACE 1	5	4	4	09	05	05	05	45	25	25	3 x M	07 08 09 10 11 12 13 14	15	16	17	18	19	—
M MORN. STAR MACE . . 1	5	4	4	09	06	06	06	45	30	30	3 x M	07 08 09 10 11 12 13 14	15	16	17	18	19	—
M MARTEL 1	5	4	4	09	06	06	06	45	30	30	3 x M	07 08 09 10 11 12 13 14	15	16	17	18	19	20
H MORN. STAR FLAIL . . 1	6 1/2	3	3	09	06	06	06	45	30	30	2 x H	09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H INFANTRY FLAIL . . . 2	9	1	1	08	08	08	08	40	40	40	2 x H	10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H WAR HAMMER 1	6	4	4	09	06	06	06	45	30	30	2 x H	08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H WAR HAMMER 2	6	3	3	08	07	07	07	40	35	35	2 x H	10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H LUCERNE HAMMER . . 1	6 1/2	4	4	09	06	06	06	45	30	30	2 x H	10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H LUCERNE HAMMER . . 2	6 1/2	3	3	08	07	07	07	40	35	35	2 x H	12 13 14 15 16 17 18 19	20	21	22	23	24	25
M DWARVISH HAMMER . 1	5	4	4	09	06	06	06	45	30	30	3 x M	08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
M DWARVISH HAMMER . 2	5	3	3	08	07	07	07	40	35	35	3 x M	10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H MAUL/SLEDGE 2	5 1/2	2	2	07	07	07	07	35	35	35	2 x H	06 07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H HEAVY MAUL 2	5 1/2	1	1	07	07	07	07	35	35	35	2 x H	08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
L LIGHT CLUB 1	5	4	4	09	02	02	02	45	10	10	3 x L	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
L SAP/COSH 1	3	5	5	10	03	04	05	50	15	20	3 x L	02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
M HEAVY CLUB 1	5	2	2	08	03	03	03	40	15	15	3 x M	03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
M HEAVY CLUB 2	5	1	1	07	05	05	05	35	25	25	3 x M	03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H GIANT'S CLUB 1	9	1	1	07	06	06	06	35	30	30	2 x H	07 08 09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24
H GIANT'S CLUB 2	9	0	0	07	07	07	07	35	35	35	2 x H	09 10 11 12 13 14 15 16 17 18	19	20	21	22	23	24

