Dragon Warriors

The Classic British Fantasy Roleplaying Game

By Dave Morris and Oliver Johnson

Dragon Warriors

The Classic British Fantasy Roleplaying Game

"Dragon Warriors is a joy: a slick, fun system and a vivid fantasy world that keeps drawing me back, year after year. This gorgeous and long-awaited new edition is a rare second chance to get in on the best-kept secret in gaming."

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author of The Undercover Economist

By Dave Morris and Oliver Johnson

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DRAGON WARRIORS

The classic British fantasy role-playing game
By Dave Morris and Oliver Johnson

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By Dave Morris and Oliver Johnson
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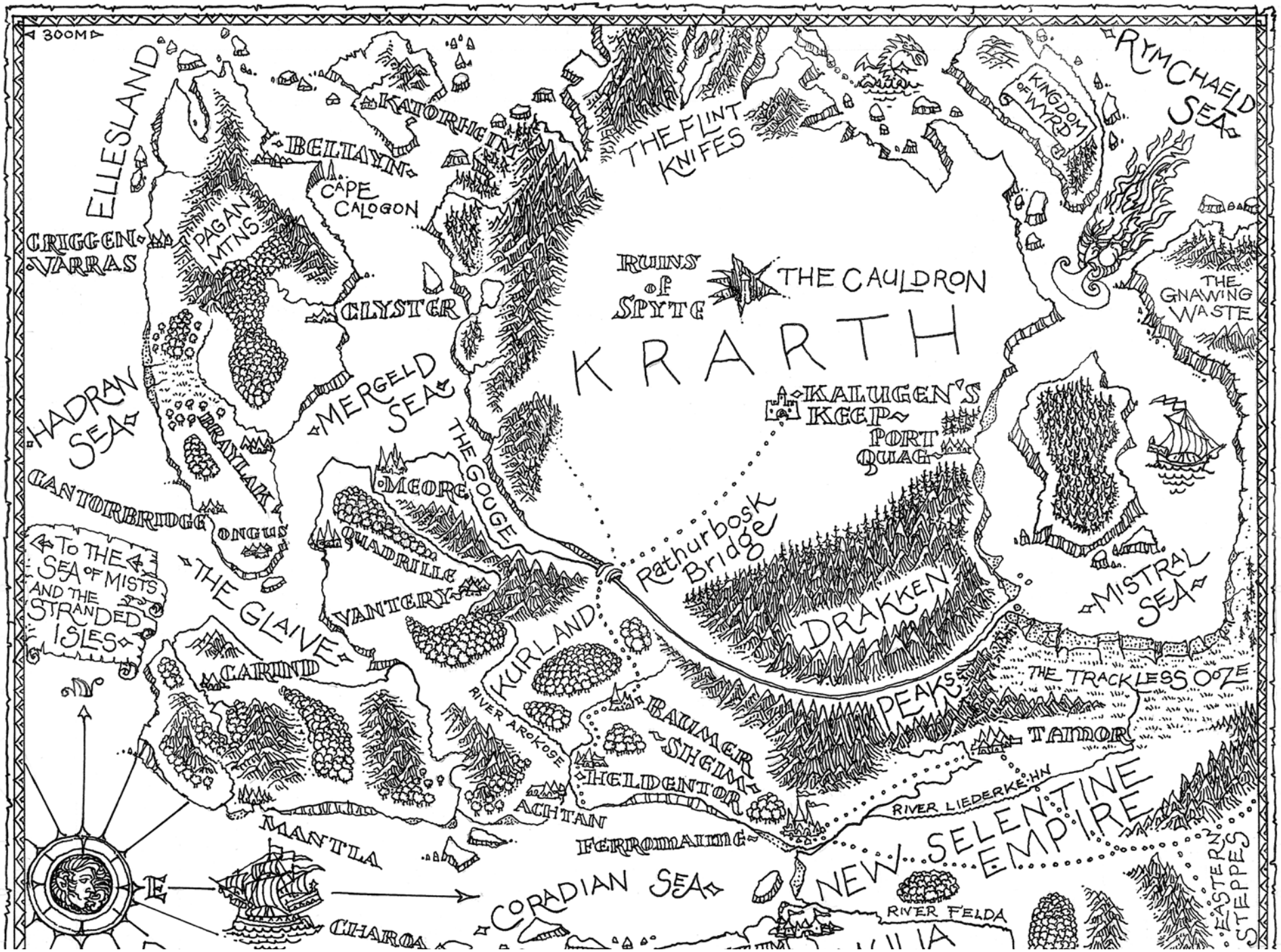
For more information on the *Dragon Warriors* game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Magnum Opus Press website at **http://www.magnumopuspress.com**

Dedicated to all those we have gamed with over the years—too many to thank individually, but know that there's a little bit of every one of you in Dragon Warriors.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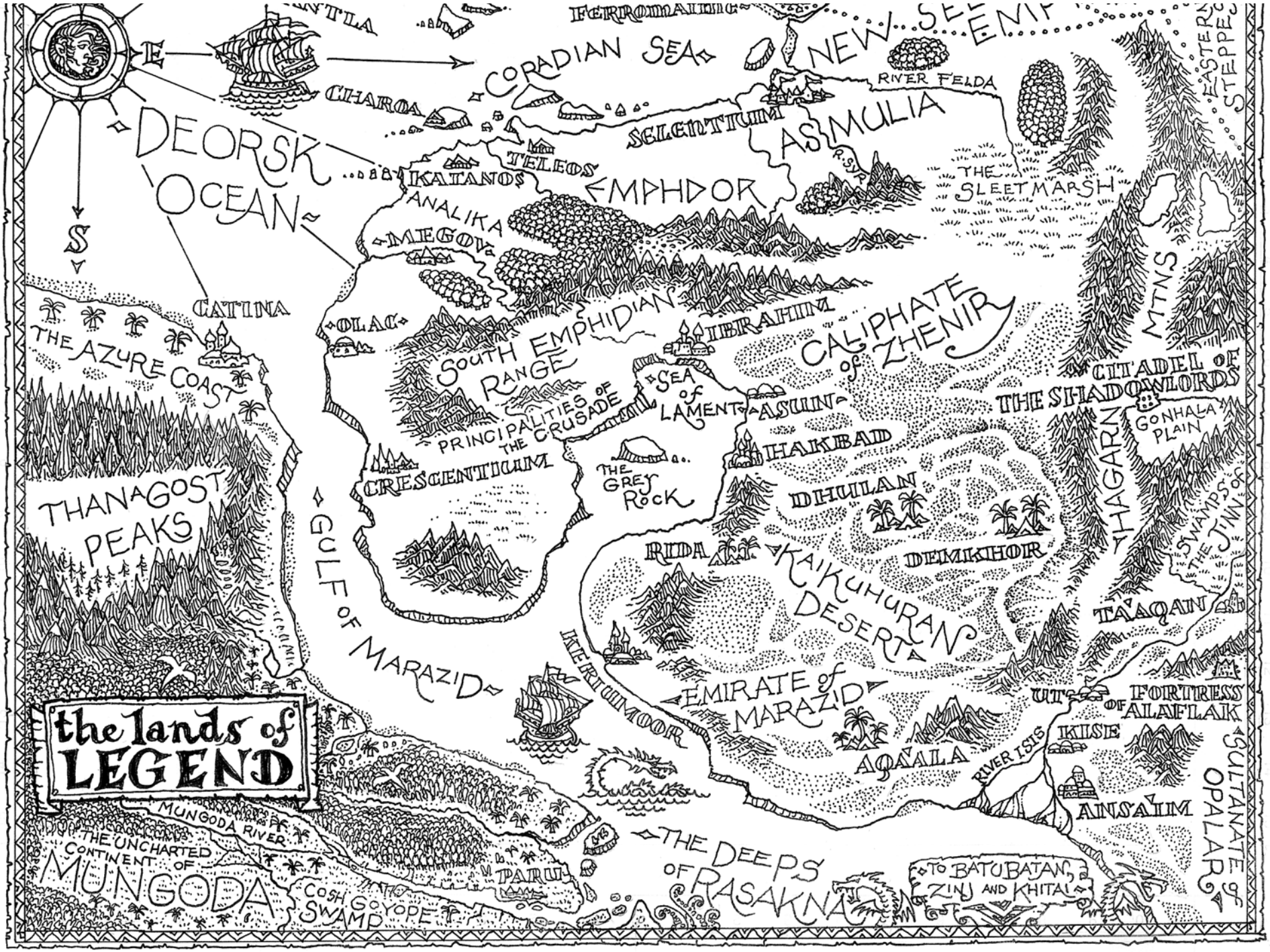
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MUNGODA RIVER
THE UNCHARTED CONTINENT OF MUNGODA
COSH GOYOPE SWAMP
PAIRU
THE DEEPS OF RASAKNA
TO BATUBATAN, ZINJ AND KHITAI

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INTRODUCTION

AS *DRAGON WARRIORS* is coming up to its quarter century, it's now almost as venerable as those classic original role-playing games—*Dungeons & Dragons*, *RuneQuest*, *Traveller*—in whose company it was once a cheeky whippersnapper.

Those who enjoy *Dragon Warriors* respond to something unique about it. Which sets us to wondering: what is the essence of *Dragon Warriors*? Most certainly that essence doesn't lie in armor-bypass rolls or other game mechanics. Indeed, the best Legend campaigns we've played in have used the GURPS system. And the rules mean nothing to those who live in the *Dragon Warriors* world, for whom 'mystic' and 'warlock' and 'sorcerer' are all interchangeable shorthand for a guy you really should steer well clear of.

So, is *DW* then defined by the world of Legend? We think not. Some of the great role-playing games are completely identified with an entire fantasy sub-creation. Tekumel and Glorantha spring to mind. The world of Legend, on the other hand, was always intended to be our world—only skewed.

Some parts are closer to the 10th century, others to the 14th, but the point was always to create a backdrop that would be recognizably and convincingly medieval. It was never about creating a place that was alien and strange. The familiarity of Legend is what gives players freedom to create their own stories there.

Not rules nor world, then. From a personal perspective, the important thing for us has always been the *flavour*. That, for us, is the essence of *Dragon Warriors*. Our aim was to put something dark, spooky and magical back into fantasy role-playing. Loathing the medieval Disneyland of *Dungeons & Dragons*, with its theme-park taverns, comedy dwarves and cannon-fodder profusion of monsters, we made Legend as vividly dreamlike as the Middle Ages seem in stories, a place dripping with a European folktale sensibility. The flavor of what fantasy ought to be.

In Legend, faerie creatures are as amoral as cats and as heartless as children. A goblin in the rafters can spoil a whole night's sleep, while a troll under the bridge ahead is reason to change your travel plans. And these creatures are rare. Walking into a tavern in Legend and finding an elf at the bar would be like strolling into your real-life local and seeing a polar bear.

In Legend, human emotion is just as strong as magic. The scenario 'A Box of Old Bones', which originally appeared in *White Dwarf* magazine in 1985 and which is bound to re-emerge before long, makes it clear that the miracles associated with holy relics are sufficiently rare and vaguely manifested that a fake relic can go unnoticed for years, getting by on the strength of its placebo effect and the willingness of clergy and believers to collude in seeing evidence where they want to see it. Our rule was never to evoke magic if a non-supernatural plot point would do.

Fantasy games like *D&D*—or, these days, *World of Warcraft*—belong to the George Lucas or Chris Columbus branch of role-playing. *Dragon Warriors* would be a movie by Guillermo del Toro or Tim Burton. In literary terms, if *D&D* is *Eragon*, then *DW* is *Jonathan Strange & Mr Norell*. Now that the righteous passion of youth is mellowed somewhat, we see that neither approach is right or wrong. Fantasy has room for all flavours. Take your pick.

Turning now to thanks, regrets and reminiscences… *Dragon Warriors* owes its existence to Ian Livingstone and Steve Jackson, whose brainwave was to see that role-playing could be smuggled into bookshops. We were never that interested in solo gamebooks, but as soon as we saw the first Fight-

ing Fantasy book we started planning the pitch for *Dragon Warriors*.

The game system too owes a debt to Livingstone and Jackson, interestingly enough. We had self-published a little RPG called *Mortal Combat* in the late 1970s. This came to the attention of Games Workshop, with whom we discussed a UK rival to *D&D*. Workshop's working title for this was 'Adventure'. The deal never happened, but it gave us an excuse to focus our role-playing sessions towards creating a set of rules and a world (in fact, several worlds) that ultimately evolved into *Dragon Warriors*.

With hindsight, there are things we would do differently. Oliver always argued strenuously against polyhedral dice, but Dave resisted a pure d6-based system—wrongly, as he now admits. As the whole point of *Dragon Warriors* was to be accessible to everybody, the low price-point of the books was pretty much invalidated when you had to go searching for twelve-sided dice. Democratization of the dice supply would also have helped to break the authority of the GamesMaster—a term we abhor, preferring 'umpire' or 'referee' as more indicative of the group story-creation that we feel good role-playing should be.

Philippa Dickinson, our editor at Transworld, recognized that role-playing broke the normal publishing rules about age groups. That's why the original *DW* books showed no sign of being targeted at 11-15 year olds, even though those were almost certainly our main market. We played it ourselves, after all, and our friends—and we were twentysomethings, as I hope were many of those who bought the books first time round.

Completists may wonder what other *DW* books are out there. We used Legend as the setting for our *Blood Sword* series of gamebooks (Knight Books, 1987-88), where we elaborated the end-of-time storyline that hangs over the world as the year 1000 approaches. Later, some of the story threads in *Blood Sword* were used for three novellas called *The Chronicles of the Magi* (Hodder, 1997). We're still not sure if we consider *Blood Sword* to be canonical—or whether the year 1000 would really pass in Legend with much hysteria, and not a little magical mischief, but maybe *sans* the direct intervention of God Almighty. The flavour of *DW* can be grim and horrific as well as whimsical, but such grimness is usually on a personal level. A character's soul can be in peril, lives can be threatened by treachery, individuals can be torn by loyalties and inner conflicts. And yet, in a Legend campaign, it is not usually the fate of the world that hangs in the balance. Not *merely* the fate of the world, at any rate.

At the risk of evoking comparison with Robert E Howard's estate, whose discovery of new stories seems almost to have dwarfed Howard's output while alive, there was also an entire world of *DW* rules and adventures, much more extensive than in the original six books. This is the *Invaders & Ancients* book, which was to have been incorporated into Chaosium's *Questworld* project. When that deal failed to come about, we reworked the material into a massive worldbook, called *Ophis*, that would have comprised some of *DW* books 7-12.

If you're interested, a little glimpse of that continent of Ophis will feature in *Shadowline: The Art of Iain McCaig* (Insight, 2008). But that is all there is, alas, as in those days we did our work in non-electronic form. The manuscript may have taken the train to Dumfries or been used to lay the cornerstone of a church or used to light a fire on an especially cold winter's night—all those fates that the one and only copies of things are wont to suffer. But, like life, the loss is what makes the rest of it so precious.

For the resurrection of *Dragon Warriors* we particularly want to thank James Wallis, who needs no introduction as one of the great luminaries of gaming. We are honoured that *Dragon Warriors* is appearing as one of the first publications of Magnum Opus Press, and grateful to James for lavishing such attention to make it a truly mouth-watering edition. We also must thank Ian Sturrock for editing, revising and improving our original material into a new edition for a new era of gaming.

And we are most grateful to have such excellent companions in our ongoing exploration of Legend—in particular Steve Foster and Tim Harford. Steve has been with us from the very beginning, designed *Mortal Combat* and in fact originated several of the most colourful characters of the *Dragon Warriors* world including Tobias of the Knights Capellar and arch-wizard Cynewulf Magister. Tim has woven some of the eeriest, most exciting and most affecting campaigns of Ellesland and enhanced it immeasurably with his ideas. Along with them, we are privileged to have adventured with Aaron Fortune, Paul Gilham, Frazer Payne and Tim Savin—heroes of Legend, dear friends, stalwarts all.

—Dave Morris

Chapter 1

Fantasy Roleplay

DRAGON WARRIORS is a fantasy roleplaying game. But what does that actually mean?

Fantasy roleplaying games (sometimes known as FRPs, RPGs or FRPGs), are a way for a group of friends to share adventures in a magical world—the world of the imagination. Suppose you decided to read the famous Mines of Moria sequence from Tolkien's *Lord of the Rings* to some friends. However, instead of sticking to the original plot you involve your friends by assigning each of them a character in the story. One person is thus playing the part (or role) of Gandalf, another is Frodo, and so on. They are deciding for themselves what to do. All you are doing is giving them the descriptions—what the Mines look like, the monsters they meet, the treasures they find:

"*You're in a 10-metre by 5-metre chamber with a stone sarcophagus in the middle. Tunnels lead from the centre of the east and west walls, and you've just come through the door to the south. As you are noting this down on your map, you—Carl—see a skeletal hand emerging from the sarcophagus...*"

All you need to do then is add a set of adventure rules (and that is exactly what this book is) and you would be playing an FRP game!

The GamesMaster

The GamesMaster, also known as the GM, is the director and narrator of a *Dragon Warriors* game. Each of the other players has a single character, but the GM controls a host of villagers, hirelings, monsters and other non-player characters. He also controls every event in the game, for he knows in advance every detail of each adventure. The GM is 'god' of the game's fantasy world.

Most people are familiar with computer 'RPGs', a form of adventure gaming which developed from the FRP hobby. In a computer adventure you have a reasonably wide range of choices, but you are limited (and often frustrated) by the constraints of the software. If your character wants to perform an action that the programmers have not coded into the game, you simply can't do it. FRP games are much closer to reality than computer adventures can be. Traps and dangers are more fiendish, players must be more alert and inventive to survive. Anything that could happen in a 'real' fantasy world can happen in a *Dragon Warriors* game. All this is possible because of the GamesMaster, for he judges what will happen in any situation that crops up.

In the example a few paragraphs above, you were GamesMastering your friends as they explored the underworld of Moria. The rest of this book is addressed entirely on the assumption that you, the reader, are to be the GM of your *Dragon Warriors* gaming group. (If this is not the case, if you will actually be participating as a player, then you may certainly read most of the book—knowing the rules never hurt a player!—but you must take care not to look at chapter 19. That is an adventure scenario which must only be read by the GamesMaster.)

Getting Started

If you have already played or even GamesMastered an FRP game before, you can skip straight to Chapter 2 and start finding out about the rules. If not, you may find it helpful to see how a typical game is played. You have gathered together a few friends as players. (Four to six players is perhaps the ideal, though I have in my time played games with only the GM and one player—right up to, at the other extreme, gargantuan expeditions involving fifteen players or more.)

More often than not, your players will have already skimmed through this book, though they should definitely not have looked at the adventure at the back. Any players who don't already know the combat rules should have them briefly explained. After this, you get the players to each fill in a 'character sheet' using the rules of Chapter 2.

You are sitting a little way apart from the players. This is so they cannot peek at the maps and notes which are laid out in front of you. These notes are the scenario for the evening's adventure.

You begin by setting the scene. The players' characters, who are destined to be adventuring companions, must meet one another. You decide to use the convenient plot device of having them all arrive at a quiet woodland chapel one crisp morning. The players, now roleplaying the part of their characters, describe themselves and quickly become acquainted.

In this example there are four people present: you as GamesMaster; Jack, who is playing Sir Gareth; Phil whose character is called Sir Hugo of Malfosse, and Bob, who plays Sir Balin.

Jack: "Greetings, strangers. I am Sir Gareth. I flatter myself to think you might have heard of me, for I bested three valiant Knights at the Fay Bridge tourney." I'm good-looking and wear the finest armour, you notice.

Phil: Not a scratch on you, in other words. I step forward and say with a smile, "Ah, sirrah, I have not heard of your exploits before, and thank you for bringing them to my notice. I, Sir Hugo of Malfosse, must truly be a dullard, for I took part in the tourney, yet somehow I missed you...." I'm short and thickset, with a bushy black beard.

Bob: "Tourneys! Bah, games for children. God deliver me from such foolery. I returned but lately from the Crusade to find my lands stolen by a treacherous cousin. With God's grace I plan a short and eventful future for him, the cur." I glower as I look east, thoughts full of vengeance.

Jack: "A sorry tale, good sir Knight. But pray, by what name are you called?"

Bob: Didn't I say? (grins) "Sir Balin," I mutter darkly.

You: As you're all standing around outside the chapel, you notice the priest standing a short distance away. He is a tall man in plain grey robes and wears a large cross on his breast.

Jack: We bow—

Phil: I don't. "These newfangled gods, they're no better than the old ones."

Bob: "I pray you will learn the error of that ere long, Sir Hugo. I have learned to baptize heathens in their own tainted blood."

You: The priest says, "Quell this anger! Remember you stand before God's house!" He walks over and, smiling, says, "But even the most pious Knight has need of worldly wealth, is that not so? I will tell you how you can fill those haversacks you wear with bright silver—and mayhap rid these woods of evil into the bargain...."

The players are about to begin their adventure. It will be the first of many.

The Object of the Game

Very often a *Dragon Warriors* game will consist of a foray into an underworld—a series of chambers and passageways, often below the ground, inhabited by a variety of hostile monsters. More elaborate plots will also occur when you have been playing for some time. Town-based adventures are very popular. But an underworld adventure, or at least one with a linear story, is best to start with because its structured format makes it easy for the GM to handle.

The adventure will usually have a single objective. Perhaps the player-characters are exploring a ruined castle in search of a magic sword which they believe lies hidden there. The adventure ends successfully if they manage to defeat the monsters and puzzle out the traps in their way, reach the sword, and get out of the castle in one piece.

In many computer RPGs that would be the end of the story. But *Dragon Warriors* is a continuing adventure. With each success the player-characters increase their combat skills, amass more treasure, buy better armour and enchanted weapons with the fortunes they have acquired. As they rise in power their adventures will pit them against ever more fearsome adversaries. This continuing series of adventures involving a group of player-characters is called a 'campaign'. After several adventures the characters in your campaign will be seasoned adventurers. They will talk about the early games as though they were exploits that really happened. As of course they did, within the realm of the imagination which you will have created.

The Dice

To most people dice are cubes with spots on, for rolling random numbers from 1 to 6. Not if you are talking to an FRP gamer, though. If you ask him to roll a die (singular of 'dice') he will most likely reply by asking you which sort of die you mean. FRP games like *Dragon Warriors* use several sorts of die besides the ordinary six-sided variety, known as 'polyhedral dice'.

Gaming-talk has an abbreviation for these different dice. If you want a player to roll a single eight-sided die you need only say, "Roll 1d8." In the same gaming-talk, "3d6" means "roll three six-sided dice", "2d10 +1" means "roll two ten-sided dice and add 1 to the total", and so on.

d4 This is the only die which doesn't land with one face uppermost when you throw it. The number rolled is the one that comes up at the bottom of each side (a '3' in this picture).

d6 This is the common six-sided die. Even non-gamers probably have several of these around their house already.

d8 The eight-sided die, or octahedron.

d10 The ten-sided die. This is also used to roll numbers from one to a hundred—see below.

d12 The twelve-sided die, or dodecahedron.

d20 Most twenty-sided dice today have the numbers from 1-20 on them. However, some older dice are marked with the numerals 0 to 9, with each numeral appearing twice. If you have one of these, then to get a result from 1-20 roll it alongside a d6. If the result of the d6 is 1, 2 or 3 then the result is as normal (count 0s as 10s), but if it's 4, 5 or 6 then add 10 to it.

d100 Occasionally the game will refer to a 'd100'. 100-sided dice do exist but they look like golfballs, roll as far as them, and it's hard to tell which number is actually on top! In fact when a number from 1–100 is needed you use the d10 to generate it. First you throw it and count the number rolled as the 'tens' (counting 0 now as 'no tens'). Then you throw it again and count this roll as the 'ones'. So a roll of '3' followed by a roll of '5' gives the number 35. ('01', '02', '03', etc. count as 1, 2, 3... but '00' counts as 100.) Another name for d100 is 'percentile dice'.

The particularly useful thing about d100 is that it gives you a way to check a percentage chance of something happening. Suppose there is a point in the game where a player-character wants to leap across a wide chasm, and the GamesMaster decides to give him a 30% chance of making the jump safely. A d100 roll is made. If the roll is anything from 01 to 30 he is okay, but a roll of 31-100 indicates failure (splat!).

Sets of polyhedral dice can be obtained from specialist games shops, or by mail order over the internet.

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Chapter 2

Creating a Character

BEFORE YOU CAN begin your first *Dragon Warriors* game, each player must create a character who will be his or her fantasy 'alter-ego' in the Lands of Legend, the world of the game. Only ordinary six-sided dice are needed for this.

Roleplaying

Newcomers to fantasy roleplaying ('FRP') often spend their first few games immersed in the wondrous new world that it opens up. For a while they find it enough merely to 'pretend themselves' into adventures where they can creep nervously down the winding black tunnels of the Ogre's lair and seek vast wealth in the cobweb-draped vaults of the Vampire's crypt. If you are new to gaming, feel free to skip ahead to 'Step One' below, and come back to this section later—perhaps after you have tried playing an adventure or two.

Players eventually tend to consider other aspects of the GamesMaster's fantasy world. What is daily life like between adventures? Who are the local lords, and what are the political intrigues between them? Most importantly, what is 'your' (meaning your character's) attitude to the world around? Why did he or she become an adventurer rather than, for instance, a blacksmith, a merchant, or whatever profession his or her parents followed? Questions like this are the starting point for true roleplaying.

Playing a role is what makes FRP really special, and what makes an FRP adventure far more exciting than any solo gamebook or computer adventure could be. You should choose a personality for your character—which need not be anything like your own personality. You can experiment and see what it's like to see a world through the eyes of someone with different attitudes or beliefs, or a different skin colour or race, or a different gender. During an adventure, try to act in a way that reflects the role you have chosen.

Start by thinking a little about your character's past life. Maybe you've chosen to play an impoverished noblewoman, perhaps? She should demand some deference from the other player-characters, and moan bitterly if she has to borrow money from them to support her doubtless extravagant tastes. Or your character might be an ex-soldier, just back from the Crusades. Maybe he finds the unprofessional approach of his fellow adventurers to be annoyingly amateurish. His conversation could be a string of military clichés and anecdotes. A roving Barbarian could find civilization hard to understand, and might prefer to solve most problems using an axe. A scholarly Sorcerer might go off on an expedition just to collect ancient *objets d'art*. Gold and silver would mean nothing to him. He has no interest in the tactics of adventuring, so he would leave the warriors in the party to decide on any battle plans.

Consider also 'your' attitude to the rest of the party. Without a doubt you will eventually meet—or

even play—the cowardly villain who covets treasure so much that he runs off with the loot while his comrades are battling the monster. Less familiar is the brave adventurer who will risk his own life to delay a foe while his friends retreat. Our own campaign includes the tale of Dagronelt the Harpist, who befriended an NPC (a 'non-player character' operated by the GM) and then experienced a conflict of loyalties when the other player-characters fought the NPC in question.

You may also want to create a background and a life story for your character: where they're from, what their family is like, why they chose their profession, and any important experiences they may have had before the game started. There are three ways that you can work out this information. First of all, you can simply choose for yourself: read the rest of the book to get a clear idea of the world in which the *Dragon Warriors* game takes place, and decide how you want your character to fit into it. (Subject to the GM's approval. You cannot simply decide that your character is heir to a kingdom!)

Alternatively, you can create it randomly. There are tables to generate more detail about your character's region of origin and other background information in Chapter 6: 'In the Beginning'. For GamesMasters, these are also useful for creating non-player characters (NPCs) in a hurry.

If you want to get stuck into playing the game straight away, then feel free to skip that chapter for the moment. There is no need to develop an entire life history at the start of your first game, though. You can always come back to it later. Often a character will take on a persona of his own after you have played him a few times, and you and the GM can add events or details to his background later on.

Step One
The Characteristics

Each character is initially defined by his scores in five characteristics. These are Strength, Reflexes, Intelligence, Psychic Talent and Looks. The value of each characteristic is found by rolling three six-sided dice (3d6), and therefore ranges from a minimum of 3 to a maximum of 18.

Strength is a measure of the character's fitness and physical toughness.
His **Reflexes** score indicates his dexterity, agility and speed of reactions.
Intelligence shows how clever the character is (so a player who rolls low for this ought to role-play as though he really is dim-witted).
Psychic Talent represents the character's basic ability to resist (and in some cases use) magic.
The character's **Looks** score reflects his appearance and personal charm; this has no bearing on his adventuring skills, but you should certainly take it into account when deciding how non-player characters (NPCs) would react to him.

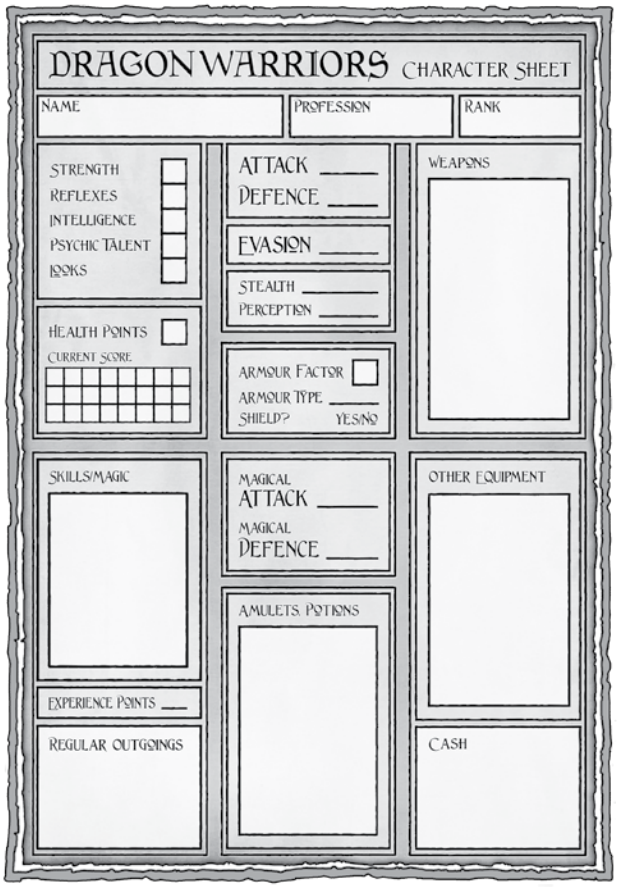
The player rolls 3d6 for each of these five characteristics, then, and records the scores in the appropriate boxes on his character sheet. These scores will never change—except in rare cases, through illness or sorcery.

Each player will require a blank Character Sheet like the one shown on the next page, to keep track of their character's scores. A full-size character sheet will be found at the back of the book, and you may make as many photocopies of it as you need.

Special note: The luck of the dice means that sometimes a player will create a character with hopelessly bad scores, quite unsuited to life as an adventurer. The player may discard the character and roll up another. It is for you, as GamesMaster, to decide whether a character is 'hopeless' or not. As a guideline, we suggest you allow a player to discard any character with more than two characteristics below the average (9 to 12) range.

Step Two
Choosing a Profession

In the *Dragon Warriors* game there are seven Professions to which an adventurer may belong: Assassin, Knight, Barbarian, Elementalist, Sorcerer, Mystic and Warlock. Players who have never played an RPG before may find it easiest to play either a Knight or a Barbarian. These two classes don't need to concern themselves with magic or stealth, just cold steel, mighty thews and valour.



A SAMPLE BLANK CHARACTER SHEET

In any case, Knights and Barbarians will be by far the most common classes in most *Dragon Warriors* games. Indeed, there is no particular need to include the other classes at all for many adventures, and some campaigns will play out in their entirety with only these two. Most parties, though, will have a balance, with perhaps a majority of Knights and Barbarians and the occasional Mystic, Sorcerer, Elementalist or Warlock. Assassins are scarce indeed, and are often better fitted to use in solo adventures (with only one player character and the GM) or campaigns in which everyone plays an Assassin!

Knights are the best all-around fighters in *Dragon Warriors*. Though physically less robust than Barbarians, they are able to wear heavy armour without losing any of their combat skills. Play a Knight if you want a character who strives to be like King Arthur, or Lancelot, or Gawain.

Barbarians are better in attack, but defensively less skilful than Knights. Their fighting style is fast and mobile, and heavy armour hampers them. They are able to go berserk in combat, making their attacks still more ferocious. Play a Barbarian if you want a character who could be a Viking warrior, or a skilled brawler from the pages of fantasy novels, like Conan or Fafhrd.

Assassins are average in combat but excel in sneak attacks, when they can target an unwary opponent. They are by far the most stealthy character class in the game, and gain a variety of other abilities that might seem magical to the unwary. Play an Assassin if you want a character who could have come straight out of a martial-arts fantasy movie like *Crouching Tiger, Hidden Dragon* or *Hero*, or who emulates one of the great rogues of fantasy literature like the Gray Mouser.

Sorcerers are the most common and general magic-wielding character profession—if any of these rare individuals can be called 'common'. They are relatively ineffective in mundane combat but can blast their foes with magic. They have a more varied repertoire of spells than Elementalists and a little more raw magical power than Mystics. Play a Sorcerer if you want a character resembling Merlin, or Gandalf, or Harry Potter.

Mystics use magic of a sort, but this is a personal magic that comes from the Mystic's mastery of his own mind rather than some external source. A Mystic is a good all-rounder, not quite so magically strong as a Sorcerer or Elementalist, but reasonably capable in combat and with a few other useful special abilities. Play a Mystic if you want to dazzle your foes with the power of your character's mind alone.

Elementalists are specialist magicians, using the power of the natural elements to achieve their aims. Each Elementalist's magic is focused around a particular element, chosen from among Fire, Air, Earth, Water and Darkness. Like Sorcerers, they tend not to be very skilled with conventional weapons such as swords and bows. Play an Elementalist if your favourite characters are the shamans, witches and druids of legend and fantasy literature.

Finally, **Warlocks** combine magic with swordplay. They can wear armour and use their spells to boost their combat abilities. They aren't quite so versatile in combat as Knights or Barbarians, but can be devastating when armed with their preferred weapons. Play a Warlock if your favourite fantasy hero is Elric, or just if you want the best of both worlds!

The player decides now to which of these Professions she wants her character to belong, and notes this at the top of her character sheet.

Step Three
Health Points

Having chosen his Profession, the player can roll his character's Health Points score. A character's Health Points (or HP) show how robust he is. Whenever the character takes a wound in combat, the wound is expressed as a number which comes off his HP score.

The character falls unconscious when his Health Point score reaches 0, and will die if it is ever reduced to −3 or less. Lost Health Points can be recuperated by resting after the adventure—as long as the character survives (see page 68).

A Knight starts with 1d6 +7 Health Points (roll 1d6 and add 7).
A Barbarian starts with 1d6 +9 Health Points.
An Elementalist or Sorcerer starts with 1d6 +4 Health Points.
For an Assassin, Mystic or Warlock, initial Health Points are found by rolling 1d6 +5

A character's initial Health Points score increases as he advances in rank (of which, more later).

Step Four
The Combat Factors

The player is now ready to determine her character's ATTACK and DEFENCE scores. No further dice rolling is required—you have already made the necessary rolls and choices. The basic scores are:

for Assassins:	ATTACK score is 13, DEFENCE score is 5
for Barbarians:	ATTACK score is 14, DEFENCE score is 6
for Elementalists:	ATTACK score is 11, DEFENCE score is 5
for Knights:	ATTACK score is 13, DEFENCE score is 7
for Mystics:	ATTACK score is 12, DEFENCE score is 6
for Sorcerers:	ATTACK score is 11, DEFENCE score is 5
for Warlocks:	ATTACK score is 12, DEFENCE score is 5

These are, in fact, the scores for an average character at the start of his career. If the player rolled above or below the average range (9–12) on certain of his characteristics at Step One, she may have to

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modify her ATTACK and DEFENCE scores slightly as a result—see the Effects Table below.

After making any adjustments, the player should enter these ATTACK and DEFENCE scores on their character sheet. (In subsequent adventures, as the character rises in rank, these scores will increase.)

The way in which ATTACK and DEFENCE are used in the game is explained in Chapter 8: The Rules of Combat.

Step Five
MAGICAL COMBAT FACTORS

ATTACK and DEFENCE, as we shall see, represent the character's fighting prowess. In the Dragon Warriors world, where magic is a reality, it follows that these Combat Factors must have a magical analogue: MAGICAL ATTACK and MAGICAL DEFENCE.

The basic MAGICAL DEFENCE score is 3 for Assassins, Knights, and Barbarians; 4 for Mystics and Warlocks; and 5 for Elementalists and Sorcerers. This base score is modified if the character's Intelligence and/or Psychic Talent fall outside the average range—see the Effects table below.

Elementalists, Sorcerers, Mystics and Warlocks have a MAGICAL ATTACK score. (Assassins, Barbarians, and Knights do not need a MAGICAL ATTACK score as they cannot cast spells.) The basic MAGICAL ATTACK score is 15 in the case of Elementalists and Sorcerers, 14 in the case of Mystics, and 12 in the case of Warlocks. This basic score is modified if the character's Intelligence and/or Psychic Talent are outside the average range. As above, see below.

The rules for using magical defence and magical attack are in Chapter 9: The Use of Magic.

Step Six
DODGING

Some attacks are not covered by the normal combat rules of Chapter 8. A character who tries to parry a dragon's fiery breath with only a sword is going to be fried! In such cases, the best thing is to dodge out of the way. The score that shows how good the character is at dodging is EVASION.

The basic EVASION score at 1st rank is 3 for an Elementalist, Mystic, Sorcerer, or Warlock, 4 for a Knight, and 5 for an Assassin or Barbarian. This is

Effects of High and Low Characteristic Scores on Attack, Defence, etc.

	Characteristic score				
Characteristic	**3 4 5**	**6 7 8**	**9 10 11 12**	**13 14 15**	**16 17 18**
Strength	−2 ATTACK	−1 ATTACK	No Effect	+1 ATTACK	+2 ATTACK
	−1 DEFENCE	No Effect	No Effect	No Effect	+1 DEFENCE
Reflexes	−1 ATTACK	No Effect	No Effect	No Effect	+1 ATTACK
	−2 DEFENCE	−1 DEFENCE	No Effect	+1 DEFENCE	+2 DEFENCE
	−2 EVASION	−1 EVASION	No Effect	+1 EVASION	+2 EVASION
	−1 STEALTH	No Effect	No Effect	No Effect	+1 STEALTH
Intelligence	−1 ATTACK	No Effect	No Effect	No Effect	+1 ATTACK
	−1 DEFENCE	No Effect	No Effect	No Effect	+1 DEFENCE
	−1 MAGICAL ATTACK	No Effect	No Effect	No Effect	+1 MAGICAL ATTACK
	−1 MAGICAL DEFENCE	No Effect	No Effect	No Effect	+1 MAGICAL DEFENCE
Psychic Talent	−2 MAGICAL DEFENCE	−1 MAGICAL DEFENCE	No Effect	+1 MAGICAL DEFENCE	+2 MAGICAL DEFENCE
	−1 PERCEPTION	No Effect	No Effect	No Effect	+1 PERCEPTION
	Not applicable*	Not applicable*	No Effect	+1 MAGICAL ATTACK	+2 MAGICAL ATTACK

*Characters with Psychic Talent of 8 or less cannot use magic.

modified if the character's Reflexes score is above or below average—see the Effects table above.

The way EVASION is applied will be explained in more detail in Chapter 8, page 71.

Step Seven
STEALTH AND PERCEPTION

Any character (and monster, for that matter) may attempt to move around unnoticed, though assassins are the masters of this kind of task. The two character scores that allow the GM to determine the results of such activity are STEALTH and PERCEPTION. These scores vary according to a character's Profession:

For Knights, Barbarians, Elementalists, Sorcerers, and Warlocks: STEALTH score is 13, PERCEPTION score is 5
For Mystics, their enhanced psychic awareness grants them higher scores: STEALTH score is 14, PERCEPTION score is 6
For Assassins, their special training grants them excellent scores: STEALTH score is 18, PERCEPTION score is 8

These scores assume a character with average characteristic scores. A very high or low score in Reflexes affects STEALTH slightly, and Psychic Talent affects PERCEPTION. See the Effects table for the effects.

The uses of these STEALTH and PERCEPTION scores will be explained on page 62 of Chapter 7.

Step Eight
INITIAL EQUIPMENT

Each newly rolled character represents a young adventurer who has yet to acquire much practical experience. However, the character does not just leap into existence at the instant the Character Sheet is filled in. He or she has, even at lowly 1st rank, rather more skill in their chosen field than the average man or woman—the result, we can assume, of gruelling training throughout the character's youth.

Certain basic items of equipment have been acquired by the character in the years leading up to their first adventure. The starting equipment is listed separately for each character class.

Further equipment, including missile weapons such as a bow and arrows, may be purchased if the character has enough money. The Equipment lists on page 134 of Chapter 12 shows the availability and cost of a number of common items.

Step Nine
RANK

All characters begin the game at 1st rank. The players should not imagine that this makes their characters total novices, however. A 1st-rank Knight or Barbarian is a respectably skilled fighter. While not yet mighty heroes, they have been in a few battles and know how to use their weapons. Likewise a 1st-rank Elementalist, Mystic, Sorcerer, or Warlock has learned more about the arcane arts than most people will ever know, and will be respected (or feared) by ordinary folk. A 1st-rank Assassin is probably a full member of one of the secretive brotherhoods of Assassins, qualified to kill for hire.

Each successful adventure gains experience points for the character. When sufficient have been accumulated, the character goes up to the next rank. This is explained on pp129-130 of chapter 12.

Step Ten
BACKGROUND

Now you know what this character can do, it's time to find out more about who they are and where they come from. This process is described in Chapter 6: In the Beginning, starting on page 50.

CHARACTER SHEET

This summary shows how a Character Sheet should be filled out for a 1st-rank Knight, with appropriate modifications for Strength, Intelligence, etc.

Example
Bob is creating a Dragon Warriors *character for himself. He begins by rolling 3d6 for each characteristic, and comes up with:*

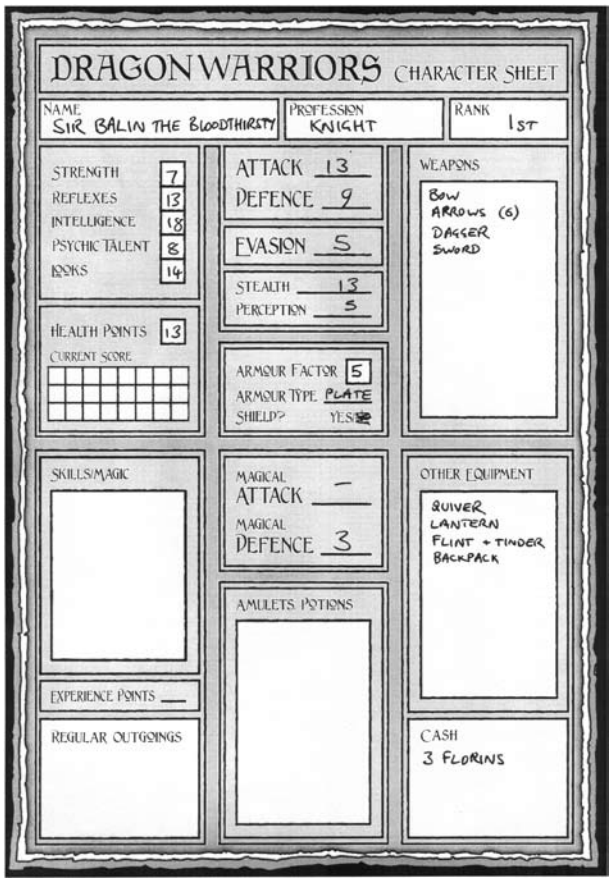
Strength 7
—a below-average score, but not exactly puny.

Reflexes 13
—he will be able to react quicker than many of his opponents.
Intelligence 18
—extremely astute and sharp-witted.
Psychic Talent 8
—less than average occult awareness.
Looks 14
—handsome!

Bob decides to make the character a Knight, and calls himself 'Sir Balin the Bloodthirsty'. Rolling 1d6 +7 for his Health Points, he scores 13—the maximum for a Knight at 1st rank.

After making the appropriate adjustments from his Strength, Reflexes and Intelligence, Bob/Sir Balin finds that he has an ATTACK of 13 (the Strength and Intelligence modifiers cancel out) and a DEFENCE of 9 (helped here by his high Reflexes and even higher Intelligence).

Sir Balin's keen Intelligence stands him in good stead when he comes to calculate his MAGICAL DEFENCE; the bonus due to Intelligence cancels out the penalty due to low Psychic Talent, leaving him with the basic MAGICAL DEFENCE of 3. Because of his Reflexes, he has an EVASION score of 5. His STEALTH is 13 and his PERCEPTION is 5.



After taking the initial equipment due to him as a Knight, Sir Balin spends some of his cash to acquire a bow and six arrows. He would happily leave it at that, but his GamesMaster points out that he must have something to keep the arrows in! Grumbling, Sir Balin parts with 4 more florins for a quiver.

Encumbrance

How much can a character carry? To some extent it depends on his Strength, but the bulkiness of objects also matters. Rather than devise a complex chart of Equipment weights and 'hindrance factors', the simple rule in *Dragon Warriors* is that an average character can carry ten items roughly equivalent to a weapon in size and weight.

Such items include:

- a weapon
- a quiver of arrows
- a case of quarrels
- a scroll
- a bottle
- a lantern or torch
- a sack of coins (about 150)

Small items such as rings and amulets are not counted. Armour is also excluded from this—the encumbering effect of heavy armour on a character not trained to use it is already allowed for in the combat rules.

Weaker and slighter characters cannot carry as many items as this. A character of Strength 3, 4 or 5 is allowed only six items. A character of Strength 6-8 is allowed eight.

Powerful characters can carry more. A character whose Strength score is 13–15 can carry up to twelve items. A character with a Strength of 16 or more can carry fourteen items.

There are some occasions when you will have to make an on-the-spot ruling. For example, the player-characters find a locked chest containing between one and two thousand silver pieces. They can't break it open and decide to take it along with them.

This many coins would normally count as ten items for encumbrance purposes—but there is also the weight of the chest to take into account. A character of above-average Strength could carry it on his back, as long as someone else took care of his weapons and regular equipment in the meantime.

Character Creation Summary

Knights
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each.
B. Health Points: roll 1d6 +7.
C. Basic attack 13, defence 7
D. Basic magical defence 3
E. Basic evasion 4
F. Basic stealth 13, perception 5
G. Special Abilities at 1st Rank: track, armour expert, ride warhorse.
H. Initially equipped with plate armour, shield, dagger, lantern, flint-and-tinder, backpack, 25 florins, sword or morning star.

Barbarians
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each.
B. Health Points: roll 1d6 +9.
C. Basic attack 14, defence 6
D. Basic magical defence 3
E. Basic evasion 5
F. Basic stealth 13, perception 5
G. Special Abilities at 1st Rank: berserk, track, ride warhorse.
H. Initially equipped with full mail armour, dagger, lantern, flint-and-tinder, backpack, 6d6 florins, battleaxe or two-handed sword.

Sorcerers
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each. (Intelligence and Psychic Talent must both be at least 9 for the character to qualify as a Sorcerer)
B. Health Points: roll 1d6 +4
C. Basic attack 11, defence 5
D. Basic magical attack 15, magical defence 5
E. Basic evasion 3
F. Basic stealth 13, perception 5
G. Special Abilities at 1st Rank: spellcasting.
H. Initially equipped with lantern, flint-and-tinder, backpack, dagger, shortsword or staff, 20 florins, any two potions from the following: Dexterity, Occult Acuity, Strength, Healing and Replenishment. (The potions are a gift from the Master Sorcerer under whom the character served his apprenticeship. This is a long-established tradition.)
I. Initial Magic Points: 4

Mystics
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each. (Psychic Talent must be at least 9 if character is to qualify as a Mystic.)
B. Health Points: roll 1d6 +5
C. Basic attack 12, defence 6
D. Basic magical attack 14, magical defence 4
E. Basic evasion 3
F. Basic stealth 14, perception 6
G. Special Abilities at 1st Rank: spellcasting, spell mastery, premonition, ESP.
H. Initially equipped with lantern, flint-and-tinder, backpack, bow, quiver containing six arrows, dagger, mail hauberk, 2-20 florins, sword or staff.

Elementalists
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each. (Intelligence and Psychic Talent must be at least 9 to become an Elementalist.)
B. Health Points: roll 1d6 +4
C. Basic attack 11, defence 5
D. Basic magical attack 15, magical defence 5
E. Basic evasion 3
F. Basic stealth 13, perception 5
G. Special Abilities at 1st Rank: spellcasting.
H. Initially equipped with lantern, tinderbox, sword, staff and shield, 2-20 florins, padded armour.
I. Initial Magic Points: 3 in main category; 1 in each of the two subsidiary categories.

Warlocks
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each. (Intelligence must be at least 11 and Psychic Talent must be at least 9 for the character to be a Warlock.)
B. Health Points: roll 1d6 +5
C. Basic attack 12, defence 5
D. Basic magical attack 12, magical defence 4
E. Basic evasion 3
F. Basic stealth 13, perception 5
G. Special Abilities at 1st Rank: spellcasting, weapon groups, simultaneous casting.
H. Initially equipped with lantern, flint-and-tinder, backpack, bow, quiver with six arrows, dagger, full mail armour, 2-20 florins, two-handed sword or spear or sword and shield.
I. Initial Magic Points: 2

Assassins
A. Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each. (Reflexes must be at least 12, Intelligence must be at least 9, and Psychic Talent must be at least 9 for the character to qualify as an Assassin.)
B. Health Points: roll 1d6 +5
C. Basic attack 13, defence 5
D. Basic magical defence 3
E. Basic evasion 5
F. Basic stealth 18, perception 8
G. Special Abilities at 1st Rank: stealth, combat technique (choose one), skill (choose one).
H. Initially equipped with backpack, staff, sword, crossbow, case containing five quarrels, padded armour, miscellaneous equipment (rope, climbing gear, hand lantern, flint-and-tinder, etc), 3-30 florins.

Chapter 3

The Fighters

To Live By The Sword

IN THE LANDS of Legend, the world where the *Dragon Warriors* game is set, there are two main classes of people who earn their living by use of weapons: Knights and Barbarians.

Knights come from more advanced cultures, the ones that have learned how to craft sophisticated armour and weapons from refined metals. Depending on where they originate they may be bound by a chivalric code that prescribes to whom they owe loyalty and service, when and how they can honourably kill an opponent, and so on. Some cultures have no such code for their elite warriors, and some knights choose to abandon the code and live outside it, masterless and without loyalty or honour.

Barbarians by contrast are from less sophisticated cultures, though their ferocity and their skill are no less fearsome for all that.

Though culturally different, Barbarians and Knights are quite similar in game terms. Both are primarily combatants and have been trained in the arts of warfare and fighting. However, the Knight will take a skilled and tactical approach to battle, while the Barbarian relies on instincts and the innate savagery of his attack to carry the day. A mounted knight is an unstoppable opponent in an open field, but in a woodland ambush or a dockside tavern brawl a barbarian would have the advantage. A well-formed adventuring party will need the skills of both.

There are other professions who are trained in the use of combat: Assassins and Warlocks, for example, who will be described shortly; gladiators; pirates and bandits; warriors of primitive tribes; specialists who use dogs, hawks and stranger creatures as their weapons; those who let themselves be possessed by the power of their violent gods in battle; and more. But these are all subjects for another time.

Knights

Knights represent the civilised warrior aristocracy of countries like Albion, Ereworn, Chaubrette, Algandy and Kurland. Most player-character Knights will be landless, lordless wanderers, perhaps nominally of noble birth, but gaining respect through their deeds rather than their family name. Some may be younger sons of more important, established houses, who know that they are never likely to inherit the family lands and so must instead seek adventure through errantry or crusading.

A few so-called 'knights' are in fact well-equipped men-at-arms, perhaps veterans of mercenary campaigns around the world, their armour no heirloom or custom-fitted extravagance but a harness pieced together from the loot of a dozen battlefields. Though many Knights wish to live up to a chivalric ideal, the reality of a short, harsh, war-torn life often makes cynics and realists of the best of them.

Jh

Special Abilities of a Knight

Like all the Professions, Knights have been trained in some special abilities that raise them above common soldiers and militia-members. Some of these abilities are unique to Knights, while a few are common to other Professions.

What's more, there are a number of advanced combat techniques that can only be practised by a Knight of 8th rank or higher. The character may select any one of these skills each time he attains a new rank, beginning when he reaches the 8th rank.

Knights' special abilities are as follows:

- *Track*
- *Armour Expert*
- *Ride Warhorse*
- *Disarm Technique (rank 8 onwards)*
- *Expert Parry (rank 8 onwards)*
- *Main Gauche (rank 8 onwards)*
- *Master Bowman (rank 8 onwards)*
- *Quick Draw (rank 8 onwards)*
- *Swordmaster (rank 8 onwards)*
- *Weaponskill (various) (rank 8 onwards)*

Track
Knights may attempt to track their opponents or prey animals across country. This is explained in more detail on p. 63.

Armour Expert
The Knight is the only character who can wear a suit of plate armour without any penalties to ATTACK or DEFENCE. He never suffers any ATTACK or DEFENCE penalties for wearing armour.

Ride Warhorse
All characters can ride, but only Knights, Barbarians and some Warlocks have had the long years of special training required to ride a warhorse (p. 245). Warhorses are larger, stronger and far more spirited than ordinary horses, making them impossible to handle if one is not 'born to the saddle'.

Disarm Technique
The Knight is able to twist an opponent's sword out of his hand by catching the blade in the specially shaped guard of his own weapon. The skill comes into effect when a sword-blow is aimed at the Knight

and the attacker scores a 20 for his Hit Roll (always a miss). The Knight then rolls 3d6, and if he scores higher than his enemy's rank (or rank-equivalent) then the sword is wrenched from the latter's hand and flung 1m to 6m away.

Expert Parry
Knowledge of this skill gives the Knight greater proficiency in the use of a shield. For any blow that would otherwise hit him, he rolls d10. On a roll of 1 or 2 he catches the blow on his shield, negating it.

Main Gauche
This skill enables the character to fight with two weapons simultaneously—a one-handed weapon such as a sword or axe in his right hand, and a dagger or a shortsword in his left. Evidently this precludes him from using a shield. The secondary weapon may be used in either of two ways, and the character must decide at the start of every Combat Round which of these options he is using that Round:

1. The secondary weapon may be used as a guard, giving +2 to the character's DEFENCE. (If the dagger/shortsword is magical, its bonus is also added.)
2. The character can strike with both weapons at once, making a separate Hit Roll for each weapon. His DEFENCE is zero for that Round. Both blows must be at the same opponent. The opponent's DEFENCE counts fully against both blows, as DEFENCE only needs to be split against multiple attackers, not against multiple blows by one attacker.

Master Bowman
The Master Bowman adds +1 to Armour Bypass Rolls for arrows (not quarrels—the crossbow is not covered by this skill). He is also able to loose off his arrows more quickly than an untrained archer; as well as shooting an arrow at his usual time to act in the Combat Round, he has a 50% chance of being able to shoot a second at the end of that round.

Quick Draw
This skill applies to daggers, shortswords and swords. Normally the drawing of a weapon is an action requiring one complete Combat Round, but a character with this skill can take his weapon from its scabbard and strike with it immediately. (This is equivalent to the samurai skill of *iai jutsu*.)

Swordmaster
This skill is only effective when the Knight is using a sword (either one-handed or two-handed). He makes a critical hit (i.e. a blow that requires no Armour Bypass Roll) on a Hit Roll score of 1 or 2. This is twice the regular chance of a critical hit.

Weaponskill
A separate Weaponskill governs the use of each mêlée weapon, so this skill must be selected more than once if the character desires special mastery of several weapon types. When fighting with the weapon specific to his Weaponskill, the character adds 1 to Armour Bypass Rolls.

BARBARIANS

Barbarians may come from Thuland, the Eastern Steppes, or one of a variety of other distant and inhospitable lands. They might be raiders sailing out of the north in their longboats, or hard-eyed desert nomads seeking vengeance, or savage hunters from the unexplored lands far to the south. They will be regarded with some wariness if they wander in more civilised realms, where they may be thought of as little better than animals. In truth, the Barbarian may have a code of honour as complex as that of any Knight, though he might never explain its subtleties to an outsider, or even articulate them into words for his own benefit.

Special Abilities of a Barbarian

Like Knights, Barbarians have a number of special abilities. These are:

- *Track*
- *Berserk*
- *Ride Warhorse*
- *Bloodrage (rank 8 onwards)*

Track
Barbarians may attempt to track their opponents or prey animals, across country. This is explained on p. 63.

Berserk
Barbarians have the special ability of going *berserk* in combat. The character is able to make more powerful attacks at the cost of neglecting his defence. He

may temporarily add 1 point to ATTACK for each 3 points he subtracts from DEFENCE for that Round.