NATURAL WEAPONS			REACH	SPEED	1D20 HIT		DICE	HIT	DICE 1D100		HIT	CRIT BASH		DICE NO.	BASH		WEAPON DAMAGE FACTOR (WDF)														
					HIT	CRIT	BASH	HIT		HIT	CRIT	BASH			CLASS	x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14		
MSC/1	SMALL CLAWS	. . . 1	2	06	03	—	30	15	—	4	—	01	1½	02	2½	03	3½	04	4½	05	5½	06	07	—	—	—	—	—	—		
MMC/3	MEDIUM CLAWS	. . . 3	4	07	04	04	35	20	20	3	—	2½	05	7½	10	12	13	14	15	16	17	18	19	20	—	—	—	—			
MLC/6	LARGE CLAWS	. . . 6	4	08	05	05	40	25	25	3	—	3½	07	10½	14	17	18	19	20	21	22	23	24	25	26	27	28	29			
MGC/9	GIANT CLAWS	. . . 9	5	09	06	06	45	30	30	2	—	04	08	12	16	20	21	22	23	24	25	26	27	28	29	—	—	—			
MSB/0	SMALL FANGS	. . . 0	0	05	05	—	25	25	—	4	—	01	1½	02	2½	03	3½	04	4½	05	5½	06	07	—	—	—	—	—			
MMB/2	MEDIUM FANGS	. . . 2	1	07	07	04	35	20	20	3	—	2½	05	7½	10	12	13	14	15	16	17	18	19	20	—	—	—	—			
MLB/3	LARGE FANGS	. . . 3	2	08	08	06	40	30	30	2	—	04	08	12	16	20	21	22	23	24	25	26	27	28	—	—	—	—			
MGB/6	GIANT FANGS	. . . 6	3	09	09	08	45	45	45	2	—	05	10	15	20	25	26	27	28	29	30	31	32	33	34	—	—	—			
MSH/2	SMALL HORNS	. . . 2	4	06	03	03	30	15	15	3	—	1½	03	4½	06	7½	09	10	11	12	13	14	15	16	17	18	19	20	21		
MMH/4	MEDIUM HORNS	. . . 4	5	08	05	05	40	25	25	3	—	2½	05	7½	10	12	13	14	15	16	17	18	19	20	—	—	—	—			
MLH/7	LARGE HORNS	. . . 7	6	08	07	07	40	35	35	2	—	04	08	12	16	20	21	22	23	24	25	26	27	28	29	—	—	—			
MSP/0	SMALL PINCERS	. . 0	0	05	02	—	30	10	—	3	—	01	1½	02	2½	03	3½	04	4½	05	5½	06	07	—	—	—	—	—			
MMP/2	MEDIUM PINCERS	. 2	1	06	04	02	30	20	10	3	—	2½	05	7½	10	12	13	14	15	16	17	18	19	20	—	—	—	—			
MLP/3	LARGE PINCERS	. . 3	2	07	05	04	35	25	20	2	—	03	4½	06	7½	09	10	11	12	13	14	15	16	17	—	—	—	—			
MGP/6	GIANT PINCERS	. . . 6	3	08	06	05	35	25	20	2	—	4½	09	13½	18	22½	24	25	26	27	28	29	30	31	32	—	—	—			
MSS/1	SMALL SNAKE	 1	4	08	08	—	40	40	—	2	—	03	06	09	12	15	18	21	—	—	—	—	—	—	—	—	—	—			
MMS/3	MEDIUM SNAKE	. . . 3	4	08	08	—	40	40	—	2	—	04	08	12	16	20	24	28	—	—	—	—	—	—	—	—	—	—			
MLS/5	LARGE SNAKE	. . . 5	4	08	08	03	40	40	15	2	—	05	10	15	20	25	30	35	—	—	—	—	—	—	—	—	—	—			
MGS/9	GIANT SNAKE	 9	4	09	09	05	45	45	25	2	—	06	12	18	24	30	36	42	—	—	—	—	—	—	—	—	—	—			
MST/0	SMALL STINGER	. . 0	2	07	04	—	35	20	—	2	—	02	04	06	08	10	12	14	—	—	—	—	—	—	—	—	—	—			
MLT/6	LARGE STINGER	. . 6	2	09	07	04	45	35	20	2	—	05	10	15	20	25	30	35	—	—	—	—	—	—	—	—	—	—			
MSK/3	SMALL HOOVES	. . . 3	5	08	02	04	40	10	20	4	—	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
MLK/6	LARGE HOOVES	. . 6	5	07	05	05	35	25	25	3	—	04	06	08	10	12	13	14	15	16	17	18	19	20	—	—	—	—	—		

UNARMED COMBAT WEAPON	NO. HANDS	REACH	SPEED	1D20 HIT	DICE	1D100 HIT	DICE	WEAPON DAMAGE FACTOR (WDF)	DICE NO. BASH BLOWS	x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14
L FIST	1	3	5	12	01	02	05	3 x L	1/2	01	1 1/2	02	2 1/2	03	3 1/2	04	4 1/2	05	5 1/2	06	—	—	—
L ARMORED FIST	1	3	5	10	03	04	15	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	—	—	—
L BARE FOOT	1	3 1/2	5	10	01	03	05	3 x L	1/2	01	1 1/2	02	2 1/2	03	3 1/2	04	4 1/2	05	06	07	—	—	—
L BOOT	1	3 1/2	5	09	02	04	10	3 x L	1/2	01	1 1/2	02	2 1/2	03	04	05	06	07	08	09	—	—	—
L ARMORED BOOT	1	3 1/2	5	09	04	05	20	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	—	—	—

REAR ATTACK:

First Blow = +05/+25%

Second Blow = +02/+10%

ATTACK FROM ABOVE:

+02/+10% if Defender on knees

+02/+10% if Defender on lower level

+05/+25% if Defender on the ground

+05/+25%; +02/+10% on Criticals;

-02/-25%

BESERK RAGE:**DESPERATE DEFENSE:****MAGICK ARMOR:**

+1 AC per +1 magick increment

+1 Damage Point per +1 magick increment

+01/+05% Hit Probability per +2 magick increment

-01/-05% Weapon Parry per +2 magick increment

-01/-05% Shield Parry

-02/-10% Shield Parry

-03/-15% Shield Parry

-1/-2 MAGICK SHIELD:

-3/-4 MAGICK SHIELD:

-5 MAGICK SHIELD:

MISSILE FIRE MATRIX

MISSILE WEAPON	NO. HANDS	FIRE RANGE LEVELS IN FEET				1D20 HIT DICE				WEAPON DAMAGE FACTOR ¹				CRIT BONUS						
		RATE	PB	SR	MR	LR	ER	PB	SR	MR	LR	ER								
M THROWING AXE1		2	10	25	50	75	100	15	13	10	07	05	05	03	1 1/2	01	1/2	1D6+1		
M JAVELIN1		2	10	25	50	100	150	15	13	11	08	05	05	04	1 1/2	01	01	1D6+2		
L THROWN DAGGER1		2	05	10	15	25	50	15	13	11	07	04	03	03	1 1/2	01	1/2	1D6		
L SLING1		2	25	50	100	200	400	10	09	08	06	04	04	04	1 1/2	01	01	1D6		
L SLINGSTAFF1		2	25	50	150	250	500	09	09	08	06	04	04	04	02	02	1 1/2	01	1D6+2	
L SELF BOW2		2	25	50	150	250	450	11	10	09	08	06	04	04	1 1/2	01	01	1D6+1		
M COMPOSITE SHT. BOW2		2	25	50	150	250	450	11	10	09	07	05	05	05	02	1 1/2	01	01	1D6+2	
COMPOSITE BOW2		2	25	75	150	300	600	11	10	09	07	05	06	06	2 1/2	2 1/2	02	01	1D6+2	
ENGLISH LONGBOW2		3	25	75	150	300	600	12	11	10	07	05	06	06	2 1/2	2 1/2	02	01	1D6+2	
ELVISH LONGBOW2		3	25	100	250	500	750	13	12	11	09	07	07	07	03	2 1/2	2 1/2	1 1/2	1D6+3	
LIGHT CROSSBOW2		1	25	75	150	300	500	13	10	09	07	05	06	06	03	2 1/2	02	01	1D6+3	
HEAVY CROSSBOW2		1	25	100	200	400	750	12	10	09	07	05	07	07	04	03	2 1/2	1 1/2	1D6+4	
ARBELEST CROSSBOW2		1	25	100	200	400	750	11	10	09	07	05	08	08	04	3 1/2	03	02	1D6+4	
MATCHLOCK MUSKET2		1	25	50	100	200	400	14	12	09	05	03	09	09	25	23	20	15	10	2D6
WHEELLOCK MUSKET2		1	25	75	150	300	600	15	13	11	07	05	08	08	20	18	16	13	10	2D6

(1) Multiply WDF x PCF multiplier of Firer. Matchlock and Wheellock WDF is at total levels and will not be multiplied.

Add full PCF Hit Bonuses to the 1D20 result to hit.

Target Protected by Target Shield	-01
Target Protected by Shield I-III	-04
Target Protected by Full Shield	-06
Target Protected by Mantlet	-08
Target Protected by Battlement	-08
Target Partially Obscured by Trees, etc	-04
Target in Dense Trees	-07
Target Moving at 70' -150' per Turn	-03
Target Moving at 150' per Turn	-06
Target in Open and Stationary	+02
Target Prone	+08
Target Behind Arrow Slit in Wall	-10
Archer/Gunner Firing from Above	+02
Target is Large Animal/Monster	+01
Target is Very Large	+02
Target is Gigantic	+03
Using Magick Bow/Arrows	+01/+1 increment
Target is Dodging	-Dodge Bonus
Firer is Moving	Half Hit Prob.

Rate of Fire for bows used on foot, slings, axes, and javelins may be increased by +1/turn if DEX/15-19, and by +2/turn if DEX/20+, provided the user has the FES Archery skill.

Strength will affect the amount of damage done by bows and hand-hurled weapons. If STR/17-20, add +1 damage point; STR/21-25, add +2 damage points; STR/26-30, add +3 damage points; STR/31-35, add +4 damage points; STR/36-40, add +5 damage points.

Strength will affect the ER (extreme range) of a bow or hand-hurled weapon. Add +10' per STR point over STR/15.

Field defenses such as sows, siege towers, and large mantlets, as well as fortress battlements and the like provide complete protection when the target does not expose himself.

Aim is assumed to be at the chest. Negative modifiers will be applied for other target areas as for melee weapons.