Ride Warhorse
All player-characters can ride but only Knights and Barbarians, along with a few Warlocks, have had the long years of special training required to ride a warhorse. Warhorses are larger, stronger, and far more spirited than ordinary horses, making them impossible to handle if one is not raised to ride them.

Bloodrage
A Bloodrage is an even more effective way than going *berserk* (see above) of calling upon the reserves of stamina and ferocity that reside in the depths of the human soul.

A Barbarian of 8th rank or higher may go into a Bloodrage during any combat in which he has taken a wound. He begins to bellow and roar terrible war-oaths, foam drools from his mouth, and his eyes glaze with insensate fury. Any normal mortal (that is, an unranked character not belonging to an adventuring Profession) whom he attacks is 80% likely to flee in terror, and even hardy adventurers of the 1st and 2nd ranks have a 25% chance of immediate retreat.

Under Bloodrage, the Barbarian may not use missile weapons. He will always seek close combat with his foes, attacking with an enhanced ATTACK score equal to his normal ATTACK plus his DEFENCE score. He loses all interest in parrying, however, and his DEFENCE goes temporarily to zero. (Thus Borak, who has ATTACK 22 and DEFENCE 14 under normal circumstances, becomes a 'killing machine' with ATTACK 36 and DEFENCE 0 when in the throes of a Bloodrage.) Armour Bypass Rolls are not affected, but any blow that gets past the opponent's armour scores an extra 1 HP damage (a morning star inflicts 6 points, etc.).

A Barbarian in Bloodrage feels no pain. Whereas a character normally falls unconscious when wounds reduce his current Health Points score to 0, the Barbarian continues to fight on until victorious or dead (i.e. at −3 HP). Also, his battle-craziness cannot be abated by mind-controlling spells. A spell such as *Enslave* has no effect on him while he is in the Bloodrage.

The snag with Bloodrage comes when all enemies have either fallen or fled the field of battle. The Barbarian will then turn on any other available target of his fury—and this may include his own companions! To shrug off the Bloodrage and return to normal, the character must roll under his Intelligence score on 1d20. He attempts this roll at the start of every Combat Round, and if he fails then he must spend the round pursuing or fighting the nearest possible opponent. Once the Intelligence roll is made, the Barbarian calms down and returns to normal.

Barbarians and Armour

Barbarians can wear any armour up to a suit of full mail without suffering any combat penalties for doing so. They are unused to fighting in plate armour, however, and must suffer a −2 penalty from ATTACK and DEFENCE if they ever wear it (see p. 71 for more information).

Chapter 4

The Wizards

IN THE *DRAGON WARRIORS* game there are four magic-using professions, each with different specialisations, strengths and weaknesses. They are known collectively as 'wizards'. Ordinary people don't understand that there are different types of spell-caster, and treat all those who deal in magic with a mixture of suspicion and fear.

Sorcerers are those who seek to master the arcane enchantments which enable them to draw energy from other dimensions and channel it according to their wishes. They make poor fighters but their spells can be quite devastating.

Mystics, on the other hand, meditate so as to harmonize themselves with the unseen forces of Nature—perhaps we would call them 'psionics' in modern terminology. Mystics learn something of the fighting arts, and many of their spells serve to enhance the Mystic's own physical and mental prowess. They can generally cast fewer spells per day than the other wizardly character classes.

Elementalists strive to master the raw elements of nature, rather than studying the more refined dweomers of Sorcerers, but are otherwise similar.

Warlocks work their magic much like Sorcerers or Elementalists, but their spells are devoted to enhancing their already mighty prowess in weapon combat. They are the most capable of the wizardly classes in the ways of the warrior, even when all their magic is exhausted.

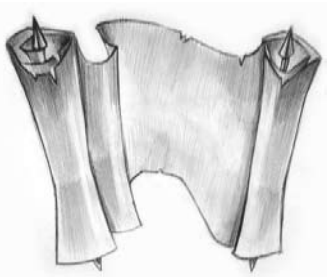
Any player choosing to be a wizardly character will soon realize the big difference between the magic-using Professions and the fighting Professions. Sorcerers, Elementalists, Mystics, and Warlocks are able to use a lot of power in a short time, but once their spells are exhausted they are relatively weak. A wizardly character who comes, fresh and with spells undiminished, to a battle with a Knight, Assassin or Barbarian of similar rank will usually win. If the magician had already used his day's spells, however, the reverse would be true. Over a typical adventure—four hours (game-time) in a monster-ridden dungeon, say—the whole thing averages out. As a GamesMaster you may find it useful to remember that short adventures favour the magicians while long adventures favour the fighters.

Each of the four Professions is able to use a particular type of spells. These four spell groups are quite different, with little or no overlap, so as to fit the particular styles of each character class.

There is a further distinction between Mystics and the other spell-users. When a Sorcerer, Warlock, or Elementalist casts a spell he expends Magic Points to do so; when he has used up all his Magic Points he can use no more spells that day. Mystics do not have Magic Points. When a Mystic casts a spell, she makes a check to see whether she 'fatigues' her spellcasting ability; when this psionic 'fatigue' occurs, the Mystic can cast no more spells that day.

On average, a Mystic and a Sorcerer or Elementalist of equal rank will be able to use roughly the same number of spells in a day—but whereas the Sorcerer always knows precisely how much spell-power (in the form of Magic Points) he has left, the Mystic can never be sure when she is going to

suffer 'fatigue'. Mystics have to get used to a life of uncertainty. To balance out this uncertainty a little, each Mystic may select one Mystic spell which she is capable of casting at will, without risking fatigue. In effect, this one spell has become an innate ability, so carefully honed and practised that the Mystic can leave it 'always on' if desired.



Sorcerers

Sorcerers are the civilised, scholarly magicians, found in most lands other than in Thuland and the Mercanian Coast where Elementalists predominate. They use their knowledge and wits to master magic. All Sorcerers are left-handed.

Minimum Requirements

A player who wishes his character to be a Sorcerer must roll scores of at least 9 for both Intelligence and Psychic Talent. If these scores are below average, the character is not qualified to study sorcery.

Spellcasting

Sorcerers have a certain number of Magic Points available each day, which they use to cast spells. See Chapter 9: The Use of Magic for full details of Sorcerer spells and spellcasting.

Sorcerers and Armour

There is nothing to stop a Sorcerer wearing heavy armour, but it is not usually a good idea. Sorcerers are not trained to fight in armour, for one thing, and suffer combat penalties if they do so (see p. 71). More seriously, armour hampers the freedom of movement necessary if the Sorcerer is to make accurate occult gestures (see p. 77). Few Sorcerers wear anything heavier than a suit of padded armour.

The Special Abilities of a Sorcerer

Sorcerers do not rely only on their innate ability to cast spells. A study of sorcery imparts the techniques needed to prepare scrolls, potions and minor magical items. A high-ranking Sorcerer will go adventuring with a small arsenal of such magical adjuncts.

Sorcerers are trained in four unique skills:

- *Calligraphy*
- *Alchemy*
- *Artifice*
- *Use of Wands*

Calligraphy
This is the ability to prepare magical scrolls, a skill known to any Sorcerer of 4th rank or higher. The total cost of the basic materials for a scroll will be 3-18 crowns: parchment of high quality is called for, along with gold leaf and some rare and expensive pigments. The scroll may be for any spell that the Sorcerer is able to cast (that is, whose level does not exceed his rank), and the maximum number of Magic Points placed in the spell is limited by the Sorcerer's rank. An 8th-rank character could not write out a scroll for a 9 MP *Wall of Magic*, even though he could personally cast the spell at three times that strength. The process of inscribing and illuminating a scroll takes a full lunar month (twenty-eight days).

Each scroll that a Sorcerer prepares temporarily suppresses 2 points of his normal Magic Points score until it is used. A 10th-rank Sorcerer with five scrolls at his belt would thus have 25 MPs instead of his usual 35.

Alchemy
Alchemy is the science which governs the preparation of potions and thaumaturgic compounds. A Sorcerer first begins to master this skill when he reaches 6th rank.

A fully equipped laboratory, which can be established at a cost of some two hundred crowns, is the first prerequisite. This comprises a lot of equipment, so the Sorcerer must have somewhere to set it all up. If he later needs to relocate his laboratory (maybe the locals think he's doing something unholy), 2-20 crowns of the set-up cost can be salvaged in the form of small portable items and ingredients.

Jh

The Sorcerer does not become a Master Alchemist overnight. At 6th rank he knows how to distil only the less complex potions. Others must wait until he gains more experience:

Sorcerer's rank	*Potions which can be prepared*	*Cost of ingredients*
6th	Dexterity	35C
	Occult Acuity	40C
	Strength	35C
7th	*all the above plus* Healing	40C
	Replenishment	100C
	Poison	120C
	Theriac	100C
8th	*all the above plus* Night Vision	35C
	Smoke	50C
	Amianthus Dust	150C
9th	*all the above plus* Control	120C
	Truth	100C
	Love	100C
	Sleep	200C
10th	*all the above plus* Transformation	200C
	Dreams	200C
	the Elemental Essences	200C
	Evaporating Potion	200C
	Elixir Vitae	250C
	Virus Lunare	180C

It takes twenty-eight days to distil a potion. In a normal-sized laboratory there could be up to ten potions 'on the boil' at one time. The Sorcerer cannot leave these bubbling away while he goes off on an adventure; the alchemical process calls for continual supervision as various ingredients are mixed and added, vaporized, condensed and filtered.

There is always a chance that the Sorcerer will do something wrong or miss out some vital ingredient. This gets less likely as his experience grows. The chance that a potion will turn out misbrewed and useless is 40% when the Sorcerer is 6th rank, decreasing by 10% per rank above the 6th. This roll is made by the GamesMaster; the Sorcerer only finds out whether he got the formula right when he (or someone else) drinks it.

Full details of the various potions are given in Chapter 13, on pp138-141.

Artifice

This is the skill involved in constructing magic amulets, talismans and rings. It is a very precise science, and there is only a very slight chance (5%) that the item will turn out flawed or useless. The work

of constructing magic items is intensely demanding and ties up most of the Sorcerer's occult energy over a long period. No adventuring is possible while making one of these items. If the Sorcerer has to cast any spells, he must make sure he keeps back at least 20 Magic Points each day to fuel his laboratory enchantments. Even breaking off the work for one day is enough to undo these vital enchantments, and the entire procedure must then start again from scratch. A Sorcerer who is engaged in making a magic item will not appreciate any interruptions.

Talismans may be constructed when the Sorcerer reaches 8th rank. The work will take seven months and cost the Sorcerer in the region of 300 crowns.

Amulets must wait until the Sorcerer reaches 10th rank. Manufacture of one of these items will take a year and a day, at a basic materials cost of 400 to 500 crowns.

Only a Master Sorcerer of 12th rank or above is able to construct a magic ring. Apparatus and miscellaneous costs are likely to be in the region of 600 crowns. The work will take three years; those rings which have charges will also require one month per charge.

It is said that at 15th rank a Sorcerer has such consummate understanding of Artifice that he is able to build magic items of his own devising, rather than copying the powers and procedures handed down in the ancient lore. If any player-character should ever attain this lofty pinnacle, it it up to you as GamesMaster to set the final ruling on this. As a general rule, Artifice (like all other Sorcerous skills) is in a very muddy state compared to the organized bodies of knowledge that began to develop by the 16th century. Dozens of arbitrary and half-true theories circulate. The medieval culture of our *Dragon Warriors* world has not evolved the modern 'scientific method', so Sorcerers tend to make new discoveries in an entirely haphazard fashion. Developing an innovation in the field is quite extraordinary, as it would never occur to most medieval Sorcerers to go beyond the tested arcana of centuries past. A Sorcerer who undertakes something new may be starting on a lifetime's work. Players should understand this.

Wands

A wand is a device which enables a Sorcerer to concentrate his power efficiently in a small group of spells, at the expense of weakening him in other spells and reducing his versatility.

Artifice is the skill governing construction of wands—a task that any Sorcerer can undertake when he reaches 8th rank. It is important to realize that a Sorcerer's wand is nothing like the toy used by modern conjurers; it is a wooden staff at least a metre long, often intricately carved and studded with gems or precious metals. Apart from the requirement that its length must be between one and two metres, a wand may have virtually any shape and appearance. A rustic wizard with a taste for things simple and pristine might choose a gnarled branch of oak, whereas the elegant mages of the towns and courts are more likely to carve their wands of ebony, pine or mahogany into extraordinary forms representing serpents, demonic faces, dragons and abstract symbols—and then decorate them further with lacquer, gold leaf, rubies, moonstone or emeralds.

The cost of constructing a wand can be anything from a few silver pieces right up to hundreds or even thousands of Crowns. This is up to the Sorcerer himself—it depends how splendid he wants his wand to be. However, the GamesMaster is urged to deal harshly with any wayward player-character who has always displayed an extravagant lifestyle, lives in a richly appointed townhouse, mingles with nobles and wealthy merchants—and yet makes his wand out of a bit of driftwood to save money! NPCs are likely to treat such a character with some scorn. ("Look at that buffoon Mysterio—calls himself a Master Sorcerer and carries that worm-eaten chair leg around for a wand!") He will be seen as something of a charlatan, and NPC patrons will find other, grander Sorcerers to employ.

After deciding which type of wand he is going to make, the Sorcerer spends three months enchanting it. Throughout this period he can undertake no adventures—indeed, he must become a veritable hermit, focusing all his attention on the wand. Having enchanted the wand, the Sorcerer must imbue it with magical energy. Until he does this, the wand is like an uncharged battery. To 'charge' it, he sacrifices some of his own innate capacity for spell-casting. In game-terms, he permanently reduces his Magic Points score. For each Magic Point sacrificed, the wand gains 1½ MP of its own, rounding fractions down. So a Sorcerer prepared to reduce his MP score by 6 would have a wand charged to 9 MP, etc.

The Magic Points contained in a wand can only be used to cast the spells specific to the wand (e.g. *Command* and *Enslave* in the case of a Wand of Mastery). The Sorcerer is still able to use his own

Magic Points to cast any spell he knows—including the spells governed by the wand. While he holds the wand, he casts ATTACK spells governed by it at a bonus: +1 to MAGICAL ATTACK or SPEED, whichever is applicable. Conversely, the wand hampers his control of other spells, giving a 5% chance of miscasting these. Magic Points expended from the wand's stock regenerate, like the Sorcerer's own MPs, at midnight.

The spells specific to each wand are as follows:

Wand of Mastery	*Command* and *Enslave*
Wand of Flame	*Dragonbreath, Nova* and *Firestorm*
Wand of Healing	*Miracle Cure, Lesser* and *Greater Healing, Antidote* and *Cure Disease*
Wand of Energy	*Shadowbolt* and *Deathlight*
Wand of Necromancy	*Hold Off The Dead, Reanimate The Dead* and *Animate Bones*
Wand of Summoning	*Wolfcall, Phantasm* and *Battlemaster*
Wand of War	*Vorpal Blade*[1], *Destrier* and *Armour*

In combat, wands count as normal quarterstaves. They confer no bonus on the wielder's Combat Factors, but are magical and hence able to wound creatures such as Spectres and Wights. A wand can only be used for spellcasting by the Sorcerer who created it, although any character may wield it as a weapon.

A Sorcerer cannot have more than one wand, because he is not able to construct a second until the first is destroyed. A wand can only be destroyed by the Sorcerer who created it, or by an enormously powerful creature such as a Dragon or Demon. Destroying a wand does not return the Magic Points invested in it to its owner; these are permanently lost.

MYSTICS

A Mystic can be a formidable foe using only the power of his mind, setting little store by the wands and other occult fripperies of Elementalists or Sorcerers.

Minimum Requirements

To be a Mystic, a character must have a Psychic Talent score of at least 9. There is no minimum Intelligence requirement—Mysticism, unlike Elementalism or Sorcery, is not academically demanding.

1 The wand itself is transformed into a weapon equivalent to a Vorpal Blade for the duration of the spell.

Spellcasting

See Chapter 9, pp73-74, for full information on Mystical magic and how their spells are cast.

Spell Mastery

A Mystic may select one spell to master. A mastered spell is effectively 'always-on', with an indefinite duration: the Mystic derives the full benefits from it without needing to make a Psychic Fatigue roll. It continues to function even after the Mystic becomes psychically fatigued. At 1st rank only one spell may be selected for mastery: *See Enchantment*. As the Mystic gains ranks she may change the spell she has mastered by taking a week to intensively meditate on a different spell. The old spell may still be cast as normal, but has the usual duration rather than continuing indefinitely. The new spells that become available for mastery at each level are listed below. Note that the Mystic may only have one spell Mastered at any one time.

NEW MYSTIC SPELLS AVAILABLE FOR MASTERY, BY RANK

1st Rank:	*See Enchantment*
2nd Rank:	*Darksight*
3rd Rank:	*Allseeing Eye*
4th Rank:	*Mind Cloak*
5th Rank:	*Clairvoyance*
6th Rank:	*Hidden Target, Telepathy*
7th Rank or above:	*Truthsense, Assessment*

Mystics and Armour

Like Elementalists and Sorcerers, Mystics are not really at home in a heavy suit of armour. Their style of combat is unsuited to such encumbrance, resulting in combat penalties (see p. 71). They can wear up to a mail hauberk before starting to suffer penalties, and many do.

The Special Abilities of a Mystic

Constant training in the use of the mind's power provides the Mystic with other abilities besides his spells. The supernormal senses that are latent in all of us are awakened in him. Although not fully reliable, they are indispensable aids on any adventure

for, in contrast to his spells, the Mystic can use them over and over without suffering psychic fatigue.

At higher ranks Mystics acquire the gift of manufacturing enchanted arms and armour. Any item reflects the man or woman who created it, and the spiritual perfection and enlightenment of the adept Mystic shows in the wondrous weaponry he makes. Mystics themselves are rarely known to use magic armour (it impedes their spellcasting, as we shall see later), but they have no problem with wielding magical weapons.

As well as crafting items for his own use, the Mystic may choose to make them 'to order' for characters of other Professions. Strictly speaking, there is nothing to stop him from setting up shop as an artisan and churning out one magic weapon after another. He could obviously turn a tidy profit this way, but it would not really be in keeping with the true mystical Way.

Each item that a Mystic makes should be unique, fashioned with a specific owner in mind (even if that person is not the one who eventually gets to use it). This restriction is not inherent in the *Dragon Warriors* rules; it is left to the player to role-play his Mystic character accurately.

The special abilities of a Mystic are:

- *Premonition (or Sixth Sense)*
- *ESP (or Seventh Sense)*
- *Enchantment of Arms and Armour*
- *Adepthood*

Premonition (or Sixth Sense)

This is the ability to sense danger. It must be applied to a specific object or location within 5 metres of the Mystic. It does not give any exact knowledge as to the form of the danger. (A door which registered as dangerous could be booby-trapped—or it might have a Vampire lurking on the other side of it!)

The chance of perceiving danger (if there is any danger to be perceived) is:

35% + 2% per rank

So Caedmon Skysoul, who is 2nd rank, has a Premonition success rate of 39%.

To use Premonition, the Mystic must first concentrate on the place or thing under suspicion. This takes two full Combat Rounds (CR) while he clears his mind of all distractions. In the third CR the GamesMaster rolls d100. If the roll comes up within the Mystic's success range, the GM informs him of any danger that is present. If the percentile roll is outside the required range, or if there is no danger, the Mystic simply gets no impression. (Note that the Mystic will not be able to distinguish between sensing 'no danger' and not sensing 'danger'.)

Would it not be possible to double-check a Premonition reading by waiting another two Combat Rounds and trying again? In fact, no. Having got a negative reading (for whatever reason) the Mystic will continue to get that same reading on every attempt until the circumstances actually change in some way (e.g. the brook he's previously checked out as safe is suddenly poisoned by some Goblins upstream).

ESP (or Seventh Sense)

This is the ability to detect thoughts within a range of 10 metres. No indication is given of direction, nor of the number of beings—although the Mystic is able to selectively 'tune out' the thoughts of his companions. He can tell the difference between intelligent thoughts and animal thoughts, but he cannot actually read minds.

The success chance of ESP is:

- **5% + 3% per rank**

So looking at Caedmon again, we see his ESP ability is at 11%.

The Mystic must prepare for three Combat Rounds before attempting to use ESP. Unlike Premonition, this does not take all his concentration. He could be in the middle of a fight and still use his ESP ability. The percentile roll is made, as before, by the GM.

A Mystic using the spell *Mind Cloak* will not register on ESP. Nor will the following: Elves (except if detected by an Elven Mystic), Ghosts, Gnomes, Goblins, Hobgoblins and the Undead. Tenebrous and obscure, the thoughts of these magic folk slip through the Human Mystic's coarse ESP net.

A Mystic of 9th rank or higher will always be able to sense the proximity of another Mystic of 9th rank or higher (unless the latter has got a *Mind Cloak* spell up). The Mystic Force is so strong with such individuals that they activate one another's Seventh Sense automatically.

Enchantment of Arms and Armour

A 4th-rank Mystic is able to produce +1 magic weapons and armour. At 6th rank the ability extends to +2 items, and at 9th rank to +3 items. (See p. 137 of Chapter 13: Items Weird and Wondrous, for more explanation of these terms.)

Producing an enchanted weapon or suit of armour entails more than just stoking up a forge and hammering out the metal. A long period of solitude and fasting, of physical and mental preparation, must come first. The task may take months or years:

Item	*Time taken to create*
+1 arrow or quarrel	25 days
+2 arrow or quarrel	125 days
+3 arrow or quarrel	375 days
+1 weapon	100 days
+2 weapon	500 days
+3 weapon	1500 days
+1 armour (any sort)	100 days
+2 armour (any sort)	400 days
+3 armour (any sort)	900 days

If the Mystic fails to remain in the proper transcendent state throughout this time, he may produce a flawed item. Obviously, the chance of this diminishes as the Mystic becomes more dedicated and more accomplished—as he advances in rank, in other words. The chance of producing a flawed item is 40% at 4th rank, 30% at 5th, etc. In the case of a Mystic player-character the player himself, not the GM, makes this roll.

A Mystic always knows when he has made a flawed item. Flawed items will function normally if used, but there is a general aura of imperfection and possibly evil about them. This will detect as dangerous under Premonition. Eventually, the flawed item will bring ill-luck to its owner by embroiling him in a squabble he did not want, slaying someone other than he intended, or failing to parry a killing blow; for example, flawed armour might cause him to stumble into the path of a *Firestorm* spell.

Generally a Mystic will destroy the item he has made if he sees it is flawed. Unfortunately not all members of the profession share these scruples.

Adepthood

Even in the magical world of *Dragon Warriors* there is no power to match the inner mysteries of the human mind. Extraordinary abilities may be acquired by a Mystic who reaches total spiritual mastery and becomes an Adept.

The Mystic may first attempt to attain Adepthood when he reaches 8th rank. He must find some secluded spot where he can dwell in solitary contemplation—a high mountain cave or bleak island will do. Each day he meditates, and at the end of each week he checks to see if he has achieved Adepthood. (In game-terms, this is indicated by a roll of 96-00 on d100. However, in the case of a player-character the GamesMaster should be satisfied that the player's interpretation of his character role is appropriate for the character to become an Adept.)

This Adept Mystic is spiritually at the pinnacle of perfection—and physically not far from that. His Reflexes and Psychic Talent scores both increase to 18. His natural rate of healing from wounds is doubled, and he becomes immune to poison and disease. His serenity cannot be perturbed by external influences, rendering him inviolate against fright attacks, mind-controlling spells, or possession by demons or spirits. Lastly, no enchanted weapon he forges will ever be flawed. With his every action guided by perfect wisdom, how could it be otherwise?

Elementalists

In the north, in the savage regions known as the Mercanian Coast and Thuland, the main magical practice is that of Elementalism. The Elementalists are shamans, rune-magicians and tricksters. They use their own willpower and cleverness to harness the raw, elemental powers of nature, wielding fire, earth, air, water and even darkness as though they were tools and weapons.

The Darkness Elementalist is an outcast from society and his practices are reviled by all good men. Servants of Darkness incur certain penalties for their perverted ways: these are known as *geases* and are inflicted on those who use Darkness magic. Explanation of these geases will be found after each description of the Darkness spells.

Minimum requirements

To be an Elementalist, a character must have scores of at least 9 for both Intelligence and Psychic Talent. Usually only humans become Elementalists, though the occasional Elf may be drawn to the profession. Dwarves are excluded because of their inability to perform magic.

Elemental Specialism

There are five elements: Fire; Air; Water; Earth; and Darkness. The Elementalist chooses one of these as

his main category and then two other subsidiary elements. The latter must be adjacent to the main element on the diagram below.

Thus an Elementalist who specialized in Fire magic could not take Water magic as one of her subsidiary elements. Darkness magic cannot be taken as a subsidiary group: it must be the character's main specialization. Elemental spells are cast using Magic Points (see pp74-75 of Chapter 9 for full information about how to cast Elemental spells).

Elementalists and Armour

There is nothing to stop an Elementalist wearing heavy armour, but it is not usually a good idea. Elementalists are not trained to fight in armour, for one thing, and suffer combat penalties if they do so (see p. 71). More seriously, armour hampers the freedom of movement necessary if the Elementalist is to make accurate occult gestures (see p. 77). Most of the time, an Elementalist will prefer to wear at most a suit of padded armour, finding that mail or heavier armour impedes him too much.

The Special Abilities of an Elementalist

Spellcasting
See pp95-106 of Chapter 9: The Book of Spells, for full information on the different Elementalist spells and how they are used.

Raw Power
Even when incapable of casting a spell, or less effective at casting a spell, for some reason (for example, due to wearing armour, being *paralyzed*, or otherwise being unable to make the requisite arcane hand

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Some Possible Uses of Raw Elemental Power

MPs	*Air*	*Earth*	*Fire*	*Water*	*Darkness*
1	Blow out a candle	Fill in a small hole	Light a candle	Produce a litre of drinking water in an empty flagon	Extinguish a candle
2	Provide a slow wind for a sailing ship for 1 hour	Fill in a shallow grave	Light a bonfire or campfire	Cause a dry well to provide water for an hour or so	Extinguish a small campfire
3+	Provide a fast wind for a sailing ship for 1 hour	Fill in a full-sized grave	Light a bonfire or campfire made from wet wood	Cause a dry well to provide water again, permanently	Extinguish a bonfire

gestures), an Elementalist can cause raw elemental power to surge out from his body and into a foe, so long as he has Magic Points remaining in at least one Element. This is an Indirect Attack with a Speed of 10 + Magic Points expended, a Range of 10 metres per Magic Point expended, and damage of 2d6 per Magic Point expended. For example, a Water Elementalist using 3 Magic Points to make this attack would cause a surge of freezing water to blast a foe up to 30 metres away at a speed of 13, dealing 6d6 damage.

An Elementalist can potentially use this raw elemental power for other, more mundane purposes, as in the examples in the table above. Note that these mundane uses are not usually intended as attacks, though there is nothing to prevent them from being used during combat if that might be helpful.

Elemental Resistance

An Elementalist is resistant to being attacked by her own element, as wielded by another Elementalist or (at the GM's discretion) in the form of another spellcaster's spell, magical item attack, or even mundane attack (for example a hurricane, blizzard, burning building or rocky avalanche). She gains a +4 to MAGICAL DEFENCE and EVASION if attacked by her primary element, or a +2 if attacked by one of her secondary elements. She is so familiar with the elements in question that she can easily evade or resist their attacks.

Basic equipment

Each Elementalist requires one article of basic equipment which he must carry about with him at all times. These articles are the channels through which the elemental magical forces are focused. They are not part of the character's initial equipment and must be purchased or otherwise obtained in the course of the game. Without one of these items of basic equipment, the Elementalist can only cast his spells at twice the normal Spell Point cost.

Element	*Equipment*	*Market price*
Earth	Vine root staff	5 florins
Air	Aeolian harp	10 gold crowns
Water	Crystal phial of pure spring-water	1 gold crown
Fire	Piece of volcanic rock carried as an amulet	5 florins
Darkness	Orb of Darkness—this consists of two hemispheres that can only be unscrewed by mastering a complex system of arcane twists. Otherwise it is unopenable and indestructible.	This cannot be bought at market and can only be obtained from another Darkness Elementalist. Orbs can only be constructed in the Lost City of Nem by an Elementalist of 8th rank or higher.

Darkness Elementalists, the other elements and their geases

Darkness Elementalists, like other Elementalists, may use spells from two other categories of element. Such spells, though, never have quite the same effect as they would have had if they had been cast by a non-Darkness Elementalist. Frequently they

are more potent. Explanations of these variants are appended to the various descriptions of the spells in Chapter 10: The Book of Spells.

Warlocks

Warlocks are fighter-mages, masters of both sword and sorcery. Their ability to use magic does not equal that of Sorcerer or Mystic, but this is counterbalanced by the Warlock's skill with weaponry. The skills gained by Warlocks of very high rank (8th and above) are similar to those available to Knights, though with a strong supernatural slant.

Human and Elven characters may belong to this Profession. Dwarves are excluded because of their inability to use magic.

Minimum requirements

A character is only eligible for this Profession if he has an Intelligence score of at least 11 and a Psychic Talent score of at least 9.

Weapon Groups

A good deal of the Warlock's time is spent studying magic. He does not have the hours of combat practice available to the other fighting Professions, and cannot be an expert in a whole range of weapons. Instead, he must confine his training to specific Weapon Groups. By specializing, he can hone his skills with the weapons of his choice until he is virtually the equal of a Knight or Barbarian.

At 1st rank the Warlock is equally skilled in the use of all weapons. He only needs to specialize upon reaching 3rd rank, when the combat techniques he must use are beginning to get quite complex. At 3rd rank, he chooses *two* Weapon Groups from among the eight groups shown in the table below.

When fighting with a weapon belonging to one of his chosen Weapon Groups, the Warlock uses his full normal ATTACK score. If obliged to fight with a weapon type that he is not familiar with, he suffers a penalty of –2 from ATTACK.

The initial choice of Weapon Groups is not unalterable. If a Warlock who chose Groups III and VI at 3rd rank later wanted to switch the first of these to, say, Group IV (as he might do if he acquired a magical two-handed sword) then he could do so. The switch-over from one group to another takes two months of game-time; during this period the Warlock is proficient in neither group.

Simultaneous Casting

Warlocks can 'power up' for battle faster than the other magic-using Professions can. Certain of their spells may be cast simultaneously with one another, allowing the Warlock to cast two spells per round. For more information, see page 75 of Chapter 9: The Use of Magic.

Warlocks and Armour

Warlocks, like Barbarians, can wear and fight in anything up to mail armour without incurring a Combat Factor penalty (see p. 71). They do suffer a small penalty to ATTACK and DEFENCE if they wear plate armour. Fortunately, armour does not impede a Warlock's spellcasting—in this respect Warlocks have a definite advantage over Elementalists and Sorcerers.

Warlock Weapon Groups

Weapon Group I	*Weapon Group II*	*Weapon Group III*	*Weapon Group IV*
Flail	Dagger	Halberd	Two-handed sword
Mace	Shortsword	Staff	
Morningstar	Sword	Spear	
Weapon Group V	*Weapon Group VI*	*Weapon Group VII*	*Weapon Group VIII*
Battleaxe	Bow	Crossbow	Cudgel
		Javelin	Unarmed combat
		Sling	
		Thrown dagger	
		Rock, etc.	

The Special Abilities of a Warlock

Warlocks do not have access to the special skills of a Sorcerer. They cannot read magic scrolls. Nor can they prepare potions—though they can benefit from the effect of a potion, just like any other character. The same applies to magic rings and talismans.

Listed below are the eight talents available to Warlocks of advanced rank. As befits this Profession, the talents are a combination of martial and magical skills. A Warlock selects one of these talents upon reaching 8th rank, then another at 9th rank and so on.

- *Appraise Enemy*
- *Arrow Cutting*
- *Fight Blind*
- *Unarmed Combat*
- *Minor Enchantment (Weapons)*
- *Minor Enchantment (Armour)*
- *Major Enchantment (Weapons)*
- *Major Enchantment (Armour)*
- *Ride Warhorse*

Appraise Enemy
This skill enables the Warlock to determine the Profession (if any) and rank of a character just by watching him for a few moments. The GM rolls a d20, and if the score is under the Warlock's Psychic Talent he informs him accurately of the character's Profession and rank.

If the d20 roll fails, the GM derives a random result for the observed character's rank by rolling 3d6 −7, taking results below 1 as 1st-rank, and gives his Profession as whatever seems most plausible. (Note that even without this skill it is usually easy to tell a Barbarian, say, from a Sorcerer! Also note that tables for determining random Professions and ranks will appear in the *Dragon Warriors Bestiary*.)

Use of the skill takes one Combat Round for each character observed. It can only be used once on any given character—i.e. the Warlock cannot double-check in case of a mistake the first time.

Because this is a skill rather than a spell it is not affected by *Deceit* or *Mind Cloak*. However, for the same reason it is affected by an Assassin's Disguise skill, and an Assassin who disguises himself successfully will be able to fool the Warlock into thinking him to be some other rank and Profession.

Arrow Cutting
This talent allows the Warlock to knock or catch arrows out of the air before they hit him! This calls for total concentration, so he cannot do it while spell-casting, in mêlée, etc.

He is able to pit his DEFENCE score against the bowman's ATTACK. The Hit Roll is thus made as for normal mêlée combat, except that the usual range and visibility modifiers (p. 68) still apply also. The Warlock will have to split his DEFENCE (p. 68) if more than one arrow is shot at him in the same Combat Round.

The Arrow Cutting skill can only be used if the Warlock can see his attacker; this is because he needs to see the release of the arrow to time his parry—he does not actually follow it in flight with his eye. Despite the name, this skill applies to all missile weapons (throwing stars, arrows, javelins, etc.) except for crossbow bolts.

Fight Blind
The Warlock acquires a kind of 'radar' sense. When fighting blind (in pitch darkness or thick smoke, or against an invisible foe, for instance) he incurs a penalty of only −2 ATTACK and −4 DEFENCE. (This is only 50% of the usual penalty for fighting blind; see p. 61)

Unarmed Combat
In order to select this skill, the Warlock must have chosen Weapon Group VIII as one of his fields of specialization. If he later switches to another Weapon Group, he loses the use of this skill. When fighting unarmed, the skill means that he uses a d6 for Armour Bypass Rolls and inflicts 3 HP damage on a successful blow.

Minor Enchantment (Weapons)
This gives the Warlock the ability to forge enchanted weapons. There are three sub-levels to the Minor Enchantment skill: *basic*, *advanced* and *master*. The first time the Warlock chooses this skill it gives him the ability to produce +1 magic weapons. He must wait until he gains another rank and then take the same skill a second time in order to reach the *advanced* level required for +2 weapons. For *master* level (+3 weapons) he must take this skill three times.

The time taken to create an enchanted weapon is given on p. 35. There is a 1% chance that the weapon will turn out to be flawed.

Minor Enchantment (Armour)
This is exactly the same as the previous skill except that it governs the construction of enchanted armour instead of weaponry.

Major Enchantment (Weapons)
A Warlock is only able to take this skill when he has Minor Enchantment of Weapons at the *master* level. The skill enables him to produce three magic swords which are listed below. He can make only one of each type of sword in his lifetime, and each takes a year and a day to make.

These items *must* be swords of some form—a normal sword, shortsword, scimitar, two-handed sword or whatever. It is not possible to forge other types of weapon using this skill.

Volcanic Sword The wielder of this sword can cause its blade to glow white-hot or even burst into flame. This adds +5 HP to the damage the weapon inflicts; e.g. a Volcanic Shortsword becomes a (d8, 8) weapon. This applies only against creatures that can be affected by heat and/or fire. A Spectre, for instance, being ethereal, would only take damage as from a normal magic sword.

Severblade The edge of this sword is always razor-sharp. While fighting with it, a character uses d20 for Armour Bypass Rolls. The damage inflicted is as it would be for a normal sword.

Vampire Sword This sword leeches the life-energy of those it slays and channels it into its owner. If wounded, the wielder of the Vampire Sword gets back 3 HP for every living creature or character he kills with it.

The power listed above are the *only* magical powers these weapons possess. They cannot be imbued with magic bonuses (+1, etc.) in addition to these powers.

Major Enchantment (Armour)
A Warlock must have mastered the Minor Enchantment of Armour before he can acquire this skill. When he takes the skill, he must select *one* armour type from the three given below. He must take the skill a second time if he also wants to be able to make one of the other armour types.

All of these types of magic armour are plate. Like the special swords given above, they have no magic bonus; this means that they have an intrinsic Armour Factor. Fashioning a suit of these armour types takes three years. There is a 1% chance that the armour will turn out to be flawed.

Nullplate This must be made with an alloy of silver which becomes jet-black in the process of forging. The armour must be studded with emeralds and jade, and the total cost is likely to approach 5000 florins. Whoever wears the armour is protected at all times by a kind of low-power *Spell Screen* that reduces any direct-attack spells cast at him by 3 *Magic Points*. This defence is not cumulative in effect with a regular *Spell Screen*—i.e. if the wearer casts a *Spell Screen* then for the duration of the spell his total defence will stop 5 MPs, not 8 MPs.

Herculean Armour Made from an alloy of gold and decorated with rubies, topaz or fire opals, this armour is likely to cost some 4000 florins. It has a reddish, coppery appearance when finished. The wearer has a Strength of 20 at all times, allowing him numerous advantages as set out on p. 64 and p. 68.

Fortress Armour An alloy of platinum produces a suit of armour that shimmers like quicksilver. Moreover it must be adorned with diamonds, and the total expense may be more than 8000 florins. Probably it is worth the price, as it protects its wearer from all forms of destructive energy (a Dragon's fire, lightning bolts, and all indirect-attack spells that specifically inflict damage) by reducing the damage roll by 20 HP. Note that this renders the wearer completely immune to such things as the *Dragonbreath* spell and gives him considerable protection even against *Firestorm*, *Thunderclap*, *Energy Bolt*, etc. The armour gives no protection against direct-attack magic and, as stated above, it counts as normal plate (AF 5) against swords, arrows, and other regular weapons.

Ride Warhorse
A Warlock who has chosen this speciality can ride a warhorse, exactly as though she were a Knight or Barbarian.

Chapter 5

Assassins: The Shadow Warriors

AN ASSASSIN IS one who makes a craft of murder. Stealth, trickery and poison are the tools of his trade. In the normal world, of course, that trade is a rather unattractive one. Leaving aside the ethical question, eliminating one important NPC after another would not make for very interesting games after a while.

Fortunately, the adventuring Assassin of *Dragon Warriors* has more than one string to his bow. If he has no qualms about such work, he may indeed accept contract killings. But he may also at various times be a tomb-robber, a troubleshooter, an explorer, a bodyguard, a thief, a freebooter and even a hero—just like any other adventurer. The only difference is that where the Knight has armour and warhorse and the Sorcerer has spells and potions, the Assassin accomplishes his deeds mainly by cunning and guile.

Assassins are much rarer than the other adventuring Professions. Barely one adventurer in a hundred is an Assassin. A player cannot easily get a character who qualifies to be an Assassin, as high scores must be rolled in several characteristics (see below). Even if these rolls are achieved, the final say rests (as always) with the GamesMaster. He may rule that Assassin player-characters have no place in his campaign.

Knights in particular despise Assassins for their 'cowardly' ways. It would be stretching credibility a long way if a group of player-character Knights were to accept an Assassin as their boon companion.

Note that the rules for Assassins are designed so that a player who wishes an Assassin-like character who is not a full-blown murderer may play one, by forgoing several of the usual Assassin abilities in exchange for more sneaky, thief-like skills. The GamesMaster may well be more lenient about allowing such a character in his campaign.

Minimum requirements

A player who wishes his character to be an Assassin must roll scores of at least 12 for Reflexes and 9 for both Intelligence and Psychic Talent. If these minimum rolls are not achieved, the character cannot belong to this Profession. None of the fraternities of Assassins have ever been known to accept Elves or Dwarves, although it is possible that one or both of those races may have their own Assassins, presumably even more secretive than the human ones.

Assassins and armour

Assassins prefer a fast, agile fighting style, and suffer combat penalties when wearing heavier armour:

Mail Armour:	–2 from both ATTACK and DEFENCE
Plate:	–4 from both ATTACK and DEFENCE

The special abilities of an Assassin

Assassins are fighters who are trained to use stealth and cunning to kill, spy or steal. The special abilities of an Assassin are:

- *Stealth*
- *Combat techniques:*
  - *Armour Piercing*
  - *Unarmed Combat*
  - *Throwing Spikes*
  - *Shock attack*
- *Mental techniques:*
  - *Inner Sense,*
  - *Memorize*
  - *Deathvow*
- *Meditational techniques*
- *Alchemical techniques*
- *Skills:*
  - *Climb*
  - *Disguise*
  - *Pilfer*
  - *Pick lock*
  - *Track*

Stealth
This ability is crucially important to the Assassin, as it enables him to pass by unnoticed in the darkness or to creep up on an enemy and execute a shock attack (see below). An Assassin is at his most stealthful when lightly armoured and in a small group. Most Assassins prefer to operate alone.

The rules for STEALTH and PERCEPTION are explained on pp62-63. While anyone may try sneaking past a sentry, it is Assassins who are the undisputed masters of stealth. It is theoretically possible (though unlikely) for a Master Assassin to stand stock-still within three metres of a 1st-rank guard, in daylight with no cover to hide behind, and yet remain unnoticed! Because of such miraculous abilities many believe Assassins have magical powers—some call them the 'Masters of Invisibility'.

In practice, most of an Assassin's apparently supernatural talents derive from an understanding of psychology and a number of 'conjuring tricks', backed up by a limited repertoire of abilities much like those of Mystics. But the Order of Assassins have been the silent practitioners of their art for centuries. They have learned many secrets—and who can say whether some of these are not true magic?

In game terms, an Assassin's Stealth ability is purely and simply his high STEALTH and PERCEPTION scores, which are considerably better than any other character's.

Combat techniques

The arcana of Assassin societies include combat techniques unknown to other Professions. The Assassin may select any one of the following Combat Techniques at 1st rank, and gains a further Combat Technique of her choice at 3rd rank, 5th rank, and 7th Rank. Any time an Assassin is eligible to select a new Combat Technique he may instead forego the Combat Technique and gain another Skill instead (pp46-48).

Armour piercing
Assassins are extremely adept at striking for the weak points in an opponent's armour, and when attacking with sword, staff, dagger, shortsword or throwing spike, the Assassin adds +1 to his Armour Bypass Rolls.

Shock attack
An Assassin who successfully moves within 3 metres of an enemy without being noticed is then able to make a shock attack. The effect of this is automatic *surprise* (see p. 61). Additionally, if the Assassin's rank is higher than that of his surprised opponent, he rolls d6 and consults the Shock Attack Table:

Shock Attack Table

Roll	*Description Effect*	
1	Stunned	Opponent's ATTACK, DEFENCE and EVASION are all at 0
2	Aghast	Opponent's ATTACK and EVASION are at 0; DEFENCE is half normal
3-4	Astonished	Opponent's ATTACK is at 0; EVASION and DEFENCE at half normal
5-6	Surprised	Opponent's ATTACK is at 0; EVASION and DEFENCE are unimpaired

Any special effect from the above table lasts for a round, after which the victim may act normally.

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Throwing spike
The throwing spike (sometimes called a throwing star) is an unusual weapon used almost exclusively by Assassins. Ordinarily it is just a (d2, 2) weapon—making it (d2 +1, 1) in the hands of an Assassin with the Armour Piercing technique—and is therefore not especially effective against armoured targets. It has the advantage that an Assassin can hurl up to three spikes, not necessarily all at the same opponent, as a single action. Throwing spikes are sometimes coated with poison (pages 45 and 122).

Throwing spike: (d2 +1, 2) when used by an Assassin
Short/Medium/Long ranges: 0-10m/11-20m/21-25m

Assassins must make their own spikes/stars, at a materials cost of 3-12 florins for nine. This takes the character two days. The nine spikes together, fitted into a sort of bandolier, count as one item for encumbrance purposes. Throwing spikes can be re-used if the Assassin can locate and recover them after they have been thrown.

Unarmed combat
The skill of unarmed combat is of particular interest to an Assassin, because he cannot always be sure of having a weapon to hand when his intended victim comes near. When using unarmed combat, the Assassin makes Armour Bypass Rolls with a d6 and inflicts 3 points of damage on a successful blow.

Mental Techniques

Assassins cultivate the power of the mind, honing their thoughts like weapons. At 4th rank the Assassin may select one Mental Technique from either Memorize or Inner Sense. At 8th rank he gains the other technique (whichever one he did not select the first time). Finally, at 12th rank, he gains the feared Deathvow technique.

Any time an Assassin is eligible to select a new Mental Technique (including Deathvow) he may instead forego the Mental Technique and select another Skill (see pp46-48).

Inner Sense
Assassins are the agents of night, and cultivate a psychic 'inner sense' to enable them to operate in darkness. Whenever an Assassin comes within one metre of a pit, obstacle, being or trap—even in pitch blackness—he will sense it if he rolls under his Psychic Talent score on 1d20. For the now-familiar

reasons, this roll is actually made for the Assassin by the GM.

For more detailed activity in the dark, the Assassin carries a 'hand lantern'. This is a shuttered lamp held in the palm of the hand, allowing the Assassin to release narrow furtive beams of light just by parting his fingers.

Memorize
Assassins are trained to recall information with almost photographic accuracy. The Assassin has total short-term recall, with a 100% chance of recollecting the full details of anything he has glanced at or overheard in the last month.

The chance of remembering something diminishes with the passage of time, decreasing by 10% for each month after the first until reaching a minimum of 10%.

Example
One of his missions calls for the Assassin Kirigi to break into the townhouse of the despised merchant Gorquist and steal an artefact that he has just had shipped from the land of Khitai. While scouring the merchant's office for the hidden artefact, Kirigi glances through a number of scattered papers. He reads a few of them to see if the artefact is mentioned, but they appear to be letters connected with Gorquist's criminal dealings. Eventually he finds what he is looking for, drops it in his haversack and leaves.

Some six months later, Kirigi's employer is having trouble with the town council. He needs some way to coerce some of the council members—one of whom is Gorquist—into giving him their support. Kirigi attempts to recall the content of the documents he saw. If he had attempted this in the first month, he would have been sure of success. As it is, his memory of the documents is reduced to 50%, meaning that he must roll 01-50 on d100 to replicate them accurately. He rolls a 32, and duly delivers full details of Gorquist's smuggling racket into his overjoyed employer's hands.

Deathvow
A Master Assassin gains the power of the Deathvow, wherewith he can 'set' himself to kill a given character, driving this single objective so forcefully into his subconscious mind that he becomes virtually a walking bomb.

The time taken to prepare the mind for the Deathvow is one week. During this period, the Master Assassin reviews and absorbs everything he knows about his intended target. If he subsequently comes within 3m of the target at any time, the Assassin immediately goes into a killing frenzy that lasts until he or the target is dead. This killing frenzy gives the Assassin a bonus of +10 to ATTACK and +2 on Armour Bypass Rolls and on the damage inflicted with a successful hit; also, instead of blacking out at 0 HP, he stays conscious and fighting until the moment of death (–3 HP).

While on the trail of his victim, the Master Assassin is indifferent to hardship and discomfort. He needs neither food nor rest, and covers twice the usual distance cross-country each day.

An Assassin can set himself only one such special target at a time. If he later decides to abort the mission, it will take him a further week to 'de-psych' himself. After this he can, if he wishes, select another victim.

Meditational techniques

Assassin societies the world over have always been renowned for the uncanny effects they could bring about through altered states of consciousness. The Ninja of old Japan used a range of secret finger positions called *kuji-kiri* to achieve the proper transcendent state. The Order of Hashishim were capable of miraculous feats because of their religious fervour and their use of certain drugs.

In *Dragon Warriors*, Assassins are able to use special meditational techniques to simulate some of the powers of a Mystic. The Assassin may enter various trances. Entering the trance requires the Assassin to become motionless and concentrate for three Combat Rounds. While in the trance, the Assassin becomes rigid and staring as though frozen, though he in fact remains fully aware of his surroundings and may terminate the trance at once if he is attacked. He is unable to speak while in a trance state. Some of the trances must be maintained for a specific period before giving any benefit, and if the Assassin has to terminate them before this then the trance is wasted.

Each of these trances is linked to one of the seven universal Elements which the Assassins believe constitute all things.

The *Light Trance*, which an Assassin may make use of from 1st rank up, allows for rapid recovery from injury and poison. The Assassin must remain in the trance for one full day, at the end of which he recovers an extra 1d8 Health Points in addition to

any HP that he would have recovered anyway by the natural healing rules (see p. 68). There is also a 20% chance that the trance will neutralize any disease or toxin from which the Assassin is suffering.

The *Darkness Trance*, which Assassins acquire at 2nd rank, duplicates the effect of the Mystic spell *Suspended Animation* (p. 90). The Assassin must spend two hours in the trance, and at the end of this time he is able to sink into a deathlike coma of any preset duration up to a year and a day. The Assassin appears dead while in this state, and even ESP will detect no signs of life.

The *Water Trance* ability is gained at 4th rank. The Assassin must spend one hour in the trance state. At the end of this time his thoughts become masked so that he cannot be detected by ESP, the spell *Scry* or similar sorcery. This effect is, of course, exactly like the Mystic spell *Mind Cloak*, and its duration is twenty minutes.

Mastery of the *Earth Trance* is acquired at 6th rank. The trance state lasts for as long as the Assassin wishes to maintain it. While in the trance he is unharmed by extremes of heat and cold. This goes beyond the normal limits of a Mystic's *Survival* spell (p. 93) to include partial immunity to fire: the damage caused by the spells *Dragonbreath* and *Firestorm* and a Dragon's flames are all reduced to 10 HP. While in Earth Trance the Assassin can go for up to an hour without drawing breath.

At 8th rank, the Assassin is able to enter the *Void Trance*. The trance must last a half-hour, at the end of which the Assassin gains the benefit of the Mystic spell *Hidden Target* (p. 91). However, unlike the spell—whose duration is set by a Spell Expiry Roll—this effect will last for fifteen minutes.

The *Fire Trance* is learned at 10th rank. The trance takes one hour to complete, and gives the Assassin the effect of a *Swiftness* spell (p. 94). This allows him to move at twice normal speed, strike twice per Combat Round, etc. The effect lasts for five minutes after concluding the trance.

Only when he reaches 12th rank does an Assassin master the secrets of the *Wind Trance*. This trance takes one hour to complete and provides the Assassin with the power of *Intangibility* (p.94). A Spell Expiry Roll is made to determine how long this effect lasts.

Any time that an Assassin is eligible to select a Meditational Technique he may instead forego the Meditational Technique and select another Skill (see p. 46-48).

Alchemical techniques

The Assassin's overall alchemical knowledge is hardly comparable to that of the Sorcerer, but in the particular areas that interest him he has great skill. There are only three special compounds that Assassins are able to prepare. The Assassin does not need a laboratory for his alchemy, however—he concocts these potions from herbal and mineral ingredients, using fairly straightforward procedures. The three compounds are:

Assassin's Lotion
This is a normal poison (see p. 122) which can be coated on to throwing spikes, the edge of a sword, etc. Coating a weapon with the substance is an action requiring one Combat Round. The weapon must be used within one minute or the Lotion oxidizes and becomes harmless. The Lotion works only for the first wound scored with the weapon—after that it is used up.

Brewing up a flask of the Lotion containing enough for five applications, takes three days and costs 150 silver florins.

Smoke Jar
This is a large clay pot which functions exactly like a Vial of Smoke (see p. 140). For encumbrance purposes it is counted as two items however. A Smoke Jar takes two days to prepare, at a cost of 100 florins.

Flash Pellets
When one of these pellets is hurled at the ground, it produces a blinding flare of light. Any sighted creature within 5 metres will be dazzled for the next Combat Round, allowing the Assassin to flee from the scene or conceal himself. Use of a Flash Pellet often gives the impression that the Assassin has vanished into thin air!

It takes one day to prepare three of these pellets (the three together constitute one 'encumbrance point'), and the ingredients cost 50 florins for each.

Just as with a Sorcerer's alchemy, there is a chance that the Assassin will get something wrong—add the herbs in the incorrect amounts, stir the brew too much, allow it to go off the boil too soon, or any other possible mistake. There is thus a 50% chance that a potion he attempts to produce at 1st rank will turn out useless. The chance decreases to 45% at 2nd rank, 40% at 3rd rank, and so on. He only finds

out whether or not he concocted it right when he comes to use it.

An Assassin who has no interest in Alchemy may forego the ability entirely, gaining an additional Skill of his choice at 1st Rank instead (see below).

The Skills of Assassins

Assassins rely on specialized skills. At 1st rank, 3rd rank, 5th rank, 7th rank and 11th rank the Assassin may choose a skill from among Breakfall, Climbing, Jump, Disguise, Picklock, Pilfer, and Track. These skills may be selected more than once, for additional proficiency; see the individual skill descriptions for more information.

Breakfall
Assassins with the Breakfall skill can fall up to 6m without sustaining injury. They take the same damage as other Professions for any greater distance than this. This skill may be selected up to three times. On the second selection, the Assassin may safely fall up to 12m; on the third, up to 18m.

Climbing
Assassins with the Climbing skill carry special iron claws (no encumbrance) that fit over their gloves and boots for climbing purposes. This enables them to modify the usual climbing rules on page 63.

When an Assassin wishes to climb a wall or cliff-face, he subtracts half his rank (rounded down) from the difficulty factor of the climb. Thus when Kirigi, who is 10th rank, is scaling the sheer wall of polished glass to the Minaret of Nuara the Enchantress, he treats it not as difficulty factor 20, but as difficulty factor 15.

This skill may be selected a second time; in this case, the Assassin subtracts his rank from the difficulty factor of the climb, rather than half his rank.

Jumping
An Assassin who already has the Climbing skill may select the Jumping skill.

An Assassin who has the Jumping skill can leap

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up to scale any obstacle below 3m in height, given at least 5m as a run-up. This is executed as a single jumping somersault—spectacular, though it can lead to problems if there is a drop on the other side!

This skill may be selected a second time, allowing the Assassin to scale an obstacle up to 4.5m in height with a single leap.

Disguise

This skill is used to blend into a group in order to evade a pursuer, or to masquerade as another person in order to gain access to the home of an intended victim. The skill of disguise does not give the Assassin the ability to mimic a specific individual, merely to simulate the appearance and mannerisms of a type. (Amida, for instance, is slender and obviously feminine, and for all her skill could never disguise herself as Lars Long-shanks the Barbarian. She could, however, pass herself as a merry alewife, a peasant woman, a proud lady or a sultry harlot.)

The chance that a character will see through the Assassin's disguise is usually quite small. This is determined by subtracting the observing character's PERCEPTION from the Assassin's STEALTH, and the result is the number that the Assassin must roll equal to or under on 2d10 to pass undetected. Note that this is exactly like the regular Stealth Roll (see pp 62-63) but without the various modifiers that usually apply.

The Disguise roll must be repeated every ten minutes that the Assassin maintains his disguise. He must make an additional roll if he engages in conversation with anyone while disguised.

This skill may be selected a second time; in this case the Assassin becomes a master of disguise, and may attempt to mimic a particular individual. Furthermore he need only re-roll once per hour, rather than once per ten minutes. He must still re-roll if he engages anyone in conversation.

Pilfer

This is the ability to 'lift' small items from a person while standing next to them. Some Assassins, more concerned with thievery than with the honourable profession of murder, may use the pilfer ability to cut purses in the marketplace or even remove rings from a character's finger while shaking hands with him!

The attempt to pilfer is made as a normal STEALTH VS PERCEPTION roll (see pp 62-63) with an intrinsic handicap of −4 from the Assassin's STEALTH score. If the roll fails, the Assassin fails to get the item—and the GM checks to see if his would-be victim noticed the attempt (indicated by a roll of PERCEPTION or less on 1d20).

This skill may be selected a second time, in which case the handicap to STEALTH is reduced to -2.

Example

Sable is a young and inexperienced Assassin, but has the Pilfer skill. She is in desperate need of cash and sees little risk in slitting the money-pouch of a loutish Barbarian. 'Accidentally' blundering into the Barbarian, she slips the blade of her knife against the fellow's purse.

Sable's STEALTH score is 18 and the Barbarian's PERCEPTION is 5, so she must roll 9 or less on 2d10 to succeed in her attempt. Unfortunately, she rolls a 16. She has failed to get the purse—and her worries are not over yet! The GM rolls at 3 on 1d20: the Barbarian feels a faint pinprick as Sable's knife touches his skin. A meaty hand seizes Sable's sleeve as she turns to run...

Pick Lock

Doors in castles rarely have locks, since the castle's inhabitants prefer to put their trust in the reliable sturdiness of an oak bar. In most castles the only door with a lock is the door to the dungeon. Of course, that is the most likely place for a captured Assassin to end up.

Padlocks are often used to secure treasure chests, so the Assassin will have plenty of opportunity to put this skill to good use if he visits one of the market towns that are beginning to spring up. Locks are much in demand among the newly prosperous merchant class, to keep their wares safe.

The chance of picking a lock successfully will depend on its mechanism. The percentages given here are for a typical lock. More expensive and complicated locks will prove more secure.

The base chance of picking a lock is 30%. The Assassin may select the Pick Lock skill up to three times; the chance increases to 60% for a second skill pick, and to 90% for a third skill pick.

Modifiers	
Intelligence 16 or more	+5%
Reflexes 16 or more	+10%

The dice roll (which is, incidentally, made by the GM on the character's behalf) merely establishes whether the Assassin is able to pick the lock. In order to actually do so, he makes a percentile dice

roll every Combat Round. When this roll comes up equal to or less than his rank then he either succeeds in getting the lock open (if the GM previously determined that he would be able to do this) or discovers that it is beyond him (if the GM's roll at the start came outside the required range).

Example

Nasir, a player-character Assassin, and his adventuring companions discover a locked treasure chest in an underworld. While the others stand guard, Nasir gets out the tools of his trade and sets to work on the lock. At this point, the GM rolls to see whether Nasir will be able to pick this lock and secretly notes down the result.

Nasir rolls d100, and continues to do this every Combat Round until finally, after a nerve-wracking twelve Combat Rounds, he scores under his rank. It is only now that the GM tells him: "You finally realize you have no chance with this lock; it's too well made."

Nasir shrugs and gives up, amid jeers from his comrades. Now they must carry the whole chest out of the underworld and hope that they can find a way to get it open later.

If an Assassin fails to pick a lock (as in the example above) he can make a second attempt once at least a week has passed.

This skill requires the use of a set of lock picks (what else!). A set can be acquired for about 50 florins, though they can only be bought from very specialised vendors. They count for negligible encumbrance.

Track

Assassins with this skill may attempt to track their victims, or indeed other opponents and prey animals, across country. This is explained on page 63.

This skill may be selected a second time; an Assassin doing so gains a +2 bonus on all tracking-related PERCEPTION rolls.

Assassins at Work: an example

The following serves to illustrate some of the various Assassin skills in action:

Amida is a 7th-rank Assassin who has been employed to steal a magical book. She sets out late one night, equipping herself with leather armour, sword and throwing spikes, rope, hand lantern and tinderbox, a smoke jar, three flash pellets and a small sack (to put the book in). She has the following Skills: Pick Lock, Disguise, Climb (picked twice), plus all four of the Combat Techniques, the Mental Technique Memorize, and the usual Alchemical and Meditational Techniques for a 7th-rank Assassin.

Arriving at the owner's townhouse, she finds a high weathered stone wall that proves no obstacle. Clambering down into the garden, she drops low and runs for the house. Once inside, she heads straight for the chamber where the book is kept—she bribed one of the servants to sketch her a map, but with her near-perfect memory she does not need to refer to it now.

She turns a corner to see a guard standing only 5 metres away. The passage is fairly well lit and there is almost no cover available, so the GamesMaster modifies Amida's STEALTH by –4 to 20 and the guard's PERCEPTION by +2 to 7. Also, she incurs a further –5 STEALTH because she will have to pass within 3m of where he's standing. In all, she must roll 8 or less on 2d10 to get by unnoticed. She just makes this, managing to slip past (perhaps having distracted him by throwing her voice out into the courtyard below—it is up to the GM to interpret the 'reality' behind the dice roll). She darts off around the next corner.

Reaching the library, she finds the book she seeks chained to the shelf. Taking out her lock picks, she sets to work. Her chance of success is only 30%. The GM rolls secretly to see whether she can open the lock (she can); Amida rolls d100 each Round until she gets 07 or less, whereupon she picks the lock. Relieved (because the only alternative would have been to rip the covers off this priceless work), she puts it into the sack and makes for the door.

Amida's luck begins to curdle a little as she leaves the library. The guard she saw earlier has left his post and is standing only a couple of metres away!

She makes a Shock Attack, rolling 1 on 1d6: the guard is stunned. He stands slack-jawed and defenceless as she whips out her sword, and before he can recover his wits she has run him through. She catches the body as it falls and lowers it gently to the floor.

Less than a minute later, crossing the lawn, she hears shouts from inside the house. Someone has discovered the guard's body. As lights appear at the windows, Amida climbs the wall and jumps down into the alley. She looks out into the street for a way to get past the main gate without being seen. A group of fishermen, returning after a late catch, come strolling along the road. She

chops the neck of the last one as he goes past and takes his rough tunic, loosing her hair and cutting it hastily with her swordblade so she looks like a peasant. Then she straggles along at the rear of the group. Her 2d10 Disguise Roll is a 15—enough (even with a –4 penalty for her haste) to get her past the guards who are even now rushing out into the street.

One of them stops her to ask if she saw anyone rushing from the house. She has to make another Disguise Roll, but on a 12 she manages to misdirect him in a convincing lower-class accent. Then, to her horror, she sees the master of the house come out into the street.

Sedillion is a 10th-rank Sorcerer, of sharper senses than his bungling guards. Amida would need a 10 or less on 2d10 to fool him, but she rolls a 13. Something gives her away. Perhaps she forgot that the fishermen's hair is wet with sea-spray while hers is dry. Just a small detail, but Sedillion notices it and orders his men to seize her.

Amida boldly steps forward, raises her arms—and with all eyes on her throws down a flash pellet. While Sedillion and his men are dazzled, she slinks into the shadows. Out here in the darkened streets she is in her element; her next Stealth Roll does not fail.

Sedillion will not give up his precious book. By Transforming *himself into a tiger he gains heightened perception and a certain degree of night vision. He closes in on where Amida is hidden and she, seeing the flexing claws and the smile on the face of the tiger, surrenders.*

Since they have adventured together in the past (both are player-characters), Sedillion agrees not to hand Amida over to the tender mercies of the night watch. He is content to get his precious book back. For her part, Amida gives her word (a frankly worthless concession) never to try and rob him again.

Sedillion bows, and when he looks up she has already slipped away into the darkness....

Chapter 6

In The Beginning

THE PURPOSE OF this chapter is to give each player-character a background, a provenance upon which the player can build his life history from birth to the time he enters the campaign as a young blood of 1st rank. The same procedure can also be used for NPCs (non-player characters) if required, as the tables below will supply a history for any newly rolled character.

Often a player will like to concoct his own life history. The GamesMaster will certainly allow and encourage this if the player's ideas are (1) interesting and (2) do not conflict with the needs and style of the GM's campaign. But sometimes players take the chance to be extravagantly optimistic ('Okay, I've worked out my life story—I'm heir to the Kingdom of Algandy…'), and at other times even the most inspired player will find his imagination flagging. Then it is time to let the dice lead the way: refer to the tables below and see what result you get. You may be surprised to find that your new Knight character was born into a merchant's household or that your Assassin could have followed his father into the Plasterers' Guild. How can this Warlock be a scion of the nobility, how can this Sorcerer suffer the stigma of coming from a community of charcoal-burners? Finding answers to questions like these will spur you into developing a fully fleshed-out personal history.

Having created a new character, dice are rolled to determine his social position by birth—i.e. whether one or both of his parents were nobles, peasants or whatever. Since most 1st-rank characters will probably be about 17-22 years old, it should not be surprising that this is not always the social position that the character now enjoys. A lot of water can pass under the bridge in seventeen years. The GM will often rule that the character has suffered several changes of fortune in his time.

Take the example of Launfric, a character whom the dice indicate to be of noble blood. The GM may decide that this roll applies only to his mother, abducted in her youth by raiders from Mercania. A birthmark on his forearm is Launfric's only clue to his father's identity. Or possibly it was his father who was the noble—a lord who dallied with a comely tavern-wench one night and passed on without a second thought for the brat he had sired. Yet another alternative would be that a rival lord had slain Launfric's parents and taken his father's lands. Launfric is then a dispossessed heir, doubtless scheming for the day he will take revenge on his parents' murderer.

There are many ways for the GM to ensure his campaign is fair and balanced between all the players while at the same time giving each player-character a colourful and individual life history.

Interlude: social class

Most of the societies of the Lands of Legend are feudal, with the complex system of mutual obligation and status structure that this entails. It will help

if players have some idea of the relative status of the various classes. Bear in mind that status is not entirely fixed. There is some degree of social mobility—not much in an orderly region such as Chaubrette, but in Algandy or northern Albion levies may be knighted in the same battle that deprives a lord of all his estates. Modifiers such as wealth and prestige (especially high office in the Church) also make a great deal of difference. Riolta, the 1st-rank Sorceress, provokes only sullen looks and mumbled prayers when she passes a group of serfs tilling the fields, but if she survives to become Riolta the Wyrdcaster, wealthy 6th-rank Sorceress with her own (appropriated) castle, even great barons may treat her with respect.

The **nobility** are the powerful lords and their families—men such as Montombre, Grisaille and Baron Aldred (p. 152). Their attendant knights form the **gentry**, and this class also comprises minor lords-of-the-manor. (The erstwhile lord of Axbridge village, Sir Hathnar, was such a one, the *vavasour* or sub-vassal of Aldred, who removed him and took direct responsibility for Axbridge about a year before the events described in Chapter 19.)

The division between town and country is beginning to take shape, although it is only along the shores of the Coradian coast that more than one-tenth of the population choose the former with its admixture of wealth and squalour, security and discomfort.

Craftsmen have the highest status in the town—after the local nobility and gentry, of course. These are the masons, shipbuilders, carpenters, etc., who are now beginning to consolidate the Guilds, destined to wield much power in the centuries to come. At approximately the same level we find the **learned professionals**—the scribes, lawyers, doctors and so on. Next are the **tradesmen**, a group comprising such occupations as butcher, grocer and baker.

Below these come the **menials**, who are essentially the feudal working class. Rather than following a set occupation throughout his life, a member of this class will do whatever job he can find that pays him a living. Some will belong to the town guard, unless this function is performed by soldiers of the king or the local lord. Extra guards will be taken on at festival times, and some university towns have a separate force for the 'gown'. Other menials

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will perform tasks such as lighting the street-lamps (some towns have bronze bowls full of pitch set at the end of main thoroughfares), collecting refuse and sewage, delivering pitchers of water[1], town-crying and burying the dead. Last of all are a group we may call the **riffraff**, using this term to encompass beggars, street hawkers, whores (but not the more reputable madams who could almost be considered professionals and borrow some of the status of their prestigious patrons), cutpurses, lazars and other indigents.

In the countryside, the pre-eminent class are the **freemen**. To this group belong farmers, artisans (blacksmiths, wheelwrights, armourers, etc.), foresters, innkeepers (like the famous Gully, whose inn is the best in northern Albion), and the men-at-arms who form the bulk of a castle's garrison. They are the feudal middle-class, few in number but usually quite well off by the standards of the time. Many own horses, swords and even armour. They are their lord's vassals and owe him a number of services, including forty days in his army each year, but they own property and may come and go as they please. Below the freemen come entertainers and merchants. Though it should be added that bards[2], who journey from castle to castle with their epic tales and songs of vanished glory, are really very highly regarded and may be on a par with the gentry.

Serfs, or villeins, come next. They are as much a lord's property as is his livestock, and sometimes not much better treated. They have no rights in law, nor title to their homes. They must work three days in each week on the lord's land and grow whatever they can for their own needs in the time that remains. Nonetheless they are of higher status than the **cottars** who, though technically free and able to possess a cottage and a plot of land, have no fixed identity within the feudal structure. They are often very poor and must perform their tasks for a daily (and barely sufficient) wage. A cottar will turn his hand to any employment available, therefore. He may dig ditches, herd cows, press apples for cider, keep bees, thatch the roofs of other villagers, fetch and carry and run errands—and in return get a few coppers from the village reeve. A cottar's freedom is of no advantage to him in a society where a man is judged by his obligations and his standing. A serf will say to a cottar, 'I am a bondsman whom my lord values and protects as his property'—not with any sense of dissatisfaction, but with the assured superiority that comes from knowing his place in the scheme of things. Little wonder, then, that this class often produces the sort of disaffected ne'er-do-well who is likely to become an adventurer.

Close to the bottom of the pile are the **slaves**, nowadays rarely seen in the more 'enlightened' lands of the True Faith though common enough in the Ta'ashim countries and also in Thuland, Ereworn, Krarth, Mercania and some parts of Cornumbria. We should also mention the **outlaws**, who live in the wildwood and respect no authority. Last are the **charcoal-burners**, lower even then the riffraff of the towns. These strange, secretive folk live in isolated communities at the forest's edge and make occasional visits to the nearby villages to barter their only commodity in exchange for food and tatters of hide. A sullen people with an inbred distrust of strangers, they smell vile, are stained swart by the smoke of their fires, die after a short and ugly life, and venerate pagan spirits that they knew in prehistoric times.

These, then, are the possible provenances of an adventuring character. To the above it need only be added that by the life he has chosen for himself an adventurer rarely commands the respect that might be his by birth. A freeman and even a serf would peer down his nose at any lordless wanderer who came into his village—though if the wanderer is clad in armour and has a strong sword-arm he will doubtless be treated with a semblance of equality.

Determining background

A player uses the following tables once he has generated a new 1st-rank character. Players with already established characters could also use these rules, but it is usually unsatisfactory to suddenly 'discover' a character's life history when he/she has been in the campaign for some time.

Two Professions do not use the tables. *Elementalists* are a very localized subgroup: the shaman-priests of Thuland and Mercania.[3] They are a class unto themselves. A few foreigners may become

1 Except in some old Selentine cities that actually have a plumbing system.

2 Called in Cornumbria and Ereworn the 'filidh'.

3 Actually, a few Elementalists hail from other backgrounds. The kastrian sorcerers of Khitai and the storm-wizards of the Desert of Songs can also be considered Elementalists within the structure of the Dragon Warriors *rules. Neither of these is a particularly likely source of player-character, however.*

Background Table 1

	Adventuring Profession				
Parents' class	KNIGHT	MYSTIC	SORCERER	WARLOCK	ASSASSIN
Nobility	01-18	01-03	01-13	01-10	01-02
Gentry	19-53	04-07	14-22	11-21	03-06
Townsfolk: Craft*	54-55	08-14	23-26	22-28	07-08
Townsfolk: Profession**	56-57	15-21	27-39	29-35	09-10
Townsfolk: Trade***	58	22-24	40-42	36-38	11-13
Townsfolk: Menial	59-61	25-27	43-50	39-41	14-22
Townsfolk: Riffraff	62-64	28-30	51-54	42-43	23-31
Merchant	65-67	31-34	55-57	44-50	32-34
Entertainer	68-71	35-41	58-62	51-58	35-39
Freeman****	72-83	42-61	63-75	59-69	40
Serf	84-87	62-75	76-83	70-76	41-43
Cottar	88-93	76-89	84-87	77-84	44-47
Slave	94-96	90-92	88-95	85-90	48-49
Charcoal-Burner	97	93-96	96	91	50-53
Tamorian Cataphract	98-99	–	–	–	–
Marijah Assassin	–	–	–	–	54-65
Clan of Harbingers	–	–	–	–	66-96
Krarth magi	–	97	97-98	92-96	97
Other[1] (GM's choice)	00	98-00	99-00	97-00	98-00

* Refer to Background Subtable 1a.
** Refer to Background Subtable 1d.
*** Refer to Background Subtable 1b.
**** Refer to Background Subtable 1c.

1 As examples, this category could include: characters who do not know who their parents were; characters born to a licentious monk or nun; any non-human character (if such are allowed in the campaign): characters with some sorcery or mystery attaching to their origin (found asleep in a cave and awakened after a hundred years, lost and without memory after a visit to an Elven hall, etc., etc.)

apprentice to an Elementalist and learn the skills that way, but most Elementalists are born into their Profession. *Barbarians* must come from one of a limited number of backgrounds. The social position a Barbarian holds in his homeland counts for naught in the civilized countries, and so this aspect of a Barbarian's provenance is ignored.

Some of the categories in Background Table I, above, require further explanation:

The Tamorian Cataphracts are the warrior elite of the New Selentine Empire (p. 158). Though the Selentine Empire is no longer the all-conquering power it once was, its myth still lingers. A character born into the Cataphract class would logically be somewhat arrogant and proud. The player should also ask himself why his character chose to go out into the world as an adventurer rather than following his father as one of the 'Bastions of the East'.

Some characters may be the sons or daughters of the *Krarth magi* (the sorcerous overlords of that frozen land—see p.155). The magi are not numerous, but they do sire an extraordinary number of progeny through more-or-less casual dalliances. Faced with the alternative of poisoning or garrotting by one of their legitimate half-siblings, many of these offspring leave Krarth and join one of the arcane adventuring Professions.

Assassins who do not originate among the *Marijahs* or the *Clan of Harbingers*[1] are 'self-taught'. They developed for themselves the skills they needed to pursue their chosen career. This is rarely as satisfactory as being trained within a long-established Assassins' society—a fact which is represented in the game by giving all Assassins of Marijah or Harbinger provenance an initial lead of 2d6 experience points when they first enter the campaign. This is quite an advantage, but it must be weighed against another factor. Societies of Assassins do not like anyone quitting their ranks because they fear the fugitive member may reveal their secrets. The risk

1 Other Assassins' groups do exist, including the cultists of the Goddess of Ebon Annihilation in Minj and the sulsa of far-off Yamato. Members of these groups will rarely be met in the parts of Legend covered by this book.

of this is admittedly slim in the case of a 1st-rank character, who will have been entrusted with few of the society's inner arcana. Even so, there is a 10% chance that others of the society will be assigned to track down and silence the fugitive. If this is the case (indicated by a roll of 01-10 on percentile dice), the GM makes a secret note of the fact that the character is pursued by 1-3 Assassins from his former society. These pursuers begin at 1st rank themselves but will, of course, acquire experience just as the character does. In any game-month they have a 3% chance of locating him. This increases if he should stay in one place for a period of time: +1%/month to a total maximum chance of 10% in any month. This theme can make an excellent continuing subplot to the main campaign: the fugitive's attempt to stay one step ahead of his hunters. The showdown, when it occurs, should provide the character with a fight he can win—but not easily. By eliminating his pursuers the Assassin breaks his last links with the past he sought to escape. If the GM handles this well it can be a very powerful and seminal episode in the character's life.

If a character's father was a craftsman, professional, tradesman or freeman, a further check can be made on the subtables below to find out his occupation. This affects the character himself in only a very few cases, but it can add chrome to his life history.

('Other' on these tables takes in less-common occupations such as rope-maker, cooper, oil-maker, etc. Also there is always the possibility that one or both of the character's parents were professional adventurers themselves.)

Background subtable 1a: Craftsmen

d100 roll	*Father's occupation*
01-05	Armourer/Weaponsmith
06-12	Artist
13-24	Blacksmith
25-36	Carpenter
37-45	Cartwright
46-49	Foundryman
50-53	Instrument-maker
54-60	Jeweller/Goldsmith
61-62	Limner
63-67	Locksmith
68-74	Mariner[1]
75-84	Mason
85-90	Shipbuilder
91-100	Other

1 This applies only to skilled mariners—captains, pilots, etc. Ordinary seamen are just menials.

Background subtable 1b: Tradesmen

d100 roll	*Father's occupation*
01-11	Baker
12-19	Butcher
20-21	Chandler
22-25	Clothier
26-29	Cobbler
30-39	Fishmonger
40-43	Fruiterer
44-46	Furrier
47-56	Grocer
57-66	Innkeeper
67-73	Merchant
74-77	Miller
78-83	Moneylender
84-87	Vintner
88-100	Other

Background subtable 1c: Freemen

d100 roll	*Father's occupation*
01-02	Animal trainer
03-04	Architect-Engineer[1]
	Artisan—
05-11	Armourer/Weaponsmith
12-16	Blacksmith
17-21	Bowyer
22-25	Carpenter
26-30	Cartwright
31	Chandler
32-35	Fletcher
36-39	Mason
40	Potter
41-44	Weaver
45-46	Cook
47-48	Falconer
49-64	Farmer
65-71	Fisherman
72-75	Forester
76-78	Innkeeper
79-80	Major-domo
81-85	Man-at-arms
86-87	Miller
88	Miner[2]
89-90	Priest[3]
91-93	Shepherd
94-100	Other

1 i.e. a military engineer skilled in designing castles, bridges and siege engines; he would not be needed to design simple hump-backed bridges across streams or for other day-to-day needs in the village.
2 This means a mining foreman—one who could recognize where gold or whatever is present and supervise the mining operation. Serfs would do the spadework.
3 Village priests are not monks and are often married. The rector, if any, is likely to be gentry—possibly a relative of the lord of the manor. He will usually be unmarried.

Background subtable id: Professionals

d100 roll	*Father's occupation*
01-17	Administrator
18-28	Architect
29-32	Cartographer
33-45	Doctor
46-61	Lawyer
62-69	Paper-and-ink maker
70	Professor[1]
71-90	Scribe
91-100	Other

1 University professors are mostly monks. Very few have offspring—at least that they would acknowledge.

Background table 2: Barbarian origins

d100 Details

01-19 Thuland. The people of Thuland are not completely uncivilized. In fact, they have a highly developed 'early feudal' society. The warriors of this land are represented as Barbarians rather than Knights because this reflects their temperament and fighting style.

20-42 Mercanian Coast. Like the Thulanders, these people are tall and fair-skinned, often with red or blond hair.

43-55 Eastern Steppes. These people are horse nomads. The character may choose his Khanate of origin, the principal ones being: the Katagai Khanate, the Khanate of the Black Pavilion, the Khanate of the Raven, the Khanate of the Sweeping Vast, and the Oshkosa Khanate. Steppes nomads are usually short and very stocky. Skin-colour is a rich olive-gold and hair (usually worn in a pigtail) is black or tawny brown.

56-58 Gnawing Wastes. These white skinned, brown-haired people are reindeer hunters and herdsmen.

59-60 Trackless Ooze. A male character of this hunter-gatherer society will have elongated earlobes from the bone earplugs he would have worn as a child. Females, who share the lanky, rangy appearance of their menfolk, go unadorned.

61-68 South Emphidor. The mountain-dwelling shepherds of this part of the world still lead much the same existence as their ancestors did a millennium ago.

69-73 Harogarn Mountains. This region is famed for its tough, swarthy yak herdsmen who dwell in uneasy and often violent proximity to the Dwarven settlements here. A Barbarian from the Harogarn range is thus typified by his hatred of Dwarves.

74-77 Drakken Peaks. The conifer-wooded slopes of the peaks of southern Krarth are inhabited by a race of sleekly handsome, saffron-skinned hunters and foresters. These tribes have little commerce with the people of Krarth's hinterland. Individuals are prized as slaves at the courts of the magi.

78-86 Kaikuhuru Desert. A character from this region will have the characteristic aquiline features and brown skin of the badawin. These desert nomads herd camels and are famed for their fierce pride, sense of honour and elaborate code of hospitality.

87-93 Northern Zhenir. As is apparent from their dark skin and hooked noses, the horse nomads of this region are related to the badawin of the desert. Unfortunately they do not share the badawini's code of honour, and because of the ambushes they set for Crusaders they have acquired a reputation for treachery.

94-95 Mistral Sea. The vassklavi fisherfolk ply the coastal waters north of the Ooze. Through a genetic quirk, many individuals of this race have what is sometimes called 'cuts in the eye'—jagged black sections across the iris.

96 Azure Coast. A number of nomadic fisher-gatherer tribes live along the shores, moving whenever the ocean currents bring shoals to another part of the coast. These people are dark skinned, slant-eyed and lack body hair.

97 Thanagost Peaks. A character from one of the hunting tribes of these mountains (e.g. the Makunyu and the Maloca) will have the black skin and narrow eyes that are characteristic of all peoples of this continent. The favoured weapons of such people are spears and slings.

98 Mungoda Jungle. There are many tribes inhabiting this vast rain forest. A sweeping generic statement about their way of life is not possible. The Uktari of the interior are skilled and deadly hunters—masters of bow, sling, spear and club. A warrior of this tribe can be identified by his teeth, sharpened to become evil fangs, and the scarified marks across his body. The Uktari are feared by the more peaceable tribes, including the Tenuk, the Kalaki and the Eraruti. These peoples are agriculturalists, cultivating root crops in forest clearings and maize on lakeside 'floating gardens'. They also hunt for game and gather fruit, berries and insects.

99-00 Cosh Goyopë. The swamps of Cosh Goyopë support a number of river-dwelling tribes. These people rely on their keen senses and skill with their log-canoes to avoid their deadly enemies, the lumbering reptilian Dracomen. They eat fish, frogs and grubs and sometimes forage for fruit away from the main waterways. Monkeys are also hunted—not only because they add variety to the diet: a monkey brought down by a spear or arrow is often one less scout for the Dracomen (see the *Dragon Warriors Bestiary*). An individual's tribe and status are indicated by his/her body-paint and costume of feathers and wooden plaques.

Background table 3: Elementalist Origins

d100	*Where the Elementalist was trained*
01-35	The Pagan Mountains
36-55	Thuland
56-90	Mercanian Coast
91-94	Desert of Songs
95-96	Khitai
97-100	Outcast[1]

1 This does not mean the Elementalist himself is an outcast, but rather that their teacher was a wanderer or exile. The player may use Background Table 1 (the column for Sorcerers) to determine his parents' social class—or he may assume that the Elementalist who taught him was his father.

Nationality and native tongue

The player has now determined the social niche into which his character was born. Barbarians (having used Background Table 2) and Elementalists (using Table 3) will know their country of origin. For others this will probably not have been specified. A Knight who is the son of a Cataphract knows he comes from the New Selentine Empire—but the son of a miller, blacksmith, jeweller, or whatever might have been born in any county. This is left for the player to decide after consulting his GamesMaster. Probably the character in most cases will be a native of Ellesland, if that is where the campaign is set.

Usually the character's main language (in which he will be fluent) is the tongue of his native country.[1] See page 183.

Other languages

In an age when most people do not travel and very few receive a formal education, characters are unlikely to be multilingual at first. Barbarians are the notable exception. Even a 1st-rank Barbarian is quite widely travelled.

Characters make a roll on the table below to see if they have a second language. If he/she does, the player chooses from the list of modern languages on page 186. Ideally, the choice should be one that fits in logically with the character's life history. ('My father was a sea captain and often took me with him when he crossed the Glaive. That's how come I speak Beaulangue...')

A character who knows a second language to at least *intermediate* level rolls again to see if he knows a third, and so on.

d20 roll	*Result*
1	character is fluent in an additional language
2-3	character knows an additional language to intermediate level
4-5	character knows a few words of another language
6-20	no additional language

Modifiers to the d20 roll

The following modifiers take account of parental class:

Nobility	-2
Gentry	-1
Mariner	-2
Merchant	-1
Major-domo	-1

All Barbarians subtract 6 from the die roll.

Regardless of dice rolls, there should always be a common language which all player-characters in the campaign speak to at least *intermediate* level. The GM will give a 'free' language to any character who would otherwise be unable to understand his comrades. (The player may adopt a foreign accent if he wishes!)

Literacy and ancient languages

Literacy, the ability to read and write, is acquired through a formal education. Though this often means a Church or monastic education, the character may have been taught by his parents or a relative. In addition to knowledge of Classic script (and thus the ability to write most modern languages that he knows—see page 187), formal education is also likely to give the character one or more ancient languages.

Sorcerers and Warlocks are *always* literate, having been taught to read and write by the Master Sorcerer under whom they studied. Other charac-

1 One can think of a few cases where the life history the player chooses might preclude this. Camilla, for instance, is the daughter of a wealthy Ta'ashim merchant. She survived a shipwreck off the south-west coast of Albion when she was just a baby, and was found and brought up by a fisherman and his wife. Although obviously of Ta'ashim blood, she speaks fluent Elleslandic with her adoptive parents' accent—and knows no words of Nascerine.

ters roll for literacy according to their social provenance:

Parental background	*Chance of literacy*
Nobility	15%
Gentry	10%
Craft	10%
Profession	35%
Trade	7%
Freeman	8%
Serf	3%
Cottar	2%
Merchant	10%
Entertainer	8%
Menial	5%
Riffraff	2%
Charcoal-Burner	1%
Other	1d20%
Barbarian	1%

If the dice roll indicates the character is literate, roll on the following table to see if he knows any ancient languages:

Ancient language	*Chance of knowing (and level)*
Bacchile	70% (roll d6: 1-3 = intermediate, 4-6 = fluent)
Emphidian[1]	20% (roll d6: 1-4 = intermediate, 5-6 = fluent)
Old Mercanian[2]	5% (roll d6: 1-4 = intermediate, 5-6 = fluent)
Old Kurlish	25% (roll d6: 1-3 = intermediate, 4-6 = fluent)
Kaikahuran[3]	3% (roll d6: 1-5 = intermediate, 6 = fluent)
Lughwyd[4]	5% (roll d6: 1-5 = intermediate, 6 = fluent)
Special[5]	3% (roll d6: 1-4 = intermediate, 5-6 = fluent)

For more on the languages of the Lands of Legend, and how characters may learn new ones, see the Languages section on page 183.

The system in action

Let us take an example to see how the tables work. A player has just rolled a new character, a 1st-rank Assassin. Rolling on Background Table 1 on page 53 he discovers that his provenance is the secret society of Marijah Assassins. He is adamant that his character is of the western race, however, so he devises a life history that permits this. He was a Crusader's son, kidnapped by the Marijahs when he was only a few months old and brought up as one of their own. He is thus fluent in Nascerine and has a Ta'ashim name, Ma'aruf.

The GamesMaster's campaign begins in Kurland and, before he will allow the player's chosen background, some rationale must be given for how he comes to be so far from home. The player suggests that he was assigned to kill a Grandmaster of the Knights Capellars, caught, and brought back to Kurland as a prisoner. When the story of his life was pieced together and explained to him, he turned violently against his Marijah 'brethren' and became a convert to the True Faith. He argues that, given the course of his life until now, he should speak Kurlish to at least *intermediate* level (see p. 183).

The GM cannot help but agree (he likes the inventive background the player has devised, but he does not need the complication of a character who cannot understand what the other player-characters are saying); he permits this and also gives the character a −4 modifier on the additional languages table (p. 56). After rolling the dice, it turns out that Ma'aruf speaks *fluent* Beaulangue (presumably learnt during his time on a Capellars ship bound for Kurland), *intermediate* Kurlish and of course *fluent* Nascerine.

The player then checks for literacy (this page). As Ma'aruf comes under the category of 'other' he first rolls d20, and gets a 9. This means he has a 9% chance of being literate, so he rolls percentile dice and gets a result of 04. He is indeed literate, but here the GM steps in. Ma'aruf's education is likely to have been gained while he was still with the Marijah Assassins, so instead of knowing the Classic script (as would be the case with a western character) he has been taught Jezant. He can read and write his 'native' Nascerine. Rolling for ancient languages, he obtains Emphidian and Kaikuhuran to intermediate level.

Summarizing all this on the back of his character sheet, the player writes something like:

> Crusader's son brought up as a Marijah Assassin. Later brought back to Kurland by the Knights Capellars and converted to the True Faith.

1 Includes knowledge of the Emphidian script.

2 Includes knowledge of Nikkar Runic script.

3 Includes knowledge of Qemor hieroglyphics. Ancient Kaikuhuran is not spoken.

4 Includes knowledge of the Kell script; note that Lughwyd exits today only in its written form.

5 The character has had an unusual education and may choose 1–3 further languages—ancient or modern. He will be able to speak, read and write these at the level indicated by the d6 roll.

Languages:
Nascerine (*fluent* and literate)
Kurlish (spoken only—*intermediate*)
Beaulangue (spoken only—*fluent*)
Anc. Emphidian (literate and spoken to *intermediate*)
Anc. Kaikuhuran (literate to i*ntermediate*; not spoken)
Scripts known:
Jezant, Emphidian and Qemor Hieroglyphic

Lastly (and unknown to the player) the GM determines whether Ma'aruf is pursued by any of his former comrades. The chance of this is normally 10% (p. 54), but the GM reflects before rolling the dice. He has been rather generous in allowing a −4 modifier for Ma'aruf's spoken languages chance, after all. He ups the probability to 20% and rolls—Ma'aruf is indeed being hunted by two Marijah Assassins. Ah well, such an inventive player will not be bothered by a little spicing of that sort!

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Chapter 7

Into Adventure

Adventuring Strategy

AN ADVENTURE ALMOST always begins with the GM briefing the players—on the most basic level, something like: "You're in a village on the edge of Gloaming Moor and the innkeeper tells you that a murderous Ogre frequents the area. The villagers will pay forty silvers if you find his lair and put an end to him."

Before rushing into danger, the players will probably want to find out as much as they can. In the example above close questioning of some of the villagers might lead them to suspect that it is no mere Ogre that has been causing trouble, but something much more horrible. Bodies drained of blood have been found. This 'Ogre' is best tackled with the aid of crucifix and garlic! The GM will not spoon-feed the players with the information they need. If they neglect essential groundwork and forward planning, the adventure may be doomed before they set out.

Always begin an adventure by considering strategy. If the job is to get the Baron's daughter back from the dungeon of the mad 12th-rank Sorcerer, the PCs will presumably spend the adventure searching an underworld for the girl—and then get out quick. The GM might well make the Sorcerer a totally unbeatable foe, relying on them to have the good sense to avoid him. They must keep their strategy flexible. The planning done at the start of an adventure cannot take account of the full facts. The GM may throw in something unexpected at any time ("You mean the Baron's daughter's in love with the crazy wizard?!?") and the party will have to think on its feet. The whole point of an adventure is very often that things are not what they seem.

NPC Adventurers

If you think your party is not powerful enough to handle an adventure (and the GM may well drop some heavy hints if this is so), you can try to recruit extra members: NPCs, or non-player characters. Hirelings work for cash—a guaranteed sum, agreed before the adventure. They will usually be content with that, but if you stumble upon an unexpectedly large haul and neglect to offer them a bonus then they may cause trouble. Hirelings always have a strong regard for their own safety. Since they have no particular vested interest in the outcome of the adventure, they will desert if the going gets tough.

Fellow adventurers work on the same basis as player-characters. They join the adventure and take a share of any treasure found. The exact share depends on how powerful they are; if they are the same rank as the player-characters they will naturally expect equal footing. They are usually more trustworthy than hirelings, and may have strong ideas of their own about the way the party is organized.

The GM will tell the players if there are any NPCs interested in joining their party, and the terms they will settle for. For GamesMasters themselves, there is more information on creating and using the different types of NPC adventurer on pp116-120 of Chapter 11: GamesMastering.

Illumination

Why do all player-characters have a lantern as part of their initial equipment? The reason for this is that many of their adventures will take place in underworlds—labyrinths of chambers and passageways, usually underground and usually unlit. Adventures occur in other settings as well—a fantasy town provides scope for intrigue and good roleplaying—but underworlds are especially popular.

A lantern will illuminate objects up to 15m away. It can be shuttered, and has the advantage that it can be placed on the floor to provide light during a combat. A single flask of oil will fuel a lantern for two hours of game-time.

A torch is a length of wood which has been dipped in pitch so that it will burn at one end. It will give light up to 10m—or 15m if two torches are used together. The major disadvantage of a torch is that it gives very little light if dropped or put down on the floor. (It may even go out: 20% chance of this.) Thus, unless a convenient torch-bracket happens to be on the wall nearby, someone in the party must hold up the torch during combat so that his companions can see who (or what) they're fighting.

A torch will burn for one hour.

Sorcerers and Mystics possess spells that provide light—or eliminate the need for it. These are detailed in Chapter 10: The Book of Spells.

Encounters in an underworld

Since the light of their lanterns will penetrate some 15m into the darkness, this is the distance at which characters can expect to encounter most monsters. NPC adventurers will have lanterns of their own, and will be sighted at anything up to 30m.

These encounter ranges apply in long corridors and large chambers, where illumination is the only limit on visibility. If the characters step through a door and encounter a monster that was on the other side then it might, of course, be as close as a few metres away.

Surprise

Any encounter may contain the element of surprise. A monster (or group of monsters) will surprise the

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player-characters on a roll of 1 on 1d6. This indicates that the characters were looking the other way, or the monsters emerged unexpectedly through an archway or from behind a pillar. In these cases the characters are taken unawares, and will notice the monsters at a distance of only 1-6m. The advantage of surprise gives the monsters one 'free' Combat Round, during which the player-characters may defend themselves but take no action, before the normal combat procedure begins.

Why should the player-characters not get a chance to surprise the monsters? This is because the harsh light of their lanterns usually gives the monsters (who are accustomed to the gloom of the underworld) plenty of warning that they are approaching. Some sorcerous spells give a dim radiance that will not alert monsters. Also, when characters pass through a doorway, any nearby monsters will not have seen their lantern-light until the door was opened. In this instance, the characters can check to see if they surprise the monsters! (Their chance is the same, 1 in 6.) If two groups each surprise one another, the 'free' Combat Round is lost.

Fighting in the dark

If all the party's torches, lanterns and *Moonglow* spells go out, they are left in pitch darkness. And in trouble. Most monsters, including all undead creatures, can see in the dark (see p. 123). If the characters cannot get their torches relit before combat begins, they must take a temporary penalty of −4 ATTACK and −8 DEFENCE. As GamesMaster, you may like to have a sudden and unexplained gust of wind howl down a corridor and put out the characters' torches. There is no need actually to have a monster attack them (unless you are really merciless). Just watch them panic getting the lights back on.

Battle order

The battle order of a party of characters is the way in which they are standing relative to one another. Their formation, in other words. It is absolutely vital that the players indicate their battle order before any fight begins. Ideally, each player will have a labelled counter or (better still) a miniature figurine to represent his character. Arranged on a tabletop, these figurines show the party's deployment in a dungeon passage, ruined temple, tavern bar or other potentially hazardous situation.

A character with a sword, mace, or other common mêlée weapon requires a space of about 1½m in which to fight, so two characters could normally fight side-by-side in a 3m-wide passage. A character wielding a battleaxe, halberd or two-handed sword needs more space—at least 2m—and must usually stand alone in his row of the battle order. Those fighting with shortswords and spears do not need so much room to manoeuvre, for these are thrusting weapons; three such characters are able to fight abreast in a 3m corridor. This also holds true for archers, crossbowmen and spell-casters.

As players, you should learn to vary your party's battle order according to circumstances. The general aim is to put yourselves in a position of advantage at the expense of whatever you are fighting.

Consider a lone Knight who enters a subterranean temple and is attacked by six Skeletons. The worst thing he could do would be to stand in the centre of the chamber. The Skeletons would be able to form a circle around him, and he would have zero DEFENCE against the three behind him. A marginally better tactic would be to back up to a wall so that none of the Skeletons could come at him from the rear. Now he has only to fight them three at a time. The very best manoeuvre is to retreat into a narrow doorway so that only one Skeleton can attack at a time.

That example is a little unrealistic, for how many adventurers wander into danger on their own? But it illustrates the important point that tactics make a significant difference to your chances of victory. A more extended example will show how a party might handle tactical arrangements throughout an adventure. Six adventurers have entered a castle known to be the hideout of some fifteen or twenty Orcs. They have heard that the original lord of the castle was a great warrior and that he was buried—along with several magical weapons he had acquired—in a secret chamber below the castle. They intend to have those weapons.

The party consists of three Knights (Goriel, Sagris and Turquin), one Barbarian (Lars), one Sorcerer (Anarchos) and one Mystic (Merek).

Example A

The six adventurers are advancing along a 3m-wide corridor in the castle. Trouble could come from either direction, so the least well armoured members of the party (Anarchos and Merek) are protected by being in the middle. These two aim to avoid mêlée, so they are carrying the lanterns.

The four warriors all carry loaded crossbows. If they spot any Orcs, their plan is for the front row to fall prone and shoot, the second row to crouch, and the third row to shoot from standing position. They expect to encounter Orc sentries individually or in pairs, and reckon on a four-quarrel volley being enough to take these out before they can alert the other Orcs.

Example B

A while later the party have met and killed a few Orcs, but lost Sagris when a hidden trapdoor opened under him. Now they are in the inner courtyard of the castle. Anarchos, in the centre, holds a shield above his head in case Orcish archers start sniping from the battlements.

Suddenly a host of Orcs—a dozen or more—burst from archways around the courtyard. The characters draw swords and form a ring around Anarchos. This ensures that the Orcs can only engage them at two-to-one odds, and allows Anarchos to cast healing spells on anyone who gets wounded.

Example C

It is much later. Our adventurers have cleared out most of the Orcs and are now in the catacombs below the castle. These passageways twist and turn, so crossbows are not as usable as they were in the long corridors above.

They anticipate that the previous lord of the castle may be undead, and roaming about. The battle order is now adapted to deal with a single adversary. The two Knights and the Barbarian take the front row, all armed with spears. Anarchos carries a lantern as before. Merek brings up the rear, guarding the Sorcerer's back, in case they missed a couple of Orcs—they don't want their top magic-user suddenly chopped from behind!

Locked doors

Doors in an underworld will sometimes be locked. If the characters do not have the necessary key, they can try forcing the door. This is usually not too difficult, as the timbers of an underworld door tend to become weak and rotted with age. A typical locked door can be forced open at first attempt by a character with Strength of 16 or more. Weaker characters must roll under their Strength score on 1d20 in order to get the door open. Every attempt, successful or not, costs the character 1 Health Point.

You may assign a minimum necessary Strength, below which a character has no chance of breaking the door down. Very sturdy doors might have 18 (or more) as the minimum Strength.

Characters with an axe can try hacking the door to splinters. No roll is needed, but this will usually take several minutes to accomplish.

Out of Sight: Stealth and Perception

How the Scores are Used

Nasir, the Assassin we met in chapter 5, needs to creep past a guard without being noticed. In game terms, how does he go about it?

Nasir's STEALTH score is 22, while the guard has a PERCEPTION score of 5. Attempts at stealth involve the same basic procedure as a roll to see whether a spell takes effect (p. 75): the character subtracts the PERCEPTION of the person he's sneaking past from his own STEALTH score. The result is what he must roll equal to or less than on 2d10 in order to pass unnoticed. Without any modifiers, this means that Nasir would have to roll 17 or less on 2d10 for the guard not to notice him. That would obviously be rather easy, but various other conditions modify the roll to some extent. The guard is alert, listening and watching carefully, and this gives him +2 to PERCEPTION. There are no pillars or objects for Nasir to hide behind, so he must rely on keeping to the shadows, and he must pass very close to the guard—within 3m. In all, this reduces his STEALTH in these circumstances by 10. Thus, the roll that he actually needs to make is 4 or less on 2d10—virtually impossible! This is a feat of stealth to challenge even a Master Assassin.

STEALTH and PERCEPTION modifiers

The STEALTH and PERCEPTION scores as given assume a dimly lit environment with numerous shadows. This is because most STEALTH rolls will be made during underworld adventures, and underworlds are just such an environment. It is also assumed that the character who is trying to stay hidden is moving fairly carefully (at no faster than walking pace) and that the character whom he is trying to stay hidden from is not concentrating

solely on keeping a lookout. When these 'typical' conditions do not apply, certain modifiers adjust the STEALTH and PERCEPTION scores.

STEALTH MODIFIERS:

wearing mail hauberk	STEALTH −3
wearing mail armour	STEALTH −4
wearing plate armour	STEALTH −6
not moving	STEALTH +3
moving slowly	no modifier
moving quickly	STEALTH −2
within 3m of enemy	STEALTH −5
no cover available[1]	STEALTH −5

PERCEPTION MODIFIERS:

pitch darkness	PERCEPTION −7
torchlight or dusk	(no modifier)
broad daylight	PERCEPTION +5
asleep	PERCEPTION −9
looking other way	PERCEPTION −5
listening intently[2]	PERCEPTION +2
extraneous noise or bustle	PERCEPTION −3 or more

As always, these modifiers should be regulated by common sense. Some creatures (undead, for example) see perfectly in darkness but abhor bright light. The PERCEPTION modifiers for illumination are reversed in the case of such a being (i.e. −7 for daylight, +5 for total darkness). Bats use sonar in place of vision, and so illumination makes little difference to their PERCEPTION rating. All such differences are listed on page 123.

Invisible characters are a special case. Normal invisibility gives +7 to STEALTH. Factors such as cover and illumination make no difference to an invisible character.

Note that the *Pass Unseen* spell provides infallible STEALTH against characters of 1st–4th rank. This spell actually occludes the victims' minds so that they will not notice the caster under any conditions.

When the Stealth Roll is made

A Stealth Roll is only needed when there is some reasonable chance that a character could be noticed. It should not be used slavishly. For example, if Nasir climbs into a mummy-case just before his enemies enter the tomb chamber he is raiding, they are only going to see him if they happen to search the room and open the case. As a rule-of-thumb, Stealth Rolls need only be made when the character is moving within 15m (lantern range) of another character, or stationary in hiding within 7m.

Once a successful Stealth Roll has been made, the character will not usually have to make another until five minutes have elapsed. However, if circumstances suddenly change in some way (e.g. a 12th-rank Vampire Knight enters the darkened room where Nasir was managing to hide quite easily from a couple of bored sentries) then a second roll must be made immediately.

When several characters are trying to pass unnoticed, each must make a successful Stealth Roll. This is why Assassins prefer to operate alone. If there is more than one guard present, the Stealth Roll is compared to the highest PERCEPTION score in the group. (If that guard doesn't notice the shadowy figure slipping by, none of his comrades are likely to.)

Tracking

The skill of tracking involves the informed observation of trampled grass, broken branches and other signs. This enables a Barbarian or Knight, or certain Assassins, to follow trails up to three days old. Other character types may not use tracking (though they might have magical methods of finding their foes).

The chance of tracking is resolved by the character rolling 1d20. If he scores less than or equal to his PERCEPTION, he is able to track his quarry for one day before making another roll. An additional roll is required every time the trail crosses from one terrain type into another (e.g. from woodlands to hills), and also if the quarry fords a river.

After three days a trail will begin to grow obscure, and the chance of successful tracking quickly diminishes. 1d4 is added to the 1d20 die score per day thereafter, plus an extra 1d6 for each snowfall or heavy storm that occurs.

Climbing

Characters often wish to scale some obstacle. The valiant prince of folk tales, who climbs the ivy-covered wall to rescue the damsel in the tower, is more often replaced in *Dragon Warriors* by the disreputable adventurer clambering up to loot the Ogre's lair. But the principle is the same.

1 'Cover' could consist of pillars, archways, trees, drapes, fog, rain, etc. In most castles and underworld chambers there should be some cover available. If there is a little cover but not much, the GM may apply a reduced modifier of from –1 to –4 STEALTH.

2 A character who is listening intently must be standing still and doing nothing else. Most sentries are not this diligent, and the GamesMaster should roll for an NPC to see whether he is actually alert or whether he is daydreaming, playing knucklebones, etc. The required roll is rank or under on 1d8.

Characters' Reflexes are a measure of their dexterity and agility. A character with high Reflexes climbs better than a character with low Reflexes. For every climb, assign a difficulty factor. This should be a number between 3 (for an easy climb) and 18 (for a sheer climb with few handholds). Any character whose Reflexes score is at least equal to the difficulty factor can make the climb with no problems.

A character with a lower Reflexes score may attempt the climb, but he must roll under his Reflexes score on 1d20 to succeed. If he fails this roll, he will fall at a random point in the climb. If he survives the fall, he can try again.

Typical difficulty factors are:

Climb	*Difficulty factor*
ladder	3
dangling rope	6
tree	9
ivy-covered wall	12
cliff	13
rough stone wall	16
smooth stone wall	18

Falling

Monsters are not the only hazard adventurers must face in the deserted ruins they frequent. Pit traps abound, and sometimes a crumbling floor or stairway may collapse. Characters can fall 1m without suffering injury, but greater distances will usually result in some damage:

Drop	*Health Points lost*
1m–2m	1d2 (i.e. halve the roll of a d4, rounding up)
2m–4m	1d4
4m–6m	1d6
6m–8m	1d8
8m–10m	1d10
10m–12m	1d12
12m–14m	1d20
14m–16m	2d20
more than 16m	5d20

A character wearing armour has his fall broken to some extent. The type of armour makes no difference here. He takes 2 HP less damage than is indicated by the die roll (eg, 1d8 –2 for an 8m drop).

Special cases

Dragon Warriors is a game of fantasy reality (as distinct from 'real' reality!). Combat and magic take up the bulk of the rules because they are the main elements in any fantasy adventure. But this is a roleplaying game, and characters are supposed to be able to try anything they might attempt in reality.

How do you GamesMaster a situation that the rules do not specifically cover? The first step is to consider what the character is doing and decide which of his five characteristics has most bearing on the situation. If you cannot definitely isolate a single characteristic, you may decide to average two or more. Picking someone's pocket requires dexterity, so Reflexes is the relevant characteristic; but cheating in a game of chance involves cunning and sleight-of-hand—Reflexes are averaged with Intelligence in this case.

Having ruled which characteristic is being used, you assign a difficulty factor, a number from 3 to 18, to whatever it is that the character is doing. If his appropriate characteristic is equal to or greater than the difficulty factor, he succeeds in his task. If less, he must roll 1d20 and score under his characteristic to succeed.

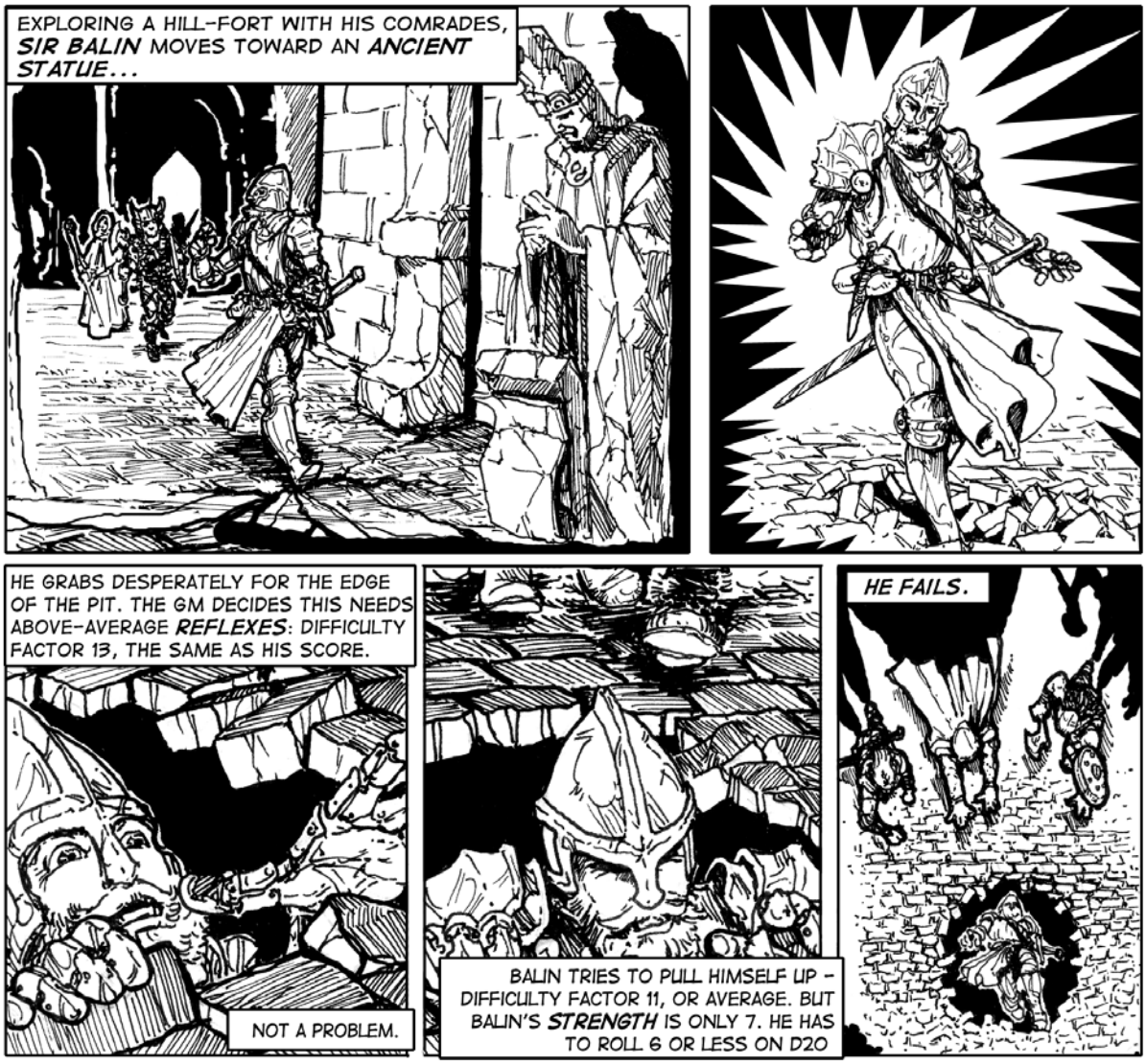
You can see straight away that this is just another way of stating generally a rule that we have already met in two specific cases: climbing and opening locked doors.

On the opposite page Sir Balin demonstrates how it can be used in a variety of situations.

Extra-Special Cases

Inevitably, there are going to be some cases that won't fit any rule—even the all-purpose rule given above. The player-characters are tiptoeing past the sleeping Orc sentry. What's the chance he'll wake up? There is no characteristic or ability you can really apply here. You just have to assign a percentage chance and roll the dice.

If this seems arbitrary or even unfair, it shouldn't be. The reason why FRP games have to have a GamesMaster is so that there's someone to adjudicate the chance of things like that. All you need to do is give the situation a little thought first. If that Orc is a decent sentry, you'd allow maybe a 75% chance of him waking up. If you decide he's snoring in a drunken stupor, that might be nearer 5%. The outcome of the roll could surprise you as much as it does the players—but that's part of the fun of roleplaying!


EXPLORING A HILL-FORT WITH HIS COMRADES, SIR BALIN MOVES TOWARD AN ANCIENT STATUE...
HE GRABS DESPERATELY FOR THE EDGE OF THE PIT. THE GM DECIDES THIS NEEDS ABOVE-AVERAGE REFLEXES: DIFFICULTY FACTOR 13, THE SAME AS HIS SCORE.
NOT A PROBLEM.
BALIN TRIES TO PULL HIMSELF UP – DIFFICULTY FACTOR 11, OR AVERAGE. BUT BALIN'S STRENGTH IS ONLY 7. HE HAS TO ROLL 6 OR LESS ON D20
HE FAILS.
BALIN'S FALL IS BROKEN BY ICY WATER. CAN HE DRAW BREATH BEFORE HIS ARMOUR DRAGS HIM TO THE BOTTOM?
DIFFICULTY FACTOR 13, AND HIS FAST REFLEXES SAVE HIM AGAIN.
THE GM RULES THAT HE CAN HOLD HIS BREATH FOR AS MANY COMBAT ROUNDS AS HE HAS STRENGTH POINTS.
LUCKILY BALIN'S FRIENDS ARE CLOSE. A WEIGHTED ROPE DROPS BESIDE HIM, AND HE IS HAULED UP TO SAFETY.

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Chapter 8

The Rules of Combat

THE RULES OF combat are the most fundamental element in any FRP game. A large proportion of any adventure is likely to be taken up with battles against monsters and hostile non-player characters. Make sure your players understand the basic combat procedure before starting the first adventure—it will give them a framework on which to build their knowledge of the rules as a whole, and save you from taking time out for explanation during the adventure.

In its simplest form combat consists of two characters fighting one another. For game purposes every fight is divided up into Combat Rounds; each Combat Round represents six seconds of game-time. The procedure of each Round is the same for both characters involved in the fight, the one with the higher Reflexes getting the first blow:

1. The attacker rolls 1d20 to determine whether he hits (the Hit Roll). If he fails then his go is over for the round and his opponent gets to strike back.
2. If an attacker scores a hit, he rolls to see whether the blow gets past his opponent's armour (if any). This is the Armour Bypass Roll. If it fails then the opponent's armour does its job and he is not hurt by the blow.
3. A blow which gets through armour inflicts a wound. The opponent's Health Points are reduced by the damage rating of the weapon used (4 Health Points in the case of a sword, 5 HP for a battleaxe, etc.)

If the Combat Round ends with both combatants still able to fight (i.e. their current Health Points have not yet been reduced to 0), the next Round begins and the procedure is followed through again.

The Hit Roll

To see if he hits an opponent, a character simply subtracts the opponent's DEFENCE score from his own ATTACK score. This gives the number that he must roll equal to or less than on 1d20 in order to score a hit. A roll of '20' is always a miss, regardless of the combatants' relative Combat Factors. Conversely, a roll of '1' is always a hit—and, in fact, always gets past armour. (Such a roll is called a 'critical hit'.)

The Armour Bypass Roll

Having scored a hit, a character rolls to see if his blow can penetrate his opponent's armour. Each type of protection has a given Armour Factor (usually abbreviated to AF).