THROWING MATRIX: FLASKS OF OIL (NAPHA)**1D20**

01-10	On target; check for breaking.
11-12	Short 3D6 feet.
13-14	Long 3D6 feet.
15-16	30° left of target.
17-18	30° right of target.
19-20	Wick goes out; otherwise, on target.

Roll 1D6: Flask breaks on impact on 1-3. If unbroken but underfoot, roll 1D6 again, with flask kicked and broken on 1-3.

A bursting flask of naptha will splatter an area 5 ft. x 5 ft. with burning oil that burns for 1-3 combat turns and does 1D10 points of damage/turn. It may be smothered by rolling (25% chance) or with dirt/blankets (50% chance). Alchemical flasks of chemicals (spells) are thrown in the same fashion, only with 90% chance of the flask bursting on impact.

Throwing range = 10 ft. x STR CPRS score divided by weight (min. 1 dr.) Add +1 to 1D20 roll per 25 ft. of distance thrown.

15.23 DAMAGE EFFECTS

Armor will reduce the amount of damage inflicted by melee weapons, missile weapons, and natural weapons. When a hit is scored, and the potential damage is computed, roll the Armor Dice, as indicated below:

AC/0	= -0
AC/1	= -1
AC/2	= -½D6
AC/3	= -½D6+1
AC/4	= -1D6
AC/5	= -1D6+1
AC/6	= -1D6+2
AC/7	= -2D6
AC/8	= -2D6+1
AC/9	= -2D6+2
AC/10	= -2D6+3
AC/11	= -2D6+4
AC/12	= -2D6+5
AC/13	= -2D6+6
AC/14	= -2D6+7
AC/15	= -2D6+8
AC/16	= -2D6+9
AC/17	= -2D6+10

**15.24 CRITICAL HITS (OPTIONAL)**

If a Critical Hit is scored, the following optional rules can be applied. Roll 1D20 and consult the appropriate table, depending on where the aiming point was:

CRITICAL HIT TO THE HEAD

- 01-09 **MILD HEADACHE:** Except for a bit of pain, no serious complications result.
- 10-12 **MILD CONCUSSION:** Severe headache and -10% reduction of all fighting abilities for 1D20+20 turns if a pain killer and/or 2D6 turns of rest are not obtained. The victim is, in effect, seriously stunned by the blow. Treat as only a **Mild Headache** if less than 7 points of damage were sustained.
- 13-15 **SEVERE CONCUSSION:** The victim must roll a CON CR-3 or lapses into immediate unconsciousness for 2D6 hours! Treat as only a **Mild Headache** if less than 7 points of damage were sustained. Severe concussion causes a -25% reduction of all fighting abilities for 4D6 hours, once the victim regains consciousness. However, Characters may attempt a CON CR after 1D6 hours, on a per hour basis, with success reducing the effects to a **Mild Concussion**.
- 16-18 **FACE HIT:** A Face Hit is possible only if the victim was wearing an open-faced helmet or no helmet, and was struck from the front. Otherwise, treat as a **Mild Headache** if under 7 points of damage and as a **Mild Concussion** if over 7 points of damage. A nasal piece will block a L or M slashing or crushing weapon like a visor. Roll 1D100: 01-50 = black eye and facial bruises; 51-75 = hit in the mouth, with a 20% chance of a broken tooth, Pain, and loss of 1 Appearance point; 76-90 = hit in the eye, with a 20% chance of permanent blindness and a 02/10% reduction in Hit and Parry probabilities, and a 1D6 hour reduction otherwise; 91-00 = severe facial disfigurement, Minor Bleeding, Pain, and loss of 1D6 Appearance points.
- 19-20 **NECK HIT:** A critical neck hit is possible only if the victim is not protected by a mail coif, plate gorget (available with platemail and full plate armor), or a full pot helm or visored helm. +1 point of damage will result per 5 minutes unless the injured neck is properly bandaged to stop bleeding or to immobilized strained muscles. There is a 10% chance that Uncontrolled Bleeding has resulted if struck by an edged or pointed weapon. There is a 20% chance of a fatally broken neck if more than 10 points of damage resulted and an M or H crushing weapon was used. There is a 20% chance of beheading if a M or H slashing weapon was used.