Armour type	*Armour Factor*
None	0
Gambeson	1
Padded Armour	2
Mail Hauberk	3
Mail Armour	4
Plate Armour	5

The attacker must roll higher than his opponent's Armour Factor in order to penetrate the armour. The type of die used for this Armour Bypass Roll depends on the weapon with which the blow was struck.

Weapons

Weapons vary in effectiveness in two ways: their ability to penetrate armour, and the damage they inflict for a successful hit. For convenience, the following notation is used:

⚜ ***Sword (d8, 4 points)***

This means that a character attacking with a sword uses an eight-sided die when making an Armour Bypass Roll. If his blow gets past armour, his opponent will lose 4 Health Points.

Moving into Combat

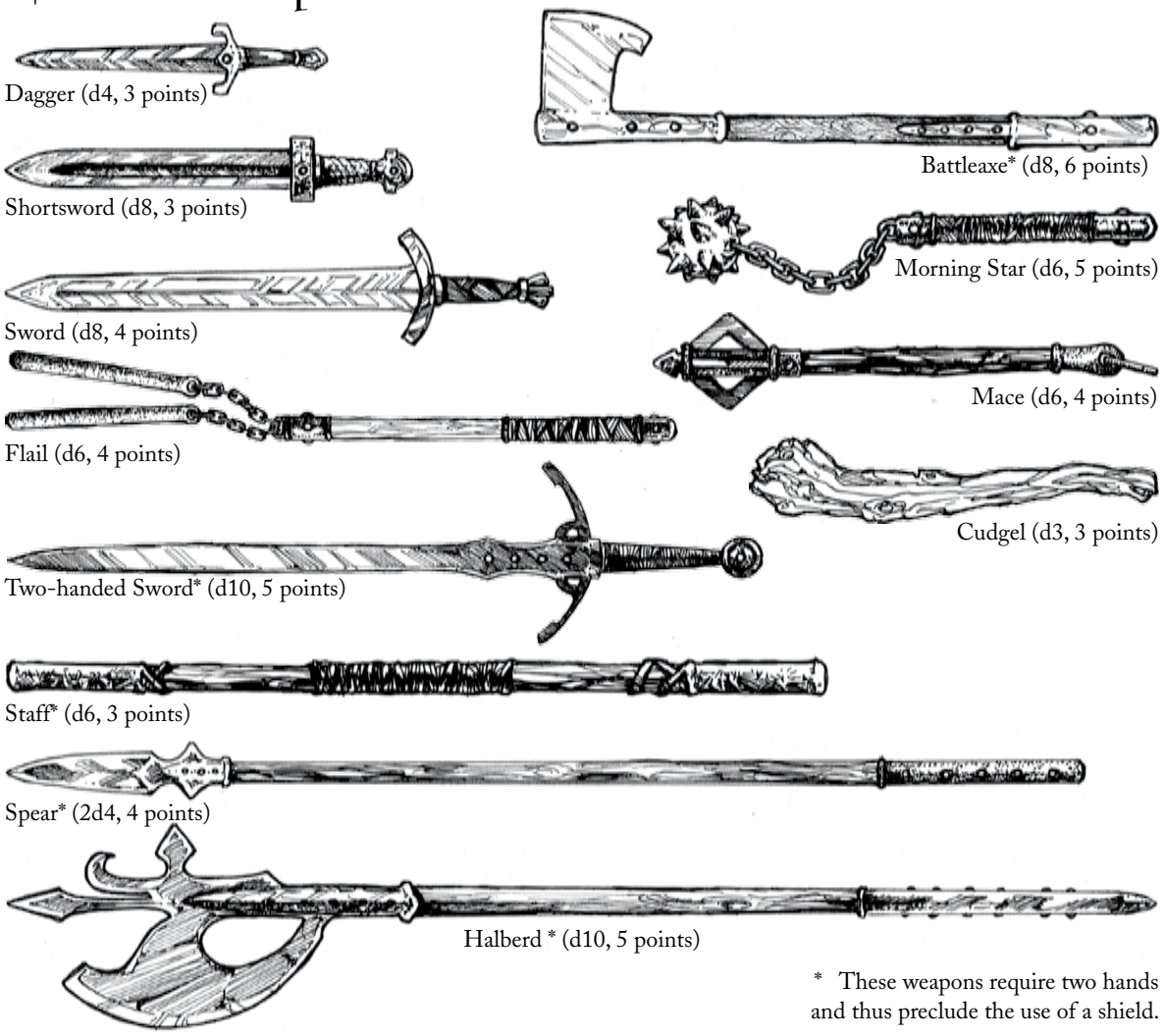
Before hitting an opponent, it is (obviously) necessary to be adjacent to them. A character may, when it is his turn to act, move up to one-quarter of his normal movement and strike in the same Round. Normal movement for a human is 10 metres per Combat Round, so a character who is no more than 2½ metres from an enemy is able to close and strike as one action.

There is an exception to this rule. When a character has surprised his foe (see p. 61) he may move half his normal movement and attack in the same Combat Round.

Example

Angus and Fergus, uncompromising Barbarians, arrive at a door in a dungeon and kick it open to discover two Orcs about to go on guard duty. One Orc is only 2m from the doorway. Angus closes and strikes at him. The other Orc is standing by the weapon rack some 4m from the door, and although Fergus charges in he cannot strike him this round.

Common Weapons



* These weapons require two hands and thus preclude the use of a shield.

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(If our Barbarians had surprised the Orcs—by rolling a 1 on 1d6; see p. 61 —they could both have closed and attacked.)

It is very important to have some way of keeping track of where everyone is standing during a fight. Figurines or labelled counters will be useful.

Strength

A character with a Strength score of 16, 17 or 18 adds +1 to his Armour Bypass Rolls and to the damage he inflicts for a successful hit.

Occasionally, as a result of magic, a character may attain a Strength above 18. His Armour Bypass Rolls and weapon damage get a +2 bonus.

Shields

A character using a shield rolls 1d6 for any blow that is struck against him. On a roll of 1, he catches the blow on his shield—the blow is negated, even if it was a critical hit.

Fighting more than one opponent

We said earlier that a one-on-one fight was the simplest form that combat could take. It is unlikely that a group of adventurers will encounter an exactly equal number of monsters; most combats will actually involve someone (either character or monster) fighting more than one opponent at the same time.

A character (or monster) can divide his DEFENCE between up to three attacks made against him in a Combat Round. He must announce how much of his DEFENCE he is putting against each blow before the attacker makes his Hit Roll.

Wounds and Recovery

As stated above, when a character is wounded he loses Health Points. When the character's current Health Points reach 0 he falls unconscious. If they are reduced to –3 he is dead (see p.121).

A character who falls unconscious rolls 1d6 at the end of every minute (every 10 Combat Rounds) of game-time. When he manages to roll a 1, he wakes up. (His Health Point score is restored to 1, the minimum necessary for consciousness.)

There are two ways to recover lost Health Points: by magic or by recuperation. Magic is faster, but not widely available. The healing spells are detailed in Chapter 10 and we will concern ourselves only with natural recuperation here. The character must wait four days before the natural healing process begins. He will then regain a number of Health Points equal to his rank each day, until he is back to his normal (unwounded) Health Points score.

Neither magical nor recuperative healing will ever take a character above his normal Health Points score. The only way to increase this score is by advancing in rank.

Example

In his first adventure Sir Balin the Bloodthirsty has several fierce battles. Eventually he is felled by a Zombie. He wakes up a short time later (with 1 Health Point) to find that his companions have defeated the Zombie. Since they are all heavily wounded by now, they head back to the nearest village to rest. After four days, and every day from then on, Sir Balin regains 1 Health Point. He is fully recovered when his Health Points score is back to 13; it will not increase beyond that until he advances to 2nd rank.

Missile Combat

Missile weapons such as bows differ somewhat from handheld weaponry. For one thing, most characters cannot parry an arrow that is shot at them! In order to score a hit on his opponent, an archer must simply roll equal to or less than his ATTACK score on 1d20. It is like the Hit Roll in normal combat, except that the target character's DEFENCE score makes no difference.

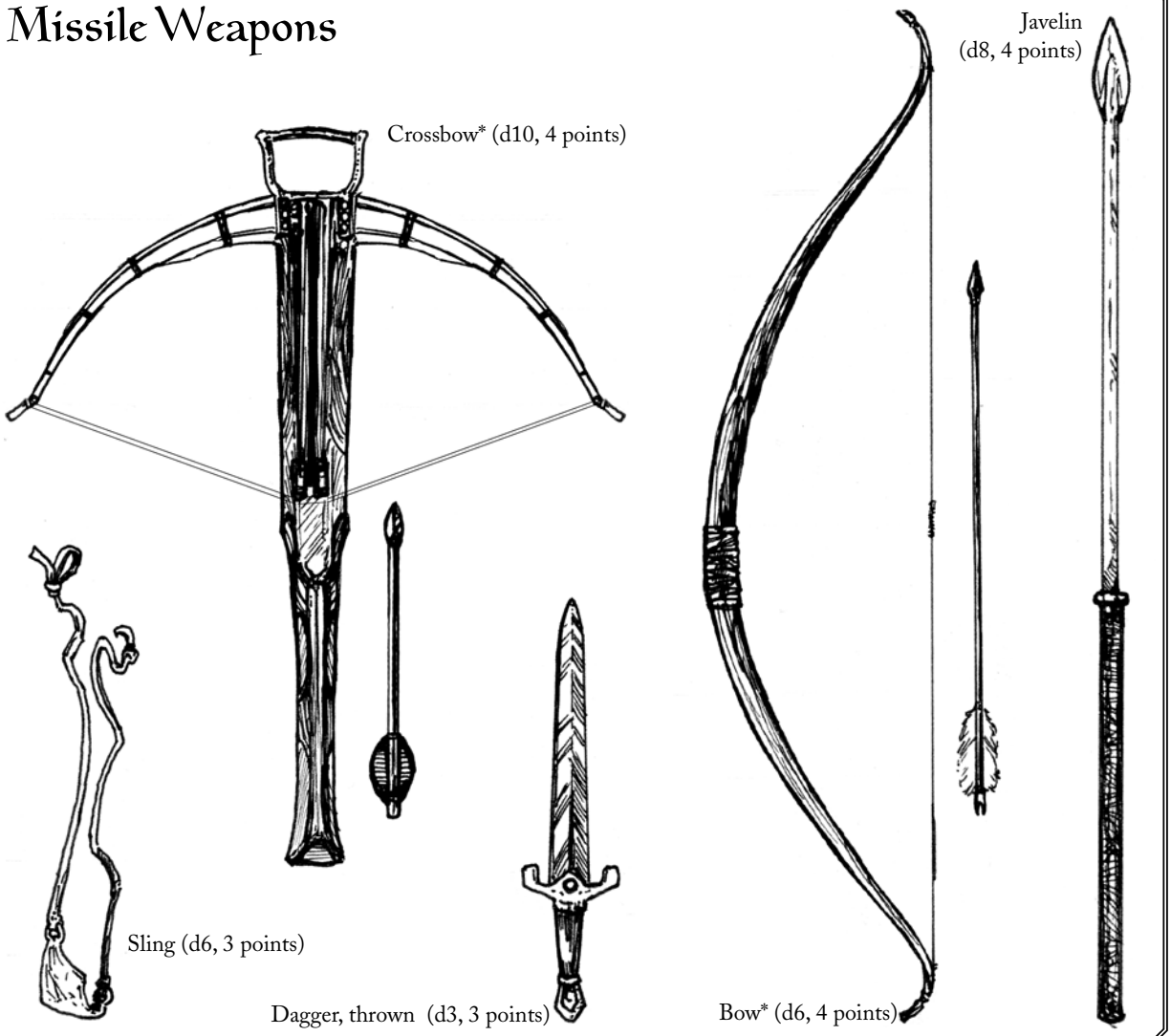
Circumstances will modify the d20 Hit Roll, making the chance of hitting less likely.

Target is...	*Adjustment to die roll*
at short range	no adjustment
at medium range	+3
at long range	+7
small or crouching	+2
moving slowly	+2
moving quickly	+4
in poor light	+3 or more (GM's discretion)

Example

Fully recovered after his last adventure, Sir Balin sets off with his comrades-at-arms to explore a ruined hill fort. As they approach the ruins, a Goblin is spotted some distance off. Doubtless it is slinking away to report their presence to others of its kind.

Missile Weapons



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Hand Weapons

Weapon	*Damage*
Battleaxe*	d8, 6 points
Cudgel	d3, 3 points
Dagger	d4, 3 points
Flail	d6, 4 points
Halberd *	d10, 5 points
Mace	d6, 4 points
Morning star	d6, 5 points
Shortsword	d8, 3 points
Spear*	2d4, 4 points
Staff*	d6, 3 points
Sword	d8, 4 points
Two-handed sword*	d10, 5 points
Unarmed combat	d3, 2 points

Missile Weapons

Weapon	*Damage*	*Short*	*Medium*	*Long range*
Bow*	(d6, 4 points)	0-50m	51-125m	126-250m
Crossbow*	(d10, 4 points)	0-25m	26-75m	76-250m
Dagger	(d3, 3 points)	0-10m	11-20m	21-25m
Javelin	(d8, 4 points)	0-15m	16-25m	26-35m
Rock, thrown	(d3, 2 points)	0-10m	11-15m	16-20m
Sling	(d6, 3 points)	0-25m	26-75m	76-100m

* These weapons require two hands and thus preclude the use of a shield.

BALIN, A 3RD RANK KNIGHT FINDS HIMSELF STANDING ALONE AGAINST TWO BRUTISH ORCS...

Balin quickly readies his bow. The Goblin is a small target, moving slowly at medium range and in poor light (it is dusk). The total modifier is thus +10. Balin rolls the d20 and scores a 4, adjusted by the modifier to a 14. Balin has an ATTACK score of 13, so the arrow just misses. Sniggering evilly, the Goblin disappears among the trees.

Combat Penalties for Wearing Armour

Knights are trained to fight in any armour. The fighting style of other Professions is different, however, and may incur penalties to the character's Combat Factors:

Barbarians or Warlocks	−2 from ATTACK and DEFENCE if wearing plate armour
Assassins or Mystics	−2 from ATTACK and DEFENCE for wearing mail armour; −4 for plate armour
Elementalists or Sorcerers	−1 from ATTACK and DEFENCE for wearing a mail hauberk; −3 for mail armour; −4 for plate armour

The Combat Round

All the important rules governing combat itself have now been covered. However, the six-second Combat Round is not just the time taken to strike a blow or shoot an arrow, but also covers the time needed to perform a number of other actions as well.

Within a Combat Round, characters act in descending order of Reflexes. When a character's (or monster's) turn comes, he performs his action. In detail, the possible actions a character may take include:

- attack with a mêlée weapon (after moving up to 2½m if desired—see above, Moving into Combat)
- prepare and shoot an arrow
- discharge a loaded crossbow
- partially load a crossbow (the character must spend 3 rounds doing this before he can shoot)
- draw a weapon
- cast a spell
- take out a scroll and unroll it
- take out a potion and unstopper it
- read a scroll
- drink a potion
- activate a magical device (amulet, etc.)
- make a normal move (10m for a human, 12m for an elf, etc.)
- run (20m for a human, 25m for an elf, etc.) (a character who runs must either run, move normally or do nothing in the following round)

Characters who have the same Reflexes score act simultaneously. When a character's turn to act comes he may, if he chooses, defer his action until later in the Round. This gives him the chance to see what other characters are doing first.

Example
Sir Hugo, accompanied by his employer Ulric, a Sorcerer, are in the town of Clyster shopping for some items. After a busy morning in the market, they seek refreshment in a small dockside tavern. Without realizing it they have strayed into one of the town's most notorious haunts for ruffians and rogues. Three wiry cutthroats begin to insult them, and in moments swords are drawn.

Hugo could act before any of them, but he decides to wait and see what Ulric (with a lower Reflexes score) has planned. The Sorcerer casts a Transfix *spell which only one of the cutthroats manages to resist. If Hugo had struck sooner he might have wasted his blow in wounding one of the men who now stands transfixed. As it is, he makes short work of dispatching the last cutthroat.*

Evading an attack

GM: "You're advancing down a musty corridor. Your torch gives off a smoky light, revealing large spiders that scuttle away as you pass. Strange carvings mark the walls. Suddenly you hear an ominous grating noise—a gigantic stone slab is descending to block the corridor behind you."
Player: "I whirl and throw myself through the gap before it can close."
GM: "You can try. The slab's descent has a speed of 10. What's your EVASION?"

Certain fast-moving attacks or other threats cannot be prevented by using DEFENCE, but might just be dodged by the use of EVASION.

EVASION is used in a wide variety of situations—to leap through a closing gap, to sidestep a Dragon's breath of fire, to dodge a falling chandelier... in any situation where the character's survival depends on getting out of the way.

The attack that the character is trying to dodge is given a SPEED rating. This might be anything from 5 for a slowly toppling statue, up to 20 for the lancing energy-beam of a magic Ring of Red Ruin. The character's EVASION is subtracted from the attack's SPEED. If a roll of 2d10 comes up less than or equal to the result, the attack has hit. If greater, the character dodged.

Note that this is very like the Hit Roll in combat, except that the roll is made on 2d10 instead of 1d20. A roll of 2 always means that the character has failed to dodge, while a 20 always means the attack has missed. In the example above, the character had an EVASION score of 4. The GamesMaster rolled two ten-sided dice. On a roll of 6 or less, the slab would descend too quickly, crushing him before he had scrambled beneath it. On a roll of 7 or more, the slab would miss.

Typical Attack Speeds

Description	*SPEED score*	*Example*
Easily evaded	5	Toppling statue
	6	
Very slow	7	Drifting cloud of gas
	8	
Slow	9	Hurled chair or other slow-moving object
	10	
Average	11	Rolling boulder
	12	Falling block of masonry
Fast	13	Trapdoor suddenly opening underfoot
	14	
Very fast	15	
	16	A Dragon's flame
Extremely fast	17	
	18	Javelin[1]
Dazzling	19	
	20	Energy-beam from a Ring of Red Ruin

It is very important to visualize the situation when a character has to evade an attack. Do not simply make the roll without considering what it represents. A character dangling on the end of a rope is treated as having EVASION of zero when a magic ring is fired at him, unless he says that he is prepared to let go of the rope. A character trapped at the bottom of a deep well will certainly be hit by the fireball that his enemy lobs down at him. EVASION scores only apply when it is physically possible to evade.

1 It is thus difficult but not impossible to evade a javelin—if one sees it coming. Other missile weapons move far too quickly for a character to stand any chance of dodging them.

Getting out of Combat

The wise adventurer knows when to escape from a fight. There are two ways of doing this; the first is recommended, except for characters in very good armour.

Retreat: When his turn comes to act, the retreating character, still defending normally, backs up one-quarter of his normal movement (i.e. 2½m in the case of a human). The next Round, if his opponent does not follow up, the character can turn and run.

Rout: This is a more desperate method. The character simply turns his back on his opponent. The opponent gets one free strike at his back (zero DEFENCE) before he can run off.

Sensible players will always be prepared to escape when things are going badly. No one can expect to win every battle—particularly not in the early days of inexperience.

Monsters may decide to give chase. It is the GamesMaster's task to role-play the monsters and make this decision. You will probably take a number of factors into account, such as:

- How powerful are the monsters?
- How powerful are the fleeing player-characters
- How powerful do the monsters think the fleeing player-characters are?
- What do the monsters have to gain from chasing them?

The characters may discourage pursuit by throwing down food (to distract unintelligent creatures) or treasure (in the case of more discerning pursuers). Very intelligent and powerful monsters will not be fooled by such tactics—why should they stop and pick up baubles when they can catch the characters and get all their treasure?

Lastly, remember that the monsters also have the option of running away. Some (Orcs are a case in point) virtually make a habit of it.

Chapter 9

The Use of Magic

ALTHOUGH THERE ARE four different spell-using Professions in this book—or eight if you count the different types of Elementalists—magic is not common in the Lands of Legend, and most people still live in fear of those who can wield its occult power. For Sorcerers, Warlocks and Elementalists casting a spell involves speaking an incantation aloud (and sometimes the louder the better), with gestures and movements, wands pointed at the target, or even symbols marked on walls, floor, or bodies. This kind of thing can make nervous guards get twitchy or even panic a crowd of yokels. There are no set rules for this: it's the GM's call.

Spells have some features in common, whether cast by an Elementalist, a Mystic, a Sorcerer or a Warlock. Unless otherwise noted, the following points are the same for all the spell-casting classes.

Casting a Spell

Spells are divided into levels of increasing power and complexity, and a Sorcerer, Elementalist or Warlock cannot cast a spell of higher level than her rank. Spells cost Magic Points to cast: 1 MP for a first-level spell, 2 MPs for a second-level, and so on up to 10 MPs for a tenth-level spell.

When a Sorcerer, Elementalist or Warlock casts a spell, she deducts the appropriate number of Magic Points from her Magic Point score. When this score reaches 0 the character can cast no more spells that day (Elementalists are a little different, with three separate Magic Point scores; see below).

A Sorcerer's Magic Point score increases with rank (of course!), as shown in the following table.

Sorcerer Magic Points

Sorcerer's rank	*Magic Points usable per day*
1st	4
2nd	8
3rd	12
4th	15
5th	19
6th	23
7th	25
8th	28
9th	31
10th	35
	(and +4 MPs per rank thereafter)

Expended Magic Points regenerate at precisely midnight. This happens automatically; there is no need for the Sorcerer to perform any rituals, unlike with Elementalists.

Example
Lyona is a 2nd-rank Sorceress, and has a normal (undepleted) Magic Point score of 8. During one adventure, she casts a Tangleroots*, a* Weaken *and two* Dragonbreath *spells, leaving her with 3 Magic Points. She avoids any more trouble that day, and at midnight her Magic Point total is restored to its normal score of 8.*

Mystics: Casting Spells

Like the other spell-casting classes, a Mystic cannot use spells of a higher level than his rank. However,

Mystics suffer additional difficulties when using magic. Whenever a Mystic casts a spell he must make a check to see whether the effort 'psychically fatigues' him. To avoid psychic fatigue, the Mystic must roll equal to or less than:

- **13, plus his rank, minus the spell's level, on 1d20.**

This roll is called the Psychic Fatigue Check. If it fails, the Mystic cannot cast any more spells that day. Mystics automatically recover from psychic fatigue at dawn.

Note that when making the Psychic Fatigue Check a roll of 20 always results in fatigue, whatever the Mystic's rank or the level of the spell being cast.

Example
Caedmon Skysoul, a 2nd-rank Mystic, casts Invigorate, *which is a level 1 spell. He therefore needs to roll 14 or less on d20 to avoid psychic fatigue. In fact he rolls an 18. Caedmon now cannot cast spells until the following dawn (although this does not prevent the* Invigorate *he just cast from taking effect).*

Casting Spells Above Their Level
For the purpose of penetrating the sorcerous defences *Wall of Magic* and *Spell Screen*, Mystic spells are considered to have a 'Magic Point strength' equal to their level. Thus (even though Mystics do not use Magic Points), an *Enthrall* spell, being of level 4, is equivalent in strength to a 4 MP Sorcerer spell such as *Curse*.

The other three wizardly Professons can put extra Magic Points into a spell to help it 'punch through' magical defences. Mystics cannot do that, but they can choose to cast a spell above its normal level. This increases the chance of psychic fatigue but gives a more powerful spell. As an example, consider Shugendo Sai, a Mystic who is about to attack an enemy Sorcerer. Suspecting that his foe has put up a 4 MP *Wall of Magic*, Shugendo Sai casts his *Enthrall* as an eighth-level spell. He makes his Psychic Fatigue Check just as though he had cast a level eight spell. His *Enthrall*—after losing the equivalent of 4 Magic Points to the *Wall*—is reduced to fourth level and attacks the Sorcerer normally.

Terminating a Spell
A Mystic can cancel out his own durational spells at any time. Unlike a Sorcerer, the Mystic does not need to take a Combat Round to do this. He can cause any or all of his durational spells to lapse just by not bothering to sustain them. If a Mystic is killed or knocked unconscious, any durational spells he has going at the time will expire immediately.

Sorcerers rarely leave Spell Expiry durational spells going after a combat, as they prefer to recoup some of their expended Magic Points (see p. 78). A Mystic gains nothing by prematurely terminating a spell, and will usually choose to leave it going until it expires naturally.

Example
Caedmon increases his strength with a Might *spell while battling a Mummy. The spell has not worn off several Rounds later when, with the combat over and the Mummy defeated, Caedmon's fellows begin to discuss which area of the underworld to explore next.*

Caedmon does not wish to cancel his Might *spell, but the GM does not want to disrupt the flow of the game by having him make a Spell Expiry Roll for every six seconds the characters stand around talking. Instead, he has Caedmon's player roll on d100 every minute. The player manages to roll under 76 three times in a row, so Caedmon's strength is still magically enhanced three minutes later when another Mummy chances upon the still-arguing characters. A battle ensues, and Caedmon resumes making his Spell Expiry Roll on a round-by-round basis.*

Elementalists: Casting Spells

Elementalists have a separate Magic Point score in each of their elemental categories. Magic Points within one category cannot be used to cast spells of another category—so Fire MPs cannot be used for Earth spells, for instance. The number of Magic Points that an Elementalist will have in each category is shown below.

Rank	*MPs in main category*	*MPs in second and third categories*
1st	3	1 in each
2nd	6	2 in each
3rd	9	3 in each
4th	12	4 in each
5th	15	5 in each
6th	18	6 in each
7th	21	7 in each
Nth	3 × N	N in each

When an Elementalist has used up all the Magic Points set aside for an element, that category is depleted. The Elementalist cannot use spells of

a depleted category until he performs a Ritual of Recovery. The Ritual must be performed at a specific time of day in which the element is ascendant. The appropriate times are as follows:

Elemental category	*Ritual must be performed at...*
Fire	sunrise
Air	noon
Water	moonrise*
Earth	moonset*
Darkness	sunset

* These cannot be performed on the one night each month when there is no moon.

The Ritual of Recovery restores the Elementalist to full Magic Points in that category only. His other categories, if depleted, require a separate Ritual.

A Ritual of Recovery takes only 1 minute, but requires the Elementalist to be in a quiet, reasonably private place, without interruptions or distractions.

Warlocks: Casting Spells

A Warlock's magic operates like a Sorcerer's (though the spells are different). The Warlock can cast spells whose level does not exceed his rank, and in doing so he expends Magic Points equal to the spell's level. A Warlock has lower reserves of magical energy than a Sorcerer of the same rank, however:

Warlock's rank	*Magic Points score*
1st	2
2nd	4
3rd	6
4th	8
5th	10
6th	12
7th	14
8th	16
9th	18
10th	20 etc.

Any expended Magic Points are replenished at sunset. A Warlock's Magic Points are exactly equivalent to sorcery Magic Points except where stated otherwise—i.e. they are regenerated by a Potion of Replenishment, attenuated by a *Spell Screen*, etc.

Using Extra Magic Points

An Elementalist, Sorcerer or Warlock may choose to put additional Magic Points into a spell, above the basic MP cost of the spell. There is no advantage to be gained doing this with an indirect-attack spell—it is a tactic to be used with direct-attack spells, to give them more chance of getting through an enemy's magical barriers. If a character suspects his opponent has a *Wall of Magic* operating, putting an extra few Magic Points into the *Dishearten* spell he's casting may seem a worthwhile investment.

How Does the Spell Affect its Victim?

Every attack spell falls into one of two categories. 'Direct-attack' spells are those which have a direct supernatural effect on the victim—turn him to stone, hypnotise him, etc. 'Indirect-attack' spells are those which create some secondary effect such as a jet of flame or a bolt of lightning.

Looking at the *Dragonbreath* spell (p. 80), you may not think there is anything particularly indirect about it. It is indirect-attack, though, because the way in which it harms its victim is physical, not supernatural. The spell creates a jet of fire. If the intended victim is not quick on his feet and/or well-armoured, he will get burned. His intrinsic resistance to magic (i.e. MAGICAL DEFENCE) is irrelevant.

In practice, direct-attack spells are those which require the caster to match his own MAGICAL ATTACK against his intended target's MAGICAL DEFENCE. Indirect-attack spells require the caster to match the spell's intrinsic SPEED against the victim's EVASION.

Resisting Direct-Attack Spells

The rules procedure for MAGICAL DEFENCE is very similar to that for EVASION (see p. 62).

Any spell which may have a direct supernatural effect on a character (e.g. *Fossilize*, which turns its victim to stone) must overcome his MAGICAL DEFENCE. The spell works with the MAGICAL ATTACK of its caster, from which the target character's MAGICAL DEFENCE is subtracted. The result is the number that the caster must roll equal to or under on 2d10 in order for the spell to work.

As before, a 2 means that the spell takes effect regardless of the relative MAGICAL ATTACK and MAGICAL DEFENCE of caster and victim. Similarly, a 20 always indicates that the spell has failed to affect its victim.

This procedure also applies to a number of magical attacks that are not, strictly speaking, spells. Examples include the weakening touch of a Wight, the awful gaze of a Basilisk, etc.

TWO FIRST-RANK SORCERERS, GOTHIQUE AND KAOS, ARE SQUARING OFF FOR A DUEL.
GOTHIQUE ACTS FIRST AND, KNOWING HER FOE'S REFLEXES ARE SLOW, CASTS DRAGONBREATH.
THE SPELL'S SPEED IS 12 AND KAOS' EVASION SCORE IS ONLY 2, SO GOTHIQUE MUST ROLL 10 OR LESS ON 2D10 FOR THE FLAME TO HIT.
SHE GETS A 5, AND THEN ROLLS 1D6+6 TO SEE HOW MUCH DAMAGE KAOS TAKES. AN 8.
SCORCHED BUT STILL STANDING, KAOS CAN SEE THAT HIS FOE IS WEARING ARMOUR WHICH GIVES SOME PROTECTION AGAINST DRAGONBREATH.
HE THEREFORE CHOOSES A WEAKEN SPELL.
KAOS' MAGICAL ATTACK IS 17 (HE'S HIGHLY PSYCHIC). AGAINST GOTHIQUE'S MAGICAL DEFENSE OF 5, HE HAS TO ROLL 12 OR LESS ON 2D10 FOR THE SPELL TO TAKE EFFECT.
HE ROLLS A 9.
GOTHIQUE SUCCUMBS TO THE WEAKEN SPELL, AND A NEW COMBAT ROUND BEGINS
EW

How Far Can the Spell Reach?

Where relevant, a maximum range is given for each spell. When magic-using characters are in an adventuring party it becomes particularly important to have some way of keeping track of where each character is standing (such as marked counters or miniature figurines). Otherwise there will be numerous exhausting arguments along the lines of "I'm sure that Orc is in range for a *Shadowbolt*" or "He can't have hit me with *Fossilize*—I'm too far away!" Figurines make the whole combat situation clear, eliminating any need for dispute.

How Long Does the Spell Last?

Some spells last only a few seconds. If you blinked, you might miss a *Shadowbolt* or a *Dragonbreath* altogether. Effectively, such spells are instantaneous.

Spells which continue to operate for more than one Combat Round are called 'durational', and a glance through the spell lists of Chapter 10 will show that all durational spells are indicated as such. In some cases a specific duration is given (e.g. '*Moonglow*—lasts for ten minutes'). Where it is not, there is only the mysterious statement: "Spell Expiry Roll applies". What does this entail?

For most spells, a Spell Expiry Roll is made by rolling two six-sided dice (2d6). On a roll of 2-11, the spell continues to operate. On a roll of 12, it wears off. This Spell Expiry Roll is made at the start of each Combat Round following that in which the spell was cast. If a spell-caster has several spells going at one time, she must make a separate Spell Expiry Roll for each. So a duel between two high-ranking characters can involve a whole series of 2d6 rolls at the beginning of each new Round, as the duellists check for each of their protective enchantments in turn.

Warlocks' spells do not have quite the staying power of other casters' spells. Most durational spells available to Warlocks are subject to a Spell Expiry Roll. However, this differs from the usual kind of Spell Expiry Roll in that a d20 is used, and the spell wears off on a roll of 20. Warlock spells tend to be powerful but short-lived.

It is not always convenient for players or the GM to have to make a Spell Expiry Roll for every six seconds of game-time when there is no longer a combat in progress. You may prefer to make a minute-by-minute roll to see when the spell wears off.

For Elementalists, Mystics and Sorcerers, the chance that the spell will still be operating after one minute is 75% (which is statistically equivalent to ten successive Spell Expiry Rolls). Thus, the spell-caster rolls d100 for every minute that elapses after combat is over; on a roll of 01-75, his spell remains on for another minute before he need roll again.

For Warlocks, the chance of a spell still operating after a minute is 60%. That is, the player (or the GM, in the case of a non-player character) rolls d100 at the end of every minute that goes by: on a roll of 01-60 the spell is still going, on a roll of 61-100 it wears off.

Can Spells be Overlapped?

All spell-casters can cast a spell before the effects of an earlier spell have finished or worn off. In fact, it is theoretically possible to have any number of different durational spells going at one time. A Sorcerer who's feeling really nasty (or cautious) might put on *Spell Screen*, *Vorpal Blade, Warding, Invisibility* and *Armour* (and maybe a few others as well) before wading into a fight.

The same spell cannot, however, be 'doubled up' to get twice the benefit. A Sorcerer who casts *Vorpal Blade* twice has simply wasted 7 Magic Points—he doesn't get two swords to fight with!

Spell Failure Chances for Elementalists or Sorcerers in Armour

Certain types of armour give a chance of miscasting any spell, as follows.

Armour worn	*Chance of miscast spell*
Mail hauberk	10%
Mail armour	20%
Plate	30%

This applies to each spell the character casts. For instance, Limorien, a Sorcerer who insists on wearing plate armour, has a 30% chance of miscasting any spell. Every time he attempts a spell, he must roll d100. On a roll of 01–30, he has miscast it.

A character miscasting a spell must pay twice the normal Magic Point cost of the spell. Instead of getting the spell he wanted, he rolls randomly among all the spells of the same level. If Limorien attempts a *Warding* and miscasts it, he has to roll 1d6. Say he rolls a 5—this means he actually casts, not *Warding* but the fifth spell of level two: *Tangle-*

roots. Poor Limorien not only pays the exorbitant cost of 4 Magic Points, but he has to dodge his own *Tangleroots* spell!

Note that Mystics and Warlocks do not have any chance of spell failure, whatever armour they wear. Warlocks are specially trained to cast their spells in armour, and Mystics need only focus their minds to work their magic, not wave their arms about in arcane gestures.

Terminating a Spell

A character can cancel his own durational spells at any time. He does not need to wait for the spell to wear off. For Elementalists, Sorcerers or Warlocks, this is a definite action—they have to 'will' the spell to terminate—and takes one Combat Round. Mystics are different (see p. 74).

When an Elementalist, Sorcerer or Warlock terminates a durational spell to which a Spell Expiry Roll applies, he gets back half the Magic Points (rounded down) that he expended to cast it.

Example

Lyona is on a dungeon adventure with some friends. Their first encounter is with some Skeletons. These are defeated after a short skirmish, during which Lyona has cast Moonglow, Hold Off The Dead *and* Tangleroots. *She has 3 Magic Points left. Since the Skeleton she caught with Tangleroots has now been slain by one of her comrades, Lyona terminates the spell. Her Magic Points score is back up to 4.*

She is about to terminate the Hold Off The Dead *spell and get a single MP back for that as well, but before she gets the chance its Spell Expiry Roll comes up '12' and it wears off naturally. Cancelling the* Moonglow *would not give her back any MPs.* Moonglow *is one of the handful of durational spells which do not take a Spell Expiry Roll. (Even if it did, she would get no points for cancelling it. Can you see why?)*

Jh

Chapter 10

The Book of Spells

Sorcerer Spells

The list on this page shows all the spells usable by Sorcerers. The two important points to remember are, firstly, that a spell's level is also the number of Magic Points needed to cast it and, secondly, a Sorcerer can cast only those spells whose level does not exceed his rank.

For ease of reference, you will find an index of all the spells in this book on page 254.

Spells of Level One
- DRAGONBREATH
- IMAGE
- LESSER HEALING
- MOONGLOW
- PORTAL
- WEAKEN

Spells of Level Two
- DETECT AURA
- HOLD OFF THE DEAD
- INFLICT WOUND
- PEER
- TANGLEROOTS
- WARDING

Spells of Level Three
- BANQUET
- BEACON
- COMMAND
- GREATER HEALING
- ILLUSION
- WOLFCALL

Spells of Level Four
- ANTIDOTE
- CURSE
- DISEASE
- ORACLE
- SHADOWBOLT
- WALL OF MAGIC

Spells of Level Five
- BANISH
- DIVINATION
- FOSSILIZE
- MANTLET
- REANIMATE THE DEAD
- TRANSFIX

Spells of Level Six
- ARMOUR
- CURE DISEASE
- DISHEARTEN
- DISPEL MAGIC
- PHANTASM
- SWORD OF DAMOCLES

Spells of Level Seven
- DEATHLIGHT
- ENSLAVE
- NOVA
- SPELL SCREEN
- STASIS
- VORPAL BLADE

Spells of Level Eight
- ASTRAL GATE
- BASTION
- BURDEN
- DESTRIER
- EVIL EYE
- RUNE

Spells of Level Nine
- ANIMATE BONES
- BATTLEMASTER
- FIRESTORM
- INVISIBILITY
- MIRACLE CURE
- RAISE FOG

Spells of Level Ten
- DOPPELGANGER
- HECATOMB
- PENTACLE OF ENTRAPMENT
- RESURRECT
- SCRY
- TRANSFORM

Sorcerer Spells of Level One

Dragonbreath
Range: 20m
This spell creates a narrow jet of flame which can be directed at a single target. If the target fails to dodge the flame (match the spell's SPEED of 12 against the target's EVASION) he takes 1d6 +6 Health Points damage. This damage roll is reduced by the target's Armour Factor, however, so a character in plate armour would lose only 1d6 +1 HP.

Image
Range: 20m
Duration: see below
The caster can create a visual image of no greater than man-size; this is nearly perfect, and has only a 10% chance of being recognized to be an illusion. The *Image* is a kind of hologram, and cannot be made to move around. It will last until touched or Dispelled.

Lesser Healing
Range: touch
This spell restores 2 Health Points to a wounded character. It will not increase his Health Point score above its normal (unwounded) level, of course. *Lesser Healing* cannot bring a character back from the dead—such a feat is possible in the *Dragon Warriors* world, but more potent sorcery than this is needed!

Moonglow
Duration: lasts for ten minutes
A circle of light 5m in radius surrounds the caster, who can dim the intensity to zero or brighten it to about the level of the full moon's light, at will. Unlike torchlight, the illumination provided by this spell is sufficiently diffuse that it may not alert monsters lurking nearby. A party of characters using no other light source but *Moonglow* have a chance (the usual 1 in 6) of surprising any monster they meet.

Portal
Range: touch
Duration: see below
This spell may be used in either of two ways. *Open Portal* will thrust open any door which could normally be forced by a character of Strength 16. The second mode of the spell, *Close Portal*, shuts and locks a door magically. This form of the spell is durational, and will stay in effect until Dispelled or broken by physical force.

Weaken
Range: 20m
Duration: Spell Expiry Roll applies
Match the caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE. The character on whom this spell takes effects will be weakened. He temporarily loses 2 ATTACK points and inflicts 1 less point of damage than usual when striking in combat.

Sorcerer Spells of Level Two

Detect Aura
Duration: Spell Expiry Roll applies
This spell enables the caster (or another on whom he casts the spell) to see the supernatural aura which surrounds enchanted beings and objects.

Hold Off the Dead
Duration: Spell Expiry Roll applies
This spell creates a zone around the caster, 2m in radius, which affects Undead whose rank-equivalent does not exceed the caster's rank. If such Undead enter the zone they are immediately subject to a magical attack (match the caster's MAGICAL ATTACK against the Undead's MAGICAL DEFENCE). If successful, the spell prevents them from approaching the caster as long as the enchantment lasts.

Inflict Wound
Range: 3m
Match the caster's MAGICAL ATTACK against the target's MAGICAL DEFENCE. If successful, this inflicts a wound of 5 Health Points on the victim. Armour provides no protection against this damage.

Peer
Range: 20m
Duration: Spell Expiry Roll applies, and see below
When this spell is cast, the Sorcerer specifies any point within the spell's range (e.g. "14m due north of me", "5m straight down", etc.). He is then able to see anything that is happening within 3m of the specified point as though he were standing there. The spell is not hampered by intervening walls or floors unless these are made of metal; more than

2cm thickness of metal will block a *Peer* spell. The spell will expire immediately if the caster moves around while it is operating.

Tangleroots
Range: 15m
Duration: Spell Expiry Roll applies
This spell affects one target, causing a tangle of magical creepers to sprout out of the ground and ensnare his legs. If the target fails to leap clear (match spell's SPEED of 14 vs target's EVASION) then he is caught and immobilized. With an edged weapon it is possible to cut oneself free within 2–8 Combat Rounds (roll 2d4); beings of great strength (Strength 16 or more) will be able to pull free of the roots in only 1–3 rounds, and animals such as Wolves will take 2–12 rounds to claw and chew through the roots. This spell is commonly used either to hold any enemy while trying to escape from him, or to prevent him evading a more devastating follow-up spell.

Warding
Duration: Spell Expiry Roll applies
Warding enhances the Sorcerer's luck in combat. Any character attempting a Hit Roll against him, whether in mêlée or with a missile weapon, must add 2 to the d20 score.

Sorcerer Spells of Level Three

Banquet
Enough food and drink is created to provide one meal for five people. The food is nourishing but—despite the spell's appetising name—rather bland. Few would care to eat it if they had a choice; but when adventurers are starving they will fall upon *Banquet* fare enthusiastically enough!

Beacon
Range: 15m
Duration: Spell Expiry Roll applies
If any invisible object or being is within range when *Beacon* is cast, the spell causes a glowing ball of green light to appear just above it. This light will move as the invisible object/being moves, thus marking out its location.

Command
Range: 5m
Durational: Spell Expiry Roll applies
A successful casting of this spell (match caster's magical attack vs target's magical defence) brings the victim (who must be of 1st–3rd rank) under the Sorcerer's control. He will then do whatever the caster tells him to do. *Commanded* beings do not become mindless slaves; they retain their normal intelligence and ability to reason, and are thus capable of following quite complex orders. Language barriers may be a problem—if the victim cannot understand what his 'master' is saying to him then he will simply act in what he believes to be his master's best interests.

Greater Healing
Range: 5m
A more powerful version of *Lesser Healing*. It restores 7 Health Points to the recipient, with the same provisos as for the level-one spell (p. 80).

Illusion
Range: 20m
Duration: Spell Expiry Roll applies
This spell creates an illusion no greater than two cubic metres in volume. This differs from an *Image* in two ways; the *Illusion* will move as the caster wishes, and it fools not just sight but the other natural senses as well. There is thus very little chance of distinguishing an *Illusion* from the real thing; even a rigorous examination gives only a 5% chance of this. If he wishes, the Sorcerer can cast *Illusion* over a character (himself included) in order to provide a near-perfect disguise. When overlapped in this way, the *Illusion* must be equal in at least one linear dimension to the thing it is covering. A man could thus be covered by the *Illusion* of a 2m-long snake, but not by the *Illusion* of a gnat.

It is important to remember that *Illusions* exist only in the minds of those who behold them. An *Illusion* could not cast a spell, inflict a wound, carry treasure, open doors, or in any other way affect the real world.

Wolfcall
Duration: Spell Expiry Roll applies
This spell is usable only out-of-doors—in moorland, woods and dense forest, the wild places where Wolves hunt. It summons one Wolf (see p. 253) to the caster's side to fight for him. The Wolf will arrive 2–12 Combat Rounds after the spell is cast and will then remain until the spell wears off. The Sorcerer does not start making Spell Expiry Rolls until the Wolf turns up.

(A note for the literal-minded: there does not actually have to be a Wolf nearby for *Wolfcall* to work. The Wolf may in fact be brought across miles of countryside in barely a minute, by the working of the Sorcerer's magic.)

Sorcerer Spells of Level Four

Antidote
Range: 5m
This reduces the potency of poisons or drugs in a character's bloodstream. A poison which normally requires a 3d6 roll compared to the character's Strength (see p. 122 in Chapter 11) is reduced to one which requires a 2d6 roll, etc. The spell must be applied within one Combat Round (six seconds) of the character being poisoned. It does not reverse any damage or other effects already caused by the poison.

Curse
Range: 15m
This spell affects up to four beings (roll 1d4), cursing them with bad luck if it is successful (match caster's magical attack vs target's magical defence). Cursed beings must adjust all their die rolls by 2 so as to make them less favourable—i.e., +2 to the die score when making a Hit Roll, –2 when making an Armour Bypass Roll, etc.

Disease
Range: 15m
Duration: lasts until Dispelled
A single living being may be afflicted with a rotting disease (match caster's magical attack vs target's magical defence). The victim loses 2 Health Points every Combat Round until cured or dead.

Oracle
Duration: lasts for one minute
The Sorcerer attunes himself to the spirit world and is able to ask up to three questions. The questions must be phrased in such a way that they can be answered by a yes or a no. The spirits have a 75% chance of knowing the answer to any question they

are asked. (The GamesMaster rolls d100. On 01–75 they know the answer; on rolls of 76–00 they don't.) If they do not know the answer to a question, or if the question is worded vaguely, the spirits will give a random answer (roll d6: 1–3 = yes, 4–6 = no), and they will then stick to that answer if asked the same question again.

The spirits can speak only of events concerning the past and present. They cannot see into the future, nor answer questions which concern a character's thoughts and motives. Thus a Sorcerer could ask, "Have my companions ever discussed murdering me?" but not "Have my companions ever thought of murdering me?" Or rather, he could ask it but the spirits' reply would be meaningless.

Shadowbolt
Range: 20m
Causes an ebon bolt of energy to shoot from the caster's hand to strike a single being. If the bolt hits (match spell's SPEED of 14 vs target's EVASION), it does 2d6+10 HP damage. The damage roll is reduced by a number equal to the target's Armour Factor, if any (see the *Dragonbreath* spell on p. 80).

Wall of Magic
Range: Touch
Duration: Spell Expiry Roll applies, and see below
The caster—or another on whom he casts the spell—is surrounded by a protective zone that will block enemy spells. The caster may expend as many points as he likes when casting the *Wall of Magic* (down to a minimum of 4 MP), and this is the number of Magic Points the *Wall* will absorb from spells cast into it. Once it has absorbed its Magic Point limit, the *Wall* collapses. *Wall of Magic* blocks only direct-attack spells, however—i.e. those that involve a MAGICAL ATTACK VS MAGICAL DEFENCE roll. Indirect-attack spells such as *Shadowbolt* are unaffected.

If the Wall collapses without having absorbed all the Magic Points from an incoming spell, the spell still has a chance of taking effect but the attacking Sorcerer or Mystic must adjust his attack die roll by the difference between the number of MPs left in the spell and the spell's level.

Suppose Eldrin the Crafty has put up a 5 MP *Wall of Magic*. His arch-foe Nebulos attacks him with a *Disease* spell, which is completely absorbed but which knocks the *Wall* down to 1 MP in the process. In the next Combat Round, Nebulos casts a *Curse*. Eldrin's *Wall of Magic* collapses after absorbing 1 MP from the Curse. Nebulos matches his MAGICAL ATTACK against Eldrin's MAGICAL DEFENCE to resolve his *Curse*, but must add 1 to the 2d10 roll because the Curse is of reduced strength.

Sorcerer Spells of Level Five

Banish
Range: touch
Duration: lasts until Dispelled
For this spell to take effect, the caster must actually touch his intended victim in the Combat Round following that in which he cast the spell. This means that the caster must make a successful Hit Roll on his opponent—though no Armour Bypass Roll is needed, as it is sufficient that he merely touch the opponent's clothing or armour.

If the spell takes effect (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE) the victim is banished to limbo, and can only be freed at the caster's whim or if a *Dispel Magic* (see p. 84) is cast at the spot where the victim disappeared. A Sorcerer can communicate in his dreams with those he has banished, and will usually find them quite eager to barter information and secrets in return for a promise of freedom from limbo.

Divination
Duration: lasts one minute
A modification of the *Oracle* spell which enables the caster to ask a question even if the answer is not a simple yes/no. Only one question may be asked, and there is still the same limit (75%) on accuracy. The spirits will often answer in the form of a rhyme, riddle or obscure clue—the GM is urged to be inventive and evasive! A Sorcerer may not cast more than one *Divination* in a single day.

Fossilize
Range: 20m
Duration: lasts until Dispelled
If the spell is successful (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE), one being is turned to stone, along with anything he is wearing or carrying. *Fossilize* has no effect on Gargoyles (their bodies are made of rock in the first place) nor, for obvious reasons, on non-corporeal creatures such as Spectres.

Mantlet
Duration: Spell Expiry Roll applies
This highly useful spell surrounds the caster with an enchanted zone 3m in radius. Any arrow, quarrel, slingshot or other missile entering this zone will fall harmlessly to the ground. Magical or extremely large (more than 20kg) projectiles are not impeded by the spell, however.

Reanimate the Dead
Range: 5m
Duration: Spell Expiry Roll applies
Using this necromantic spell, the Sorcerer can raise up to six (roll 1d6) dead Humans, Elves or Dwarves as Zombies (see p. 253) under his control. Zombies, having only limited intelligence, will not be able to comprehend complex instructions—the Sorcerer must limit his commands to four words or less.

Transfix
Range: 20m
Duration: Spell Expiry Roll applies (and see below)
If the caster is successful (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE) then 2-8 beings (roll 2d4 for the number affected) suffer a 'brainstorm' which causes them to stop what they are doing and stand passively until the spell wears off. Afterwards, they will be unable to remember anything that happened while the spell was in effect or in the two Combat Rounds just before it was cast. If a *Transfixed* character is attacked, the spell is immediately broken.

Sorcerer Spells of Level Six

Armour
Duration: Spell Expiry Roll applies
The spellcaster becomes engirded in jet-black plate armour. This provides an Armour Factor of 6 and, unlike normal armour, does not hamper the Sorcerer's casting ability. Any clothing or armour the caster is already wearing is transformed for the duration of the spell—one cannot cast it on top of a suit of normal plate and then claim an AF of 11!

Cure Disease
Range: 1m
The beneficiary of this valued spell is cleansed of all illnesses, whether natural or uncanny in origin. Damage already suffered as a result of the disease is not healed, however.

Dishearten
Range: 30m
A far more terrible spell than its euphemistic name suggests—if cast successfully (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE) this causes the victim's heart to explode, killing him instantly. Naturally, it has no effect on Undead or on creatures such as Gargoyles, Death's-Heads, etc., which have no heart. A useful side-effect of the spell is that even if it fails to take effect, the target still loses 1d4 HP as though from a painful kick to the unprotected chest.

Dispel Magic
Range: 5m
When *Dispel Magic* is cast, any durational spells operating within its range (except for those which cost more Magic Points than are used in the *Dispel Magic*) immediately expire. *Dispel Magic* is not directional, and may therefore terminate the caster's own durational spells as well as those of his enemies.

Phantasm
Duration: Spell Expiry Roll applies
The Sorcerer draws ectoplasm from another dimension and is able to fashion it into a creature to do his bidding. The creature may be whatever the Sorcerer wishes, as long as it is no larger than about twice man-size. Regardless of its outward appearance, the Phantasm's abilities and characteristics are always the same: MAGICAL DEFENCE of 8, EVASION of 5, Armour Factor 4, 4-24 Health Points (roll 4d6), and STEALTH and PERCEPTION identical to the caster's own. ATTACK and DEFENCE must sum to 28, but may be chosen by the caster within this limitation.

When Phantasms strike in combat they always use 1d10 for Armour Bypass Rolls and inflict 5 HP on a successful hit. The Phantasm's movement rate corresponds to that of the creature it resembles—10m/Combat Round if Human, and so on.

Sword of Damocles
Range: 10m
Duration: lasts until activated (see below)
A glowing sword of unearthly nature appears above the head of the target. This sword is ethereal and cannot be damaged or removed by physical means.

It will continue to hang in the air above the target, moving as he moves, until activated by a command from the caster. It will then become solid and descend to strike the victim, emitting a metallic screech as it does so. Unless the sword is dodged (match its SPEED of 17 vs the target's EVASION), it will deal the hapless target a mighty blow. Use 1d10 +2 for its Armour Bypass Roll; a successful hit inflicts 4d6 HP damage. After its single strike, successful or not, the sword vanishes.

If he chooses, the caster can make the sword's descent dependent on some condition—for example, "Strike if I am slain." It is thus an excellent spell for coercing an enemy. ("Kill me, and my *Sword of Damocles* will turn you into a kebab!")

Sorcerer Spells of Level Seven

Deathlight
Range: 40m
A very powerful bolt of energy leaps from the caster's hands, forking to strike 1-4 beings (match spell's SPEED of 16 vs targets' EVASION). A being failing to evade will take 3d6+10 HP damage (reduced by his/its Armour Factor, if any).

Enslave
Range: 30m
Duration: Spell Expiry Roll applies
This more powerful variant on the *Command* spell will affect a single being of any rank. A successful casting (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE) renders the victim completely subservient to the Sorcerer's will. Unlike *Command*, this spell turns its victim into an unreasoning slave who will do only what he is told. Language barriers are not a problem; the victim will always understand what his master is telling him to do, though with a tendency to follow instructions literally—occasionally with unlooked-for results. It takes one Combat Round to issue an *Enslaved* character with orders, or to change existing orders.

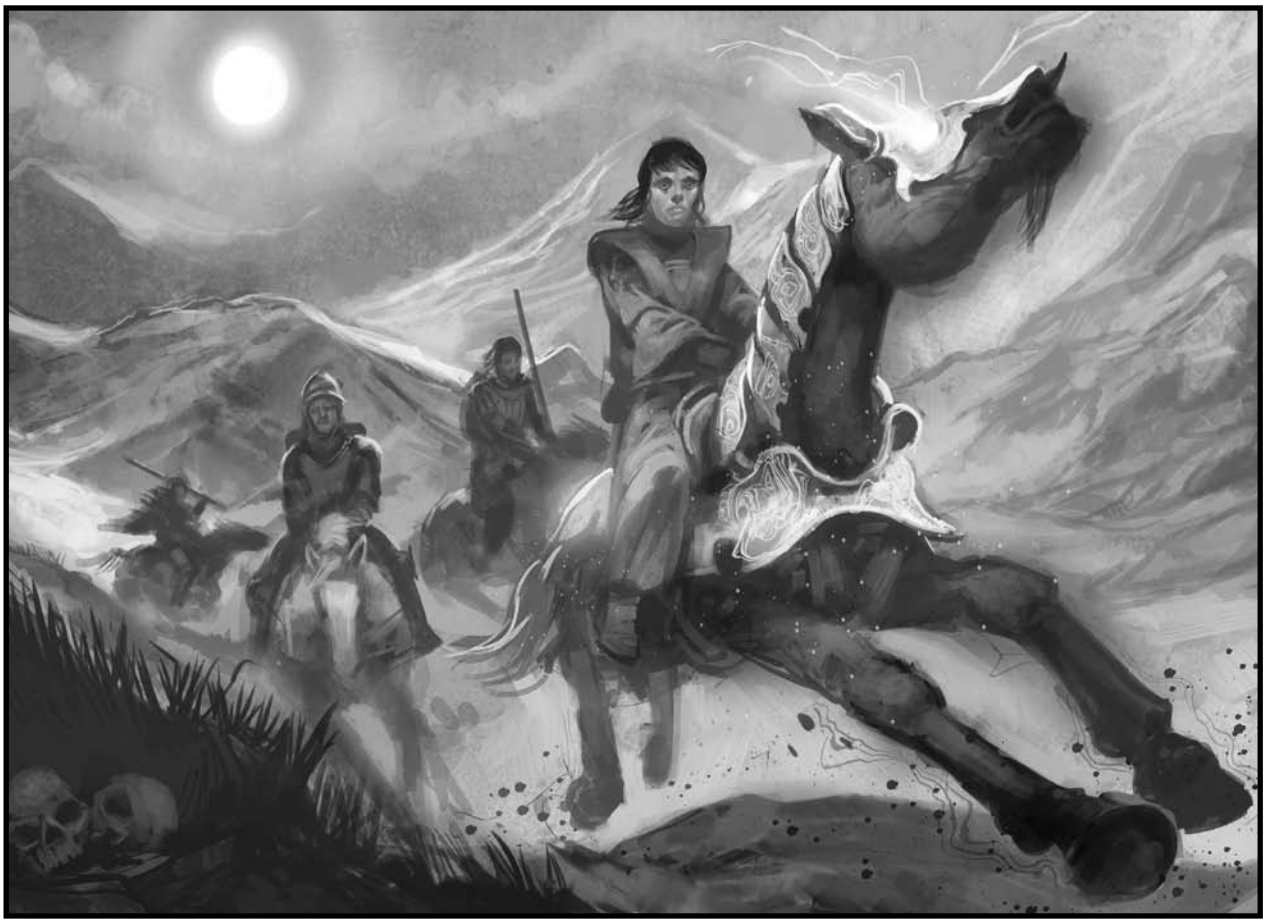
Nova
Range: 5m
Myriad beams of searing light shoot from the caster's body in all directions. Any being within 5m who fails to jump clear (match spell's SPEED of 18 vs targets' EVASION) is struck by 1–3 of the beams (roll 1d6: 1–2 = 1 beam, 3–4 = 2 beams, 5–6 = 3 beams). Each beam inflicts 3d8 HP of damage, less the target's Armour Factor.

Spell Screen
Duration: Spell Expiry Roll applies
This establishes a defensive enchantment around the Sorcerer which will protect him from direct-attack spells (those which involve a MAGICAL ATTACK vs MAGICAL DEFENCE roll). The effect of the *Spell Screen* is to reduce any spell passing into it by 5 Magic Points. Unlike a *Wall of Magic*, the *Spell Screen* itself is not reduced in strength by this. (It is not possible to get a *Spell Screen* that filters out more than 5 MPs by expending more Magic Points in casting it. Also, the effects are not cumulative, so two *Spell Screens* are no better than one.)

Two special cases are worth considering. If a *Spell Screen* is overlapped with a *Wall of Magic*, attacking spells knock Magic Points off the *Wall* first, before being attenuated by the *Screen*. Secondly, the *Spell Screen* affects only spells cast at the Sorcerer himself, not spells cast at the Screen. Take the case of a Sorcerer who is wielding a *Vorpal Blade* and is protected by *Spell Screen*. A 12 MP *Dispel Magic* would be required to dispel the *Vorpal Blade*; but to deal with the *Screen*, only a 7 MP *Dispel Magic* would be needed.

Stasis
Range: 20m
Duration: lasts until Dispelled
The caster is able to 'freeze' 1-3 victims at an instant in time (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE). A character thus frozen will remain exactly where he was when he succumbed to the spell. He cannot think or act in any way (he is caught 'between ticks of the clock', as it were), nor can he be moved or harmed by any means while the *Stasis* is in effect.

Vorpal Blade
Duration: Spell Expiry Roll applies
In the caster's hand there appears a magic sword—as black as midnight, with a coruscating nimbus of green fire. This weapon is a +3 sword. That is, it increases the Sorcerer's ATTACK and DEFENCE by 3 while he is fighting with it, uses 1d8 +3 for Armour Bypass Rolls and does 7 HP damage on a successful strike. Putting this eldritch weapon down will cause it to vanish immediately. If the Sorcerer should be



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so foolish as to offer it to another, the sword will turn in his hand, strike him once, and then disappear forever!

Sorcerer Spells of Level Eight

Astral Gate
Duration: see below
A shimmering portal, a rent in the very fabric of space itself, is created in front of the caster. This portal leads to any place the caster wishes to reach (not more than 150km away), allowing characters to cross this distance in the blink of an eye. The intended destination should be a spot which the caster knows reasonably well. If he is trying to reach a place he has only seen once, the caster has a 40% chance of 'missing' by up to a hundred metres (roll d100 for the distance out and d8 for direction—1 = north, 2 = northeast, 3 = east, etc). If aiming for a destination he has never seen, and is guided only by another's account, the caster has a 50% chance of missing by up to a kilometre.

The Astral Gate will teleport only living beings and whatever they are wearing or carrying. It is not possible to lob a *Shadowbolt* through first, to take care of anyone at the far end! As each character passes through the Gate, a d6 is rolled. On a roll of 6, the spell expires. A Sorcerer must take three Combat Rounds to visualize his intended destination before casting *Astral Gate*. Unless he takes this precaution, there is a 60% chance that the far end of the Gate will emerge onto another plane of reality, and any character passing through will then be lost forever.

Bastion
Duration: Spell Expiry Roll applies
Motes of glittering light spread from the caster's hands and rapidly spread, 'painting' a surface in the air as they do. Within a second, an impenetrable steel-grey barrier has been created. This barrier has a maximum surface area of some 25 square metres, and may be made to form a hemisphere roughly 4m across (within which the Sorcerer may shelter while healing himself or casting more defensive spells) or a wall (blocking a dungeon corridor, perhaps, while

the caster and his companions speed away from their foes).

Burden
Range: 15m
Duration: Spell Expiry Roll applies
Cast at an area of ground, the *Burden* spell causes the pull of gravity to become so overwhelmingly strong that any being standing there will fall down and be unable to move until the spell expires. Very large creatures fare no better than smaller and weaker ones: "the bigger they are..." The spell affects a circular area up to 5m across, extending upwards into the air no more than 3m. (It is not much use, therefore, against a flying creature.) The caster's enemies have a chance to jump clear when he casts the spell, and this is represented by matching the spell's SPEED of 16 against their EVASION scores. No such opportunity is available to those who blunder into the zone once the spell has taken effect, however; they are remorselessly pulled to the ground.

Destrier
Duration: see below
This conjuration is usable only at night or in the lightless depths of an underworld, as it summons a demonic Warhorse which is driven back to its fey world by the rays of the dawn. It will also vanish at once if the Sorcerer dismounts. The Destrier is a sere black steed clad in tarnished silver armour; its eyes burn with an emerald light. Any seeing it will know it to be a faerie beast, and characters of 1st–3rd rank subtract 1 from ATTACK when fighting it.

The Destrier can carry its master across a hundred kilometres of open country or woodland in a single night. It is fierce and terrible in battle, having an ATTACK 17, DEFENCE 4, EVASION 4, MAGICAL DEFENCE 13, STEALTH 8, PERCEPTION 12, and elfsight (see p. 123). Its silver-shod hoofs and sharp teeth deal damage as a normal Warhorse but with +1 on Armour Bypass Rolls. It has 2d6+ 12 Health Points and its silver barding gives it an Armour Factor of 3.

Note that it is only by this spell that a Sorcerer can ride a Warhorse. Normal Warhorses are available only to Knights, Barbarians and Warlocks.

Evil Eye
Duration: Spell Expiry Roll applies
The caster of the spell becomes touched by the spirit of the Fomori demi-god Balor, whose gaze is Death. The caster's left eye is filled with a fathomless dark. Any character mêléeing him has a 40% chance of meeting the hideous stare of this eye. This check is made at the end of each Combat Round. (The chance may be less than 40% if the caster's opponent looks away or shuts his eyes—as for Gaze Attacks, p. 123). A character who looks into the eye's gaze is subject to a 1d12 Fright Attack (see Fright Attacks, p. 122): a twelve-sided die is rolled and the victim's rank is subtracted from the score. If the caster can roll less than or equal to the result on 2d10, the victim dies.

The user of this spell temporarily loses sight in the affected eye. Thus deprived of binocular vision, he subtracts 1 point from ATTACK and 2 points from both DEFENCE and EVASION while the spell lasts.

Rune
Duration: lasts until activated
This is a notorious spell used as a magical trap by high-ranking Sorcerers; experienced adventurers are always wary of stumbling across a Sorcerer's *Rune*. The *Rune* is cast by inscribing an occult symbol on a wall, flagstone, tapestry or other suitable object. The Sorcerer can then cast into it any other spell that he is able to use. This spell will be held by the *Rune* and released if anyone except the caster comes within 3m line of sight. The *Rune* must be exposed if it is to work, but Sorcerers can be quite artful in contriving abstract murals or odd locations (the ceiling? behind a door?) to keep others from noticing a *Rune* before it goes off. A Sorcerer may have only one *Rune* at any given time.

Sorcerer Spells of Level Nine

Animate Bones
Range: touch
By casting this over the skeletal remains of some unfortunate whom he himself slew, the Sorcerer can cause them to rise up as a Skeleton. It makes no difference what skills the being possessed in life, for this spell does not restore the original soul or intellect. The Skeleton is merely a simple-minded creature whose main virtue lies in total obedience to its animator. All Skeletons thus have the same abilities: ATTACK 10, DEFENCE 5, EVASION 3, MAGICAL DEFENCE 3 and 2–7 Health Points (roll 1d6 +1).

Battlemaster
Duration: Spell Expiry Roll applies
A supernatural, obsidian-armoured warrior is summoned from another Plane and bound in the caster's service for the period of the spell. The Battlemaster is clad in magical mail armour and wields a magic axe. His characteristics and scores are:

attack 30, Axe (d8 +2, 8 points)	Armour Factor 6
defence 24	evasion 8
magical defence 17	stealth 12
24 Health Points	perception 18
(Strength 18; Reflexes 13)	(panoptical)

When the spell runs out the Battlemaster returns to his own dimensional Plane, where any wounds he has received are supernaturally healed before the next time he is summoned.

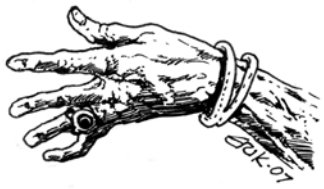
Although any given Sorcerer can materialize the Battlemaster only once per day, he exists on many planes simultaneously and it is thus possible for two Sorcerers actually to summon him at the same time. If the Battlemaster should be ordered to attack himself (i.e. another Battlemaster summoned by a different Sorcerer), his two selves will merge into one and he will be freed from the control of either summoner. He will then proceed to wreak havoc before returning to his own world.

Firestorm
Range: 30m
The caster flings a ball of snarling flames which explodes into an inferno of 6m diameter. Characters will take 4d10 +4 HP damage if they fail to jump clear (match spell's speed of 18 vs targets' evasion)—and 4 HP damage even if they do, simply from the peripheral heat of this terrible blast! A target wearing magic armour (of any sort) may reduce the damage he takes by 3 points; armour that is not enchanted provides no defence.

Invisibility
Duration: Spell Expiry Roll applies
The caster is rendered invisible. If his opponents become aware of his general location (perhaps he sneezed or knocked over a vase, or they saw him begin to cast the incantation), he may be attacked with spells. Direct-attack spells affect an invisible target normally, but indirect-attack spells are subject to a penalty of 1d8 speed points to represent their likelihood of being slightly off-target. A character attempting to mêlée the invisible Sorcerer incurs a penalty of −4 from attack and −8 from defence (just like fighting blind, of course—see p. 61). Missile weapons are almost useless against one who is invisible: the bowman halves his normal attack and subtracts 3. Sir Balin, who has an attack of 13, therefore shoots at an invisible enemy as though with an attack of only 4.

Miracle Cure
Range: 5m
This spell restores the recipient to his normal Health Point score, cures any diseases and eradicates any toxins he is suffering from, and regenerates any missing limbs or organs. As with the *Lesser Healing* and *Greater Healing* spells, it has no effect on a dead character.

Raise Fog
Duration: Spell Expiry Roll applies
With the casting of this spell (which must be used out-of-doors), a dense mist quickly rises to cover an area 60m across by 5m high. This area is centred on the Sorcerer's position when he cast the spell. The Sorcerer himself can see quite normally within the fog, but for others the visibility is barely 3m.



Sorcerer Spells of Level Ten

Doppelganger
A soulless duplicate of a person known to the caster can be created. The caster must first fashion a simulacrum of clay mixed with his own blood. This blood can never be replenished, and the caster's normal Health Points score is permanently reduced by 1d4 points as a consequence.

After making the simulacrum, the caster must acquire some item often used or worn by the person he is trying to duplicate. A favourite cloak would do, or a sword. With such an item in his possession, the Sorcerer casts the spell and his simulacrum arises in the likeness of the original.

The Doppelganger has the physical characteristics and skills (including fighting ability) of the

character it resembles, but not his knowledge skills. It is a being without reason or volition, and will simply obey its creator's commands without question. Having no soul, it cannot walk on consecrated ground and will not cast a reflection.

Hecatomb
Range: 10m
This spell is applied to all beings, whether friend or foe, within 10m of the caster. It is instant death for any on whom it takes effect (match caster's MAGICAL ATTACK vs victims' MAGICAL DEFENCE). So potent an attack is not without its cost. The spell causes a severe magical backlash to its caster, represented by the loss of 1–100 experience points. It is a price few Sorcerers would be prepared to pay, except in the most extreme circumstances.

Pentacle of Entrapment
Duration: lasts three days (and see below)
This spell requires a large pentacle about 5m across to be drawn or engraved. When the spell is cast, the pentacle becomes a trap for the caster's enemies. The first 2–12 beings of up to 5th rank to come within 20m (they must be able to see the pentacle) are subject to the spell.

Those on whom it takes effect (match caster's MAGICAL ATTACK vs victim's MAGICAL DEFENCE) will be instantaneously transported within the pentacle's boundary. Though unharmed, they will be powerless to escape unless they know the 'key' word (arbitrarily chosen by the Sorcerer when he cast the spell) that unlocks the *Pentacle of Entrapment*. The spell is also negated if any part of the pentacle design is erased, but this cannot be accomplished by one trapped within it.

Resurrect
Range: touch
This spell will restore life to a character who has been dead for no more than one lunar month (twenty-eight days). The revitalized character permanently loses 1d3 Health Points, and for a week after rising from the dead his Strength and Reflexes are half normal. *Resurrect* must be cast at sunrise, and the effort of employing it renders the caster unable to use any spells above the fifth level for the rest of the day. This means that Sorcerers are usually very reluctant to cast *Resurrect*, whatever their rank. Even if persuaded to do so, the Sorcerer is likely to charge at least two hundred gold crowns for his service.

Scry
Duration: lasts three minutes
The use of this spell enables the Sorcerer to look into a specially prepared obsidian mirror (his 'Speculum') and call up images of people, far-off places and past events. If asked to show a place, the mirror will show only a general view, not a specific location. A request to "Show me the tower of Mizar the magician" would bring a view of the building's exterior. The Sorcerer can then move his scrying viewpoint around, but not through physical barriers such as walls and closed doors, nor onto consecrated ground. The mirror transmits images only; the Sorcerer can hear nothing of what is said by those he spies upon. An observed Sorcerer or Mystic of equal or greater rank will know when another descries him, and may use *Dispel Magic* to cancel the spell (this also causes the Speculum to shatter).

When the Sorcerer desires to look on past events, he must know the time when the event in question took place to within twelve hours. If he has some object which was on the scene at the time he wishes to view, such knowledge is unnecessary.

Constructing the mirror needed for this spell will cost the Sorcerer 30–180 (3d6 ×10) gold crowns and will take a week. He may not then construct a second Speculum unless and until the first shatters.

Transformation
Duration: lasts three minutes
The caster may alter his form to become any creature whose rank-equivalent does not exceed his own rank. His Health Points, MAGICAL ATTACK and MAGICAL DEFENCE scores are unaffected by the change, but his fighting skills become those of the new form. Note that the Sorcerer acquires only the physical abilities of his new form, not the magical ones. If Limorien *Transforms* himself into a Gorgon then his hair will turn to deadly snakes but he will not get the monster's petrifying stare.

A Sorcerer cannot use magic while in altered form, unless the form is of a creature which is basically humanoid so that he can make the necessary hand-gestures.

Transformation lasts three minutes (30 Combat Rounds), though the caster may of course terminate it before then if need be.

Mystic Spells

These are the spells usable by Mystics. Remember that the Mystic's rank sets the upper limit on the level of spells he can cast.

Spells of Level One
- INVIGORATE
- MIRAGE
- SEE ENCHANTMENT
- SUSPENDED ANIMATION

Spells of Level Two
- DARKSIGHT
- DAZZLE
- MIGHT
- PURSUIT

Spells of Level Three
- ALLSEEING EYE
- MIND CLOAK
- NOURISH
- TELEKINESIS

Spells of Level Four
- CLAIRVOYANCE
- ENTHRALL
- HIDDEN TARGET
- TELEPATHY

Spells of Level Five
- FORCE FIELD
- MYSTIC BLAST
- PASS UNSEEN
- TRUTHSENSE

Spells of Level Six
- ASSESSMENT
- PURIFICATION
- STEEL CLAW
- SURVIVAL

Spells of Level Seven
- DUEL
- LEVITATION
- PARALYSIS
- PROTECTION

Spells of Level Eight
- INTANGIBILITY
- MINDPOOL
- SWIFTNESS
- TRANCE

Spells of Level Nine
- IMPREGNABLE SPHERE
- PHOENIX
- TELEPORT
- THUNDERCLAP

Mystic Spells of Level One

Invigorate
The Mystic converts psychic energy into physical energy, releasing a powerful restorative force into his body. He regains two Health Points. The spell will not increase his Health Point score above its normal level, of course.

Mirage
Range: 10m
Duration: Spell Expiry Roll applies
A visual illusion is created, of anything the caster wishes so long as it is no bigger than man-sized. The Mirage can be 'programmed' to perform a set of actions (e.g. a guard marching up and down outside a door) or it can be controlled mentally, like a holographic puppet. There is a 10% chance that the *Mirage* will be recognized as such at first glance.

See Enchantment
Duration: Spell Expiry Roll applies
While this spell is in effect, the Mystic is able to see powerful concentrations of magic energy. He could tell whether a weapon or talisman were magical, but would not be able to sense impermanent enchantments, such as the presence of a *Command* spell.

Suspended Animation
The Mystic is able to sink into a deep coma, outwardly resembling death. This coma lasts for any preset duration up to a year and a day. Even ESP will detect no thoughts, but in fact the Mystic does remain aware of his surroundings—except that his mental processes are slowed by a factor of sixty.

Mystic Spells of Level Two

Darksight
Duration: Spell Expiry Roll applies
The Mystic acquires the ability to see in darkness like an Elf. That is, he can see with perfect clarity by moonlight or under a star-filled night sky, and in the pitch dark of an underworld as though it were deep twilight.

Dazzle
This spell produces a flash of brilliant light that will all but blind any sighted creature within 5m for one full Combat Round. This gives the Mystic the chance to escape from his foes or make one free strike while they are dazzled, making them −8 from DEFENCE.

Might
Duration: Spell Expiry Roll applies
A powerful spell for use in combat, this has the effect of increasing the Mystic's Strength. If his normal Strength score is 15 or less, it temporarily increases to 16; if normally 16 or more, it increases to 19.

Pursuit
Duration: lasts one day
This enables the Mystic to follow the psychic spoor of a person or creature whom he knows or has had described to him. He may thus track his quarry over terrain of any sort, and in all weathers.

Mystic Spells of Level Three

Allseeing Eye
Duration: Spell Expiry Roll applies
This extends the Mystic's power of vision beyond the visible spectrum, enabling him to perceive any invisible object or being within 10m. The Mystic sees the invisible shapes as featureless silhouettes.

Mind Cloak
Duration: lasts ten minutes
This spell puts up a psionic shield around the Mystic, preventing detection by *ESP*, *Scry* or similar magical means. If the caster is being tracked by another Mystic using the *Pursuit* spell, this spell will cause the latter to lose his 'scent'.

Nourish
This spell ensures the Mystic need never starve when he has no food or water. A single casting provides him with refreshment and nourishment for a full day.

Telekinesis
Range: 25m
Duration: Spell Expiry Roll applies
This is the classic parapsychic ability to move and manipulate objects at a distance by the power of the mind. The spell affects a single object of up to 0.5kg weight. The maximum velocity at which an object can be moved by *Telekinesis* is about 15m per Combat Round, making for a rather ineffective missile (SPEED 8 to dodge, and doing no appreciable damage on impact anyway).

The Mystic may wield a dagger by *Telekinesis,* in order to mêlée an opponent at a distance; he would do so with half his normal ATTACK (telekinetic control is quite clumsy) and doing 1 HP less damage for a successful blow (because there is little strength in the spell).

Mystic Spells of Level Four

Clairvoyance
Duration: Spell Expiry Roll applies
This spell intensifies the Mystic's inherent paranormal senses, and so confers the ability to see anything within 5m even through solid objects. A full 360° arc of 'vision' is obtained, making it very difficult to take the Mystic unawares.

Enthrall
Range: 5m
Duration: Spell Expiry Roll applies
The caster must match his MAGICAL ATTACK against his target's MAGICAL DEFENCE. If successful, this spell warps its victim's judgement so that he believes the Mystic to be his friend. This delusion does not destroy the victim's loyalty to his real friends, however, and neither does it make him well-disposed towards the Mystic's companions. He will believe anything the Mystic tells him and, unless the Mystic openly attacks him, will trust him completely until the spell wears off.

Hidden Target
Duration: Spell Expiry Roll applies
This spell enables the Mystic to pick off targets with arrow, sling or thrown dagger even if blindfolded. He ignores the usual penalties for poor visibility. Even in thick fog or if the target is invisible, the Mystic shoots as if he could see him perfectly. He must know there is someone to shoot at, though—he cannot just walk into a room and lob off a few arrows 'on spec' in case there should happen to be an invisible Sorcerer about.

Telepathy
Range: 10km
Duration: lasts ten minutes
The Mystic is able to communicate telepathically with another (who must be known to him) over considerable distances. Communication is in the form of images as well as words, so different languages need not prove an insurmountable obstacle. Note, however, that two characters from totally different cultures (a medieval wizard and an Inca priest, for instance) may be simply unable to think in the same terms.

Mystic Spells of Level Five

Force Field
Duration: Spell Expiry Roll applies (and see below)
This spell protects the Mystic with a thin, invisible force barrier. When a blow is struck against him, the *Force Field* absorbs the damage and prevents it from harming him. Once it has absorbed a total of 15 HP damage, the *Force Field* collapses. It gives no protection from magical weapons, spells or other forms of attack (such as flames or poisonous fumes).

Mystic Blast
Range: 30m
This spell takes the form of a psychic force bolt. The caster must match the spell's speed of 16 against the target's evasion. If it strikes its target, the bolt inflicts 3d6 +1 HP damage. The target may reduce this damage by his Armour Factor, if any. (A character in mail armour would take only 3d6 −3 HP, for example.)

Pass Unseen
Duration: Spell Expiry Roll applies
The Mystic becomes invisible... up to a point. He can walk right past his enemies and they will not notice him. This is not as good as true *Invisibility* (the high-level Sorcerer variety) because he will still reflect in a mirror, and becomes visible at once if he tries to attack anybody or casts another spell. Also, the spell will only fool beings of 1st to 4th rank/rank-equivalent.

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Truthsense
Duration: Spell Expiry Roll applies
While the spell lasts, the Mystic is able to tell with 85% accuracy when someone is lying to him. That is, if a character tells him a lie, d100 is rolled. On a roll of 01-85, he knows it to be a lie. On a roll of 86-00, he is not sure one way or the other. The d100 roll is made secretly by the GamesMaster, for obvious reasons.

Mystic Spells of Level Six

Assessment
Range: 10m
By means of this spell the Mystic can instantaneously assess all characters within range and determine the following: their Profession, rank (or rank-equivalent) and current Health Points. Assessment is blocked by *Mind Cloak*, and will not give any information about characters above 10th rank.

Purification
This spell cleanses the Mystic's body of all ailments and poisons, and heals up to 8 Health Points if he is wounded.

Steel Claw
Duration: Spell Expiry Roll applies
The caster's hand is transformed into a rigid talon of gleaming metal. When he strikes with this in combat, he uses a d12 for Armour Bypass Rolls and inflicts 8 HP damage with each successful blow.

Survival
Duration: lasts one day
The Mystic is able to endure extremes of heat and cold such as might be experienced under a blazing desert sky or in an arctic waste. He is not protected from direct exposure to fire. *Survival* also enables the Mystic to go without air for up to an hour after drawing a single breath.

Mystic Spells of Level Seven

Duel
Duration: see below
To use this spell, the Mystic must close in mêlée with an opponent. The spell shifts both the Mystic and his opponent out of phase with the rest of the universe; they remain visible only as a flickering, indistinct blur.

Out-of-phase characters are on another plane, and cannot affect (or be affected by) their surroundings. Unable to move from the spot where they 'phased out', the two combatants must continue their battle until one is slain. Only then does the spell terminate, returning them—alive or dead—to the normal world.

Levitation
Duration: Spell Expiry Roll applies, and see below
This spell allows the caster to rise up into the air and float around. Levitational movement is quite slow—only 10m per Combat Round (normal walking speed, in other words).

This spell requires concentration to sustain. If the Mystic wants to enter mêlée or cast another spell, he must first cancel the *Levitation*.

Paralysis
Range: 15m
Duration: Spell Expiry Roll applies
The caster must match his MAGICAL ATTACK against his target's MAGICAL DEFENCE. This spell, if it takes effect, results in paralysis of all the voluntary muscles. It will work only on a living being. The victim collapses at once, but remains conscious.

Another Mystic who was affected by this spell could still cast spells of his own, since Mystics need only the power of their psyche to work magic and do not rely on the chants and arcane gestures of the Sorcerer.

Protection
Duration: lasts until Dispelled, and see below
A potent spell which adds 2 points to the caster's MAGICAL DEFENCE and increases his Armour Factor by 2.

The caster can sustain the *Protection* spell indefinitely if he chooses to, but he must add +1 to the die roll whenever he makes a Psychic Fatigue Check (see page 74 in Chapter 9) while the Protection spell is in effect.

Mystic Spells of Level Eight

Intangibility
Duration: Spell Expiry Roll applies
The Mystic and any items he is wearing or carrying become intangible. He can pass through solid objects as though they were not there. While intangible a magical weapon is required to hit him in combat. Indirect-attack spells like *Firestorm* pass harmlessly through his insubstantial form, though direct-attack spells are still fully effective. The Mystic must take care when using this spell, for if it expires while he is inside a solid object he will die.

Mindpool
Range: 3m
Duration: lasts thirty seconds (5 Combat Rounds)
This spell enables two Mystics to combine their power for a brief time. With multiple castings of the spell, more Mystics can be included in the *Mindpool*—up to five individuals at one time. Mystics in a *Mindpool* each resist hostile direct-attack spells with the total MAGICAL DEFENCE of the whole group, and each casts his own spells with the highest MAGICAL ATTACK of the group.

Example
Two Mystics have reached the main burial chamber of an ancient barrow. Suddenly they are aware of cloaked shapes loping towards them: wights! The senior Mystic casts Mindpool*, linking himself with his 4th-rank companion. They add their MAGICAL DEFENCE scores together: 7+12 in this case, so each now has an effective MAGICAL DEFENCE of 19. The 4th-rank Mystic is still only able to cast spells up to level four—but that includes the direct-attack spell* Enthrall*, which he can now cast with his companion's MAGICAL ATTACK of 21.*

Swiftness
Duration: Spell Expiry Roll applies
This accelerates the caster's metabolism and speeds his physical movements. He gets two actions of his own to every one Combat Round experienced by those around him. The first action must be taken at the very start of each CR, and the second at the point in the CR (determined by his Reflexes score) when he would normally get to act. The actions might be two 10m moves, or a move and an attack, or any other combination of actions. What the Mystic cannot do is cast two spells in one CR. This is because he continues to think at the normal rate.

Trance
Duration: lasts ten minutes
The Mystic enters a trance-like state while his psychic self, or *ka*, is freed from his body and is able to travel up to five kilometres away. The *ka* can see and hear, but is ethereal and cannot interact with or be seen by others. However, if it comes into the presence of a character of equal or higher rank then the latter will be able to sense it. Another Mystic could then use *Pursuit* to trace the *ka* back to its body.

Mystic Spells of Level Nine

Impregnable Sphere
Duration: Spell Expiry Roll applies
The Mystic is surrounded by an invisible force bubble that blocks all physical attacks: missiles, creatures, indirect-attack spells, etc. Attacks of this type can pass neither into nor out of the *Impregnable Sphere*. Direct-attack spells (which entail a MAGICAL ATTACK VS MAGICAL DEFENCE roll) are not impeded. The *Sphere* will not move around, so the Mystic must remain in one spot while the spell lasts.

Phoenix
This spell allows the Mystic to return from the dead. He (or more accurately his spirit-self) must cast it the Combat Round after he is slain. The body immediately begins to smoulder and then burns fiercely; no natural means can douse this blaze. After 5 Combat Rounds (thirty seconds) the Mystic arises from his own ashes like the bird of legend. All his wounds are healed by the spell, but his Health Point score is permanently reduced by one. The revivifying fire will also destroy any equipment that was on his body—only exceptional magic items may survive, and this is at the GamesMaster's discretion. This spell cannot be cast more than once a week.

Teleport
By using this spell, the Mystic can vanish and reappear at another point within 100m. He can only teleport to somewhere he has been before, or which is in his line-of-sight when he casts the spell.

Thunderclap
Range: 1m
The Mystic can blow a wall down with one shout! In fact, the shout is a focus for the immense destruc-

tive energy of the psyche. If directed at an opponent who fails to jump clear (match the spell's SPEED of 12 vs the target's EVASION), the spell inflicts 6d6 +6 HP damage. Unenchanted armour gives no protection from this, and even enchanted armour absorbs only 2 HP. The *Thunderclap* can be used to smash a 2m-wide hole in stone walls up to half a metre thick.

ELEMENTALIST SPELLS

Earth Elementalist Spells

Level
1. ABUNDANCE
2. SPIDER MAGIC
3. FOREST MURMURS
4. CREATE BOG
5. ROOTS
6. ROCK WALL
7. FISSURE
8. GIVE UP THE DEAD
9. TREMOR
10. SUMMON THE MAN OF STONE

Air Elementalist Spells

Level
1. CUTTING POWR OF THE MIND
2. STARGAZE
3. FALSE RUMOURS
4. WINDWALL
5. SUMMON THE HOST OF THE AIR
6. INTANGIBILITY
7. GARROTTE
8. FLIGHT
9. SPIN
10. BANSHEE

Water Elementalist Spells

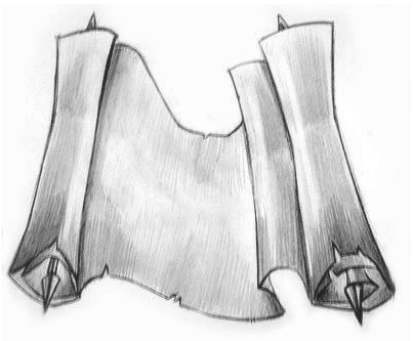
Level
1. RAIN
2. WAVE MASTERY
3. ICEWALL
4. WALK ON WATER
5. ICE SPEAR
6. BREATHE UNDER WATER
7. BLIZZARD
8. FREEZE
9. LIGHTNING
10. SUMMON TSUNAMI

Fire Elementalist Spells

Level
1. CANDLE
2. PYROTECHNICS
3. FIRE ARROW
4. SHEET OF FLAME
5. PROTECTION FROM FIRE
6. EXTINGUISH
7. FLASH
8. FIRE WEAPON
9. CONFLAGRATION
10. SUMMON THE HOLOCAUST

Darkness Elementalist Spells

Level
1. CATSPAW
2. DARKEYES
3. BENIGHT
4. CURTAIN OF NIGHT
5. JAVELIN OF DARKNESS
6. SHADOWFALL
7. SUMMON THE CREATURES OF THE NIGHT
8. ECLIPSE OF THE MOON
9. SHADOW SELF
10. SUMMON BALOR, PRINCE OF DARKNESS



Earth Spells

The basic equipment and spell-focus for all Earth Elementalists is a gnarled vine root fashioned into the shape of a staff.

1. Abundance

Duration: Spell Expiry Roll applies

The Elementalist must find a soft patch of earth into which to thrust his staff. He may then cast the spell on to the staff; any fruit, of the Elementalist's choice, will emerge sprouting from the side of the haft. This will occur at the rate of one fruit per Round until the Spell Expiry Roll takes place. A whole feast of fruit may be provided in this way, given lucky rolls!

Darkness: If this spell is cast by a Darkness Elementalist, the fruit produced contains a medium poison, although superficially it is even more appetizing than the fruit produced above.

2. Spider Magic

Range: 10m

This is essentially a concealing spell. The sorcerer may cast the spell on a well-used path, for example, and immediately the undergrowth will spring up making it look disused; or he may cast the spell over an archway and spiderwebs will appear, making it seem as if no one has passed in this direction for a long time. Any such non-aggressive, creative use of animal signs or limited plant growth is allowed. It will only affect an area in a 10m radius of the caster.

Darkness: If this spell is cast by a Darkness Elementalist, the plant growth/spider webbing etc. will not cease within a 10m radius but will continue to expand at a rate of 1m per Round until a Spell Expiry Roll takes effect. The plant growth is acidic and, if touched, will cause the loss of 1 Health Point or one point of permanent damage to a character's Armour Factor if he is wearing armour. The spider's web is similarly acidic.

3. Forest Murmurs

Duration: 10 minutes

This spell allows the caster to communicate with wayside plants. The plants' memory only stretches back for twenty-four hours, and they have no sight so cannot describe the appearance of people or things that have passed their way. However, they will be able to report the number of people and the time they passed (whether daylight or at night), report snatches of their conversation, etc. They are also capable of detecting the aura of magic. Unfortunately this method of communicating with inanimate bodies is not totally foolproof and the GM should roll for a 10% chance of the information being a false rumour.

Darkness: Any Darkness Elementalist, fearing that he is being followed, may cast the spell on a large stretch of path where he thinks his pursuers or enemies may stop. If they attempt to cast the normal *Forest Murmurs* spell, the rumours that the pursuers receive will always be false ones.

4. Create Bog

Range 10m.

Duration: Spell Expiry Roll applies

This is an aimed spell and the caster must pit the spell's SPEED of 12 against his opponent's EVASION. If the opponent fails to dodge, he will find that the ground at his feet has turned to a thick, viscous sludge which will temporarily immobilize him. Characters wishing to escape embogment should make a d20 roll under their Strength for each Round they are thus trapped. If they make the throw, the GM must assume they have managed to pull themselves free of the mire.

Darkness: The bog so created is a bottomless one and a character thus captured will sink without trace unless he pulls himself free or is otherwise saved. Both categories are subject to the normal Spell Expiry Rolls.

5. Roots

Range 20m.

Duration: Spell Expiry Roll applies

The sorcerer casts a directional spell which causes any roots around the vicinity of his opponent's feet to spring from the ground and grasp at his ankles. The spell will affect any opponent within a 2m radius of where the spell lands. The number of roots appearing will vary depending on terrain:

Forest:	10 roots
Open ground, temperate climate:	6 roots
Open ground, cold climate:	4 roots
Open ground, dry climate:	2 roots
Desert; indoors; stone flooring:	0

Each root has to be evaded, and each has a SPEED of 16. Characters are immobilized when held by a root. If the character is held by four roots, assume that all

his limbs have been pinned and that he is borne to the ground, unable to move until the Spell Expiry takes place. A character who still has one hand free can attempt to hack himself clear by striking out at each root around him. The roots have 4 Health Points each.

Darkness: The roots called up not only seize limbs but also strangle and crush: assume damage (d6, 4) for each root in contact with the victim.

6. Rock Wall

Range 10m

Duration: Spell Expiry Roll applies

An Elementalist may cast this spell on any free-standing rock and make it grow to ten times its normal size, on condition that the sorcerer is capable of physically lifting the original rock by himself. As a rough guide, only rocks half the size of the average human body can be lifted in this way. These rocks can be used to block up doorways, topple down on enemies, etc. The rocks will keep their blown-up shape until a Spell Expiry Roll takes place.

Darkness: The same as above, but no Spell Expiry Roll takes place and the transformation is permanent. A Darkness Elementalist could entomb someone behind one of these large rocks forever.

7. Fissure

Range 1m

This spell causes a permanent 3m-wide fissure to appear in any surface in front of the caster. The fissure will extend 5m to either side of the caster and will be 5m in depth. Anyone standing in the affected area must evade the speed of the fissure (18) or fall into it (1d6 damage). Anyone trying to jump the fissure will find that they have to roll under their Reflexes on a d20 to succeed. A fissure will appear in any terrain, on the surface or underground.

Darkness: The pit is filled with churning teeth of rock that will prove to be instantaneously fatal to anyone falling into it. A Spell Expiry Roll applies to these 'teeth', although in both cases the fissure will remain a permanent feature.

8. Give up the Dead

Range 10m

The caster calls up the buried remains of all those interred within a 10m radius. This applies to human

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corpses as well as animal ones. It does not apply to any body that has not been buried at least one lunar month. These Undead creatures will serve the caster as bodyguards or perform simple tasks for him, but they are subject collectively to a Spell Expiry Roll, so their usefulness may be of limited duration. The state of the temporarily resurrected bodies will vary somewhat, but assume that all humans disinterred have the basic skeleton characteristics.

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement: 10m
MAGICAL DEFENCE 3	EVASION 3
Health Points 1d6 +1	Rank-equivalent: 1

For animal skeletons, assume that they have half the Health Points, ATTACK, DEFENCE and MAGICAL DEFENCE that a living member of their species would have.

Chances of raising the dead

Graveyard or other burial ground:	95% of producing 1-12 skeletons
Ancient ruins, catacombs etc.:	60% of producing 1-6 skeletons
Open ground:	10% chance of producing 1-2 skeletons

Once the Spell Expiry Roll takes effect, the corpses will fall to the ground as heaps of bones.
Darkness: The necromancy is permanent, and the skeletons of man and beast will follow the spell caster until they are destroyed.

9. Tremor

Range 20m
Duration: Spell Expiry Roll applies
This spell causes a violent tremor of the earth's surface which increases in intensity as time elapses. The spell affects an area 10m across and anyone or anything in this radius will find that they are taking damage. The spell is subject to a Spell Expiry Roll. Consult the table below for damage.

Round	*Effect*
1	A slight shaking in the earth's surface is noticeable beneath the soles of the feet. The surface of liquids held in cups etc. begins to ripple, birds leave their nests and take flight.
2	The earth is now vibrating so fast that the surface of it ripples. If it is covered by flagstones or other similar surface these will begin to gently undulate up and down. All animals in the area will cry out in fear. Fixtures on the wall will fall from their hangings and cups will overturn, spilling their contents.
3	The first round in which anyone still in the vicinity of the tremor will take damage. The shaking is now so intense it jars the bones, cracks paving stones and exposes the roots of trees. Damage 1d4 (armour doesn't protect).
4	Human jaw bones are now chattering together like castanets, the walls of buildings are shaking, and cracks are appearing in them. Paving stones appear like waves rolling on a sea. It is nearly impossible to keep one's footing (d20 roll under *Reflexes)*. Damage 2d4 (armour doesn't protect).
5	No one can stand up and hence escape the zone of the tremor. Destruction is assured for them and they will take a further 1d4 damage to the 2d4 damage per round that they are already taking. If in an enclosed space, ceiling masonry will now begin to fall, posing an additional threat. Fissures will appear in the earth, swallowing humans, trees, articles of domestic furniture, or whatever else is appropriate to the place.
6	Total destruction: normal wooden buildings (but not citadels or castles) will collapse in on themselves, the earth will split open revealing a great chasm into which all things will fall and where nothing can survive.

Darkness: The effect of the spell is not subject to an Expiry Roll: the destruction of any wall or building in the area where this spell is cast is assured.

10. Summon the Man of Stone

If the Elementalist finds himself in a rocky area where there is plenty of free-standing stone, he may summon up a titanic figure made of rock who will serve him until the Spell Expiry Roll takes place.

ATTACK 30 Fist (d8 +2, 8)	Armour Factor 6
DEFENCE 24	EVASION 8
MAGICAL DEFENCE 17	Health Points 24

The Stone Man will be able to break through walls and always travels in a directly straight line once freed of its summoner's control. It will disappear after exactly one hour.
Darkness: The creature summoned is different to that above. It battens on to the flesh of living men, delighting in grinding their bones between its stony jaws. Such a Stone Man released on a settlement could devastate its population within minutes, so it is perhaps fortunate that, like its relative above, this juggernaut only remains on this plane for one hour's duration. Like the species above, the titan moves in straight lines and can burrow through cliffs and subterranean tunnels.

Air Spells

To cast spells all Air Elementalists must carry an Aeolian Harp, a musical instrument with strings that create melodies when blown in the wind.

1. Cutting Power of the Mind

Duration: Spell Expiry Roll applies

The caster invokes the power of air to enhance his thoughts, cutting through all distractions like a sharp knife. His Intelligence temporarily increases to 18, or, if already 18, to 19. In addition to the usual benefits of his newly increased Intelligence, he gains a +2 bonus on all ATTACK rolls when wielding any ranged weapon; he is capable of influencing its movement even when it is in flight, using the power of his mind alone.

Darkness: As above, except that the ranged weapon gains a +1 bonus to Damage also.

2. Stargaze

The element of Wind and Air leads one's thoughts naturally to the sky. *Stargaze* is a sorcerous ability to reduce the effect of hardship on the caster's mind, making him able to bear hunger for a week without visibly weakening, and enabling him to stand in combat although his Health Point total may have gone below 0. If the caster should continue in combat until he is at −3 he will collapse dead. *Stargaze* will also allow the caster to hold his breath underwater for twice the usual time, endure twice the strength of heat as any other man, twice the cold etc. Each casting of the spell lasts for one day.

Darkness: The caster may negate the effects of adversity altogether. Wounds inflicted on him will cause no reduction in his Health Points, nor will fire and lack of air. Food will act like a poison on the body. At the same time, the caster will not be able to affect anyone or anything else physically; thus, he will not be able to enter into combat or even open a door although he will be able to pass through a *Wall of Fire* totally unharmed. This condition will last for exactly one day. At the end of that day the caster must make a roll against a MAGICAL ATTACK of 1d6 +10 or he will find that his body begins to evaporate into a vapour until all that is left of him is a thin wraith of ethereal smoke.

3. False Rumours

An aural version of the various *Illusion* spells used by other magicians, this allows the the caster to subdue the spirits of the air and makes them set up aural illusions to mislead the enemy. Any distortion may be added to the sound (scraps of a conversation, the clank of armour, the sound of falling bodies, marching armies, song, etc.) to make these noises in some way threatening to the person listening to them.

Darkness: The sound created is always that of a demoniacal moan that will turn the hearer mad (see page 124) if they fail to resist a Fright Attack of 14 (see page 122).

4. Windwall

Duration: Spell Expiry Roll applies

The caster may create a wall of wind around his body, or use the wall to block a corridor immediately in front or behind him. The wall of wind thus created is 1m thick and stretches for more than 10m to either side of the caster of the spell. Stepping into the wall is rather like stepping into the centre of a typhoon: on the first round anyone doing so will take 1d8 points of damage (armour does not protect) and will continue to do so for as long as they remain in the wall. The only way to break through the wall is to roll under one's Strength on 2d20. The wall is subject to a normal Spell Expiry Roll.

Darkness: The wall will advance forward at the rate of 1m per round and therefore can be used offensively against people trapped at the ends of corridors, etc.

5. Summon the Host of the Air

Range: 1 mile

The caster attracts to himself all those creatures currently in flight through the medium of air in a one-mile radius. These he may instruct to do as he wishes, getting them to attack his enemies or instructing them to spy out the land, etc. The caster will be able to communicate in simple terms with the summoned creatures. Some terrains may not, of course, be suitable for various types of creature. There may not be even a single insect in an arctic waste or an arid desert, but assume the following in a temperate climate:

1d6	*Result*
1	A few miscellaneous insects.
2	Insects as above and one or two birds.
3	A swarm of insects and one or two birds.
4	A cloud of stinging insects.
5	A bird of prey that could attack an opponent.
6	A flight of birds of prey, capable of carrying the caster in flight

Darkness: The caster always manages to summon a swarm of insects and a flight of birds of prey to himself (as in 6 above).

6. Intangibility
Duration: Spell Expiry Roll applies
This spell allows the caster to pass through the thickest of walls as if they were made of air: no barrier will be able to stop him apart from enchanted metal. (which will cause 1d6 points of damage to his incorporeal body). The spell is risky, particularly if the caster wishes to travel some distance underground or through a wall. The spell is subject to a normal Expiry Roll and if it wears off while the magician is travelling through something solid, he will be instantly crushed to a pulp. While intangible, the caster cannot cause any damage in combat etc.
Darkness: If he wishes, the Darkness Elementalist may reverse the effect of the spell and cast it on to an opponent, thereby making him ineffective in combat. A normal magical attack vs magical defence roll must be made, of course.

7. Garrotte
Duration: Spell Expiry Roll applies
This spell (which must be dodged—speed 19) causes a mysterious constricting band to appear around the throat of an opponent, exerting enough pressure to throttle them if the caster so wishes, although the pressure can be relaxed or increased as he desires. The only way to release the grip of the garrotte is for the victim to roll under his Strength on 3d20, in which case he has broken the cord. Otherwise assume 3 Health Points of damage taken by the victim each round until he is dead.
Darkness: If the victim does not evade the spell, the air implodes around his head causing 1d20 points of damage automatically and leaving the victim deaf.

8. Flight
The caster may use this on himself and fly through the air for one hour. The spell can only be used on another person by Darkness Elementalists. When in flight, assume that the caster can move through the air at twice normal movement rate. He may carry anything up to his normal encumbrance, but this will usually preclude carrying other people unless he is either very strong or has shed all his equipment.
Darkness: Darkness Elementalists may cast *Flight* on to other people (their magical attack vs magical defence) but can only control that person's flight whilst they are still in sight. The controlled persons cannot in any way control their own flight. Indeed, the Darkness Elementalist may find putting flight on to one of his enemies and then flying them into the ground from a great height a convenient way of disposing of them.

9. Spin
A character may cast this on an opponent (who has a chance to resist its effects). If they fail they will begin to rotate, slowly rising into the air. The rotation of their body will become quicker and quicker until they eventually fly apart limb from limb. If a Spell Expiry takes place they will immediately return to the earth, over which they will have been spinning at a height of 2m. Assume the character will take 1d2 damage per round of spinning (no armour protection).
Darkness: The effect is the same, apart from the fact that the victim will bore down into the ground causing 1d6 damage per round (no armour protection).

10. Banshee
The Elementalist may summon a Banshee, an animate vortex of violent, shrieking wind. The Banshee will deafen anyone within a 10m radius apart from the spell-caster. The Elementalist may direct the Banshee to attack one opponent specified by himself. The Banshee will pursue this victim until it has achieved its goal, which is to implode upon its victim. This implosion causes immediate death on the victim's part. Summoning a Banshee requires the expenditure of 5–50 (5d10) Experience Points on the part of the caster.
Darkness: The Banshee thus summoned will not be satisfied by just one victim but will run amok, its shrieking increasing as it sucks in the screams of its victims. It will only dissipate once it has destroyed one hundred victims. A Banshee summoned by a Darkness Elementalist costs the caster 10–100 (10d10) Experience Points.

attack 17, Implosion (Death)	Movement: 25m
defence 12	evasion 8
magical defence 16	Health Points 18
(immune to nonmagical weapons)	

Water Spells

Water Elementalists must carry a crystal vial of the purest spring water, to maintain spiritual contact

with their chosen element. Without this contact they are unable to cast any spells.

1. Rain

The caster causes a light rainfall in a small area of 5m radius; this will last for five minutes and will yield two gallons of drinkable water if it is all collected. The rain can also be used to extinguish the lights of foes, etc.

Darkness: The spell is the same except that the water is now mildly acidic, although this is not immediately noticeable when it is being drunk or touched. Treat the water as a mild poison (p.122) if drunk, or as a weak acid which will corrode armour etc. if it is exposed to the water for a long time.

2. Wave Mastery

The Elementalist may control the movement and direction of the waves in a radius of 10m around himself, being able to propel any size of ship in a particular direction, even when the ship would otherwise be becalmed. Similarly, he can reduce wave activity. Thus a 6m wave can be reduced in size to a 3m one, and other wave movement can be similarly halved; queasy lords often employ the services of Water Elementalist on a long sea journey.

Darkness: The Darkness Elementalist may propel other craft away from him using wave mastery. He can also create one mini tidal wave of 6m height and aim it at any given target. A 6m wave will swamp any small craft about the size of a small fishing-boat. Other ships can expect to be badly damaged (1d6 Ship Points loss; see p. 214) by being struck by the wave.

3. Icewall

The caster may throw up a wall made of solid ice in front of him, around himself, or around an opponent as long as they are standing within the 2m radius of the spell's effect. The ice wall is 1m thick and will extend 5m to either side of the caster. If the spell is used offensively the victim will be entrapped if he fails to evade the spell SPEED of 10. It will take one man-hour to break through the ice wall with a weapon although the ice will have completely melted within six hours in a temperate climate.

Darkness: The ice barrier does not melt and is more impervious to the blows of humanity. As a spell of entrapment it is more useful than the version above. It will take one day for the victim to break through the barrier (assuming he has a sword, axe or mace to use for this purpose) and the ice itself will not melt even in the brightest sunshine.

4. Walk on Water

Duration: Spell Expiry Roll applies

The Elementalist may cast this spell on himself to become able to walk on any watery surface as if it were solid ground. Unfortunately this spell is subject to an Expiry Roll, so many an Elementalist has been discomfited by suddenly disappearing beneath the surface on which he was treading in front of his friends. It is therefore perhaps advisable for use on short crossings only.

Darkness: The Spell Expiry Roll does not apply to the Darkness version of the above spell: instead the caster may walk on the water for exactly one hour before the effects of the spell wear off.

5. Ice Spear

A glittering shard of ice, the shape and length of a normal throwing spear, will appear in the Elementalist's hand. No matter what the caster's normal ATTACK is, it will be 20 with this weapon, reflecting the magical homing qualities it is imbued with. The spear is effective over the normal ranges for a javelin (p. 69) and will do (d10, 8). It will instantly dissolve on impact with the target.

Darkness: The same as above, except that if the ice-spear penetrates armour then the victim is subjected to a direct attack spell (caster's MAGICAL ATTACK vs victim's MAGICAL DEFENCE) of *Paralysis* (see p. 93).

6. Breathe under Water

The caster will find that without holding his breath he is able to stay underwater for ten minutes at a stretch. At the end of this period he will have to resurface or he will begin to drown.

Darkness: The Elementalist may reverse the effect, so that his victim will not be able to breathe normal air for ten minutes. Unless he can get to water before he blacks out, he will suffocate on dry land. A successful MAGICAL ATTACK VS MAGICAL DEFENCE roll is required for the spell to take effect.

7. Blizzard

Duration: Spell Expiry roll applies

The Elementalist may call down a thick blanket of swirling ice particles 20m across. He may either use this to conceal himself and the people that he is with (there is a 5m-wide sphere of clear air at the centre of the area of effect), or he may use it offensively

against opponents. Defensively, anyone entering the blizzard will have their movement rates halved and their visibility reduced to the level of extreme darkness. The caster, however, will be able to see anyone enter the blizzard from the protected central sphere at its heart.

Similarly, the Elementalist may make the blizzard descend on a party of his enemies as long as they are no more than 20m distant. Again, he will be able to see clearly, but they will not be able to unless they reach the heart of the storm at the centre of the blizzard.

Darkness: The ice particles are razor-sharp. Anyone moving through the storm will find that the ice particles do 2 points of damage to naked flesh per round, or will strip away 1 Armour Factor point every round that armour is exposed to them.

8. Freeze

This is an offensive spell which can be directed at any enemy within 60m. A jet of freezing water emerges from the caster's hands with a SPEED of 16: if the victim does not evade the jet, he is immediately covered from head to toe in freezing ice and will be totally immobilized for ten rounds. Victims must also roll to survive the shock of the cold-water jet. The victim must roll under his current Health Points on d20 or be assumed to have died of shock.

Darkness: This is similar to the above, except that the SPEED of the spell is 20.

9. Lightning

Although many would categorize lightning under the elements of Air or Fire, its province is properly that of Water, lightning being the harbinger of violent storms and deluges. During such a storm the Water Elementalist becomes extremely powerful, acting as a conduit for the supernatural forces of the sky and directing them on to the earth. Holding up a copper rod, which is part of the equipment of all such Elementalists, he will attract the lightning down on to himself, but will not take any damage. The copper rod will then become charged and the Elementalist will be able to do the following with it (three uses):

1. Fire lightning bolts at opponents: these bolts have SPEEDS of 20 and cause 12 points of damage. Even if the victim survives this damage, he still has to roll under his remaining Health Points on a d20 or die from the electric shock.
2. Animate a corpse: if the rod touches a new corpse (not dead longer than one month) it will become animated and function very much like a Zombie would for the period of a day (for Zombies, see p. 253).
3. Create a force field: anyone entering within a radius of 20m of the caster will automatically receive a 3-point loss to their Health Points. They will continue to lose another 3 points per round that they remain in the area, or until the effect wears off. It will wear off when the magician shifts his ground.

Darkness: The caster has five uses of the above powers. Alternatively, he can use up the entire charge (all five uses) to animate a single corpse as a permanent Zombie, rather than the type that lasts a single day.

10. Summon Tidal Wave

The caster can create a 10m-high wall of water from the surface of a lake or the sea and direct it towards any target he chooses. The tidal wave can wreak terrible devastation amongst shipping, swamping all but the largest cogs to the extent of 2d10 Ship Points damage. Coastal towns can be flooded—possibly with the loss of hundreds of lives. Ranked characters may survive inundation by rolling equal to or under their rank on 1d12, but even if this roll succeeds the character takes 1d6 Health Points damage. The wall of water can only penetrate about half a mile inland and is only 30m across. Each casting of the spell costs the Elementalist the permanent loss of 1d4 Health Points.

Darkness: The tidal wave will roll on over land, spurred by some occult power that only those masters of the Darkness element are familiar with. Its movement rate is 20mph (50m per combat round) and it will destroy everything in its path. The tsunami will dissipate according to the normal Spell Expiry Rolls.

Fire Spells

All Fire Elementalists wear an amulet of volcanic rock around their necks. Without this amulet they are utterly unable to focus their magical energies.

1. Candle

The caster may create a magical candle that will glitter in the air in front of him and will not go out even when it is immersed in water. The candle and its illumination are not visible to anyone else but the caster. It has the range of light of a normal torch (10m) and will last for one hour.

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Darkness: The candle will create an area of darkness around the caster, and people standing outside the range of the candle will only be able to see indistinctly the form within it, no matter if there is strong daylight or other illumination (add 3 to EVASION and DEFENCE).

2. Pyrotechnics

Duration: Spell Expiry Roll applies

The caster may create any illusions involving light and fire he chooses. Thus, he may wish to create the impression of a torchlight procession, fire fairies that flit across the moonlit glades or ghostly shades lurking in graveyards. As with any illusion there is a 5% chance of 'disbelieving' pyrotechnics. The Spell Expiry Roll applies.

Darkness: The caster will be able to create monstrous illusions from the shadows or revenants. As above, there is a normal chance of disbelieving these.

3. Fire Arrow

The caster may create a fire arrow by placing this spell on an enchanted arrow. It will immediately flare up with occult flames, but these will in no way harm the caster as he notches the arrow on to his bow and shoots. The shot involving the fire arrow will always be as if shot with a bonus of +5 to ATTACK, doing (d10, 10) damage and, of course, setting anything inflammable on fire in the process.

Darkness: An arrow of darkness will be produced that will do the damage described above with the same ATTACK bonus, etc.

4. Sheet of Flame

Duration: Spell Expiry Roll applies

The caster may produce a wall of fire, 1m across and 5m to either side of him. This may also be used to surround himself or an opponent. Anyone trying to cross this barrier will automatically take 8 points of damage. As a protection to the caster, this wall of fire is a mixed blessing. Although it can protect the caster, the flames also suck away his oxygen supply and, unless he disbands the spell within six rounds, this will be totally used up and he will pass out. If the spell is used in order to trap an opponent, they will have an opportunity to jump out of the mounting ring of fire that springs up around them. The SPEED of the fire is 14. Opponents thus trapped will also pass out within six rounds unless the wall is dispelled or it expires.

Darkness: Darkness Elementalists can get the *Sheet of Flame* to move forward at the rate of 1m per Round.

5. Protection from Fire
Duration: Spell Expiry Roll applies
The caster becomes immune to all fire damage as long as he has already placed the spell upon himself before entering the combat or danger zone where he is likely to be harmed.
Darkness: The Elementalist is protected from flame as above. In addition, any offensive spell involving the use of fire will rebound upon the spell caster with their own magical attack.

6. Extinguish
The caster will cause all light, whether natural or magical, to be doused in a one mile-radius of himself. He himself will be able to see as if it were broad daylight in this area. The Elementalist may also extinguish fires in this way.
Darkness: As well as the lights going out in the area, the Darkness version of the above spell will be accompanied by a dank and dismal rain.

7. Flash
The Elementalist causes a blinding flash of light to appear in the sky: anyone not consciously averting their gaze (roll under Reflexes on 1d20) will be blinded for 2d10 Rounds and must fight at −4 attack and −8 defence until the effect is gone. The flash will be visible at a distance of ten miles during the day and fifty miles at night.
Darkness: The blindness is permanent and can only be alleviated by *Dispel Magic*.