CRITICAL HIT TO THE CHEST

- 01-12 **BRUISED RIBS & MINOR WOUNDS** = No truly serious effects occur, despite the damage sustained.
- 13-17 **CHEST HIT:** Roll 1D100 and apply the following DMs: AC/0-1 = +20; AC/2-5 = +00; AC/6-8 = -05; AC/9+ = -10. On 01-30 = bruised ribs, sore but no severe damage; 31-60 = several cracked ribs, requiring binding to immobilize them (plate cuirass does this automatically), or +1 point of damage per hour if active or +1 point per turn of combat, with a 10% chance of puncturing a lung (25% fatal); 61-80 = broken ribs requiring binding or 1 point of damage per hour if active or +1 to +3 points per turn of combat, with a 25% chance of puncturing a lung; 81-00 = severe injury to chest area, requiring immediate medical treatment (binding, staunching, and bandaging, treatment for possible shock, and relative inactivity for 6D6 hours, with a 50% reduction of all physical capabilities for that time period. If struck by a stabbing/thrusting/slashing weapon, severe chest injuries have a 01-25% chance of being attended by Severe Bleeding and a 26-00% chance of Moderate Bleeding. If less than 7 points of damage are sustained, the chest critical is always equivalent to **Bruised Ribs**.
- 19-20 **SPINE HIT:** A spine hit is possible whenever 7+ points of damage are sustained and the victim has been struck by a stabbing/thrusting weapon from the front or by any weapon from the back. Roll 1D100: 01-50% chance of paralysis if in AC/0-1; 25% chance if in AC/2-3; 20% chance if in AC/4-8; and 10% if in AC/9+. One limb is paralyzed per 20% rolled on 1D100, with a result of 81+ indicating permanent paralysis requiring a Great Cure each week for 2D6 weeks for recovery, and otherwise a temporary paralysis lasting 1D6 days. If no paralysis occurs, treat as a Chest Hit 01-60% of the time, and as a Shoulder Hit 61-00% of the time.

CRITICAL HIT TO THE ARM

- 01-12 **FUMBLE POSSIBILITY:** If aimed at the weapon arm/hand, and the blow was not parried with the weapon, there is a **Fumble** (weapon is struck from the hand) if the victim does not make a DEX CR. If a Weapon Parry was attempted, even if unsuccessful, no Fumble check is made if the victim has DEX/16+.
- 01-12 **SHIELD SMASH:** If aimed at the shield arm (result of a shield parry or else a target point covered by the shield), there is a 20% chance that a slashing weapon and a 30% chance that a crushing weapon rated at M or H has knocked the shield aside so that the victim might **Fumble** and drop it, requiring a DEX CR. The blow must be rated at 12+ points for this probability to arise.
- 13-17 **ARM HIT:** 15% chance of a bone being broken if struck by an 'H' weapon, and 10% if by an 'M' weapon (25% chance if arm is unprotected by a shield or metal armor). Broken bones make use of the left/right arm impossible until healed or cured. If the bones are unbroken, and more than 6 points of damage are sustained, M and H weapons produce severe bruising, likely with lacerations/wounds and -20% loss of fighting abilities for 48 hours minus 1 hour per CON point. Slashing/Thrusting/Stabbing weapons also have a chance of causing bleeding, with -10 on the 1D100 roll if the arm is unprotected by metal armor or a shield: 01-15 = Uncontrolled Bleeding; 16-30 = Moderate Bleeding; 31-50 = Slight Bleeding; 51-00 = no significant bleeding.
- 18-20 **SHOULDER HIT:** As for Arm Hit, except recovery takes twice as long.

CRITICAL HIT TO THE GROIN

- 01-07 **SUPERFICIAL EFFECTS:** Despite the damage, no serious effects occur as no vital organs or blood vessels are punctured.
- 08-10 **MODERATE BLEEDING:** Several blood vessels have been nicked and blood loss is serious.
- 11-15 **UNCONTROLLED BLEEDING:** A potentially mortal wound has been inflicted, if medical attention is not obtained soon.
- 16-20 **GRIEVOUS HIT:** Uncontrolled Bleeding, chance of 1D6 hours of unconsciousness if a CON CR is not rolled, chance of Shock, and 10% chance of being unable to have any more descendants.

Subtract -04 from the 1D20 roll for those in AC/7-10, and -05 for those in AC/11+. Groin hits over a 10 result incapacitate the victim for 3D6 days, while hits from 08-10 reduce movement, Dodge, and carrying abilities by -50% for 3D6 turns.