8. Fire Weapon
Range 20m
Duration: Spell Expiry Roll applies
This spell, when cast upon a mêlée weapon, will make it glow with a white-hot heat, increasing its armour penetration and its damage factor by 2 each. The weapon will not damage the wielder's hand in any way.
Darkness: The heat of the weapon is so intense that no armour can protect against it at all: the victim's Armour Factor is assumed to be 0.

9. Conflagration
The caster may start a fire at a distance of a mile from where he stands merely by gesturing to the place where he wishes the fire to start, or by conjuring up in his mind's eye a place which he has visited in the past week. The fire produced will be of the strength of a roaring bonfire and will easily catch on any combustible material in the area near it.
Darkness: If the fire is started in a domestic building, all the doors and windows of the building will mysteriously jam or lock, preventing the escape of the people inside.

10. Summon the Holocaust
The Holocaust is a being made entirely of fire and stands over 3m tall. Its touch will set alight a wooden wall or gradually melt metal objects, and no human can stand beside it for more than a round without being horribly scorched. To summon one of these creatures, the Elementalist needs the bones of one who has been killed by fire and must cast these up in the air, muttering a ritual incantation. The fire-being will then appear and serve the caster for one hour on this plane.

attack 32, Fist of Fire: (d10 +2, 10)	
defence 26	evasion 8
magical defence 19	Health Points 28

Darkness: The methods and the effect are similar to above, except that after the hour time period the Holocaust will not disband but will begin to act on its own accord, feasting on all the combustible things in the area. It will continue to burn for one day.

Darkness Spells

Darkness Elementalists require as a magical focus an Orb of Darkness. At low levels this can only be obtained from a fellow Darkness Elementalist; but at level 8 the Elementalist is supposed to travel to the Lost City of Nem (see the book *The Prince of Darkness*) to construct their own Orb there.

1. Catspaw
Duration: 10 minutes
This spell allows the caster to move with absolute silence over all surfaces, be they broad paving stones or brittle twigs. At the same time the character casts no shadow. The character gains +1 stealth for every 2 ranks he has attained.
Geas: The absence of shadow will become permanent after ten uses.

2. Darkeyes
Duration: 1 hour
The character will be able to see perfectly even in pitch blackness. The limits of vision are the same as for a normal character during the day, except that the Darkness Elementalist will be able to detect infinitesimally small movements that would not normally be noticed by a character during daylight.
Geas: If a sudden light is produced in front of a Darkness Elementalist using this particular spell, he will be blinded for 1d20 rounds.

3. Benight
Duration: Spell Expiry Roll applies
This creates a zone of darkness 10m across, which the caster can direct over one or more of his enemies if they are grouped suitably. This zone will move on to the opponents with a SPEED of 20. Anyone failing to dodge will find themselves lost in an area of complete and utter inky darkness in which their combat abilities will be reduced as if they were fighting blind. A nameless dread will come over them and they must try to resist the caster's MAGICAL ATTACK, or fall prey to one of the madnesses listed in the Madness Table (see p. 124).
Geas: If no one succumbs to madness, the caster himself is attacked by a MAGICAL ATTACK of 30; if the attack is successful, he goes mad himself (consult the Madness Table, p. 124).

4. Curtain of Night
Duration: Spell Expiry Roll applies
The Elementalist casts a wall of darkness in front of himself. This barrier is 1m wide and extends 5m to either side of him. Although the spell caster can see through the barrier, anyone on the other side cannot see back through it. The Elementalist can cast spells through the barrier, but no hostile spell magic can reach him: all spells involving fire or light cast at the barrier will be reflected back on the caster with the same MAGICAL ATTACK as the caster's.
Geas: If the Darkness Elementalist ever passes through his own *Curtain of Night* (voluntarily or not), he is attacked by a MAGICAL ATTACK equivalent to his own which, if successful, causes him to fade away to nothingness, leaving behind only his shadow (if he still has one).

5. Javelin of Darkness
A mystic javelin appears in the Elementalist's hands as he casts this spell. If he hurls it at an opponent or opponents, the spear affects them with the caster's MAGICAL ATTACK. Success leads to their being blinded; although the javelin may only effectively 'hit' one opponent (doing (d6, 3) damage if it does), its magically blinding effect will take place within a 10m radius of where it lands.
Geas: A black, star-shaped sooty patch will appear on the palm of the Elementalist's hand after three successful uses of this spell.

6. Shadowfall
The Elementalist casts this spell over a one-mile radius. An eerie premature twilight settles over this area as if it were dusk, even if it is the middle of the day. If the spell is cast at night then the darkness becomes utter and terrible. All creatures in the area are subject to an attack of Phobia (see the Madness Table, p. 124). A character failing to resist will be seized by panic and run for 2–12 hours from the epicentre of the spell (NB: the panic lasts longer than the normal phobia attack).
Geas: After three successful uses of this spell, the Elementalist becomes prone to intermittent attacks of sunlight phobia.

7. Summon the Creatures of the Night
The sorcerer raises the following dire phantasms from the shadows of the night. These creatures will remain until an hour before sunrise, serving the caster's wishes (roll 1d6):

1. Bats (see p. 238)
2. Giant Spider (see p. 250)
3. Ghost (see p. 241)
4. Hag (see p. 243)
5. Wraith (see p. 253)
6. Spectre (see p. 250)

These phantasms are illusory, but unless disbelieved (see p. 103) they will create the same psychic and physical effects as the 'real' versions. Characters will therefore take damage, suffer Fright Attacks etc. unless they disbelieve them.
Geas: Every time the Darkness Elementalist casts this spell he must resist becoming a creature of the shadows, an insubstantial Wraith (see p. 253). Roll a MAGICAL ATTACK of 2d8 +1 against the character's MAGICAL DEFENCE.

8. Eclipse of the Moon
The caster may cause a temporary eclipse of the moon for ten Rounds: this will cause a Fright Attack

(see p. 122) on anyone observing it with a strength of 12. Anyone failing to resist the effect of the spell will become permanently phobic about darkness (see the Madness Table, p 124).
Geas: A shadowy half-moon will appear on the character's forehead once he has cast this spell three or more times.

9. Shadow Self
By a great effort of will, the caster of this spell detaches his self from his body, slipping away from it by means of his shadow (anyone noticing this transformation would see the caster's shadow flowing away from him and eventually detaching itself from his body).

Once at a suitable distance from the old body, the shadow will reform into a corporeal shape that is an exact duplicate of the caster's body (complete with his persona and 'soul') except that he will have lost 1 Health Point permanently in the transition. The old body will continue performing actions for another ten rounds after the Shadow Self has left it, but its Intelligence has been drained to zero and it therefore cannot cast spells.

After this time the body will crumple in on itself rather like a punctured balloon and fall to the ground as a lifeless husk. This spell is obviously useful to the Darkness Elementalist in an impossible combat situation where death is inevitable.
Geas: The permanent loss of 1 Health Point.

10. Summon Balor, Prince of Darkness
The eyes of Balor are death and no one has seen him and lived, not even his disciples who dwell in the Lost City of Nem beneath the frozen lake of Nimmur. The geas of summoning Balor is therefore death to the caster, as it is to everyone else within a 20m radius.

Warlock Spells

These are the spells available to Warlocks. A Warlock can only cast spells of levels up to and including his rank. There are some spells that a Warlock is able to cast simultaneously as one action. These spells are marked with an asterisk on the spell list that follows. Assuming that he has enough Magic Points, a Warlock can cast two of these asterisked spells in one Combat Round.

Spells of Level One
- EYES OF NIGHT*
- HEAL INJURY
- IMPERIL
- PERCEPTION OF SORCERY
- SILENT WARRIOR

Spells of Level Two
- CAMOUFLAGE
- FEARLESSNESS*
- FORTUNE
- INQUIRY
- WARNING

Spells of Level Three
- DECEIT
- ENHANCEMENT*
- HAVOK
- ILLUSION
- TELEKINESIS

Spells of Level Four
- AEGIS*
- NEUTRALIZE
- TOXIN
- ORACLE
- TURNCOAT
- VITALITY

Spells of Level Five
- FORCE OF WILL*
- HELLFIRE
- SLOW
- SOULBANE
- TERMINATE
- ENCHANTMENT

Spells of Level Six
- ANNIHILATE
- LUNACY
- PANOPLY*
- SIGIL OF DESTINY
- VAPORIZE

Spells of Level Seven
- NEMESIS
- PACIFY
- RUNIC WEAPON*
- SPELL SCREEN
- THE TRICKSTER'S HAND

Spells of Level Eight
- DEMON PATH
- ENERGY BOLT
- GAUNTLET
- KILLING FRENZY*
- REINCARNATE

Spells of Level Nine
- FLYING STEED
- INVULNERABILITY
- SIMULACARUM
- SONG OF BATTLE*
- TELEPORT

Warlock Spells of Level One

Eyes of Night
Range: 20m
Duration: lasts for ten minutes
The Warlock's eyes glow brightly, casting a beam of red light to a distance of 20m. This enables him to see perfectly even in utter darkness, and by looking at something he can illuminate it so that his companions can see it. Use of this spell temporarily reduces the Warlock's STEALTH score by 2 and negates any chance of surprising his enemies.

Heal Injury
Range: touch
The caster can use this spell to recover 1d4 HP when wounded. Alternatively, he can use it to treat an injured comrade. The spell cannot bring a character back from the dead (reduced to −3 HP or below), nor increase a character's Health Points above his normal score.

Imperil
Range: touch
Duration: d20 Spell Expiry Roll applies
For this spell to take effect, the Warlock must touch the intended victim within one Combat Round of casting: that is, his next action after casting the *Imperil* spell must be a successful hit either with his hand or a mêlée weapon. If his Hit Roll fails, the spell is wasted. The spell will pass through clothing and armour, however, and does not depend on a successful Armour Bypass Roll. If it takes effect (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE), the victim is rendered more vulnerable to wounds. Any wound he takes from a *mêlée weapon* (i.e. swords, spears, etc., but not arrows or crossbow bolts) while the spell lasts will be for 1 Health Point more than usual. A character under this spell thus takes 5 HP damage from a normal sword, 7 HP from a battleaxe and so on.

Perception of Sorcery
Duration: d20 Spell Expiry Roll applies
This spell enables the Warlock to sense magic within a range of 3m. By concentrating on an object or being, he may be able to determine whether it is enchanted or under the effect of a spell. He is not able to determine anything about the nature or strength of the spell. *Perception of Sorcery* is not infallible; a d20 roll is made (by the GM) for each object/person scrutinized, and the Warlock only senses any spells present if the roll is under his Psychic Talent score. (Having got a negative result, successive examinations of the same object/person will continue to yield the same result unless a spell is later cast on it—see the description of Sixth Sense on p. 34). The Warlock must take a full Combat Round for each object or being he wishes to investigate using this spell.

Silent Warrior
Range: 5m
Duration: lasts one Combat Round
A phantasmal warrior is created to strike at one of the caster's enemies, or perform some other action taking no more than one round. The Silent Warrior cannot be harmed, but he can be dispelled by means of a Ring of Negation, *Dispel Magic* or *Terminate Enchantment* if there is time to do this before he attacks. He strikes at the end of the Combat Round in which he was created; his ATTACK score is 18 and his greatsword is a (d10, 5) weapon. After this single blow, he fades out of existence.

Warlock Spells of Level Two

Camouflage
Duration: d20 Spell Expiry Roll applies
This spell enables the caster to blend in with whatever he is standing against, covering him with the illusion of a stone wall, a hedgerow, an open field or whatever. He adds +2 to his STEALTH score and suffers no STEALTH penalty for lack of cover (see p. 63). However, he only gains these benefits when more than 5m from his enemies—at closer ranges the *Camouflage* spell is ineffective.

Fearlessness
Duration: d20 Spell Expiry Roll applies
While under this spell, the Warlock cannot be affected by Fright Attacks (see p. 122). The spell prevents him from experiencing the emotion of fear. It does not turn him into a berserker. Low-ranking characters are apt to become a little reckless when using the spell, but more experienced Warlocks will be accustomed to its effects and should be better able to distinguish between lack of fear and lack of caution.

Fortune
Duration: d20 Spell Expiry Roll applies
This is an all-purpose 'good luck' charm. It enhances the Warlock's chance of success in anything he attempts. In game-terms, he may add or subtract 1 from any dice roll he makes—but he can only apply its modifier to one dice roll in any given Combat Round. That means that he could increase his chance of hitting an opponent, say, but he could not also increase the chance of the same blow striking through armour. He must declare when he is taking advantage of the spell's effect before making the roll. The spell also may be used to influence rolls made by the GM on the player's behalf. It cannot influence rolls made by other characters (e.g. a Hit Roll made by the Warlock's opponent). The *Fortune* spell itself is excluded from its effect; the caster cannot use it to influence its own Spell Expiry Rolls.

Inquiry
This spell enables the caster to assess instantaneously all characters within a radius of 15m to determine whether they are protected by some defence (such as *Spell Screen* or *Wall of Magic*) which shields against direct-attack spells. The caster may also be able to determine the strength of such defences. The chance of doing this is rank ×20%: the GM rolls d100, and if the score is less than or equal to the Warlock's rank ×20 then he is told the strength of the magical defences.

If the roll fails (and a 96–100 is always counted as a failure in this case) then the GM gives a misleading result within 1d8 Magic Points of the defence's actual strength. *Inquiry* does not distinguish between the various types of direct-attack shields, it merely informs its caster of the total Magic Points (or spell-levels, in the case of a Mystic) that could be blocked by the shields at the instant of probing (A *Spell Screen* cannot be distinguished from a 5 MP *Wall of Magic*, for example.)

Warning
Duration: d20 Spell Expiry Roll applies
A small bell, apparently fashioned of red gold, appears in the air behind the caster and floats noiselessly along with him when he moves. Being ethereal, it cannot be seized out of the air or separate from the caster by any means. Its function is to produce a warning clangour if he is about to be attacked, thus negating any chance of *surprise* or *shock attack* against him.

Warlock Spells of Level Three

Deceit
Range: touch
Duration: lasts one day
The Warlock can apply this spell to a character (including himself) or object so that detection spells will obtain a false reading. He could, for example, apply it to an enchanted talisman so that it would register as non-magical under *Detect Aura*, or use it to make himself appear more or less powerful than he really is to a Mystic using the *Assessment* spell. The spells and abilities which may be fooled by *Deceit* are: ESP and Premonition, *Detect Aura* and *Oracle*, *See Enchantment* and *Assessment*, *Perception of Sorcery* and *Warning*. The spell always works against characters whose rank does not exceed the Warlock's. More experienced magic-users have a chance (20% per rank higher than the Warlock's) of realizing they are being deceived.

Enhancement
Duration: d20 Spell Expiry Roll applies
This spell temporarily increases the Warlock's Strength and Reflexes: if the characteristic is 17 or less it increases to 18, if it is normally 18 it increases to 19. After the spell wears off, both characteristics are depleted 1 point below their normal scores until sunset. The Warlock can go on to use this spell a second and third time, etc., in the same day—but each use depletes the normal characteristic scores by a further point, and he must not reduce either score below 1.

Havok
Range: 12m
This releases a glittering wave of energy that engulfs a single being; according to legend, it is sometimes possible to glimpse a giant ghostly hawk within the light of the blast. If it hits its target (match spell's speed of 14 vs target's evasion), the spell inflicts 3d10 HP damage. The damage roll is reduced by the target's Armour Factor (if any).

Illusion
Range: 20m
Duration: d20 Spell Expiry Roll applies
Except for the different Spell Expiry probability, this is identical to the Sorcery spell of the same name (see p. 82). An *Illusion* of up to 2 cubic metres volume can be created, and even if examined closely

there is only a 5% chance of distinguishing it from reality. An illusory sentry thus looks and sounds just like a real person, and even feels solid to the touch. It can made to seem to attack someone who believes it and (although it is illusory and therefore not able to actually harm him) its sword will make a convincing clang and give off a shower of illusory sparks when it strikes his own.

The *Illusion* can be cast onto a character (including the caster) in order to give a near-perfect disguise, with the single limitation that the *Illusion* must be equal in at least one linear measurement to the size of the thing it is covering.

Telekinesis
Range: 25m
Duration: d20 Spell Expiry Roll applies
This is the same as the Mystic spell of the same name (see p. 91). The caster can lift and move an object weighing up to 500 grams (1 pound) without touching it. *Telekinesis* does not move an object with any great speed or force—a missile would have a SPEED of 8;, while a dagger or cudgel could be wielded at half the caster's normal ATTACK, but would inflict only 2 HP on a successful hit.

Warlock Spells of Level Four

Aegis
Duration: 1d20 Spell Expiry Roll applies
The *Aegis* spell provides the Warlock with a magical protection which takes effect when he is about to be struck by a weapon (whether in mêlée or by an arrow, etc.) or by an *indirect-effect* spell (see p. 75). On a roll of 1 on 1d6 the attack is negated.

Neutralize Toxin
Range: touch
Duration: 1d20 Spell Expiry Roll applies
While this spell is in effect, poisons that enter the character's body are immediately neutralized. If the spell is cast on a character after he has been poisoned then it will prevent him taking further damage but will not restore any Health Points already lost.

Oracle
Duration: lasts for one minute
This duplicates a Sorcerer's ability to contact the spirit Plane and put questions to its denizens (see p. 82). Three yes/no questions may be asked within the

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one minute the spell lasts, and there is a 75% chance that the spirits will know the answer to each. If they do not know they will answer randomly, and will also do this if the question is phrased ambiguously. Questions about the future or a character's thoughts will *not* be answered—the spirits speak only of tangibles, not speculations and fancies.

It is quite important for the GM to time a player-character who uses this spell. Players should not be allowed to look at a watch, as accurate time-keeping devices are very rare in the medieval world of *Dragon Warriors*.

Turncoat
Range: 5m
Duration: d20 Spell Expiry Roll applies
If successful (match caster's magical attack vs target's magical defence), this spell causes a single enemy of the caster's party to switch sides and attack his own comrades. It can only be cast once a fight is in progress, and has no effect on a lone foe (i.e. one who has no comrades to turn against). An affected character does not lose his hostility to the caster—if and when he has slain all his own companions, he will resume his attack on the caster's party even if the spell is still operating.

Vitality
This restorative spell has the effect of adding up to 12 HP to the Warlock's Health Points score when he is injured. It will not take him above his normal (unwounded) Health Points score, of course. *Vitality* can only be used to heal the Warlock himself; it has no effect on another character.

Warlock Spells of Level Five

Force of Will
Duration: d20 Spell Expiry Roll applies
This spell gives the Warlock the ability to completely ignore pain, allowing him to stay in combat until virtually hacked apart if need be. He does not black out on reaching 0 HP and must be reduced to −20 HP in order to kill him. Under the effect of this spell it is thus possible to endure terrible wounds and then use *Vitality* or *Heal Injury* to restore oneself before the spell wears off. Of course, if the *Force of Will* spell should expire when the Warlock's HP score is −3 or less, then he dies at once.

Hellfire
Range: 15m
Duration: lasts until dispelled or extinguished
A character or creature who succumbs to this spell (match caster's magical attack vs target's magical defence) immediately bursts into flames. He takes 3d6 HP damage every round until the *Hellfire* is extinguished. Armour gives no protection (it is the victim's body that is burning), and non-magical armour will be burnt away by the flames, losing 1 point from its Armour Factor each round.

The *Hellfire* can be countered with *Dispel Magic* or *Terminate Enchantment*, or the flames can be beaten out. This requires a roll of 6 on 1d6, but before attempting this, each round the victim must roll equal to or under his rank on d8. Failure means that he starts to panic and can do nothing to save himself. Comrades can also try to put out the flames by pouring on water, smothering them with a cloak or whatever; each character attempting this rolls 1d6 and, as before, the flames go out on a roll of 6. Helping in this way is risky, though, because any character within 2m of the victim suffers 1d6 HP burn damage every round (in this case, less Armour Factor, if any).

Slow
Range: 12m
Duration: d20 Spell Expiry Roll applies
This causes 1-8 beings to move and think at half normal speed (caster's magical attack vs targets' magical defence). *Slowed* beings may only act in alternate Combat Rounds. Unless he has higher *Reflexes* than the Warlock and has thus acted already, an affected character loses his action (see p. 71) for the Combat Round in which the spell is cast.

Soulbane
Range: 15m
With this spell the Warlock can fling a tendril of black fire that burns the psychic essence of the one it strikes (match spell's speed of 17 vs target's evasion). The effect of the spell is to reduce the target's magical attack (if any) and magical defence by 2d8 points. If the target is wearing enchanted armour then he can reduce the dice rolls by the armour's magic bonus. Neither score will be reduced below 0, and depleted scores recover at the rate of 1 point every Combat Round. Note that this is an indirect-effect spell and is not impeded by *Wall of Magic*, *Spell Screen*, etc.

Terminate Enchantment
Range: 5m
Terminate Enchantment dispels a single durational spell. As with *Dispel Magic*, it does not affect spells which were cast with more Magic Points than itself. If he directs it at a character who is under more than one durational spell, the Warlock must specify which spell he is trying to terminate—if he does not, the GM determines randomly which spell is affected.

Warlock Spells of Level Six

Annihilate
Range: 15m
This silent spell affects a single being of up to 8th rank or rank-equivalent (match caster's MAGICAL ATTACK vs target's MAGICAL DEFENCE). The victim is utterly destroyed and cannot be restored to life by any known means.

Special note: If a player-character or important NPC should fall prey to an *Annihilate* spell, the GM may allow the other player-characters to discover some way to bring him back to life. This should not be an easy task—*Divination* or another magical source might reveal that they can recover his soul only by travelling to another Plane of reality or even venturing into Hell! Retrieving his body would then be another task; perhaps his original body would turn out to be lost forever, and his only hope would be for the soul to be bound into the body of the Warlock who slew him. The idea is that *Annihilate* is a very deadly spell but it should generally be possible for the player-characters to achieve even an 'impossible' task if they are prepared to persevere with the arduous quest it entails.

Lunacy
Range: 2m
This baleful conjuration can only be employed outdoors when the moon is in the night sky. It causes the Warlock's eyes to fill with the cold, deranging gleam of moonlight. A character facing him in close combat at that moment has an 80% chance of looking straight into his eyes, and if this happens the character is subject to a Fright Attack of intensity 21 (see p. 122). Instead of killing the character this Fright Attack drives him into a state of hopeless insanity. He becomes a mewling halfwit who can do no more than grin and gurgle unintelligibly.

There is a drawback to this spell. In the round he casts it, the Warlock is blinded and consequently at −8 DEFENCE.

Panoply
Duration: 1d20 Spell Expiry Roll applies
An invisible force surrounds and protects the Warlock, giving him a +2 bonus to his Armour Factor. If he is wearing mail armour, for instance, he gets a total AF of 6 as long as the spell lasts.

Sigil of Destiny
Duration: lasts one day
To use this spell, the Warlock predicts something that might befall him or one of his companions in the next twenty-four hours and 'seals' his prediction with the *Sigil of Destiny*. The idea is that by making this prediction he prevents it from coming true. The prediction usually concerns a fatality ("I will be killed by a swordblow" or "Sir Cuthbert will slip while climbing and die from the fall"), though the Warlock can predict a non-fatal occurrence (e.g. "I will be wounded by a sword-blow"). If the occurrence happens as predicted within twenty-four hours, the *Sigil* is activated and cancels out the effect.

For example, suppose the Warlock predicted that he would be slain by a dragon and this in fact happens. The last fatal wound is immediately negated as if it had never happened and combat proceeds—no doubt with the dragon wondering why its fiery breath didn't leave so much as a scorch mark on the armour of this Warlock.

The following limitations apply to the *Sigil of Destiny*. The prediction must indicate death/wounding/incapacitation by:

i. a WEAPON—the weapon type must be specified (sword, spear, etc); the effect of the *Sigil* will be to negate the crucial wound;
ii. a CREATURE—any nonhuman species; in this case the weapon (if any) does not need to be specified;
iii. a SPELL—the spell level and attack mode (direct or indirect) must be specified; the *Sigil* prevents it from affecting the protected character;
iv. as a result of a failed roll on *Reflexes*, *Strength* (includes poisons) or *Intelligence*—the characteristic involved must be specified; the *Sigil* allows the character to take the roll again, this time with automatic success.

The prediction must relate to a single character, and only that character can be saved by the *Sigil*. Each casting of this spell is good for only one 'extra life' and is then used up—you cannot predict taking a

wound from a Skeleton and thus acquire total invincibility against every Skeleton you encounter while exploring the Labyrinth of Aktrium. The spell only covers effects that are direct, instant and obvious. Consider a Warlock who, having predicted death from a sword-blow, is struck a non-fatal wound with a sword. The sword happens to be coated in a slow-acting poison from which he dies several hours later. The sword may be said to have brought about his death, but only indirectly (it was actually the poison that killed him). The *Sigil* would not come into effect in this case.

Vaporize
Duration: d20 Spell Expiry Roll applies
The caster changes into a cloud of reddish mist. In this form he is immune to normal (non-magical) weapons and to indirect-attack spells such as *Energy Bolt*. He can drift along at a rate of 3m per Combat Round and seep through even the smallest cracks, so only hermetic obstacles like *Bastion* can bar his way. While in vapour-form the Warlock cannot cast spells, though durational spells that he cast beforehand continue to operate.

Warlock Spells of Level Seven

Nemesis
Range: 15m
Duration: d20 Spell Expiry Roll applies
This spell increases the effectiveness of any attack the Warlock makes on one selected character within 15m: he can adjust his Hit Rolls, Armour Bypass Rolls and damage scores against the character by 3 points each. Any spells he casts at the character gain +3 to speed or magical attack (whichever is applicable), and if the spell inflicts damage on its target then the that is increased by 3. If the Warlock can slay his chosen foe while the *Nemesis* spell lasts, he gets twice the regular experience points award (see p. 129)—but if the foe is killed by someone else or is still alive when the spell wears off, the Warlock immediately loses 1d10 experience points.

Pacify
Range: 15m
Duration: d20 Spell Expiry Roll applies
This causes up to 2–12 beings to cease hostilities against the caster (match caster's magical attack vs targets' magical defence). They will still be able to attack the caster's allies, but can take no action which might harm him. *Pacify* is not an *Enthrall* spell and affected characters do not become friendly to the caster, they merely acquire a mental block that prevents them from attacking him. If the Warlock attacks a character he has *Pacified*, that character snaps out of the spell immediately.

Runic Weapon
Duration: d20 Spell Expiry Roll applies
A magical weapon appears in the caster's hand or in the hand of a specified character within 12m. This weapon is the colour of blood and shimmers with a strange golden light. It must belong to one of the caster's chosen Weapon Groups (see p. 38), so a Warlock who specialized in the use of battleaxe and bow could not use the spell to create a magic sword. The *Runic Weapon* is +3 (see p. 137) and unlike a *Vorpal Blade* it can be put down or freely handed to another character.

Spell Screen
Duration: 1d20 Spell Expiry Roll applies
Other than its shorter duration, this is the same as the 7th-level Sorcery spell of the same name. A *Spell Screen* protects its caster from direct-attack spells by reducing any spell cast at him by 5 Magic Points. It does not affect spells cast by the Warlock himself.

A spell which gets through the *Screen* with reduced strength may still affect the Warlock, but its effective magical attack against him is reduced by the difference between the spell's level and the number of Magic Points remaining in it.

The Trickster's Hand
Range: touch
Duration: d20 Spell Expiry Roll applies
With this spell the Warlock surrounds himself or one companion with a magical defence against missiles such as arrows or thrown rocks. Enchanted missiles that are shot at him simply drop out of the air at a distance of 3m. Non-magical missiles are more spectacularly affected: when such a missile gets to within 3m of the protected character it stops in mid-air as though seized by an invisible hand. Suddenly it reverses and flies back towards the person who shot it. The attacker is thus hit unerringly by his own missile, which penetrates armour in the normal way (Armour Bypass Roll as usual) although it inflicts 1 less Health Point of damage than usual.

The spell defends only against missiles targeted at the protected character. An arrow or other projectile shot past him at another character will be unimpeded even if it passes closer than 3m. Any missile weighing more than 20kg (for instance, the shot of a trebuchet or siege catapult) will pass through the spell-barrier without being stopped.

Warlock Spells of Level Eight

Demon Path

Duration: lasts two minutes

This enables the Warlock literally to walk on air. The effect is accompanied by faint, glowing red 'stepping stones' that appear under the Warlock's foot with each step he takes and then fade as he passes on to the next. He can move safely at normal walking speed, but if he tries to run or fight on the *Demon Path* he must roll under his Reflexes on 1d20 or fall to the ground below.

Energy Bolt

Range: 15m

A thunderous blast of scarlet energy rips through the air to strike 1–3 beings within 15m (spell's SPEED of 17 vs targets' EVASION). If not dodged, the *Energy Bolt* inflicts 5d10 Health Points. This damage roll is reduced by the target's Armour Factor if any—a Basilisk (AF 2) would take only 5d10 –2 HP, etc.

Gauntlet

Duration: d20 Spell Expiry Roll applies

When this spell is cast, a disembodied gauntlet of glittering gold mail appears in the air within 6m of the Warlock. Gliding through the air at a speed of 24m per Combat Round, it will strike at the Warlock's foes or perform other actions for him such as opening chests, fetching items, etc. It can be given a weapon (including a *Runic Weapon*) or can attack with its metal talons (d10, 4). It has ATTACK 20, DEFENCE 18, Armour Factor 4, 12 Health Points, EVASION 8. It is not affected by direct-attack magic. If its Health Points score is reduced to zero it falls from the air and vanishes in a blaze of red flames.

Killing Frenzy

Duration: d20 Spell Expiry Roll applies

While under the effect of this powerful combat spell the Warlock is able to make two attacks every Combat Round. The first must be taken at the point in the round when he would normally get his action (see p. 71) and the second at the very end of the round. The *Killing Frenzy* allows only multiple weapon attacks. If the Warlock does something else such as casting a spell or moving instead of attacking with a weapon he does not get a second action that round. Furthermore, only attacks with a weapon in which the Warlock specializes (i.e. which belongs to one of his chosen Weapon Groups) are affected.

Reincarnate

Range: touch

Duration: lasts until dispelled

With this spell, any character who has been slain during the previous seven days can be brought back to life in the body of another. The target of the spell (whose body forms the 'host' for the *Reincarnated* soul) must be quiescent—unconscious or drugged—for the spell to work, and the caster must still match their MAGICAL ATTACK against the target's MAGICAL DEFENCE. If the spell works, the target's body becomes possessed by the mind and soul of the slain character. Looks, Strength and Reflexes remain those of the host but in all other respects (skills, personality, memories, etc.) the *Reincarnated* character is dominant. Unlike an Amulet of Soul Storing (p. 143), this spell does not displace the original persona, which remains dormant within the body.

In times of psychic stress (whenever the *Reincarnated* character has a direct-attack spell cast at him) the dormant 'host' persona may try to reassert possession of the body and suppress the 'intruder' persona. The *Reincarnated* character rolls 3d6, adds his rank, and subtracts the rank of the 'host'; he must roll the final total or less on 2d10 in order to retain dominance. If he fails the roll, the 'host' persona regains mastery of his own body but the positions are merely reversed, the *Reincarnated* soul is not cast out but remains dormant within the body until banished by *Dispel Magic* or *Terminate Enchantment*.

The advantage of the *Reincarnate* spell is that it may be used to bring a character back from the dead even if his original body is lost or destroyed. The disadvantages are twofold—first as explained above, and second that there is a small chance (5%) that the soul the caster places in the host body will not be the soul he intended. Reaching into the spirit world is like standing at the mouth of a vast dark cave and yelling for a friend lost within: someone—or something—else may come in answer to your call.

Warlock Spells of Level Nine

Flying Steed

Duration: lasts three hours maximum (see below)
This is a Warlock's equivalent of the *Destrier* spell (see p. 87). It brings a flying Hippogriff to act as his steed for up to three hours. The spell can be cast only during the hours of night and terminates at sunrise if it has not expired before then. (This applies whether or not the sun's rays actually fall upon the Hippogriff). The spell also ends if the Warlock dismounts.

The Hippogriff is equine in form, but it has wide leathery wings, taloned feet, scales and a narrow, almost reptilian head. Its scintillant golden eyes see equally well in darkness or light. It has ATTACK 20, DEFENCE 6, MAGICAL DEFENCE 10 and EVASION 6. In combat it will bite (d8 +2, 5) or claw (d12, 6). Its tough scaly skin gives it an Armour Factor of 3 against non-magical weapons (but AF 0 vs enchanted weapons and indirect-attack spells). It has 20-30 Health Points (roll 2d6 +18) and is 8th rank-equivalent. In flight it can cover more than 30 miles in an hour, and can track a quarry across open terrain with 70% efficiency.

Invulnerability

Duration: d20 Spell Expiry Roll applies
With this spell, the Warlock encloses himself and one companion inside an invisible barrier that is impervious to all spells, ring-effects, creatures, extremes of heat and cold, and all weapons whether magical or not. Similarly, attacks of this sort cannot pass out of the sphere of effect. Only attacks such as hypnosis or Fright Attacks, which do not depend on anything passing through the force field, can affect those protected by this spell. Unlike an *Impregnable Sphere* (see p. 94), *Invulnerability* allows the caster to move around—but only quite slowly: 5m/round. Note that although the *Invulnerability* spell blocks spells cast at those within it, it can still be eliminated by *Dispel Magic* or *Terminate Enchantment*.

Simulacrum

Duration: d20 Spell Expiry Roll applies
The Warlock can create his own double. The Simulacrum has all of the original's normal stats: ATTACK, DEFENCE, *Strength*, *Health Points*, etc. That is, even if the caster's scores are enhanced or depleted for some reason (such as *Nemesis*, wounds, etc.) the Simulacrum will only have his normal, unadjusted scores. The only exception is his Magic Points score; the Simulacrum will have the current MP score of the Warlock (after making the deduction for casting this spell).

The weapons, armour and equipment of the Simulacrum will be non-magical copies of those possessed by the original. The Warlock can see through his double's eyes (and *vice versa*) and it will obey his telepathic commands across any distance. Whenever the original or the double takes a wound, succumbs to a spell, etc., there is one chance in six that the other will suffer the same effect; this is indicated by a roll of 1 on d6.

It is possible to tell the Warlock and his Simulacrum apart if both are seen together. The duplicate's face has a dusky cast and the colours of its robes and armour seem dull in comparison to the original. If it speaks, its voice sounds unnatural and distant. It forms from the caster's shadow, and while the spell is in effect neither the Warlock nor his Simulacrum casts a shadow or reflects in a mirror.

Song of Battle

Duration: d20 Spell Expiry Roll applies
The *Song of Battle* is an eerie cadence that transforms the Warlock into a ferocious berserker. His eyes begin to glow with a ruby fire and a fine tracery of red sparks covers his armour, accompanied by the stench of brimstone in the air. Intelligent creatures up to 2nd rank and animals up to 4th rank-equivalent have a 30% chance of fleeing in panic if he attacks. He becomes immune to direct-attack magic (*Fossilize*, *Pacify*, etc.) and adds 1 to all Armour Bypass Rolls. He also gains +8 ATTACK and +4 DEFENCE. While this spell lasts, the Warlock cannot use any other magic.

Teleport

Range: 100m
This is identical to the Mystic spell of the same name (see p. 94). It enables the Warlock to transport himself instantaneously to somewhere within 100m. However, he can only teleport to a place which he can either see when he casts the spell, or where he has been before.

Chapter ii

GAMES MASTERING

AT THE END of this book is a sample introductory adventure scenario: 'The Darkness Before Dawn'. When you have been GamesMastering *Dragon Warriors* for a while you will be devising scenarios of your own, but this one is specially written to be easy for a first-time GamesMaster. Read through it now, quite carefully, and try to visualize the scenes. It is like the storyboard for a film, but not yet populated by the principal characters (your players). Once you have looked through the scenario, get a group of players together and take them through it.

This is really the only way to learn how to be a GamesMaster: practical experience. A book can no more explain how to GM than it could tell you how to hang-glide or to play the violin. We have only a few tips and suggestions to offer the prospective GM. Skim through these and you are ready to begin.

Game-time

Game-time is not real time. The twenty Combat Rounds that the player-characters spend fighting off a pack of wolves represent two minutes of time in the game world, but the dice rolling and note-keeping involved might take nearly a quarter of an hour of real time. When the player-characters stop for the night at an inn, you will probably skip through the ten hours or more (game-time) that they are there in a few seconds of real time.

Part of the GamesMaster's job is to estimate how much game-time is passing. Suppose the characters, wending their way through a wood, come to a river which they must cross. They set about collecting wood to build a raft. An estimate of two hours or so to gather the wood, cut it and lash the raft together is not unreasonable. Other tasks might vary from a few minutes (e.g. finding a jeweller in a large town) to days or weeks (finding a 6th-rank Sorcerer to join them on a quest).

Your estimates of game-time do not have to be completely accurate, so long as they are believable. Don't ask your players to accept that it takes them half an hour to unpack their adventuring equipment, or thirty seconds to scale a castle wall!

You will also need to keep a record of the seasonal flow of game-time. You might begin your campaign in early autumn—both in the game and in real life, say. A few weeks later, the player-characters could have gone through many months of adventuring (particularly if they have done a lot of travelling) and be in the middle of winter. Keep a game-time calendar, and cross off the days and weeks as they pass.

Non-player characters

Apart from the players themselves, every character in your *Dragon Warriors* world is an NPC (Non-Player Character). You play the roles of all the

NPCs. In the space of a few minutes' gaming you may be called upon to portray a whole gamut of roles—a whingeing beggar who invents a string of 'rumours' in exchange for the players' hard-won silver, the honest townsfolk who offer them a reward to dispatch some local menace, the dour forester who shows them the way to a hidden and haunted dungeon, the wily warlock who inhabits it....

In a bad game, all these NPCs are just 'cardboard characters' with no reality of their own. In a good game, you will really make them come to life. The players should respond to NPCs as they would to one another. For your *Dragon Warriors* world to work, your NPCs should be like real people.

Relationships with NPCs also provide you with a credible excuse for getting the player-characters embroiled in an adventure, which is an important part of the GM's job. The hackneyed device of terrified villagers offering twenty, thirty or forty florins if the characters get rid of the Orcs/Goblins/Trolls wears thin after a while. If the players are friendly with an NPC, they have a very good reason for stepping in to get him out of trouble. A player-character applied to join the lord's retinue and was sponsored by an NPC Knight. The player felt obliged to help when, months later, the NPC was accused of plotting against the lord.

The other side of the coin is to have an NPC villain—the mainstay of many a campaign. One such fellow began as a hireling, but betrayed his employers (the player-characters) and ran off with the treasure. Those that got out of the underworld alive swore vengeance, and later undertook several adventures which offered no material gain, in the hope of catching up with him.

File cards are an excellent way of keeping track of your major NPCs. On one side you can make a few notes about the character—where he lives, what he owns, his personality and his combat stats (if he belongs to an adventuring profession). On the other side, make notes concerning his relationship with the player-characters and other NPCs.

Major NPCs for whom you will eventually have file cards will probably include: the local lord and several of his principal Knights, the local high-ranking Sorcerer, three or four citizens of the town where the player-characters are living, tradespeople whose shops and services the PCs use regularly, the Abbot and a few brothers of the nearest monastery, the leader of a local outlaw band, and any NPC adventurers who habituate the area.

Hired help

There is no reason why a party should consist entirely of player-characters. They might hire some NPCs adventurers to increase the strength of the group; even a hired peasant can be useful for carrying torches, bags of treasure and so forth.

Hirelings

Hirelings fall into two groups. Some are adventurers themselves—Knights or Barbarians of low (usually 1st) rank. The majority are just young hotbloods with no special fighting skills (i.e. ATTACK 11, DEFENCE 5 1d6 +3 Health Points; see Chapter Seven). Adventurers will charge ten florins a day to join in an adventure; untrained hotbloods expect to be paid 2-8 florins (roll 2d4) a day.

NPC adventurers who join the party will gain experience points just as the player-characters do, of course. Hotbloods are not awarded experience points. However, if they continue to adventure with the player-characters and survive six underworld expeditions, they will become Knights of the 1st rank.

The availability and type of hirelings depends on where the player-characters are looking:

Village	30% chance of 1-4 hotbloods; 10% chance of 1-2 1st-rank Knights or Barbarians. Check each month.
Roadside inn	40% chance of 1-3 hotbloods; 15% chance of 1-4 1st-rank Knights or Barbarians. Check each week.
Town	25% chance of 1-10 hotbloods; 15% chance of 1-4 1st-rank Knights or Barbarians. Check each month.
Castle	30% chance of 1-4 hotbloods; 30% chance of 1-6 1st-rank Knights. Check each week.

(Hotbloods usually possess just leather armour and a simple weapon such as a flail. Adventurers will have the usual equipment.)

Bearers

Peasants who are too infirm or lazy to work in the field will sometimes agree to accompany the characters on an adventure and carry their lanterns and equipment. There are usually two or three such individuals in any village, and they will work for about fifteen copper pennies a day.

A sum of about twenty florins is usually left with the bearer's family, for them to retain as compensation if the player-characters do not bring their employee back alive. Bearers will never join in with combat; if the party encounters a particularly horrible monster then the bearers must make a morale check (see p. 122) not against their characteristics but against the number of pennies per day they are being paid; and if they fail they will drop what they are carrying and flee.

Fellow adventurers

Fellow adventurers are NPCs who join the player-characters' party on an equal footing. Sometimes they are not habitual adventurers, just normal men whom the players have a good reason for including in the share-out. More often, they will be adventurers of the player-characters' own rank.

Locating fellow adventurers is never a matter of just rolling the dice for availability. If your players need a 4th-rank Sorcerer for a specific adventure, insist that they provide some coherent plan of how they will go about finding one. Even if they find the man they need, he may be reluctant to join them—act his part, make them convince you that joining their party will be worth his while.

For your convenience in preparing NPC adventurers for the player-characters to meet, and also as a guide to the relative powers and abilities of different ranks, the following tables give the stats for average characters in each Profession.

Stats for an average Assassin

Rank	*Abilities*		
1st	attack 13		defence 5
	magical defence 3		Health Points 9
	evasion 5	stealth 18	perception 8
2nd	attack 14		defence 5
	magical defence 4		Health Points 10
	evasion 5	stealth 19	perception 9
3rd	attack 15		defence 6
	magical defence 5		Health Points 11
	evasion 5	stealth 20	perception 10
4th	attack 16		defence 6
	magical defence 6		Health Points 12
	evasion 5	stealth 21	perception 11
5th	attack 17		defence 7
	magical defence 7		Health Points 13
	evasion 6	stealth 22	perception 12
6th	attack 18		defence 7
	magical defence 8		Health Points 14
	evasion 6	stealth 23	perception 13
7th	attack 19		defence 8
	magical defence 9		Health Points 15
	evasion 6	stealth 24	perception 14
8th	attack 20		defence 8
	magical defence 10		Health Points 16
	evasion 6	stealth 25	perception 15
9th	attack 21		defence 9
	magical defence 11		Health Points 17
	evasion 7	stealth 26	perception 16
10th	attack 22		defence 9
	magical defence 12		Health Points 18
	evasion 7	stealth 27	perception 17
11th	attack 23		defence 10
	magical defence 13		Health Points 19
	evasion 7	stealth 28	perception 18
12th	attack 24		defence 10
	magical defence 14		Health Points 20
	evasion 7	stealth 29	perception 19

Stats for an average Barbarian

Rank	*Abilities*		
1st	attack 14		defence 6
	magical defence 3		Health Points 13
	evasion 5	stealth 13	perception 5
2nd	attack 15		defence 7
	magical defence 4		Health Points 14
	evasion 5	stealth 13	perception 5
3rd	attack 16		defence 8
	magical defence 5		Health Points 15
	evasion 5	stealth 14	perception 6
4th	attack 17		defence 9
	magical defence 6		Health Points 16
	evasion 5	stealth 14	perception 6
5th	attack 18		defence 10
	magical defence 7		Health Points 17
	evasion 6	stealth 15	perception 7
6th	attack 19		defence 11
	magical defence 8		Health Points 18
	evasion 6	stealth 15	perception 7
7th	attack 20		defence 12
	magical defence 9		Health Points 19
	evasion 6	stealth 16	perception 8
8th	attack 21		defence 13
	magical defence 10		Health Points 20
	evasion 6	stealth 16	perception 8
9th	attack 22		defence 14
	magical defence 11		Health Points 21
	evasion 7	stealth 17	perception 9
10th	attack 23		defence 15
	magical defence 12		Health Points 22
	evasion 7	stealth 17	perception 9
11th	attack 24		defence 16
	magical defence 13		Health Points 23
	evasion 7	stealth 18	perception 10
12th	attack 25		defence 17
	magical defence 14		Health Points 24
	evasion 7	stealth 18	perception 10

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Stats for an average Elementalist

Rank	*Abilities*			
1st	attack 11	magical attack 15		
	defence 5	magical defence 5		
	evasion 3	stealth 13	perception 5	
	Health Points 8	Magic Points 3/1/1		
2nd	attack 11	magical attack 16		
	defence 5	magical defence 6		
	evasion 3	stealth 13	perception 5	
	Health Points 9	Magic Points 6/2/2		
3rd	attack 11	magical attack 17		
	defence 5	magical defence 7		
	evasion 3	stealth 13	perception 5	
	Health Points 9	Magic Points 9/3/3		
4th	attack 12	magical attack 18		
	defence 6	magical defence 8		
	evasion 3	stealth 14	perception 6	
	Health Points 10	Magic Points 12/4/4		
5th	attack 12	magical attack 19		
	defence 6	magical defence 9		
	evasion 4	stealth 14	perception 6	
	Health Points 10	Magic Points 15/5/5		
6th	attack 12	magical attack 20		
	defence 6	magical defence 10		
	evasion 4	stealth 14	perception 6	
	Health Points 11	Magic Points 18/6/6		

Rank	*Abilities*			
7th	attack 13	magical attack 22		
	defence 7	magical defence 12		
	evasion 4	stealth 15	perception 7	
	Health Points 11	Magic Points 21/7/7		
8th	attack 13	magical attack 23		
	defence 7	magical defence 13		
	evasion 4	stealth 15	perception 7	
	Health Points 12	Magic Points 24/8/8		
9th	attack 13	magical attack 24		
	defence 7	magical defence 14		
	evasion 5	stealth 15	perception 7	
	Health Points 12	Magic Points 27/9/9		
10th	attack 14	magical attack 25		
	defence 8	magical defence 15		
	evasion 5	stealth 16	perception 8	
	Health Points 13	Magic Points 30/10/10		
11th	attack 14	magical attack 26		
	defence 8	magical defence 16		
	evasion 5	stealth 16	perception 8	
	Health Points 13	Magic Points 33/11/11		
12th	attack 14	magical attack 28		
	defence 8	magical defence 18		
	evasion 5	stealth 16	perception 8	
	Health Points 14	Magic Points 36/12/12		

Stats for an average Knight

Rank	*Abilities*		
1st	attack 13		defence 7
	magical defence 3		Health Points 11
	evasion 4	stealth 13	perception 5
2nd	attack 14		defence 8
	magical defence 4		Health Points 12
	evasion 4	stealth 13	perception 5
3rd	attack 15		defence 9
	magical defence 5		Health Points 13
	evasion 4	stealth 13	perception 6
4th	attack 16		defence 10
	magical defence 6		Health Points 14
	evasion 4	stealth 14	perception 6
5th	attack 17		defence 11
	magical defence 7		Health Points 15
	evasion 5	stealth 14	perception 7
6th	attack 18		defence 12
	magical defence 8		Health Points 16
	evasion 5	stealth 14	perception 7
7th	attack 19		defence 13
	magical defence 9		Health Points 17
	evasion 5	stealth 15	perception 8
8th	attack 20		defence 14
	magical defence 10		Health Points 18
	evasion 5	stealth 15	perception 8
9th	attack 21		defence 15
	magical defence 11		Health Points 19
	evasion 6	stealth 15	perception 9
10th	attack 22		defence 16
	magical defence 12		Health Points 20
	evasion 6	stealth 16	perception 9
11th	attack 23		defence 17
	magical defence 13		Health Points 21
	evasion 6	stealth 16	perception 10
12th	attack 24		defence 18
	magical defence 14		Health Points 22
	evasion 6	stealth 16	perception 10

Stats for an average Mystic

Rank	*Abilities*		
1st	attack 12	magical attack 14	
	defence 6	magical defence 4	
	evasion 3	stealth 14	perception 6
	Health Points 9		
2nd	attack 12	magical attack 15	
	defence 6	magical defence 5	
	evasion 3	stealth 14	perception 7
	Health Points 10		
3rd	attack 13	magical attack 16	
	defence 7	magical defence 6	
	evasion 3	stealth 14	perception 8
	Health Points 10		
4th	attack 13	magical attack 17	
	defence 7	magical defence 7	
	evasion 3	stealth 15	perception 9
	Health Points 11		
5th	attack 14	magical attack 18	
	defence 8	magical defence 8	
	evasion 4	stealth 15	perception 10
	Health Points 11		
6th	attack 14	magical attack 19	
	defence 8	magical defence 9	
	evasion 4	stealth 15	perception 11
	Health Points 12		
7th	attack 15	magical attack 20	
	defence 9	magical defence 11	
	evasion 4	stealth 16	perception 12
	Health Points 12		
8th	attack 15	magical attack 21	
	defence 9	magical defence 12	
	evasion 4	stealth 16	perception 13
	Health Points 13		
9th	attack 16	magical attack 22	
	defence 10	magical defence 13	
	evasion 5	stealth 16	perception 14
	Health Points 13		
10th	attack 16	magical attack 23	
	defence 10	magical defence 14	
	evasion 5	stealth 17	perception 15
	Health Points 14		
11th	attack 17	magical attack 24	
	defence 11	magical defence 15	
	evasion 5	stealth 17	perception 16
	Health Points 14		
12th	attack 17	magical attack 25	
	defence 11	magical defence 17	
	evasion 5	stealth 17	perception 17
	Health Points 15		

Stats for an average Sorcerer

Rank	*Abilities*	
1st	attack 11	magical attack 15
	defence 5	magical defence 5
	evasion 3	stealth 13 perception 5
	Health Points 8	Magic Points 4
2nd	attack 11	magical attack 16
	defence 5	magical defence 6
	evasion 3	stealth 13 perception 5
	Health Points 9	Magic Points 8
3rd	attack 11	magical attack 17
	defence 5	magical defence 7
	evasion 3	stealth 13 perception 5
	Health Points 9	Magic Points 12
4th	attack 12	magical attack 18
	defence 6	magical defence 8
	evasion 3	stealth 14 perception 6
	Health Points 10	Magic Points 15
5th	attack 12	magical attack 19
	defence 6	magical defence 9
	evasion 4	stealth 14 perception 6
	Health Points 10	Magic Points 19
6th	attack 12	magical attack 20
	defence 6	magical defence 10
	evasion 4	stealth 14 perception 6
	Health Points 11	Magic Points 23
7th	attack 13	magical attack 22
	defence 7	magical defence 12
	evasion 4	stealth 15 perception 7
	Health Points 11	Magic Points 25
8th	attack 13	magical attack 23
	defence 7	magical defence 13
	evasion 4	stealth 15 perception 7
	Health Points 12	Magic Points 28
9th	attack 13	magical attack 24
	defence 7	magical defence 14
	evasion 5	stealth 15 perception 7
	Health Points 12	Magic Points 31
10th	attack 14	magical attack 25
	defence 8	magical defence 15
	evasion 5	stealth 16 perception 8
	Health Points 13	Magic Points 35
11th	attack 14	magical attack 26
	defence 8	magical defence 16
	evasion 5	stealth 16 perception 8
	Health Points 13	Magic Points 39
12th	attack 14	magical attack 28
	defence 8	magical defence 18
	evasion 5	stealth 16 perception 8
	Health Points 14	Magic Points 43

Stats for an average Warlock

Rank	*Abilities*	
1st	attack 12	magical attack 12
	defence 5	magical defence 4
	evasion 3	stealth 13 perception 5
	Health Points 9	Magic Points 2
2nd	attack 13	magical attack 13
	defence 6	magical defence 5
	evasion 3	stealth 13 perception 5
	Health Points 10	Magic Points 4
3rd	attack 14	magical attack 14
	defence 7	magical defence 6
	evasion 3	stealth 13 perception 5
	Health Points 10	Magic Points 6
4th	attack 15	magical attack 15
	defence 8	magical defence 7
	evasion 3	stealth 14 perception 6
	Health Points 11	Magic Points 8
5th	attack 16	magical attack 16
	defence 9	magical defence 8
	evasion 4	stealth 14 perception 6
	Health Points 11	Magic Points 10
6th	attack 17	magical attack 17
	defence 10	magical defence 9
	evasion 4	stealth 14 perception 6
	Health Points 12	Magic Points 12
7th	attack 18	magical attack 18
	defence 11	magical defence 10
	evasion 4	stealth 15 perception 7
	Health Points 12	Magic Points 14
8th	attack 19	magical attack 19
	defence 12	magical defence 11
	evasion 4	stealth 15 perception 7
	Health Points 13	Magic Points 16
9th	attack 20	magical attack 20
	defence 13	magical defence 12
	evasion 5	stealth 15 perception 7
	Health Points 13	Magic Points 18
10th	attack 21	magical attack 21
	defence 14	magical defence 13
	evasion 5	stealth 16 perception 8
	Health Points 14	Magic Points 20
11th	attack 22	magical attack 22
	defence 15	magical defence 14
	evasion 5	stealth 16 perception 8
	Health Points 14	Magic Points 22
12th	attack 23	magical attack 23
	defence 16	magical defence 15
	evasion 5	stealth 16 perception 8
	Health Points 15	Magic Points 24

Death

The fact that he may one day be killed is something that every adventurer must learn to accept. The game would be no fun without the possibility of dying. In the *Dragon Warriors* world, death can sometimes be reversed by magic. High-ranking characters may come to see it as one of the hazards of the job, in fact! For those with access to the mightier spells, death is a serious setback but not the end of the world.

But miracles cost money—far more than player-characters will have at the start of the campaign. For them, fatality is final; if a player's character gets killed, he must roll up another. This is just what the player of a solo gamebook does, of course. But *Dragon Warriors* is a multi-player game. Time does not turn back to the start of the adventure simply because one of the characters has been killed. The others will wish to go on with their adventure—so how does the player who has lost his character rejoin the game?

Suppose you are playing 'The Darkness Before Dawn', the introductory scenario on pages 217-236, and one of the player-characters is killed in the very first combat, with some feral dogs. (We should add that this is very unlikely to happen! But as an example—.) One way you could deal with this is to make the player concerned your 'assistant GM' for the rest of the game, and have him help you plan the monsters' attacks on the party. His new character makes his debut at the start of the next game. Of course, the drawback is that all the other characters get experience points and treasure from the adventure, but when the new character joins their group he will have only the initial gear.

Another way of dealing with the problem is to have the surviving characters return immediately to the nearest village, where they conveniently encounter and immediately befriend the new character. Sometimes a GM will stretch credibility even further—"After the fight, you discover that Balin is dead. Suddenly a tall Knight steps from the trees and asks if you need any help. Okay, Bob, this is your new character..." If you are inventive, you may find some clever ways to introduce new characters mid-adventure. Try not to make it too contrived—this is a fantasy game, but it should still be realistic!

Jh

For the very first adventure, we recommend that you have the player-characters accompanied by two or three NPC adventurers—1st-rank hirelings. Fill in character sheets for these NPCs before the adventure, and if any player-character gets killed, hand the player one of the character sheets. This is his new character.

Other Rules

Poison

Poison is not likely to be used by most characters. It is a little difficult to get an enemy to stand quietly and drink a frothing brew in the middle of a combat. But many monsters have poisonous bites or stings. Often, the virulence of its venom transforms an otherwise minor creature such as a Giant Spider into a particularly terrible foe.

A normal poison requires the victim to roll less than or equal to his Strength score on three six-sided dice. If he makes this roll, he will take some Health Points damage for a few rounds but he should survive. If he fails the roll, he dies.

Weaker poisons require a roll on 2d6; stronger ones require the roll to be made on 4d6. Not all poisons cause instant fatality. Some merely induce sleep, hallucinations or paralysis if the character fails the dice roll. If he makes the dice roll, the character takes no HP damage from poisons of this sort.

Type of Poison	*Roll Strength or under on...*	*Damage taken even if roll is successful (only for potentially deadly poisons)*
Weak	2d6	first Combat Round: 1d3 HP subsequent Rounds: none
Normal	3d6	first Combat Round: 1d4 HP second Combat Round: 1d3 HP subsequent Rounds: none
Strong	4d6	first Combat Round: 1d6 HP second Combat Round: 1d4 HP third Combat Round: 1d3 HP subsequent Rounds: none

Morale Checks

When particularly hideous monsters attack they may induce an element of fright and panic in their foe. This is simulated in *Dragon Warriors* by deducting the creature's ATTACK score from the added total of the victim's Rank, Strength and Intelligence.

For example, a Forest Harpy with an ATTACK of 9 attacks Balin, a 1st-rank warrior with Strength 16 and Intelligence 10 (making a sum of 27). This means that Balin must roll 18 or less on d20 to avoid the consequences of the morale check. Note that once Balin is third level he won't have to bother checking his morale when faced with creatures with small attack values such as the Harpy's of 9.

A character who fails a morale check will flee the battlefield for ten rounds before regaining his courage. Once a player has have failed a morale check against a particular creature he must automatically make a morale check the next time he meets such a creature (even if the circumstances are friendly). The creature will for this purpose have twice its normal attack value: thus if Balin unluckily failed his morale check in the example above, the next time he met a harpy it would have an effective ATTACK value of 18 when assessing his morale, and Balin would have to roll a 9 or less on 1d20 to avoid fleeing again.

Fright Attacks

A Fright Attack is a supernatural assault made by certain kinds of monsters, usually paranormal ones and ghosts in particular, or by a few specialised spells. It can literally scare the life out of someone.

To resolve a Fright Attack roll 1d12, subtract the victim's rank, and the result is the number that the attacking character or creature must roll equal to or less than on 2d10 in order to scare its victim to death. If the Fright Attack fails then the victim suffers no physical effects, though you can be sure they are extremely unnerved by the experience.

Example

Truk, a 5th-rank Barbarian, is walking along a gloomy dungeon corridor and comes face-to-face with a leering Ghost. The Ghost rolls a 9 for the strength of its Fright Attack. Since Truk is 5th rank, this means that it needs to roll a 4 or less on 2d10 in order to frighten him to death. It rolls a 17, and Truk runs yelling in terror back along the corridor.

Gaze Attacks

Certain dreaded creatures have a gaze so fearsome that those meeting it may suffer dire consequences—being turned to stone, or hypnotised, or terrified. Anyone who looks into such a creature's eyes will usually be attacked by a MAGICAL ATTACK, as indicated in the creature's description; occasionally this will instead be a Fright Attack (see above).

If a creature with a Gaze Attack surprises a party there is an 80% chance that the nearest 1-4 characters will look into its eyes. If surprise is not achieved, the chance of this is only 40%. For each Combat Round a character is fighting a creature with a Gaze Attack there is a 40% chance of meeting its gaze. (This chance can be reduced if the character deliberately stares at the ground, but this also means he will be fighting less effectively: for every 10% he reduces the basic chance of meeting the creature's gaze, he incurs a penalty of −1 from ATTACK and −2 from DEFENCE.)

Vision types

Many creatures have unusual visual or other senses, often capable of seeing far beyond the usual human visual spectrum. The game effects of these senses tend to be that the creatures are better or worse (than humans) at perceiving things under different light conditions. This list describes the different types of vision that creatures can be listed as having, as well as listing the modifiers applicable to each vision type in various conditions of light and darkness.

PERCEPTION MODIFIERS

	Illumination		
Vision type	*no light*	*half-light*	*bright light*
normal	−7	(none)	+5
panoptical	(none)	(none)	(none)
darksight	+5	(none)	−7
elfsight	−4	(none)	(none)
gloomsight	−3	(none)	−5

Normal vision sees best in daylight, is somewhat impaired in low light levels (as in an underworld) and is useless in complete darkness.
Panoptical vision operates equally well in all conditions from total darkness to bright sunlight.
Darksight, possessed by most Undead and underworld creatures, is the reverse of normal vision: the creature sees well in the dark but is dazzled by light.
Elfsight refers to vision that operates very well in bright light or half-light, and is only marginally impaired by pitch darkness.
Gloomsight is restricted to a very few creatures. The optimum illumination for this kind of vision is half-light. The creature sees slightly less well in darkness or bright light.

Curses

Certain monsters can put Curses on player-characters, as can evil sorcerers and cursed items. Roll the MAGICAL ATTACK of the curse vs the character's MAGICAL DEFENCE: if the attack succeeds then the character is cursed. Characters carrying a holy item such as a relic are immune to all curses and needn't roll.

If a character is accursed during the course of a game, roll once on the table below. Some curses do not take effect immediately. If the curse is a delayed-action one, roll again on the table underneath and make a note in your character records: a player who has (he thinks) escaped the effects of a curse will sometimes succumb to some hideous affliction a year after the event! Characters may try to avoid the effects of a curse by never indulging in activities that might lay them open to one of its effects.

d100	*Effect of Curse*
01–05	Character sustains an 8-point wound during combat practice (delayed action)
06–10	Character sustains a 4-point wound during combat practice (delayed action)
11–20	Character contracts a disease (delayed action). Roll 1d20, then consult the Disease table on p 126.
21–25	Character suffers food poisoning (treat like a medium poison: occurs next time character eats.)
26–30	Character suffers a 6-point damage fall (from a horse, from a tree, the side of a building etc.) (This will happen the next time the character is in a fall-risk situation.)
31–35	The character loses his most valuable item (delayed action).
36–40	The character loses all the money he is carrying on him (delayed action).
41–45	If the character is sleeping in a building tonight, the whole structure will be burnt to the ground in a terrible fire.
46–50	The next mirror the character looks into will

shatter and the character will find he has lost 1d6 Looks points.

51–55 The character's weapon shatters in the next combat.

56–60 The character's armour falls off in the next combat, leaving him with no AF.

61–65 The character hears a voice whispering in his head telling him he has been accursed and must go on a pilgrimage to a holy shrine to shrive himself: the character will find that his ATTACK and DEFENCE are both temporarily reduced by 1 point. The voice and the bad luck will only cease once he has embarked on a pilgrimage to the nearest shrine.

66–70 The character exudes an unpleasant odour for one day, causing an effective Looks loss of 10 points. (delayed action).

71 The character loses his sight for one day (delayed action).

72 The character loses his hearing for one day (delayed action).

73 The character loses his speech for one day (delayed action).

74 The character is turned into a toad for one Combat Round.

75 The character is turned into a rat for one Combat Round.

76 The character is turned into a dog for one Combat Round.

77 The character is turned into a donkey for one Combat Round.

78–83 The next time the character passes underneath the lintel of a door or underneath a leaning ladder something will fall on his head, causing 4 points of damage.

84–89 The next time the character passes any liquid equivalent or greater in volume to the mass of his own body (rivers, lakes, wine barrels, but not glasses of water or puddles) he will fall into it.

90–91 The next time the character is transported over water by a boat or a ship, that vessel will sink exactly midway between the point of departure and the destination.

92–93 The next time the character enters a wood or a forest he will lose his way.

94–95 The character is haunted by a ghost (see p. 241)

96–00 The character will lose his next 10 attempts at gambling.

Curses: delayed Action

d100	*Time to take effect*
01–20	Within one turn
21–40	Within one week
41–60	Within one month
61–80	Within six months
81–00	Within one year

Madness

Some spells, creatures of frightening aspect, etc, have the power to move a character to insanity. When this happens, the GamesMaster makes two dice rolls. The first establishes the degree of insanity, the second the type of madness.

1d6 roll	*Degree of insanity*
1-3	Mild. The character suffers one bout of insanity and then makes a complete recovery.
4-5	Intermittent. In any situation where the insanity could take effect, roll d6. On a roll of 6, the character suffers an insanity attack.
6	Acute. The insanity applies at all times. The second roll determines the nature of the insanity on the table below:

1d10 roll	*Madness*
1	multiple personalities
2	paranoia
3	hysteria
4	phobia
5	amnesia
6	melancholia
7	catatonia
8	megalomania
9	pathological uncertainty
10	obsessive mania

In each case, a measure of good role-playing is required from the player of the afflicted character. In pure game-terms, the specific effects are as follows:

Multiple Personalities

The character develops a split personality. This is rather like two minds inhabiting one body. Each morning when he wakes, there is a 10% chance that the character will have slipped into his alternate personality. This has the same physical characteristics as the original (of course), but Psychic Talent and Intelligence are rerolled. The alternate persona begins as a 1st-rank adventurer of any Profession except the original. He gains experience in the usual way, and this experience is carried over until the next time the persona takes hold.

Example

Zianfroth the 8th-rank Sorcerer awakens one morning to find he has a new outlook on life. To the astonishment of his friends, he puts on armour and announces that he is now Gnushtar Bloodeye, a 1st-rank Barbarian. This insanity persists for over a week, during which time 'Gnushtar' achieves 2nd rank. Shortly after, he reverts to

his normal persona. If and when his Gnushtar persona reasserts itself (in other words if the schizophrenia was not just a mild, one-off case), he will be 2nd rank.

Paranoia
People are out to get this man. Worse, they are conspiring to get him. He is likely to see even the most innocuous accident as part of a grand design on his life. The GM must use cunning to create this distorted viewpoint. Hallucinations and mental blocks will reinforce this.

For instance, the character might be unable to find his magic amulet even though he is convinced he left it in his treasure chest. Later, he thinks he glimpses it around his comrade's neck. *Illusory* monsters might appear to attack the character. He will be sure they are real (in other words the GM gives no hint they are illusory), even believing that he has taken a grievous wound, etc. Such wounds will not actually kill him, but the GM should describe them as if they were real—possibly leading the character to demand healing from his magic-using friends (who cannot see any wound, of course) and becoming even more enraged and suspicious when they only laugh at his antics.

Hysteria
The hysteric is likely to react with panic to any threatening or violent action—even if the action is not directed at him! If a challenge to combat is made in his earshot, swords are drawn in the room where he is standing, etc., then he is subjected to a Fright Attack which, if effective, leaves him paralysed with panic for 2-12 Combat Rounds. The strength of the Fright Attack is equal to the rank of the character whose actions provoked the hysteria—e.g. if a 10th-rank character suddenly slammed his fist down on the table in front of the hysteric character then the Fright Attack would have a strength of 10. If several characters are being threatening, the highest rank within the group is used.

Special note: when a character of high rank panics, this may cause a wave of mass hysteria among his colleagues. This applies if the hysteric character is 8th rank or higher. When the character succumbs to panic, a secondary Fright Attack (of strength equal to his rank) afflicts all comrades within 5m.

Phobia
Phobia can result in a morbid fear of many things. Roll on the table below or make something up.

1D6	*Phobia*
1	the dark
2	open spaces
3	underground or confined spaces
4	spiders and snakes
5	magic (not the character's own magic, luckily!)
6	heights

Whenever the character is subjected to or in the presence of the thing he fears, he suffers a Fright Attack of 1d12 strength. For every previous time he has succumbed to the phobia, 1 is added to the d12 roll. If the Fright Attack takes effect, the character flees in terror for 2–12 Combat Rounds. While fleeing, he takes no notice of where he is going (so long as it is away from the object of his fear). If the phobia attack takes place in an underworld, he may easily become separated from his colleagues and lost.

Amnesia
The character finds it hard to remember things. Usually he can remember his name, who his friends are, and so on—but more recent memories easily slip away. There is a 20% chance after any adventure that he will forget any tricks of swordplay, etc., that occurred to him; this means that he gains no experience for the adventure. There is also a 20% chance that he will forget he owns a useful magic item when he might need it. Magic-using Professions have a 20% chance of forgetting the details of a spell and accidentally casting another spell of the same level.

Melancholia
Is there any sadder sight than a once-heroic adventurer who has fallen victim to melancholy? He is certain that life is futile and that any action is merely a senseless struggle against the inevitable end. Between adventures he will sink into deep depression. When adventuring he behaves with a suicidal recklessness. He will always charge to attack a foe, and if his colleagues retreat he has a 10% chance of fighting on alone to the bitter end. There is also a 10% chance that he cannot be bothered to resist a spell cast at him (treat as 0 MAGICAL DEFENCE or EVASION if so), 10% chance that he will lay no claim to treasure or bother to use magic items, etc.

Catatonia
When this form of insanity affects a character he 'freezes'. While frozen he cannot think, move or see, but stands as though petrified. A catatonic attack will

be precipitated by any arbitrary set of circumstances which will initially be known only to the GM, though the character may eventually guess what is bringing on his attacks and thus avoid such situations. To give one example: a character might freeze whenever he sees someone light a lantern. Each catatonic attack will last for 1-20 minutes. During this time the player must be sent into another room, as when his character recovers he will know nothing of what has occurred while he was frozen.

Megalomania
This madness is the most fun to role-play. The affected character is overbearing and arrogant. If another tries to tell him what to do he will sneeringly do the exact opposite. He may claim descent from ancient senatorial families and act as though a higher rank than he actually is. He is so sure of his own invincibility that he will not deign to evade indirect-attack spells (*Deathlight*, etc.)—though he will still take damage, of course. This form of insanity does have one advantage: the character cannot be brought under control by any spell or hypnotic attack.

Pathological Uncertainty
A horrible affliction which renders its victim incapable of decision-making. There is a 25% chance any time the character wishes to undertake some action (draw a sword, cast a spell, etc.) that he will be stricken with uncertainty. He then cannot make that action until one of his comrades directly suggests it to him.

Example
Take the case of Caudris. This worthy, seeing his friends beset by zombies, thinks of drawing his sword to aid them. Uncertainty strikes, however, and Caudris hangs back, vacillating. None of his friends have the leisure to tell him to snap out of it, so he has to think of something to do. Running away does not suggest itself to this brave fellow, so—since he cannot draw his sword—he decides to use his dagger instead. This time his insanity does not rear its ugly head, and he wades in to help his friends.

Obsessive Mania
The minutiae of life take on a painful importance in the eyes of an obsessive character. Any time he performs any action, there is a 20% chance that he will have to repeat that action immediately. After opening a door he might have to close it and then open it again—or he might draw his sword from its scabbard, then feel compelled to sheath it and draw it again.

In each case there is another check (at the same 20% chance) to see if he has to repeat the action a second and third time, etc. If he cannot actually repeat the action (e.g. a Sorcerer just used up his last Magic Points blasting a monster and cannot cast the spell again) he must still go through the motions of doing so.

Notes on madness

It is very important to stress accurate role-playing when a character becomes insane. The dice-rolling should not become the focus of attention at the

Diseases and Effects

Dice roll	*Disease*	*Symptoms*	*Health Point and Characteristic Loss per Day*
1–2	Black Death	Discolouration of flesh with purple and black splotches	Treat the onset of this disease as a strong poison attack. –1 off Strength, Reflexes and Looks.
3–4	Leprosy	Loss of teeth, hair and fingers and toes. Yellow pigmentation of skin	Treat as a medium poison attack. –1 Strength and Looks
5–6	The Pox	Small boils over the skin, sweating and shaking	Treat as a weak poison. –1 Looks.
7–8	Swamp Fever	Grey pallor to skin, delirium, hallucinations	–1 Health Point and Intelligence.
9–10	The Ague	Uncontrollable shivering even in hot sunlight, etc.	–1 Health Point and –1 Reflexes.
11–12	The Wasting Disease	Constant hunger, loss of weight	–1 Health Point and –1 Strength.
13–14	Influenza	Temperature, cold	–1 Reflexes.
15–20	Common Cold	Snivelling	No effect.

expense of portraying a convincingly crazy character. Although all these forms of madness are a real handicap to the affected character, the GM should use some means to integrate the madness into the campaign storyline and thus redress the balance. A mad character who struggles back to sanity should get some experience points for doing so, at least. There are honourable precedents for an afflicted character: Lancelot spent part of his life in the grip of total insanity.

Most people in the *Dragon Warriors* world will assume that a mad character has been possessed by an evil spirit or is under a curse. Wiser folk (particularly Adept Mystics) will understand that insanity is sometimes the necessary refuge taken by the human mind beset by traumas.

Madness can be cured by the character being blessed by a priest in front of an altar bearing the relic of a saint. Alternatively, the GM can allow the player to 'role-play' the progress of his character's recovery.

Diseases

The table on the previous page contains a few suggestions for diseases that may be contracted in the *Dragon Warriors* world. Normally,there will be a 5% chance per month of a player contracting one of these diseases, but a short stay in a damp, rat-infested dungeon, or to a city teeming with the plague may increase the chances to 10% or even 15%.

If a character has contracted a disease, Health Point and characteristic losses will occur in the small hours of the morning. A character may save against contracting a disease by rolling under his current Strength score on a d20. If he fails he must roll again each day until he either perishes or is cured. If successful, it is assumed he has avoided contracting any disease.

There are, of course medicines brewed by apothecaries and magicians that may aid the sufferer, but the first five diseases listed below will either require the successful roll under the character's Strength outlined above, or magic to cure them.

All loss of Health Points and characteristics must be considered permanent until the player is cured of the disease. Once they have been cured of the disease, characters will recover lost Health Points at the normal healing rates, and characteristics (apart from Looks which will be permanently affected) at the rate of 1 point per characteristic per week.

Final advice to the GM

Following a few simple rules will make your task as GamesMaster a lot easier:

1. Continually check the characters' battle order. Make sure the battle order is consistent with where they are—eight people can't walk abreast in a corridor that's only 3m wide.
2. When the characters encounter a monster, remember to check for surprise.
3. You will need to roll Reflexes for the monster(s) so you know when it/they get to act each Combat Round. When dealing with a large group of NPC adversaries or monsters, you don't need to roll a separate Reflexes score for each one of them; this involves too much book-keeping. A single 3d6 roll gives the Reflexes of every individual in the group.
4. Consider how the monsters would go about attacking the player-characters. Intelligent monsters should act intelligently. Imagine that you are the monster—what would you do?
5. Make sure you see all your players' dice rolls. Make sure they see none of yours.
6. If you don't know the answer—whether it's about the game's rules, the background or the adventure—never be afraid to just make it up.

Jh

Chapter 12

The Rewards of Adventuring

THERE ARE THREE main ways in which characters are rewarded during their adventuring career. These are Rank, Renown, and Treasure.

When a character gains sufficient Experience Points she increases in Rank, which makes her more powerful and effective as an adventurer.

Renown is something of a special case, in that it does not have a numerical value or an obvious, direct use on most dungeon adventures. Still, a character of great Renown is fearsome to his foes, a great assurance to his allies and a significant asset in diplomacy with lords and barons.

Treasure may include a pouch of gold coins as a reward for saving the local lord's life, a silver candlestick looted from a goblin cave, or a mysterious magical potion found deep within an ancient tomb. Treasure falls broadly into two areas—money or goods that can readily be converted to money, and magical or otherwise special items.

Experience

Experience is acquired in the form of experience points, which the GamesMaster awards to the player-characters when they perform significant deeds of valour in the course of their adventures.

Characters advance to higher ranks by gaining experience as a result of their adventures. When a character has accumulated enough experience points, he advances in rank. So experience points are a numerical measure of a character's accomplishments. They are awarded principally for two things: surviving an adventure and defeating an opponent.

Surviving an adventure.
You should normally award 5 experience points at the end of an adventure to each character who survived. (You may actually decide to award as many as 10 if the adventure was especially perilous—or as few as 1 if the characters were never in real danger. 5 points, however, is a working average.)

Defeating an opponent.
Characters should be awarded points for defeating their opponents—whether directly (by slaying them in combat) or indirectly (by outwitting them). The points awarded for this will depend on the opponent's rank or, in the case of monsters, rank equivalent, at the rate of 1 experience point/rank. Defeating an evil 5th-rank Knight is thus worth 5 points. These points are distributed at your discretion among the characters involved.

Increasing in Rank

A character's rank indicates his level of expertise as an adventurer. All characters are 1st rank at the start of their first adventure.

To reach 2nd rank, a PC must have 30 experience points

3rd rank	60
4th rank	90
5th rank	130
6th rank	200
7th rank	300
8th rank	450
9th rank	650

A further 250 experience points are needed to reach each rank beyond the 9th.

When a character increases in rank, their abilities also increase, depending on their Profession:

Assassins

+1 to attack each time the character increases in rank.
+1 to defence when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th, etc.
+1 to the character's normal Health Points score each time he increases in rank.
+1 to the character's magical defence for each increase in rank.
+1 to the character's evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's stealth and perception each time the character increases in rank.

Barbarians

+1 to both attack and defence each time the character increases in rank.
+1 to the character's normal Health Points score each time he increases in rank.
+1 to the character's magical defence each time he increases in rank.
+1 to the character's evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's perception and stealth when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th, etc.

Knights

+1 to both attack and defence each time the character increases in rank.
+1 to the character's normal Health Points score each time he increases in rank.
+1 to the character's magical defence each time he increases in rank.
+1 to the character's evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's perception when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th, etc.
+1 to the character's stealth upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

Elementalists

+1 to both attack and defence when the character reaches 4th rank, then +1 at 7th rank, +1 at 10th rank, etc.
+1 to the character's Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.
+1 to both magical attack and magical defence each time the character increases in rank, with an additional +1 at 7th and at 12th ranks.
+1 to evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's stealth and perception upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

Mystics

+1 to attack and defence when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th rank, etc.
+1 to the character's Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.
+1 to both magical attack and magical defence each time the character increases in rank, with an additional +1 to magical defence at 7th and at 12th rank.
+1 to evasion when the character reaches 5th rank, then a further +1 when he reaches 9th rank.
+1 to the character's perception each time the character increases in rank.
+1 to the character's stealth upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

Sorcerers

+1 to both attack and defence when the character reaches. 4th rank, then +1 at 7th rank, +1 at 10th rank, etc.
+1 to the character's Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.
+1 to both magical attack and magical defence each time the character increases in rank, with an additional +1 at 7th and at 12th ranks.
+1 to evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's stealth and perception upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

Warlocks

+1 to attack and defence each time the character increases in rank.
+1 to the character's Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.
+1 to both magical attack and magical defence each time he increases in rank.
+1 to the character's evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
+1 to the character's stealth and perception upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

Renown

For most characters, Renown is based directly on their rank. The GamesMaster should take their rank into account in all or most social interactions, whether with fellow adventurers, commoners, lords and ladies, powerful wizards, arch-villains and even kings. The following table gives a guide as to how:

Rank	*Renown*
1st–3rd:	The character has little to no renown, though she probably has a reputation as a stalwart member of her profession: a doughty Knight, a battle-hardened Barbarian, a powerful Elementalist, a wise Mystic, a knowledgeable Sorcerer, a skilled Warlock, or a reliable Assassin.
4th–6th:	By this point, the character is probably well-known among younger, less experienced adventurers, and may be a local hero to the commoners in his area. The nobility in the area will have noted his actions with some interest, and will be likely to hire him to do dangerous, unusual tasks, for significant rewards.
7th–9th:	The character is renowned both in her local area and throughout the kingdom. Troubadours sing of her deeds, and mothers scare children with tales of her foes. She will be regarded as fit to command an army, or head a coven of wizards, or lead a sizable band of Assassins.
10th–12th:	This character may well be famed in several of the Lands of Legend, perhaps with a different alias in each. He may have carved out a significant role among the nobility himself.
13th +:	The character is a legendary heroine throughout the Lands of Legend, regarded as almost supernatural in power and origin.

Note that the GamesMaster should alter the effects of a character's Renown according to circumstance. A character who has done more villainy than heroism will be infamous rather than famous; a character who has taken great pains to stay out of the limelight may barely have any Renown at all.

Treasure

Why else would an adventurer choose the hazardous, questing life he leads, if not to acquire treasure? Well, in fact there could be many reasons for a character to go adventuring—vengeance upon an old foe, esteem in the eyes of an adored lady (or lord), the pursuit of glory and excellence in battle, a general desire to confound evil wherever it may lurk....

These are just a few of the hundreds of possible motives a player-character or NPC could have for following their errant lifestyle. That being said, even the most 'verray parfit gentil' Knight would prob-

Treasure Types

Treasure Type	*Cash*	*Gems/Jewellery*	*Magic items*
Scant	2–20 copper pennies 1–10 silver florins 0–3 (1d4 –1) gold crowns	none	none
Meagre	3–30 copper 3–30 silver 0–7 (d8 –1) gold	0–3 items worth 2–20F each	none
Poor	4–48 silver 1–10 gold	0–5 items worth 50F each	15% chance of 1
Moderate	2 –200 silver 2 –24 gold	0–7 items worth 10–100F each	30% chance of 1–4
Average	10–1000 silver 1–100 gold	0–9 items worth 30–300F each	45% of 1–6
Good	1000–10000 silver 10–1000 gold	0–11 items worth 100–1000F each	60% chance of 1–8
Bountiful	2000–12000 silver 1000–8000 gold	0–19 items worth 1000–4000F each	75% chance of 1–10
Grand	5000–50000 silver 1000–20000 gold	3–30 items worth 1000–6000F each	90% chance of 1–12
Fabulous	1000–100000 silver 5000–50000 gold	5–50 items worth 1000–8000F each	1–20

Monsters' Treasure Hoards

Monster	*Treasure Type (roll d6)*
Apeman	1–5 = none; 6 = scant
Basilisk	1–2 = moderate; 3–6 = average (often petrified)
Bat	none
Bear	none
Bull	none
Crocodile	none
Deaths Head	1–4 = moderate; 5–6 = average
Dragon	1 = bountiful; 2–3 = grand; 4–6 = fabulous
Dwarves	1–2 = good; 3–5 = bountiful; 6 = grand (in large stronghold)
Elemental	none
Elves	1–3 = average; 4–5 = good; 6 = bountiful (in Elf–King's hall)
Frost Giant	1–5 = meagre; 6 = poor
Gargoyle	1–5 = moderate; 6 = average
Giant Scorpion	none
Ghost	1–5 = none; 6 = good
Giant Spider	1–4 = none; 5 = poor; 6 = moderate
Giant Rat	none
Gnome	none
Goblin	1–3 = meagre; 4–6 = poor
Gorgon	1–2 = poor; 3–5 = moderate; 6 = average
Halflings	1–5 = meagre; 6 = poor (in sizable community)
Hobgoblin	1–3 = meagre; 4 = poor; 5 = moderate; 6 = average
Horses	none
Humans	1 = average; 2–5 = good; 6 = bountiful (in a lord's castle)
Manticore	1–5 = none; 6 = average
Obsidiak	none
Ogre	1–4 = average; 5–6 = good
Orcs	1–3 = average; 4–6 = good (in citadel)
Python	none
Pazuzu	1–4 = poor; 5–6 = moderate
Snow Ape	none
The Sufiriad	none
Tiger	none
Troll	none
Volucreth	use NPC Weapons & Equipment table on page 133
Wild Boar	none
Wolf	none
Ghoul	1–3 = meagre; 4–6 = poor
Mummy	1–2 = poor; 3–4 = moderate; 5 = average; 6 = good
Skeleton	none
Spectre	none
Wight	1–2 = poor; 3–5 = moderate; 6 = average
Wraith	none
Zombie	none

ably admit, however grudgingly, to a certain undercurrent of avarice in his nature.

For the convenience of the GamesMaster, treasure is divided into nine categories of increasing value, shown in the Treasure Table on the previous page. The values quoted for copper, silver and gold may optionally be present in the form of plates, goblets and other items rather than coins. This obviously makes the treasure more bulky, and generally has the effect of doubling its encumbrance.

The monetary system is decimal. (Historians may take issue with this, but it is the easiest system for game purposes.)

One gold piece, or crown (1C), equals ten silver pieces, or florins (10F), equals one hundred copper pieces, or pennies (100P). Prices are usually given in florins, except for the most expensive items. Gold is rarely used as currency.

When one or more magic items turn up in treasure, a further roll is needed:

d100	*Item*
01–12	Enchanted armour (p. 138)
13–29	Enchanted weapon (p. 137)
30–54	Scroll (p. 138)
55–79	Potion/Magical compound (p. 138)
80–93	Amulet/Talisman (p. 141)
94–97	Ring (p. 144)
98–00	Unique artifact/relic (p. 145)

Further tables (see Chapter 13) are then used to establish the exact nature of the item.

How is the treasure table used?

The table of treasure types given on the previous page can be used as a GM's guideline when stocking a dungeon or deciding on an appropriate reward for an adventure. Also, creatures of many sorts hoard treasure that they have stolen or scavenged. When creatures are encountered randomly (see the *Dragon Warriors Bestiary*), they may have treasure—either carried with them, or in their lair or camp nearby.

Note that the treasures listed for species which live communally—Humans, Elves, Dwarves, Halflings and Orcs—represent the entire hoard of a large community. Volucreths are a special case; adventurers are never likely to encounter an entire society of these belligerent beings!

Common sense must be applied to these tables. A Mummy will not be so obliging as to prowl around its tomb with a sack of gold coins over one shoulder. The cash and jewellery component of its treasure

NPC Weapons and Equipment Table

Rank	*Profession*	*Magic Armour*	*Magic Weapons*	*Scrolls*	*Potions*	*Amulets*	*Rings*	*Typical cash*
1st	Knight	1%	2%; 1	no	3%; 1-3	no	no	1d100 florins
	Barbarian	1%	2%; 1	no	1%; 1-3	no	no	1d100 florins
	Sorcerer	no	no	1%; 1-2	30%; 1-3	no	no	1d100 florins
	Mystic	no	no	no	2%; 1-3	no	no	1d100 florins
2nd-3rd	Knight	3%	5%; 1–2	no	15%; 1–3	1%; 1–2	1%; 1	2d100 florins
	Barbarian	2%	5%; 1–2	no	15%; 1–3	1%; 1–2	1%; 1	2d100 florins
	Sorcerer	no	1%; 1	5%; 1–4	20%; 1–4	1%; 1–2	2%; 1	2d100 florins
	Mystic	no	2%; 1	no	15%; 1–3	1%; 1–2	2%; 1	2d100 florins
4th-5th	Knight	10%	20%; 1–2	no	25%; 1–3	3%; 1–2	3%; 1–3	3d100 florins
	Barbarian	8%	20%; 1–2	no	25%; 1–3	3%; 1–2	3%; 1–3	3d100 florins
	Sorcerer	1%	5%; 1–2	25%; 1–4	25%; 1–4	5%; 1–2	5%; 1–3	3d100 florins
	Mystic	no	20%; 1–2	no	25%; 1–3	4%; 1–2	4%; 1–3	3d100 florins
6th-7th	Knight	25%	30%; 1–3	no	35%; 1–3	6%; 1–2	5%; 1–3	4d100 florins
	Barbarian	15%	30%; 1–3	no	35%; 1–3	6%; 1–2	5%; 1–3	4d100 florins
	Sorcerer	5%	15%; 1–2	40%; 1–4	50%; 1–6	9%; 1–2	7%; 1–3	4d100 florins
	Mystic	no	30%; 1–2	no	35%; 1–3	7%; 1–2	7%; 1–3	4d100 florins
8th-9th	Knight	55%	60%; 1–4	no	60%; 1–4	10%; 1–2	10%; 1–3	4d100 florins
	Barbarian	40%	60%; 1–4	no	60%; 1–4	10%; 1–2	10%; 1–3	4d100 florins
	Sorcerer	5%	30%; 1–2	50%; 1–4	90%; 1–6	10%; 1–2	15%; 1–3	4d100 florins
	Mystic	no	70%; 1–2	no	60%; 1–4	10%; 1–2	15%; 1–3	4d100 florins
10th+	Knight	80%	90%; 1–4	no	75%; 1–4	12%; 1–2	10%; 1–3	4d100 florins
	Barbarian	70%	90%; 1–4	no	75%; 1–4	12%; 1–2	10%; 1–3	4d100 florins
	Sorcerer	5%	40%; 1–3	70%; 1–6	95%; 1–4	15%; 1–2	15%; 1–3	4d100 florins
	Mystic	no	95%; 1–3	no	75%; 1–6	12%; 1–2	15%; 1–3	4d100 florins

may be in a burial chamber some distance from where it is encountered. Hobgoblins can be quite wealthy, but slaying one does not lead to automatic inheritance: the creature's treasure will usually be in its lair, which more often than not is just a narrow clammy burrow deep in the ground.

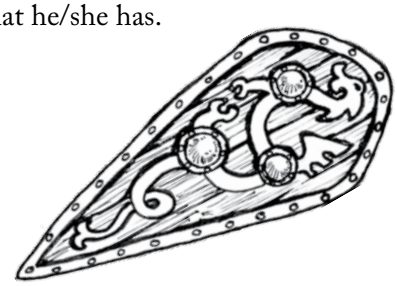
On the other hand, intelligent creatures will always carry useful treasure with them. There is no point in owning a +2 sword if it's lying in your treasure chest at home when a bunch of rapacious adventurers jump out at you. There are a few reasons why a creature might not be using a powerful item (e.g. it's too holy for the vile monster to touch), but these are the exception.

The treasure possessed by non-player character adventurers is determined using the NPC Weapons & Equipment table above. Adventurers are unlikely to be found with large amounts of gold and silver. They prefer their wealth in the more useful form of enchanted weaponry and items.

NPC Weapons & Equipment

Non-player characters who have adventured may have special items of their own. Because of this, a group of adventurers can be among the most dangerous adversaries that the player-characters are ever likely to face.

When the player-characters encounter a party of NPC adventurers, a table is used to determine whether the latter have special items such as potions and scrolls. The table lists, for each Profession, the chance that the NPC has items of a particular type—and, where applicable, the number of such items that he/she has.



Spending the Spoils

Equipment

Most people in the medieval world of *Dragon Warriors* live in villages. For them, an exciting bargain on market day would be an exchange of a cow for three pigs and a chicken. But when player-characters emerge treasure-laden from the depths of an underworld, they will be looking for purchases of quite a different kind.

To buy or sell most sorts of adventuring equipment, the best place to go is a castle—or a large town that has grown up around a castle. A good bargain may also be found in some of the smaller market towns and ports. It is only very rarely that an adventurer will find a choice item on sale at a village market. Thus the tables below show a different availability percentage for each of these locales. (Plate armour has an availability of 95%/35%/05%, meaning that it is available in a castle on a roll of 01–95 on d100, in a town on a roll of 01–35, and in a village only on a roll of 01–05.)

If the dice roll indicates that the desired item is unavailable, a second check is made after one week if at a castle, two weeks in a town, and one month in a village.

It is worth bearing in mind that the medieval setting of *Dragon Warriors* does not yet have a capitalist-style market economy. It's still very much run along feudal lines; there may be an armourer in a castle, but you may not just be able to walk right in and order a suit of plate armour if his feudal lord has him already hard at work making mail hauberks for his troops, or even if his feudal lord doesn't like the look of you. Availability percentages can only ever be a guideline, as can prices—both can alter enormously depending on local circumstances.

Buying and Selling

Armour

Item	*Price (florins)*	*Availability (Castle/Town/Village)*
Gambeson	15F	100%/100%/35%
Padded Armour	25F	100%/95%/25%
Mail Hauberk	250F	100%/70%/10%
Mail Armour	450F	100%/45%/05%
Plate Armour	800F	95%/35%/05%
Barding (horse armour)	500F	95%/15%/01%

Weapons

Battleaxe	30F	85%/50%/70%
Bow	15F	95%/50%/90%
Crossbow	100F	20%/45%/01%
Cudgel	nothing	always available
Dagger	7F	100%/100%/50%
Flail	10F	85%/50%/70%
Halberd	50F	80%/40%/05%
Javelin	12F	80%/40%/10%
Mace	12F	100%/55%/45%
Morning Star	20F	100%/40%/05%
Shield	30F	100%/70%/15%
Shortsword	25F	80%/80%/10%
Sling	2F	100%/100%/85%
Spear	15F	100%/55%/20%
Staff	2F	100%/100%/100%
Sword	30F	100%/80%/10%
Sword (two-handed)	60F	80%/20%/05%
Arrows (six)	3F	100%/60%/90%
Quarrels (ten)	5F	25%/50%/05%
Slingshot (ten)	1F	100%/100%/90%
Quiver	4F	100%/50%/95%

Adventuring Gear

Item	*Price (florins)*	*Availability (Castle/Town/Village)*
Backpack	5F	100%/90%/80%
Bedroll	10F	100%/90%/90%
Flask of oil	4F	100%/95%/25%
Flint & tinder	2F	100%/100%/100%
Lantern	20F	100%/95%/20%
Rations (1 week)	7F	100%/100%/100%
Rope (10m)	6F	100%/100%/100%
Torch	1F	100%/100%/90%
Waterskin	1F	100%/90%/100%
Rowing boat	150F	only near port or river

Livestock

Horse	250F	40%/35%/30%
Warhorse*	2500F	15%/–/– (only available to Knights, Barbarians and some Warlocks.)
Dog	25F	95%/95%/90%
Mule	50F	100%/50%/40%

Property

	Purchase	*Annual Rent*
Cottage	25F	200F
Crafter's house	1000F	100F
Large townhouse	5000F	500F
Manor house/hall	15,000F	1,500F
Small castle	250,000F	30,000F
Land, 1 acre	—	5F

Adventurers are some of the few people who regularly buy goods. Ordinary people either make most of what they need within the household, or receive it from their feudal lord; the lord pays craftsmen a daily or monthly wage to make goods for him, rather than buying the goods at a retail rate.

All the prices in the Buying and Selling Table on page 134 are given in silver florins. To remind you, one florin is worth ten copper pennies, and ten florins make up the value of one gold crown.

Trading Magic

Players frequently want to try buying magic items (or conversely, selling items they have and don't need). A few words need to be said about this, for there is actually not much of a market in magic items. Sorcerers are solitary and do not like being bothered. Additionally, they have little use for money, so even if a Sorcerer of sufficiently high rank can be found he will not necessarily make anything for the player-characters. If he does, he may expect payment in the form of a favour—perhaps a quest he is too old to undertake.

Selling 'spare' items is just as difficult. At first it seems like a good way to make some fast money, but consider the problems. If you are an adventurer with, say, a Shielding Charm that you can't use, how are you going to go about selling it? The only people who are likely to want it are other adventurers (a small and elusive part of the populace) or rich nobles (who would probably have one already). The people you offer it to may not be able to muster anything like its real value. And you had better be heavily backed up by your friends, or you might find yourself parting with your precious Charm at knife-point!

To summarize, magical merchantry can be a risky business, and is not always especially lucrative—unless you are dealing with folk such as Elves, who really prize any enchanted bauble. But then trading with the Elves is an adventure in itself....

Armour Types

Gambeson: A gambeson is the most basic armour garment, a lightly padded or quilted doublet that covers the torso, groin, and upper arms. A gambeson is made from 15 to 20 layers of thin cotton or linen. It is very comfortable and fairly light. It's often worn underneath mail to support the hauberk and provide a little padding, but it can be worn alone by poorer soldiers, or for combat practice.

Padded Armour: This is the next step up from a gambeson. It's similarly constructed, but has 25 to 30 layers of cloth with a final covering of stag's hide over the torso, perhaps 20 layers of cloth over the arms, and two additional pieces of padded armour covering the fronts and sides of the legs.

Mail Hauberk: A mail hauberk is a shirt of riveted iron links, coming down to the upper thighs and the elbows.

Mail Armour: Full mail armour includes a full-sleeved hauberk with integral mittens of mail, and a separate pair of mail chausses to cover the legs.

Plate Armour: The ultimate development of armour, plate covers almost the whole body with articulated steel plates. Each suit must be custom-fitted to the wearer, or at least custom-altered. Mail sections are used to reinforce the vulnerable areas, such as the armpits, groin, and backs of legs.

Dragon Warriors doesn't make any distinction between characters who wear helmets and those who don't. Historically, a helm would have been the first piece of armour any soldier acquired, given how vulnerable the head is. Fantasy roleplay adventurers often have different priorities, including being able to see, hear, and speak without being impeded. Depending on the style of your campaign, you may assume that all the characters wear helmets or other headgear, or none do, or a mixture. There is no game difference either way.

Remember also that armour is not a one-size-fits-all item: good armour must be tailored to the person who will wear it, and while wearing ill-fitting pieces causes no combat penalties, it will bring jeers and insults from other adventurers. And while Elven armour carries considerable bonuses, it has the drawback of having been made to fit Elves.

Food and Lodging

Most people travel only when they have to, and ensure their accommodation before setting out. The abbot who rides to a remote monastery can be sure of broth and a pallet at his destination; a Knight who goes visiting distant parts may carry letters of introduction. Only pedlars, adventurers and beggars indulge in aimless wandering.

Finding a place to sleep in rural areas is not difficult. A meagre bed in a barn or stable may usually be

had for a few pennies. For a florin, a villager might relinquish his own bed for the night. Roadside inns are to be found on well-used routes and long journeys, and there are also lodging-houses in most towns. A night's lodging costs one florin for a space on the common-room floor, or four florins for a bed in a (more-or-less) private room. In large towns, the luxurious inns will charge more than twice as much. These inns also provide food, charging a florin or two for supper and five pennies for a jug of wine.

It is also possible to find lodging at a monastery. The monks will not ask for money, though some small donation is considered gracious. Visitors to a monastery are expected to attend services with the monks (often at odd hours) and, if staying for some time, help with various chores. Sorcerers, if they make their Profession known, will rarely be taken in by the monks; rightly or wrongly, they are deemed pagans.

Property and Land

Successful, or even moderately successful, adventurers may decide they need a base of operations—as a place to recover from adventuring, research new magical techniques, or even build up a mercenary army and spy network with which to seize power in the kingdom. Though prices are given for all these properties, the larger ones are almost never available to buy. Usually they would need to be taken by force of arms (and accommodation made with a local overlord), built from scratch (a process taking several years for even a manor house, and requiring the recruitment of labour and sourcing of materials), or else granted to a character for exceptional deeds.

Cottage: This is barely more than a hut. Typically it will have one room, in which an entire extended family might live (quite possibly with some of their livestock, too). Still, it is reasonably dry, and can be quite cosy with the fire going.

Crafter's House: A crafter's houses will have two floors, with a workshop and possibly a shop-front downstairs, and accommodation for the crafter and apprentices upstairs. Tools and fittings are extra.

Large Townhouse: This is a big, well-appointed dwelling in an upmarket area. It's made of good stone and will typically have a wall around it, though it will not have much in the way of grounds. It makes a great status symbol for rich merchants and anyone else who wants to impress.

Manor House/Hall: A manor house is an important structure for any feudal lord, even if only a knight. It functions as the family home, a means of offering hospitality to the owner's own overlord, a place to house any retainers and staff, a venue for resolving disputes and punishing criminals, and possibly a refuge in the event of attack. With a kitchen and hall big enough for banqueting, sizeable cellars and pantries, and some minimal fortification (arrow slits rather than windows on the ground floor, great iron-bound oak doors, thick stone walls), the manor house can withstand an attack or even a short siege.

Small Castle: This is a true castle, with four towers, a keep, a curtain wall, a gatehouse, stables, workshops, and a sally-port. The keep has all the features of the manor house (above), but is larger and more strongly fortified. The kitchens are usually separate from the keep so as to reduce the risk of fire. The price quoted is the cost to have one built: such things are rarely, if ever, bought and sold, and then only by the highest-ranking nobles. It would be more usual to acquire an existing castle through an alliance, a marriage, or in settlement of a very large debt of honour.

Land, 1 Acre: An acre of agricultural land can vary enormously in cost, depending on its quality, what it is suitable for, and what kind of area it is in. Land is almost never available to buy; the price given is the annual rent from the local lord. Player characters must usually persuade a lord to grant them the right to work the land, either as his tenant farmers or (if particularly favoured) as his vassal lords, able to rent the land on to other farmers in exchange for serving the lord with force of arms.

Chapter 13

Items Weird and Wondrous

MAGICAL ITEMS FALL into the following groups:

- Enchanted weapons and armour
- Scrolls
- Potions and magical compounds
- Talismans and amulets
- Rings
- Unique artifacts and relics

Earlier sections (notably Chapter 4) have already described how these items can be created by Sorcerers and Mystics, given time. But adventurers tend to be impatient people. They rarely wish to devote months or painstaking years to constructing a magical device, and much prefer to acquire these things in the form of plundered treasure.

Enchanted Weapons

Any item of magical weaponry has a magic bonus: +1, +2 or +3. This indicates how magical it is. The magic bonus is added to the user's ATTACK, DEFENCE, Armour Bypass Rolls and to the damage inflicted on a successful hit. Using the notation of *Dragon Warriors*, a normal sword is a (d8, 4 points) weapon. Enchanted to +2, the same sword becomes a (d8 +2, 6 points) weapon—and its owner gains 2 ATTACK and 2 DEFENCE points while fighting with it.

In the case of a missile weapon such as an arrow, the magic bonus is added to the user's ATTACK, Armour Bypass Roll and (if the arrow strikes home) to the wound it inflicts. Where shields are concerned, the magic bonus is added to the user's DEFENCE.

For any magical weapon found in treasure, two rolls must be made. First to determine the type:

d100	*Weapon*
01–10	Arrows (quiver of six)
11–20	Battleaxe
21–30	Dagger
31–40	Morning star
41–45	Quarrels (case of ten)
46–55	Shortsword
56–60	Spear
61–80	Sword
81–85	Two–handed sword
86–95	Shield
96–00	Other (halberd, javelin, etc.)

and then to find out its magical bonus:

d100	*Magic bonus*
01–45	+1
46–80	+2
81–00	+3

There is a chance that any enchanted item may be flawed; armour as well as weapons. The chance is very small—most flawed items are destroyed by the Mystic who forged them, and many of the remainder are shunned as their baneful powers become known. The chance that an enchanted item is flawed is 3% for a +1 item, 2% for a +2 and 1% for a +3. Mystics may be able to detect the flaw in such an item using their Sixth Sense. If they do not, and a character uses the item, disaster is inevitable (see page 35.)

Enchanted Armour

Magical armour also has a magic bonus. In the case of a normal piece of armour, the bonus is added on to the regular Armour Factor. A +2 mail hauberk thus has an AF of 5.

As with weapons, two rolls are made, the type:

d100	*Armour*
01–10	Padded Armour
11–50	Mail Hauberk
51–70	Mail Armour
71–00	Plate Armour

And then for the degree of enchantment:

d100	*Magic bonus*
01–55	+1
56–85	+2
86–00	+3

There are many more enchantments that can be found on weapons and armour throughout the Lands of Legend: weapons that do extra damage to particular species or types of creatures (e.g. dragons or Undead); weapons that let the wielder fight with greater speed or skill; armour that defends against a particular type of attack like fire, cold; pieces with particular spells bound into their very fabric; cursed items that were made for a particular person and will strike viciously against anyone else who tries to use them; weapons that confer extraordinary benefits only if the wielder uses them to complete the purpose for which they were originally made; and far too many others to describe here. Don't be constrained by the descriptions here: magic (and magical items) should always be more exciting and unpredictable than numbers on a page.

Scrolls

Scrolls are illuminated parchments on which a spell is written. By reading the spell aloud, a Sorcerer (not necessarily the Sorcerer who wrote it) casts the spell—but he expends no Magic Points, because the energy for the spell was invested in the scroll when it was written. Once the scroll is used, it disintegrates. Scrolls are one-use items.

Scrolls may be of spells up to the ninth level. Scrolls of first and second level are almost never found because there is no advantage to be gained in inscribing them—each scroll written out reduces the calligrapher's Magic Point score by 2 until it is used.

A d100 roll determines the level of the spell written on any scroll found as treasure:

d100	*Level of spell*
01–10	third
11–30	fourth
31–55	fifth
56–75	sixth
76–90	seventh
91–96	eighth
97–00	ninth

Then roll randomly (i.e. 1d6) to find the specific spell within the level. Spells which can have a variable number of Magic Points in them will usually have the minimum necessary to cast the spell (4 MPs for a *Wall of Magic*, for example).

If the dice rolls indicate a *Rune*, the scroll is actually booby-trapped. Instead of being a scroll of the *Rune* spell, it is a piece of parchment with a *Rune* inscribed on it. The *Rune* will discharge the spell it contains (generally something along the lines of *Deathlight* or *Stasis*) as soon as it is unfurled.

A Sorcerer who finds a scroll does not have to use it in order to find out what spell it is. He will recognize any spell that he knows—that is not of a higher level than his rank—by looking at it. Only when he reads the scroll aloud is the spell cast. Inability to recognize the spell does not prevent him from reciting it to find out what it does. If Gothique (a 1st-rank Sorcerer we met earlier) found a *Firestorm* scroll she would not have a clue what it did, but she could still read it aloud and so cast the spell.

Potions and Magical Compounds

Potions found in treasure will normally be in a flask containing one dose. There is a 20% chance that the potion was incorrectly prepared. Usually this means that it will simply not work, but in a very few cases (whenever the GamesMaster feels like having some fun) there will be some unexpected effect. (So a misbrewed Potion of Occult Acuity might actually take away the drinker's spellcasting ability for a time, a Healing Potion might inflict a wound, etc.) There will not always be a label on the bottle to say what the potion is; even if there is a label, it might be

wrong, or illegible, or in a language that the potential imbiber can read. A Sorcerer will recognize any potion once he has prepared it himself in the laboratory, from its distinctive odours and colour. Other than this, the surest way to tell what a potion does is to drink it!

For each potion found, the GM rolls d100:

d100 roll	*Potion*
01–12	Potion of Dexterity
13–22	Potion of Occult Acuity
23–34	Potion of Strength
35–42	Healing Potion
43–46	Replenishment Potion
47–48	Amianthus Dust
49–60	Potion of Night Vision
61–62	Dust of Transformation
63–64	Elixir Vitae
65–66	Evaporating Potion
67–68	Sands of Slumber
69–76	Vial of Smoke
77–78	Aitheron
79–80	Hydon
81–82	Lithon
83–84	Phlogiston
85–86	Potion of Dreams
87–89	Theriac
90–92	Poison
93–94	Potion of Control
95–96	Love Philtre
97–98	Potion of Truth
99–00	Virus Lunare

The effects of these various concoctions are as follows:

Potion of Dexterity
Drinking this potion will raise the character's Reflexes score by 4 points, up to a maximum score of 18. This enables the character to act earlier than he would normally in a Combat Round and may increase his ATTACK, DEFENCE and EVASION scores. The effect is of course only temporary; a Spell Expiry Roll is applied to determine its duration.

Potion of Occult Acuity
This adds 4 points to the drinker's Psychic Talent score, up to a maximum of 18. This may increase his MAGICAL ATTACK (if any) and MAGICAL DEFENCE scores. A Spell Expiry Roll indicates when the effect wears off.

Potion of Strength
This enhances the character's Strength by 4 points, up to a maximum of 20. His ATTACK and DEFENCE

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scores will be affected and also, possibly, his Armour Bypass Rolls and mêlée weapon damage. Again, a Spell Expiry Roll sets the duration.

Healing Potion
This potion has a curative effect on any wounds the drinker has sustained. One full draught is equivalent to a spell of *Greater Healing*, (see page 82) but it is also possible to obtain some benefit from only half a dose (treat as a *Lesser Healing*—see page 80).

Replenishment Potion
When a Sorcerer drinks this potion he recovers 2–8 (roll 2d4) expended Magic Points. It will not take him above his normal MP limit. When drunk by a Mystic, the potion allows him to subtract 1 from his next Psychic Fatigue Check die roll (if he is not already psychically fatigued) or give him the ability to cast one 'free' spell of up to fourth level (if he is).

Amianthus Dust
Sprinkling this heavy black powder over a character will give him limited protection from the effects of flame and excessive heat. He becomes completely immune to normal fire and takes only half damage

from supernatural fire (a dragon's breath, a *Firestorm* spell, etc.) A Spell Expiry Roll indicates when the effect wears off.

Potion of Night Vision
Quaffing this blue-black fluid gives the ability to see in the darkness of night as though it were day. The utter blackness of a dungeon will seem like twilight. The effect lasts for two hours.

Dust of Transformation
This must be hurled to the ground at a character's feet. In a puff of smoke and a dazzling flash he will be metamorphosed into another form. This is like the *Transformation* spell (p. 89), except that a Spell Expiry Roll applies. The form is predetermined when the ingredients are mixed and so, unless the container is labelled, the usefulness of the dust can only be established by trial—the user might find himself turned into a morose toad!

The most common forms 'encoded' into Dust of Transformation are Wolves, Bears, Pythons, Tigers, Bats and Giant Spiders. Gorgons are also favoured: the transformed character does not really acquire 'the eyes that fossilize'—but any enemy who mistakes him for a real Gorgon won't know that! If the character wishes to resist being changed by the dust's power, he must roll 1d20 and score less than or equal to his MAGICAL DEFENCE.

Elixir Vitae
A prized potion. Poured between the lips of a corpse, it has the effect of restoring life. The revitalized character loses 1d3 Health Points and 1 point from each of his characteristics (Strength, etc.) permanently. The potion may not work properly if the character has been dead for more than a month; there is then a 50% chance that he will be raised as a horrible Ghoul instead. After a year and a day of death the Elixir has no chance of working.

Evaporating Potion
Moments after imbibing this rancid brew, a character will dissolve into a dank sulphurous mist. This is no bad thing, however, for in 'mist form' the character is able to drift slowly along at 3m per Combat Round. This means that he can seep under doors or through tiny cracks. Another advantage is that the character will not take damage from nonmagical weapons or indirect-attack spells. A Spell Expiry Roll determines when the character returns to his normal form. A character who wishes to resist the potion's subliming effect can do so by rolling less than or equal to his MAGICAL DEFENCE on 1d20.

Sands of Slumber
This compound is usually tied up in a flimsy pouch which can be flung at an intended victim. It is then treated as a normal hand-hurled missile. The pouch splits when it strikes the target, scattering the abrasive dust over him. It is also possible to fling a loose handful directly into his face, but this can only be done at point-blank range and is not feasible if the target is weaving about in mêlée.

The target character must, if hit by the dust, roll less than or equal to his Reflexes to avoid getting the Sands of Slumber in his eyes. If he fails this roll he becomes drowsy (treat as a *Weaken* spell) and will lapse inexorably into a deep sleep within 2–8 Combat Rounds. The character can only be roused from this dreamless repose if another approaches him with honest intent to kill him. If this happens he will awaken at once, but otherwise he will sleep for a hundred years.

Vial of Smoke
This volatile mixture is usually stored in a fragile clay bottle or tube of crystal. When the container is smashed, a dense cloud of white fog forms rapidly, billowing out to a distance of 5m. Visibility is nil, even for a character using *Clairvoyance*. A d6 is rolled at the start of each subsequent Combat Round; on a roll of 6, the fog disperses.

The Elemental Essences
These four different potions each summon or create an Elemental, which may then serve the user for a time. Each one looks quite different—Aitheron, which materializes an Air Elemental, is a thick resinous substance which must be scattered into the air. When poured into water, Hydon creates a Water Elemental. Lithon is a moist chalky deposit which, mixed with soil or pebbles, causes an Earth Elemental to appear. Phlogiston bursts alight at the merest spark and a Fire Elemental will coalesce from the flames.

The character must make a special roll to see if he can command the Elemental: his rank or less on 1d12. A failed roll means that the Elemental is free to enjoy an orgy of destruction, which will usually begin with its summoner. The Elemental will fade after half an hour, unless slain before that.

Potion of Dreams
This must be imbibed before going to sleep, causing the drinker to experience visions of events past, present and future. The intention is to glean something of direct bearing on the drinker, but the potion is unreliable and may reveal a pageant of irrelevant fantasies. Nothing is what is seems to be in the murky realm of the subconscious. Events may appear in symbolic form; the GM just informs the player what has been dreamed, and leaves the latter to interpret it for himself.

Theriac
This is a universal antidote which will neutralize any poison in the character's bloodstream. It does not heal any physical damage (lost Health Points) already inflicted by the poison.

Poison
This covers, as they say, a multitude of sins. The ingredients cost given earlier is for a normal strength poison (roll Strength or less on 3d6 or die). Weak (2d6) poison costs half as much to make. Strong poison costs double. It is also possible to concoct 'fancy' poisons—things that only paralyse, weaken, impair reflexes, etc, if the required roll is not made. Most poisons are made to be administered orally, but that is not the only kind. Some Sorcerers make venoms that can be smeared onto a blade or arrowpoint. Exposure to air renders the venom inactive if the weapon is not then used within one minute (10 Combat Rounds). See also page 122.

Potion of Control
The character must trick his intended victim into drinking this potion—perhaps by claiming that it is some beneficial substance such as a Healing Potion. The drinker will obey the first person who gives him an order. This control lasts for a full day. It can be terminated prematurely with a *Dispel Magic* cast with at least 9 Magic Points, and wears off automatically if the controlled character is ordered to kill himself or a loved one.

Love Philtre
This is another potion that the victim must be tricked into imbibing. Unfortunately, unlike Potion of Control, it is completely tasteless and can be mixed with food or drink. The drinker falls in love with the first character of the opposite sex on whom he lays eyes after taking the philtre. This can only be broken by keeping the afflicted character from his beloved for at least a year. Force will probably be necessary.

Potion of Truth
The character who drinks this bright golden liquid must give a truthful answer to any question that is put to him during the three minutes that follow.

Virus Lunare
This is an obscene brew which no decent Sorcerer would ever dream of preparing. Unfortunately, it must be said that a sizable minority of Sorcerers are hopelessly vile. They make this leprous distillation between nights of the full moon. It must be administered to a person whom the Sorcerer must then slay with his own hands. The potion traps a tortured fragment of the victim's soul within the shell of his corpse; and when the Sorcerer casts *Reanimate the Dead* upon the body it will arise as a Zombie, bound in unending service to him until a second 'death' might give it surcease.