CRITICAL HIT TO THE LEG

- 01-15 **SUPERFICIAL EFFECTS:** Despite the damage, no serious effects occur.
- 16-20 **LEG HIT:** 15% chance of a bone being broken if struck by an H weapon, and 10% if by an M weapon (25% chance if leg is unprotected by a shield or metal armor). Broken legs make walking impossible unless splinted. A splinted leg will reduce speed drastically, while Dodging or carrying more than 20% CC is impossible. Characters are fully encumbered for all practical purposes if the leg is broken and splinted. Crawling at 10 feet per turn is possible with an unsplinted broken leg. If the bones are unbroken, there is a -20% loss in movement and Dodge capabilities for 48 hours minus 1 hour per CON point if struck by an M or H weapon. Slashing/Thrusting/Stabbing weapons also have a chance of causing bleeding, with -10 on the 1D100 roll if the leg was unprotected by metal armor or a shield when struck: 01-15 = Uncontrolled Bleeding; 16-30 = Moderate Bleeding; 31-50 = Slight Bleeding; 51-00 = no significant bleeding.

15.25 BLEEDING & DEATH

Bleeding is of three basic types:

SLIGHT BLEEDING

More unsightly than dangerous, slight bleeding will not result in a significant loss of blood or strength unless the body is at 51%+ damage, at which point it is considered to be moderate bleeding. Lose 1 point from the Body Levels every 10 minutes (2 game turns or 4 combat turns).

MODERATE BLEEDING

From 1 to 3 points will be lost from Body Levels every 5 minutes (1 game turn; 2 combat turns). However, if damage is over 51%, there is a

25% chance that it is Uncontrolled Bleeding. (Do not promote a Slight Bleeding which advanced to Moderate Bleeding).

UNCONTROLLED BLEEDING

An artery or vein has been severed, and 1 to 6 points are pumping out of Body Levels every 5 minutes (1 game turn; 2 combat turns).

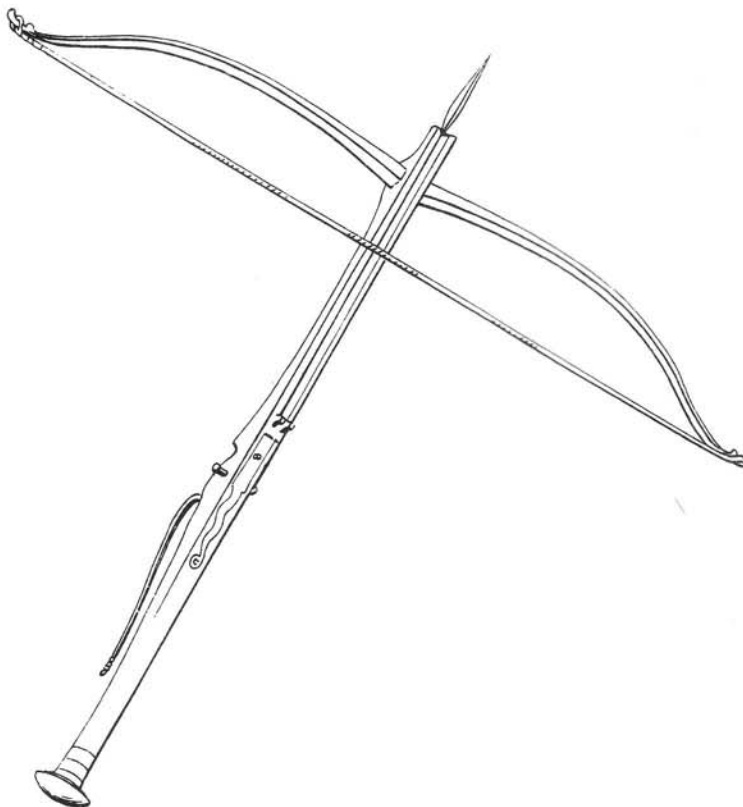
Bleeding can be dealt with through a Clerical Cure. Slight and Moderate Bleeding require a MINOR CURE to stop them. Uncontrolled Bleeding requires a MINOR CURE to reduce it to Moderate Bleeding or else a GREAT CURE to stop it entirely. Alternately, the Physician Rules in the **C&S Sourcebook** can be used to good effect. The STAUNCHING and CAUTERIZING skills (see 9.54) are generally effective as well.

When a Character's Body Levels reach 0, he lapses into unconsciousness. Bleeding will further reduce this to negative levels. His capacity to resist ultimate death is found by adding 05% of his Weight to 50% of his CON CPRS. For example, a PC weighing 250 dr. with CON/15 has a blood loss capacity of $-12.5 + -7.5 = -20$. He may have Body Levels reduced to -20 before death finally occurs.

Once a Character is reduced below 0 Body Levels, 1-2 points will be lost every 1-2 game turns (5-10 minutes), whether or not there is blood loss. If there is bleeding, the highest value is subtracted. STAUNCHING and CAUTERIZING will slow the decline, but a minimum 1-2 points will be lost unless a Cordial is administered (see Physician Rules in the **C&S Sourcebook**) or Clerical Cures are used to raise negative levels to above the 0 mark.

15.26 DISABLING DAMAGE

It is possible to knock out opponents without seriously injuring them. In such instances, the damage done by a weapon is used to temporarily reduce the Body Levels of the opponent and a separate note is made of all Body points lost in this manner. When the Body reaches 0 levels, a CON CR-5 must be made each turn to avoid becoming unconscious. When consciousness is resumed some 6.D6 minutes later -1 minute x CON CR, all Body points lost in this manner are restored, but the victim may feel bruised, etc.



15.27 PLAYER CHARACTER SURVIVAL

If there is one thing that a veteran role player knows, it is that Player Characters often die fast. It is in the nature of any game system that simulates authentic combat and magical action that a high degree of deadliness enters into the game mechanics as far as the PCs are concerned. Yet in the Heroic Tradition of fantasy legend and fiction, the Hero often survives events which would have lead to the death of lesser men. How many tales have been told where a Hero is struck down on the field of battle, suffering frightful wounds, only to awaken several hours later, very much alive? This is not something to introduce to a combat or magick system, as it would lead to incredible distortions. But it is something that can be introduced to the final outcome of a conflict. We therefore recommend that the tradition that the Hero survives against seemingly impossible odds be continued in the fantasy role game.

There may be objections from some purists that giving a Player Character Hero a special advantage in surviving a defeat is unbalanced gaming or unrealistic or whatever. However, it should be pointed out that (1) Players become fond of their PCs and should not have to give them up easily; (2) PCs take time to generate, and easy elimination may prove satisfying to an aggressive GameMaster but also creates a lot of unnecessary work; (3) there is no other way to simulate seemingly miraculous survivals which, in fact, do occur in real life as well as in fiction and legend; (4) some possibility of survival in desperate circumstances will spur Players on to attempt heroic deeds with their PCs which would, otherwise, be avoided or subverted into sneaky and ignorable conduct.

There is no good reason to think that Players will abuse the situation by being overly-reckless or stupid in their Character-play, just because they are assured that a PC will likely survive. That is simply not the case. The outcome is never certain, and most reasonable Players

feel a definite sense of chagrin at having 'lost' the fight in the first place. They will strive hard to be genuinely victorious. At the same time, they do have an opportunity to rest and bleed awhile/before I rise to fight again. It is this factor - the Hero who cannot be easily stopped and just keeps on coming - which makes for the finest traditions of heroism. It also gives the GameMaster the opportunity to throw opponents against the Heroes which do outmatch them without feeling he is being particularly unfair. A lot more excitement results all around!

1. A PC who is slain in battle has a chance equal to his CON CR to survive his apparent death. However, each time he suffers death, his CON CR is reduced by -1 for purposes of determining his next survival. This can be called the Nine Lives Rule.
2. The GameMaster, at any time, rule that a combat has been an incapacitating action (see 15.26), without resorting to the CON CR route noted in N.1. In such a circumstance, the PC was not killed, merely rendered hors de combat. Thus he could be taken prisoner or else awaken on the field stripped of his arms, clothes, money, etc.
3. A Beast of Prey might well eat the fallen PC, if it is hunting for food. But if it was merely a combat, the PC would have a chance for survival.
4. A sentient NPC might think to cut the throat of a fallen PC. Since this would usually be done after a battle, in which the NPCs have won the field and are looting bodies and checking the dead/wounded, it is unlikely that such an act would be performed during the heat of battle itself - where living enemies are still pressing the NPCs and occupying all their attention. Throat-cutting or its equivalent by an NPC therefore is subject to a WIS CR-5 to see if he thinks it is necessary. Note - throat-cutting is an optional measure and need not be done unless the GameMaster is looking for a kill.



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