Amulets and Talismans

The words 'amulet' and 'talisman' tend to be used interchangeably nowadays. Both are magical devices worn around the neck. If there is any functional distinction to be drawn it is that talismans (the first six on the list below) bestow some continual advantage on the user, whereas the powers of amulets (the last six items) are restricted in frequency or duration.

d100 roll	*Talisman/Amulet*
01–05	Periapt
06–12	Blue Scarab
13–30	Abraxus Stone
31–35	Auric Pendulum
36–50	Eye of Foreboding
51–60	Stone of Valiance
61–65	Ankh of Osiris
66–75	Shielding Charm
76–85	Amulet of Sovereignty over Violence
86–89	Key to the Dark Labyrinth
90–96	Pendant of Alarums
97–00	Amulet of Soul Storing

Only one amulet or talisman can be employed by a character at any given time. If he tries to wear more, their powers will interfere with one another and he will be unable to make any of them work.

The powers of these items are as follows:

The Periapt
This is a simple stone with a hole through it, usually mounted on a leather thong. Worn about the neck, it affords some protection against Curses and possession (e.g. by the spirit in an Amulet of Soul Storing). The wearer gets a +4 bonus to MAGICAL DEFENCE where such attacks are concerned.

The Blue Scarab
This talisman, in the form of a faience beetle on a silver chain, defends the wearer against poison and disease. Whenever he is exposed to any disease (natural or sorcerous) or toxin, d100 is rolled. On a roll of 01–15, the attack is completely neutralized.

The Abraxus Stone
This enhances the wearer's recuperative powers. His rate of natural recovery from wounds is speeded by an additional 1 Health Point per day. This applies only to wounds he took while wearing the talisman. This item is an oval of polished white onyx incised with a red glyph.

The Auric Pendulum
This consists of a bob of grey marble hanging on a copper rod. When swung within 15m of a large quantity of gold (at least 500 crowns or equivalent weight), the Auric Pendulum swings towards it.

The Eye of Foreboding
This is a small globe of rose quartz which glows faintly when anything tries to sneak up on the wearer with evil intent. The warning glow is imperceptible in daylight, but below ground in dungeons, caverns, etc, it will prevent its wearer from being surprised (see pp. 60-61).

The Stone of Valiance
This talisman, a small sapphire with a triangle engraved upon it, is said to make its wearer fearless. Any Fright Attack against him, whether due to ghostly manifestation or malevolent sorcery, is halved in strength.

The Ankh of Osiris
Once donned, this amulet cannot be removed until its power has been used. It will restore the wearer

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to life if he or she is killed. This revivification is immediate and, apart from the permanent loss of 1 Health Point, ensures full vitality. Having performed its function, the amulet loses all magical power.

The Shielding Charm
This amulet takes the form of a silver pentagram on a small tablet of oak. When commanded by the wearer to protect him, the amulet produces a tiny black point in the air, around which images appear shimmering and distorted as above a fire. The effect is accompanied by a faint droning sound. The hovering black dot moves rapidly to intercept any fast-moving object that is about to strike the wearer. The wearer rolls 1d6 for each blow that would otherwise hit him; on a roll of 4–6, the blow is deflected. A Spell Expiry Roll is used to determine how long the effect lasts. The amulet will operate twice in one day, recovering its powers at midnight.

The Amulet of Sovereignty over Violence
A sparkling diamond on a white gold chain, this amulet imbues the wearer's body with supernatural toughness. Any wounds he takes are halved (round fractions up). A normal sword would thus inflict only a 2 HP wound instead of the usual 4 HP. The duration of this effect is set by a Spell Expiry Roll. This amulet operates once per day; once used, its powers regenerate at midnight.

The Key of the Dark Labyrinth
A gold key wound with lacquered strands of human hair, this amulet is particularly bizarre in its effect. Any being who wounds the wearer in mêlée while the amulet is in use experiences a sorcerous attack. The effect has a MAGICAL ATTACK of 20, matched against the being's MAGICAL DEFENCE just like a spell. If the attack works, the being disappears from this world and is transported to a confusing other-dimensional maze. The being must find his/its way through this maze in order to return to the real world; 2d4 are rolled every Combat Round, and on a roll of 8 he/it reappears. A Spell Expiry Roll applies to the effect of this amulet, and once it is used it will not function again that day.

Special note: There may come a time when a player character attacks someone using this amulet and suffers its effect. Rather than have him make the 2d4 rolls to abstractly represent his plight, you could actually map out a simple maze and see how long he takes to get through it.

The Pendant of Alarums
This is a small steel bar on a steel chain. It enables the wearer to set invisible alarm-spells on the back of doors, the lid of a chest, floors, windows, etc. When any being passes that way, the amulet produces a soft chime. To receive the alarm, the owner of the amulet must be within 250m and wearing his amulet at the time. Up to nine different alarm-spells can be set with the amulet, and the warning from each alarm-spell has its own characteristic pitch. (A problem: is the wearer tone-deaf?) If the wearer removes the amulet, any alarm-spells he has set are negated. An alarm-spell is also negated when it is tripped.

The Amulet of Soul Storing
This can be made to look like any one of the preceding amulets and talismans. Its function is to contain the wearer's soul if he is slain. If another person then puts on the amulet, the soul can attempt to possess him. This is resolved like a direct-attack spell, matching the MAGICAL ATTACK that the dead character had in life against the MAGICAL DEFENCE of the victim. (If the character did not have a MAGICAL ATTACK score, his soul attacks with an effective MAGICAL ATTACK of 2d6 + his MAGICAL DEFENCE.) Even if the first attempt at possession fails, the soul can try again and again (once each Combat Round) until the amulet is removed. Successful possession means that the soul takes up residence in the victim's body (acquiring the appearance, Strength and Reflexes of the host but retaining the skills and memories of its original self) while the victim's soul is displaced into the amulet.

(Such an amulet found in treasure will often—80% of the time—already have a soul trapped within it. Roll 3d4 to find the soul's rank when alive and d100 for its Profession using the chart below; this yields the appropriate MAGICAL ATTACK with which to assail whichever unsuspecting player-character puts the amulet on.)

d100 roll	*Profession of trapped soul*	
1-10	Knight	
11-16	Barbarian	
17-30	Assassin	
31-55	Sorcerer	
55-65	Mystic	
66-80	Elementalist	(1d6 for element: 1 air; 2 earth; 3 fire; 4 water; 5-6 darkness)
81-00	Warlock	

Rings

Any character with a Psychic Talent score of at least 9 can use magic rings. Rings must be worn on the left hand, and wearing more than three at a time will prevent any of them from functioning. Activating a ring is an action, taking one Combat Round. Those rings which have charges will be found with 3d8 −3; they can be recharged up to the maximum capacity of 21 charges by any Sorcerer of 8th rank or higher. The time required for this is one lunar month per charge.

One problem with rings is finding out what they do. There are hundreds of different forms a ring might take: a plain silver band, a coiled serpent in bronze, an amythest in a gold setting, an intricate filigree... whatever the maker chose, in fact. Appearance is no clue to function. Only a few (perhaps one in ten) bear any inscription, so often the only way to find out what the ring is is to try it out.

Rings Found in Treasure

d100 roll	*Type*
01–20	Ring of Agonizing Doom
21–27	Ring of the Burning Halo
28–34	Ring of Negation
35–40	Ring of Obedient Parts
41–45	Ring of Psychic Chains
46–66	Ring of Red Ruin
67–87	Ring of Sentinels
88–00	Ring of Teleportation

The Ring of Agonizing Doom
Each charge of this ring generates a bolt of emerald lightning which forks out towards the nearest 2–8 beings in the direction the ringwearer is pointing. The bolt has a SPEED of 12 and a maximum range of 20m. Each being struck takes 2d8 HP damage, reduced by his/its Armour Factor if any.

The Ring of the Burning Halo
This surrounds the user with a coruscating circle of white fire 2½m in radius. Any being attempting to cross this halo will take 2d6 Health Points damage; again, armour (or tough skin/scales) protects by absorbing its AF from this damage. Each use of the ring costs one charge and lasts until terminated by a Spell Expiry Roll.

The Ring of Negation
A charge of this ring produces a glittering beam of anti-magical energy. This beam can be directed at a single durational spell within its range of 10m. If the spell was cast with 8 Magic Points or less (Mystic spells: cast at eighth level or less) it is dispelled at once.

The Ring of Obedient Parts
When this ring is constructed, an outré entity of unguessable origin and nature is somehow summoned and trapped within it. Upon command, the entity within the ring will release one of its constituent sections. A large yellow eye, hand or mouth appears in the air and waits for the ringwearer's telepathic orders. These parts can float through the air at 10m per Combat Round (six kilometres an hour, a brisk walking pace) and are prepared to go any distance to serve their master.

The eye can record visual images and play them back, in the form of a monochrome projection on any suitable surface, when it returns to its master. The hand can fetch and carry anything that a man could lift with one arm. It can sense objects around it, but cannot 'see' clearly and thus is unable to wield a sword. The lips will carry messages and return to tell their master what they have heard—unlike the other two forms, the lips have an acoustic sense; like the hand, they 'see' only hazy shapes. All three forms hover at a height of no more than 5m above the ground. When one form has returned to the ring, the entity within can be made to send forth another. There is no restriction on the duration or number of uses of this ring, but only one of the three parts can be manifest at any given time.

The three parts have the following STEALTH and PERCEPTION scores:

Hand	—	STEALTH 14, PERCEPTION 9
Eye	—	STEALTH 15, PERCEPTION 17
Mouth	—	STEALTH 18, PERCEPTION 12

All are panoptical.

The Ring of Psychic Chains
Sucker bait left around by sneaky Sorcerers. This ring negates a Sorcerer's or Mystic's ability to use spells the moment he slips it on to his finger. Mere force is insufficient to remove the ring—this must be accomplished with an 8 Magic Point spell of *Dispel Magic* or, more drastically, by severing the finger.

The Ring of Red Ruin
At the cost of one charge, this ring emits a beam of searing light towards a single target within 20m. If the target fails to dodge (the beam has a SPEED of

20), he suffers 1d20 HP damage. Magical armour will reduce the damage taken by its magic bonus; nonmagical armour is ineffective.

The Ring of Sentinels
With each charge expended, the wearer can bring an unhuman Knight from another world to fight for him. These Sentinels have blue-white skin, violet eyes that pierce even the total dark of an underworld, and wear gilded armour of quite unearthly design. The stats of a Sentinel are:

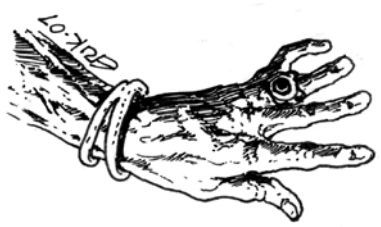
ATTACK 16	Two-handed sword (d10, 5 points)
	Armour Factor 4
DEFENCE 10	Movement: 10m/round
MAGICAL DEFENCE 6	EVASION 4
Health Points 1d6 +10	STEALTH 10
Rank-equivalent: 4th	PERCEPTION 13 (panoptical)

For each Sentinel summoned, a Spell Expiry Roll is used to determine how long it remains on this Plane. The ringwearer can summon no more than three Sentinels at a time—he must then wait until one of them is slain or vanishes of its own accord before he can use the ring again.

The Ring of Teleportation
This enables the ringwearer to teleport up to 150m instantaneously. He must have some familiarity with his intended destination to be sure of arriving safely. A place counts as 'familiar' in this context if the wearer has studied it first-hand for at least five minutes in the past hour, or ten minutes in the past two hours, and so on. Any place he has carefully scrutinized for over thirty minutes on two separate occasions counts as permanently familiar; he can teleport to it in perfect safety at any time he is within range.

If he teleports without taking these precautions, to a location he hardly knows, roll d100. There is a 70% chance the teleport will work properly, a 25% chance that it will be to some random location within 150m, and a 5% chance that the ring will turn the wearer inside out and back to front before ejecting him into another dimensional continuum where he is lost forever!

It is possible to use the Ring of Teleportation to transport someone else; the wearer must physically touch the character he is trying to teleport, and the latter may wish to resist the effect (match the ring's MAGICAL ATTACK of 20 vs the character's MAGICAL DEFENCE). Each use of the ring, whether to teleport the wearer or another character, uses up one charge.



ARTIFACTS

Magical artifacts are usually unique. Most are the fruit of a lifetime—or longer—of work by a dedicated or crazy magician. Player characters who attain very high rank (15th or more) could attempt to devise artifacts of their own. Powerful magic, unlike modern science, is not always reproducible; artifacts constructed by two different Sorcerers will always differ in some way, even if they have the same general effect.

Some of the artifacts which could feature in a campaign are given below. GamesMasters should devise their own additions to this list—partly so that the artifacts reflect the mood and setting of the campaign, and partly so that players cannot cheat and find out what a unique item does by looking it up in this book!

Felgor's Visor
The warlord Felgor (called 'the Reaver') possessed a helmet with a visor of blue-grey metal fashioned into the aspect of a terrible demon. The character who wears this helmet can cause it to discharge a bolt of raging energy to a distance of 10m. The bolt has a SPEED of 12. Using the helm drains the wearer—for each Health Point he expends the bolt inflicts 1d4 HP damage on the victim, who subtracts his Armour Factor from the total damage rolled.

The Tempest Horn
When this horn is blown, a wind arises from nowhere. Within a minute (10 Combat Rounds), storm clouds will have covered the sky and a localized tempest, 150m across, will rage around the horn's user. Within the storm zone, rain driven by the fierce gale reduces visibility to 5m, and the continuous rumble of thunder and shrieking winds make normal communication impossible. Beings

caught in the storm move at half their normal rate, and flying characters/creatures have a 10% chance each Round of being dashed from the sky. There is also a 5% chance every Combat Round that a bolt of fork lightning will strike 2–12 beings in the storm zone, inflicting 6d6 HP damage (the victim can subtract his AF if he is wearing magic armour). At the very centre of the zone is an area of calm, the eye of the storm, 3m across; thus the user of the horn remains safe from danger. The storm lasts ten minutes and then dies as suddenly as it appeared. The horn is evidently usable only outside, and but once per week.

The Sword of Darkness
This thin blade of black metal is said in some folktales to have been forged by the Devil himself, and most warriors would be loath to use it in spite of its magic. It confers no bonuses to the wielder's Combat Factors, but uses a 20-sided dice for Armour Bypass Rolls and inflicts a 5 HP wound. The sword has a certain sentience (reputedly evil) of its own. It can make its wishes and feelings known to its owner by empathy, and has three spells which it can use once a day: *Shadowbolt*, *Mantlet* and *Nova*. It casts these at its own whim, not necessarily when its owner needs them.

The Crown of Truth
Whoever wears this unadorned circlet of gold has a 75% chance of seeing through any illusion at first glance. Touching the illusion will cause it to vanish.

St. Goldmund's Locker
This is a wooden casket of moderate size, bound with bands of iron. It counts as two items for encumbrance purposes; but in fact up to fifteen items, each as big as a man, can be fitted within! Placing an item in the locker takes one Combat Round; removing an item takes two Combat Rounds.

The Torc of Continual Restoration
This very powerful magical item continually regenerates the body of the character who wears it. He or she heals at the rate of 1 Health Point per Combat Round. Lost limbs or organs will grow back within an hour, and even if the character is killed he will rise from the dead once the Torc restores him to positive Health Points. The only type of wound not restored by the Torc is that caused by fire—including natural flame, spells of *Dragonbreath*, *Nova* or *Firestorm*, the breath of a dragon, etc. Once fixed around a character's neck, the Torc will clamp shut; it can only be removed when the character is dead.

Flying Carpets
A number of famous wizards created flying carpets. The great sorcerer Norfengu even built a flying palanquin! The exact powers of flying carpets differ, but most will bear a load of four or five people at speeds of up to 75 km/hour. To operate a flying carpet one must know the command words to make it come, land, take off, fly straight on, turn left, turn right, gain altitude and lose altitude. Sometimes the last two commands are subsumed into the land/take-off commands. Some carpets have a wider range of commands. Aktrium the Mage made his flying carpet respond to the tunes he played on a flute, but was undone when a Hobgoblin piper mimicked his notes. To gain maximum manoeuvrability, the renowned Ranulf Deathgaze created a flying throne that responded to his thoughts, though with the drawback that he needed full concentration to operate it and could not cast spells while in flight.

The Sceptre of the North
This is a short rod of silvery metal with a glyph-incised sphere at one end. Pressing a catch on the side releases a tremendous bolt of force that will demolish stout doors, blast 20cm into solid rock, or deal 4d10 HP damage to a being who fails to evade it (SPEED 14). The beam is quite narrow, so it will strike only a single person, and the range is 5m. The Sceptre operates three times and then takes 48 hours to recharge itself. This device was invented by the Companions of the Ice, reclusive priests of the nemesis-god Angaril, and it is rumoured that they constructed at least ten such sceptres to further their nefarious goals.

Orric's Slates
Though well-versed in powerful sorcery, Orric was a gentle priest who loved scholasticism. He made two slates with the property that whatever is written on one will appear at the same time on the other, regardless of the distance between them. (Characters may, of course, come across one without the other—unkind GMs, take note!)

The Mirror of the Moon
The owner of this strange device can cause it to create a soulless, nearly mindless simulacrum of a

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single opponent within 5m. The simulacrum has the fighting skills and other characteristics of the person it resembles—and also has duplicates of his arms and armour, though it has not the wit to use any magical devices he happens to possess. It will attack its original to the exclusion of all else—using only physical attacks, for it can neither use magic nor be affected by it. Once it has slain the original, it fades from existence. If the original defeats the simulacrum, the Mirror shatters; otherwise it can be used once a week.

The Cloak of Invisibility
Whenever this dark red cloak is donned, the wearer becomes invisible to the eyes of any character below 6th rank. However, the wearer must exert some concentration for the Cloak to work properly. If his concentration is broken (for instance, if he is wounded, or wishes to attack, or cast a spell) he appears as a flickering shadowy form to characters of 1st to 5th rank, though he retains full invisibility where normal mortals (i.e. unranked characters not belonging to an adventuring Profession) are concerned.

Wristband of Extreme Luck
This faceted jade vambrace enhances the wearer's luck in dire emergencies. In game-terms, its powers apply whenever a dice roll is being made and only one specific number will be of benefit to the wearer. In these cases, 1 is added to or subtracted from the roll, as needed.

For example, if the wearer were trying to strike an opponent whose DEFENCE is higher than his own ATTACK, he would normally hit only on a 1 on d20. The Wristband subtracts 1 from the die roll, meaning that he hits on a 1 or a 2.

Relics

A relic is a tooth, bone, lock of hair or other fragment of a saint's mortal remains. Such fragments may be stored within a reliquary—often a crucifix or sword-pommel—and have power against unholy beings. The exact powers of relics vary. All give the owner some chance of sensing great evil when it is present in an object, place or person. Other powers should ideally be at the discretion of the GamesMaster, who may or may not wish to follow these guidelines:

First roll 1d10 for the quality of the relic:

d10	*Quality*	*Powers*
1–2	holy	10% chance of sensing evil; one additional power—roll 2d6 –l and consult the table below.
3–7	saintly	20% chance of sensing evil; two additional powers—roll 2d6 for each on the table below.
8–9	perfect	40% chance of sensing evil; three additional powers—roll 2d6 +1 for each on the table below.
10	godly	80% chance of sensing evil; three additional powers—roll 2d6 +3 for each on the table below.

Then roll for additional powers as indicated:

2d6 Roll	*Power of Relic*
1	+1 DEFENCE vs Boggarts, Goblins, Hobgoblins, Bugbears, Spriggans and Trolls.
2	+1 MAGICAL DEFENCE vs Hobgoblin and Boggart sorcery.
3	+1 DEFENCE vs Hags and Undead.
4	+1 ATTACK vs Boggarts, Goblins, Hobgoblins, Bugbears, Spriggans and Trolls.
5	+1 ATTACK vs Hags and Undead.
6	+1 MAGICAL DEFENCE vs Elven magic.
7	+1 MAGICAL DEFENCE vs Hag, Spriggan or Undead magic.
8	+1 MAGICAL DEFENCE vs all sorcery.
9	+2 DEFENCE vs Boggarts, Goblins, Hobgoblins, Bugbears, Spriggans, Hags, Trolls and Undead.
10	+2 ATTACK vs Boggars, Goblins, Hobgoblins, Bugbears, Spriggans, Hags, Trolls and Undead.
11	+2 MAGICAL DEFENCE vs Hag, Hobgoblin, Spriggan, Boggart and Undead magic.
12	Immunity to Fright Attack, Vampire mesmerism and the bark of a Barghest.
13	Power to exorcize Ghosts.
14	Inflict twice normal damage vs Undead.
15	Power to drive away the Undead (takes three Rounds).

GamesMasters may wish to restrict the use of relics to devout characters. Sorcerers are not evil, but the power they use is intrinsically pagan and they are consequently unable to benefit from a relic.

Abbeys prize these items because ownership of a relic confers status. If a relic is taken to the monks then they may pay well for it. However, if they see any excuse for deeming the owner unworthy (and if he is not of too high rank!), they will simply confiscate the relic and throw the character out!

Chapter 14

The Lands of Legend

'A myth is a pure and absolute imagination; a legend has a basis of fact, but amplifies, abridges or modifies that basis at pleasure.' —Rawlinson

EVERY ROLE-PLAYING campaign needs a setting. Without a fantasy world to be the backdrop for their escapades, players are losing out on nine-tenths of the role-playing experience.

Many GamesMasters enjoy constructing their own fantasy worlds, and often the world creation becomes a two-way process as the GM incorporates elements suggested by the players. That takes a lot of time, of course. The GM must prepare maps, lists of languages, details of calendar and weather—and much besides—before the campaign can begin. But this is a lot of work, so here you have the essential material for setting a role-playing campaign in the world of Legend.

One book cannot go far towards describing every detail of a fantasy world. In any case, it is the prerogative of each individual GamesMaster to give his/her campaign its 'fine tuning'—the distinct flavour that makes it unique. Different groups have different styles. Some may choose to role-play dauntless Crusaders marching south with the banner of the 'True' Faith, charging into battle against the pagan horde. Others will prefer to take the part of Ta'ashim warriors, defending civilization against the crude infidels from the north.

Some will choose to focus on the broad canvas of Legend—trading and politicking their way to power in the courts of kings, getting involved in assassination and skulduggery in Ferromaine, or siding with various factions in the power struggles of the Tamorian Senate. Those with a taste for low-key adventures can take a small section of Legend and develop it with meticulous care.

For others with more exotic tastes there are always the areas we have included off-map: the theocracy of Batubatan, with its gold temple-towers scraping the very floor of Heaven; the majestic land of Minj, awhirl with coloured silks and the clash of cymbals; Khitai, the empire that has endured throughout Time, where a ponderous bureaucracy involves itself in ever-greater refinements of etiquette and philosophy; or war-torn Yamato, where the *haiken* swordmasters follow their ethic of honour even if it leads them to ritual suicide.

Or, if you prefer, take a different time period. Set your campaign in the days of the Selentine Empire, or in the heyday of Ancient Kaikuhuru—or move forward to the Age of Discovery, when ships open up a new world beyond the western ocean. In this future time the old class divisions are crumbling as merchants buy noble titles, and old aristocrats sink into the peasantry. Musket and rapier have taken the place of bow and broadsword. Possibly sorcerers will not be the rare and solitary folk that they are in medieval legend. There may even be a 'Magician's Guild'!

What I am saying is that GamesMasters can make their own campaign. You do not need to be constrained by what is set out in this book (change any bits you dislike, in fact) but there is plenty of

Ellesland
Glissom
Kaiorheim
Thuland
Cape Calogon
Freworn
Beltayn
Pagan Mountains
N
Brymstone
Shriven Hills
Fenring Forest
Criggen Varras
Cornumbria
Aldred's Castle
Clyster
Hourla Hills
Myrkyn's Castle
Ostelin Abbey
Scardic
Jewelspider Wood
Grisaille's Castle
Coronach Marsh
Montmire's Castle
Albion
Mergeld Sea
Netherford
Breylak
Vindar Hills
The Gouge
Hadran Sea
Canterbridge
Umber Downs
Ongus
0 50 100
Scale in Miles
The Glaive

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detail here if you do not have the time to make up your own. However, players should respect their GamesMaster's decision; the campaign is *his*, and he must have the final say. If you disagree with what he says, you can always quit the campaign—or start your own!

The Lie of the Land

The world of *Dragon Warriors* has a name: Legend. It is a place of warring nobles and mysterious wizards—a place for adventures. But there is a 'real life' behind the adventuring scenes. The country of Ellesland is described here in more detail than the rest of the world, and will be the focus of many of the published adventures for the game. But you should not feel constrained by that!

The GamesMaster should remember one thing in particular. Players may read these chapters about the game-world, but their *characters* will not know very much about the world unless you, as GM, tell them. A character who knew everything about Legend that is included here would have a very high level of general education. If players make use of information that they (as characters) do not have access to, then the GM should change a few key details here and there so as to give them a surprise. A *nasty* surprise….

Cornumbria

Ellesland (pronounced 'EL-ess-land') comprises five nations: Albion, Cornumbria, Thuland, Glissom and Ereworn. It is in Cornumbria and in Ereworn that the original natives of Ellesland still predominate. At one time they ruled from shore to shore, but their fierce armies were broken by the legions of Selentium in ancient times, and the people became citizens of the Empire. Later, when the legions departed to protect the core of the Selentine Empire (by then under serious threat from constant barbarian incursions out of the western plains), the Elleslanders were prey to attacks from the mainland. Finally they were driven back to Cornumbria by the invaders.

Authority in Cornumbria is centred on the lofty hill-forts where the chieftains and their grim thanes overlook the moors and valleys of their land. The High King is elected at the meeting of all the chieftains, and it is also not impossible for such an assembly to strip the High King of his rank (though this has happened only rarely).

Cornumbria was brought into the True Faith in the latter days of Selentium and has remained so since then. Perhaps harking back unconsciously to their ancestral tradition of a wild, solitary priesthood, Cornumbrian priests have opted for a monastic Church with no central authority. The monks live in the most inaccessible and uncomfortable places—not just abbeys on chilly, windswept sea cliffs, but even in caves and on barren islands. They are famous for their learning and their works of art. (The illuminated manuscript known as *The Book of Dathnan*, of which there are five copies, is widely considered the grand masterwork of limnery.) However, the monastic Church of Cornumbria is effectively autonomous from the Selentine Church, and for that reason is regarded with some suspicion by priests of the neighbouring countries.[1]

Albion

The ancestors of the current inhabitants of Albion were reavers from the mainland—mainly from the region now called Chaubrette. They were originally heathens with the same grizzled warrior-gods as the Thulanders, but the True Faith now predominates. Trade routes extend far to the south and west, providing the lords of southern Albion with a rich source of taxes. With their coffers full, they are free to indulge their incessant squabbles.

This is a feudal society. Land is held by lords from the king. Originally this meant that there was a 'pyramidal' pecking order: the king ruling over his vassals, the dukes and earls, many of whom have vassal lords of their own. Most lords have castles where their retinue of knights and men-at-arms reside with them. Some knights have lands of their own and they, as well as some of the minor nobles, oversee their estates from manor houses. The peasants are the foundation of the feudal society. They work the land of the manor, which may be only one of many in the lord's fief.

That is the system in theory. In practice, like most feudal societies, it is somewhat upset by the rise of the merchant class. Merchants become wealthy without themselves producing wealth, but just by buying, transporting and selling the goods and pro-

1 Though the occasional accusations of black magic or even devil worship are surely unfounded.

duce of others. Specialized crafts also develop, so that, whereas in a small village a family must build their own house, make their own clothes, etc., in a town it is possible to pay someone else to do this. Eventually the craftsmen organize into guilds and *insist* that you use guild members to build your house and so on. The towns achieve autonomy from the local lord, receiving their charter direct from the king. The citizens of Port Clyster, for example, are freemen—not the vassals of Baron Aldred, nor of any other lord. Technically, a serf can obtain his freedom by escaping to a town such as Clyster and remaining there for a year and a day.

Tradition and mutual obligation are strong forces in Albionic society. The peasants work hard for their lord, but they are also under his protection. The knights who fight and even die in the lord's name also thrive by his beneficence. The king bestows the land, but in return he can call on his lords in time of war.

Albion's king, Hadric, has his court in the city of Ongus. Hadric is a weak king and a poor judge of character. This unpromising mix means that he has surrounded himself with ruthlessly self-serving advisers. Untold damage has been wrought in the last ten years of Hadric's misrule: the lands of loyal vassals have been stripped away, unworthy men have been ennobled, and peasants have suffered under a yoke of hard taxation. In the north, old foes like Aldred, Baron of Gorburn, and Earl Montombre care little for the king's law. They have their own grudges to pursue.

The towns of Albion tend to be quite small. Apart from the larger ports and market towns, most have grown up around a lord's castle—a place where the citizens can be sure of protection in times of trouble! Others may co-exist with a strongly fortified abbey. Confined within secure walls, a town's population is unlikely to number more than a thousand. In all the country, only about a dozen cities have populations in the tens of thousands. The overwhelming majority of the people live in manors consisting of perhaps twenty cottages.

Thuland

The country north of Albion is a high, craggy place split by deep river valleys and cold blue lakes. The people—settlers from across the Mergeld Sea, both from the Mercanian Coast and from the outer Thulan islands to the north—are barbaric and fierce, often at war with their neighbours. Lords sit out the winter in smoky mead-halls, surrounded by their housecarls, waiting for the summer months of reaving. Wandering priests brave hostility and harsh weather in order to bring the True Faith to the people. In this they are hampered by the same rugged geography that prevents any real centralization of power.[1] Some of the lords have been converted, but even they show no inclination to completely reject the old gods of their ancestors—Wotan, Tor, Loge and the others. The merchants here are also minstrels, welcome to barter their wares if they can regale the hall-heroes with stirring tales. The serfs who till the land have no rights. To their lords they are of little more importance than animals.

Ereworn

In the far north, the influence of law is scarcely felt at all. Brigands and masterless knights roam unchecked about the foothills of the Pagan Mountains. The racial stock is mostly native Elleslander, with an admixture of Mercanian and Algandian blood.[2] The gods worshipped here are the strange primeval deities that the Druids called upon—Lahmfada, Kernanu, Morkaan; shadowy entities of the forest and mountains.[3] The True Faith is not recognized at all.

The lords of Ereworn are either mad or irredeemably steeped in evil. Some are both. Vendettas among themselves and wars against Thuland, Cornumbria and Albion form the yearly round. The throne lies empty while numerous claims to the succession are made. Assassination is the accepted means to advance one's cause, and an entire subculture—the Clan of Harbingers, who live in solitary mountain villages and are roughly equivalent to

1 The court of the King of Thuland is located at Katorheim. His rule is strong enough on the island itself, but the Thulan lords across the sea in Ellesland may really be considered to rule over semi-autonomous duchies.

2 Mercenaries from the continent were employed by both sides in the 'Black War' fought between Cornumbria and Ereworn some three hundred years ago. After hostilities dwindled down into the customary skirmishing, the mercenaries stayed on and gradually became absorbed into the native population.

3 Most of these gods were 'discredited' in the conversion of Cornumbria by the time-honoured proselytizing technique of equating the gods of the old religion with the devils of the new. As far as the average Cornumbrian is concerned, therefore, his northern neighbours are devil-worshippers. Generally this is a bit of a slur—the old gods are elemental and uncivilized, but not intrinsically a force for evil. However, some of the crazier lords (e.g. Duke Darien—see the adventure-book The Elven Crystals*) revere still stranger gods. Balor and Rimfax were demons even in the Druids' pantheon, and there can be no doubt that they appeal to all that is vile in the human heart.*

Japan's *ninja*—has developed to cater to this need. At present Duke Darian holds the old king's fortress, Castle Ereworn, but he is too canny to put his life at risk by claiming the crown.

Merchant-adventurers seldom brave the ports of Ereworn, for villains lurk as thick as shadows and one's life may be lost as easily as one's merchandise. Outside the towns, the countryside is bleak and scattered with crude forts and peasant hovels. Many villages are deserted because of the Black Death that has claimed many of the people in recent years. At night the peasants shutter their windows and cower by the fireside while goblins dance on the rooftops and the Devil, they say, stalks the land with his two hounds—Pestilence and Plague.

Deep within the Pagan Mountains, beyond the bandits' foothills, a number of proud Dwarves dwell. Rarely seen by people, these Dwarves are vaguely aware of the problems of Ereworn, and long ago withdrew from all diplomatic and mercantile contact with the humans of the kingdom.

Glissom

The social structure, customs and religion of this small country resemble those of Ereworn. You will find a description of it in the adventure-book *The Prince of Darkness* (see page 255).

The Stranded Isles

A few words will suffice for these forlorn islands which are located dead west of Ellesland in the Hadran Sea. They are permanently covered by a pall of mist, for they lie at a point where the winds are still. We must rely on mariners' tales for our knowledge of the isles—as, for example, in the logbook of Olo of Cornumbria, whose ship was becalmed there for ten days. Olo wrote that "the sea was like a pane of blue glass, the mist like drifting strands of silk". Several of his crew claimed to see wild naked figures leaping among the cliffs by the shore, but there is some evidence that they had by this time resorted to drinking salt water. Only adventurers would have any reason to journey to this forsaken corner of the world.

The North-west Mainland

The people of Chaubrette, Algandy and Kurland—the three great kingdoms of the north-west peninsula—incline to the view that the Elleslanders are simple ruffians, with coarse ways that set them little above their barbaric neighbours. Occasional wars across the Glaive[1] over the years have caused much ill-feeling and doubtless fuelled this prejudice.

The royal families and nobilities of these countries are strongly linked by blood—and, in fact, there are also ties with some of the lords of Albion.[2] The last twenty years or so have been relatively peaceful. The land is fertile, trade profitable. Life is comfortable even for the peasantry. The robber knights, who had been marauding and trouble-making through the length and breadth of the land for centuries, have been given an acceptable outlet for their rapaciousness in the form of the Crusades.[3] The Age of Chivalry is thus flowering, and warlike energies are channelled into such sport as tourneys, jousts and steeplechases. The perfect gentle knight of an elegant castle in, say, Chaubrette cuts a very different figure from his rough Elleslandic cousin, sitting in a draughty keep, clutching a wench in one hand and a brimming mead-horn in the other.

From a geographic point of view, these lands are generally higher and more mountainous than Ellesland. Climate is similar, warmed by south-westerly ocean currents from the tropics.[4] These lands are more densely populated, and large tracts of forest have been cleared for farming.[5]

The Gouge

This is a deep rift-valley that cuts like a scar through the Drakken Peaks. The wind that screeches along it carries a permanent bitter chill. From some mountain tops along the edge of the Gouge one may look

1 The Glaive: the channel separating Ellesland from the mainland.

2 As an example, Montombre's wife Talia is a niece of the King of Algandy.

3 The idea of the Crusade was formed jointly by the Pontiff and King Vergang of Algandy. Nominally a Holy War, it was more truthfully a way of getting these troublesome knights out of 'civilized' regions and putting them somewhere that they could grab land to their hearts' content.

4 Krarth and the Mercanian Coast do not receive the benefit of these warm currents and are correspondingly colder than Ellesland even though at much the same latitude. Krarth in particular is a flat country subject to winds off the polar ice. Temperatures drop to –30° Celsius or lower in winter and rarely attain +15° in midsummer. Contrast this with the mean annual range of –6° to +28° Celsius for Albion.

5 Even so, some 10%–30% of the countryside is wild forest. Areas which appear close together on the map may be quite isolated from one another. A traveller might easily encounter a forgotten palace enclosed by tangled woods barely a day's ride from a bustling town. This is particularly true of Algandy, whose woodland areas have an ill and eerie repute. There are times of the year when the moon raises a luminous ground-mist from the rotting leaves, and faerie sorcery drips from the boughs of old oaks….

The Lands of Legend
Political Divisions
0 100 200 300
Scale in Miles
Rymchaeld Sea
The Kingdom of Wyrd
Glissom
Ereworn
Thuland
Mercania
Hadran Sea
Cornumbria
Albion
Merged Sea
Krarth
The Gnawing Waste
Isle of Yggdras
Chaul-brette
The Coyne
County of Braeburg
The Glaive
Mistral Sea
Algandy
Duchy of Lavasse
Kurland
New Selentine Empire
N
W
E
S
Coradian Sea
The Ferromaine League
Nomad Khanates
Deorsk Ocean
Ephidor
Asmulia
(Asmuly)
Analika
Hudri-stania
Molasaria
Principalities of the Crusade
Sea of Lament
Caliphate of Zhenir
Taashim Harogran
The Azure Coast
Emirate of Marazid
Sultanate of Opalar
Gulf of Marazid
The Uncharted Continent of Mungoda
The Deeps of Rasakna
Cosh Goyode

down upon thick clouds crackling with an intense storm. The crashing thunder may indeed be, as the myths claim, the gnashing of the dragon Helgyrak as he stirs in his sleep.

No boat has ever navigated the length of the Gouge, but it is crossed at one narrow point by an extraordinary edifice called the Rathurbosk. This is a sprawling bridge-city covered with marvellous edifices and honeycombed with innumerable chambers and corridors that run throughout its structure. Particularly remarkable is the central tower, supported by flying buttresses, which houses a time-keeping device.[1] The bridge was constructed in the distant past by the magi of Spyte (see later) in order to facilitate trade between Krarth and the lands to the south. Elaborate laws were established so that merchants would know the Rathurbosk was a safe place to go and trade.

The visitor will approach the Rathurbosk through a sprawling township that has developed on the south side of the Gouge. The townsfolk trade with the bridge-dwellers and offer their daughters for marriage. If he arrives after dark, our visitor must stay at an inn in the town, as the gates of the Rathurbosk are closed from dusk till dawn. In the morning, he may approach the sweeping structure. Perhaps a moment of trepidation takes his breath away as he gazes down into the dizzying gulf and wonders at the sorcery that supports this unique bridge. He will sign his name in the gatebook (or more probably have it written for him) and then pass through into a tiered plaza that climbs the curve of the bridge. Evidence of decaying grandeur surrounds him in the broken windows patched with animal hide and the moss that covers the cracked flagstones. Militia in their ornate uniform will greet him and politely request his weapons. If he demurs, they will point out that the traders who come here prefer things this way. The weapons will be returned when the visitor leaves, of course, but if he refuses to be disarmed then he must turn back now. Otherwise he will be directed past one of the naming-spires that stand at points throughout the Rathurbosk to a tall building across the plaza: the Flynt Ridd tavern. A high doorway admits him to the common hall of the tavern—a narrow cathedral-like chamber that extends up several storeys. Through the perpetual haze of smoke[2], gable-windows from the more expensive guestrooms can be seen overlooking this hall.

The hereditary keepers of the Rathurbosk are organized into a number of ancient clans, each with its own specified function. The duul Guidor clan are the administrators, and their head is called the Collector—i.e. the collector of tolls and trade taxes. Many of the subsidiary families who were originally instated as the armed garrison have become absorbed into this clan, so the duul Guidors also enforce the law. Trilothi duul Guidor, eldest son of the present Collector, is thus head of the Rathurbosk Guard. Since the Blasting of Spyte many of the families have become slightly inbred and somewhat mad. Emil duul Guidor, great-grandfather of the present Collector, was notorious for levying whimsical tolls on any adventurers who wished to cross into the interior of Krarth.[3] Our visitor may meet such notables as Hiabuor the librarian, Rauk the wizard, Vaturien the message-taker, or florid Gutmooto, who keeps the Flynt Ridd—and he may end up doubting the sanity of any of them!

Beyond the Rathurbosk, a number of Dwarven settlements can be found extending deep within the Drakken Peaks on all sides. The Rathurbosk has a sizeable Dwarven population, with about one in seven of the inhabitants being Dwarves. This can make it an excellent base from which to contact the other Dwarven settlements, for whatever purpose.

Krarth

Great heroes seeking treasure or magic power might have good cause to undertake the journey to Krarth. Few others would care to do so. It is a desolate expanse of tundra—bleak marshland even at the height of summer, ice-locked wastes in winter. The people eke out a cheerless existence, surviving on stringy plants and eels and warming themselves by sputtering peat fires. When the pack-ice closes like an iron fist around the coast, and bitter winds sweep down from the glaciers in the north, even the mas-

1 This is a clock, of course. It may be the only true mechanical clock in all of Legend. Water-clocks are used in the New Selentine Empire, but evaporation can make them untrustworthy. Similarly, a draught can make a marked candle burn faster, and measurement of one hour using such a candle can be out by twenty minutes or more. Hour-glasses are known throughout the world, of course, but the cost of glass makes them expensive.

2 This is not just from the huge fire that burns in the tavern hearth. Many of the patrons smoke pipes stuffed with tabac, an evil smelling narcotic weed that grows in south-eastern Krarth. The persistent side-effects of this weed may explain why most people on the Rathurbosk seem at least a little crazy.

3 Hook the outlaw, for example, when fleeing from justice in Algandy was allowed across in return for the most outrageous lie he could invent, but the captain of the soldiers sent in pursuit of him had to pay 1 Gold Piece for each of his men.

sive granite citadels give little shelter from the cold. In trade, this land can offer only timber (from the monumental conifers in the south-east), furs and slaves. Such things can be had elsewhere, and merchants who are interested will in any case venture no further than the trading-town of Rathurbosk.

At one time this land was under the absolute dominion of magus-lords who derived their powers from the demonic gods they worshipped. Every seven years they would gather in the eldritch fortress of Spyte to commune with their gods and, in doing so, renew their sorcerous energies. At the last convocation, nearly two centuries ago, something went wrong. Waiting beyond the sealed gates of the city, the magi's servants heard nonhuman voices raised in anger.

Screams were heard and strange lights danced on the walls. Running in mortal fear for their lives, the servants looked back to see lightning streaming up into the sky from the smouldering inner towers of Spyte. Some fled into the wilderness, but others waited for their masters at a distance of many miles from the city. Days of silence passed, then the ground began to tremble and crack. A moat of flame opened around Spyte, spewing gobs of molten rock far around. As the flames died down, the servants saw that Spyte now stood on an isolated pinnacle of rock, surrounded by a vast fissure that went right into the bowels of the earth. There was no way across, even if any had dared to enter the place. They could see that many of the towers had fused in the heat of the inferno, causing stone walls to twist like candle-wax. They waited long for their masters—some, blindly faithful, until the end of their days. But no one ever emerged.

The apprentices or heirs of the various magi took over their position of power in Krarth and thus founded a new nobility that rules to this day, but they have failed to master the secret lore of their predecessors. The shrines of the demon-gods no longer glitter with magical energy. The present-day magi scour their ancestral castles for secret sanctums where they might uncover the powers of old. They pore over the dusty grimoires and recite the arcane formulae to no avail. By the standards of those lost magi of old they are mere dabblers, no more competent than any common sorcerer—and some not even that. They have taken the titles and emblems[1] of the magi, usurped their old citadels, assumed overlordship of their subjects—but it is all a sham.

Some of the magi may be mentioned in order to give the reader an accurate picture. The Byl lineage is traditionally powerful, but is represented at the moment by one who hardly lives up to the tradition. Aytarn, the Magus Byl, is a young and inexperienced sorcerer. He assumed the title after his father disappeared on an expedition across the tundra, but he has taken little interest in the duties this should entail. He has grown into a pasty, grossly fat youth who dallies with his servants and allows his father's library to gather dust. The Byl manuscripts are rich with potent spells, if only they could be decoded; one of the original magi once chained the Malgash (p. 247). This unworthy successor to the title shows no interest in recovering the old secrets, and is not likely to leave any heirs.

Rakov, Magus Lim, is generally believed to be a vampire—or if not then some other vile form of undead. He draws an awful tax from his subjects: one maiden every new moon. After he has drunk his full, the girl joins his earlier conquests. His undead 'wives', discarded and nearly mindless, roam the tundra unchecked, stalking and finally devouring their prey after enticing them with promises of warmth and glimpses of their comely fairness.

The Tor magi were also a powerful line. The current Magus Tor, Laglor, is a true descendent of the ancient lineage; whereas most of the magi slain in Spyte left only apprentices to assume their place, Magus Tor's wife had already given him an heir. The inner arcana of the family rituals were lost, but the magical power is strong in Laglor's blood and he is an accomplished sorcerer.

There are several female magi—or, more properly, *fatae*. Fatae Uru (whose personal name is Jani) has no sorcerous ability, but is a wily politician. Planning a dynasty under which Krarth's ancient glory could be restored, she seeks to form an alliance by marriage with Laglor. Such a union would significantly alter the current balance of power, and many of the other magi and fatae can be counted upon to oppose it.

There are dozens of other magi—too numerous for each to be described in detail here. Most are, in any case, of little interest—merely engrossed in

1 The magi represented themselves by emblems; each showed the wand of the magus to whom it belonged. The elaborate designs of these wands were precisely specified, just as in other lands a knight or lord will have his personal coat-of-arms. The wand of the Magus Byl is described as 'a golden ell with nine ebon studs; three volutes enrubied and a black-and gilt gryphon atop' and so on. The genuine wands were presumably lost in the Blasting of Spyte, but the present magi carry facsimiles.

personal indulgences and petty vendettas amongst themselves, taking no notice of the affairs of the world.

And what of Spyte? Does it hold the old power, the wands of the true magi and the means to summon the ancient demon-gods? Many adventurers, believing that it does, have made the journey to the Cauldron (the local name for the chasm surrounding the ruins). Even in summer, the journey is an arduous trek along disused roads and through slushy quagmire. Hunger, the elements, disease and wild beasts all take their toll. With a good guide and much luck, travellers may eventually reach the Cauldron—first glimpsed by the towering clouds of steam that it belches up into the frigid air. Then comes the problem of reaching the walls of Spyte. Even if this is somehow accomplished, there must be untold horrors pent up within. Few have ventured into Spyte since the Blasting, and of those not one has returned.

The Mercanian Coast

The Mercanians are a loose alliance of tribes or clans. Agriculture is the foundation of their economy, but in centuries past they frequently supplemented this with raids across the Mergeld Sea in their fearsome dragon-prowed ships. Mercanians are famous for their seamanship, and they were able to raid the Cornumbrian or Erewornian coast as easily as that of Albion. Usually a lookout would spy the raiders approaching and the villagers fled from their homes, leaving the Mercanians to pillage what they wished end depart without bloodshed. Actual violence rarely occurred, but still the Mercanians gained a reputation for ferocity surpassing even their cousins in Thuland. They have kept their reputation to this day.

The raids each summer needed extensive and costly preparations—not always with a guaranteed return on the investment, as a hostile lord might be ready to repulse the attack. Eventually some Mercanians thought of a way to avoid this. Seeing plentiful lands and a comfortable climate in Ellesland, they settled and built homesteads in which to pass the winter months. If troubled by the local lords they fought at first, but more often they agreed on some tribute. Eventually they turned to farming and became much like the lord's other vassals.[1] Few families of Albion are without some faint trace of Mercanian blood somewhere in their lineage.

Rapine and pillage is one way of acquiring wealth. It is not without its share of risk. The Mercanians today are better known as traders than as raiders. The greatest of the jarls have filled their coffers with the fruits of trade around the Coradian ports. It is not unknown to see a Mercanian trading vessel even as far south as Opalar, or wending its way up the junglebound waters of the Mungoda!

Mercania cannot be considered as a single country, even though its sailors have explored far and wide and its warriors have fought in countless battles. The jarls are independent chieftains—landowning lords who convene occasionally at an assembly called the Thing to decide on joint ventures and matters of mutual interest. A great assembly of the very highest jarls, called the Althing, is theoretically held once every five years. In practice, petty jealousies and grudges held for generations prevent the Althing from becoming a more frequent or influential gathering.

The Trackless Ooze

This is an area of marshes, lakes and desolate land cobwebbed by foetid rivers. The people who live here dwell in reed huts that sit on stilts above the dank ground. The life they lead is not one to be envied: poling themselves along the cold waterways on crude rafts, they forage for water-rats, fish and edible fungi. They must salt and store what they can in the summer months. Winter often brings blizzards and a deathly coldness that lies on the land like a shroud until the spring comes again.

Not only humans live in the inland waterways. There is also a strange species, known to scholars as 'newtlings' (the river-folk call them 'mud thrashers'). These amphibious creatures have a long-limbed upper body not unlike a man's, but from the waist they have a long, flattened tail which enables them to swim through the mud and water of the Ooze. Their faces are wide and squashed-looking, with a rather comical expression. The rubbery lips are continually parted as they swim (or thrash) along, to allow the creature to suck in the river-weed on which it subsists. Newtlings are small, the size of a

1 There are two such Mercanian settlements south of Braying Cross, in Montombre's fief. The people of Torston and Sigurdingham speak Elleslandic with a few Mercanian words, follow the True Faith rather than their ancestral gods, pay homage to Montombre and serve in his army. Only their physical appearance (Mercanians are tall, pale-skinned and flaxen-haired) sets them apart from any other Albioman.

large dog, and may or may not be intelligent. The river-folk consider their flesh a delicacy, and hunt them mercilessly.

Along the coast live the *Vassklavi* fisherfolk. For them, winter can be a good time. If the sea freezes they may range far on the pack-ice—even as far as the Isle of Yggdras, where the meat of bears and wolves can be had.

The Kingdom of Wyrd

In earlier times this land was a vassal state of Krarth. Since the Blasting of Spyte, the Witch-King has been independent of the magi's authority. He calls the current magi 'pretenders' and refuses to recognize their right to rule. Clad in his silvered finery, he has ruled from his Palace of Eternal Dusk for more than five centuries. Within the borders of his land, nature must bend to this great sorcerer's will. His subjects live in fear of his power, for he may visit any of them—even the lowliest peasant—in dreams and apply nightmarish torments if he finds they have done anything that angers him.

An elaborate social structure applies in the Witch-King's land—and there have been few travellers to give an accurate account of it. Three principal classes hold sway: the Armigers, the hereditary warrior-caste; the Solons, who administrate; and the Seers, who roam freely, perhaps as mediators with the common people, and are not subject to the Witch-King's occult blandishments.

The ancient gods of Krarth are worshipped here, and no missionary can ever bring these people the True Faith as long as the Witch-King sits upon his shadowed throne.

Yggdras Isle

Nominally a client-state of Krarth, this cold, windswept land is sparsely populated but rich in timber and ores. Its people, famed for their overweening arrogance in the face of stark adversity, must pay a yearly tribute of gold and iron to the magi. Ancient buildings of blue-veined marble still stand here as enigmatic reminders of an earlier, prouder culture. The people of Yggdras hold markets in the walls of these ruined cities but do not live in them.

A legend states that the great Tree of Life is to be found somewhere on this island. He who eats of its fruit gains wisdom and mystic insight akin to that of a god. Footnotes to the legend sometimes add that the last god to pluck fruit from its boughs still lingers here—dread Wotan, Father of the Heavens. We may assume that he would not readily permit others to reach it!

The Gnawing Waste

This is a wild country of glacier-split mountains, merciless blizzards and soaring conifers. The people are reindeer-herdsmen and hunters. Dour and uncommunicative, they worship their ancestral spirits in hearth-altars and show no interest in strangers.

To the east lies the uncharted Svartgard Forest. Amid the black boles of strange silver-needled firs lurk all manner of primeval terrors: Night Elves, Trollbears, flickering Eidolons and macabre Ice-Ghouls. No one ventures here.

The New Selentine Empire

Sometime after the conversion of the Empire to the True Faith, sectarian divisions brought about a split. Madrox Cosmogoran, commander of the First Legion, proclaimed himself Imperator at the mountain stronghold of Tamor (then a remote fort quite unlike the mighty city it has since become). Any quarrel the Imperator in Selentium may have had with this move was precluded when the southern part of the Empire finally collapsed as a result of barbarian attacks from the area that is now the Sultanate of Opalar.

The New Selentine Empire is thus all that remains of the empire that once encompassed most of the mapped lands of Legend. Adapting their military techniques to oppose the Khanates to the east, over the centuries the legionaries of old Selentium became the Tamorian Cataphracts—grandly armoured knights on heavy warhorses. They expanded southwards, bringing parts of the old Empire under their dominion until they acquired the present territories. In the end they even sealed off the corridor of land by which the nomads could sweep west to sack Selentium. This is what earned them their soubriquet—'the Bastions of the Faith'.

Nevertheless, the Empire is a heterodox state. According to their beliefs, the Saviour was 'promoted' to godhood by his actions in much the way that the Imperators of old were deified after their death. The Selentine Church, however, teaches that the Saviour was preordained to bring salvation to

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the world—literally, that he was the Son of God. The two factions are in almost complete agreement on the Saviour's teachings and on the nature of God Himself, but this one doctrinal difference is enough to separate the Tamorian Church from Selentium. Of course, it is on just such trivial wrangling that sectarian divisions are always formed.

The Empire is organized along superficially feudal lines, but there is still some sense of the old Republican ideals. Land is held by tenants from the *patres*, or nobles. But unlike a truly feudal society there are no serfs. Each man is technically free[1] and, though he may owe military service to the Imperator and the State, is not obligated to render such service to his Lord without due payment. The essential difference between this arrangement and feudalism derives from the Empire's monetary economy. People are paid for their services, are taxed in turn by the State, and civil matters such as administration and defence are supported by this revenue. Simple, all-encompassing law replaces the ties of duty and obligation that bond the feudal nation together.

All classes of citizen have some influence on the running of the Empire by means of the Centurial Assembly, in which all clans are represented. A simple ploughman may be a lowly individual indeed, but his clan—the extended family-group to which he belongs—will not be wholly lacking in influence. The Centurial Assembly agrees all appointments to the Senate at Tamor. Of course, some clans have more influence than others. The patrician clans, in point of fact, hold the majority vote over all other classes. The Senate, comprising the hundred or so wealthiest landowners, can petition the Imperator and require him to account for his decisions before them. Without their support his reign would be short-lived. Technically the Imperator has sole power to appoint his successor (usually his heir), but the Senate must be consulted. On at least three occasions they have forced a different succession to the throne.[2] The Imperator at this time, Ardax Balt-

1 There are slaves, of course—captured in war from among the eastern nomads or bought from Krarth or the Ooze. But these are not citizens of the Empire.

2 Most notably in 885AS, when the then-Imperator's eldest son was widely considered to be too unstable and indolent to rule. The Senate preferred one of their own number, Kataxu Hirgandan. A compromise was reached by marrying Kataxu to one of the retiring Imperator's daughters.

issa, has the solid backing of his Senate. Militarily, economically and politically, the Empire has rarely been stronger.

A visitor would find much to marvel at within one of the great cities of the Empire. Colossal marble entablatures stand above the entrance to civic buildings, showing in their sculpted friezes the past and present glory of the Selentine Empire. With great ingenuity, the Empire's engineers have built sewers to channel waste out of the city, plumbing to bring water to the richer homes and even a system of underfloor heating to keep houses warm in winter. Streets are paved—a sharp contrast to the muddy ditches that run through most western cities. Great braziers burn at the street corners by night, illuminating the stone facades of the buildings and casting a ruddy light on the bustling nightlife of entertainers, merrymakers and prostitutes. Militia patrols are ever-present, and any felon is assured of a swift arrest—though usually a fair trial also. Beyond the city walls, the traveller from the west would still have much to wonder at. The uncompromisingly straight roads that were the arteries of the old Empire criss-cross the landscape, allowing trade to move swiftly and safely between the towns. Advanced farming techniques ensure a rich harvest year after year.

Nowhere else in the world of Legend are the magic-using professions so organized. Here there are academies into which a child with promising pyschic gifts can be placed at an early age. This is how the army of the New Selentine Empire staffs its sorcerous contingents—companies of martial mages trained for their specialized tasks of espionage, camouflage, morale, battlefield healing, and mass devastation. The sight of the massed ranks of Selentine military strength—patrician Cataphracts in gleaming armour, riding forth on giant warhorses; hawk-nosed mages in their palanquins, surveying the disposition of troops and producing augeries; scurrying infantrymen closing into formation with immaculate precision—is a spectacle no less fearsome than the nomad hordes they must hold in check.

The Nomad Khanates

An expanse of temperate grasslands and scrub lies to the east of the New Selentine Empire. It has never been explored or mapped; its exact limits are unknown. Somewhere further east and south are the strange, tradition-steeped lands of Khitai and Yamato. More southerly are the rich countries of Minj and Batubatan[1], and the Palace Under Heaven where the Emperor of the Nine Mountains holds court. In the south-west, the grasslands must abut the far fringes of Opalar. But a traveller wishing to visit any of these exotic places would take the seaward passage along the Gulf of Marazid, not travel across the grasslands. These wild plains are the home of nomad peoples as fierce and untamed as the landscape they inhabit.

The nomads are horse and oxen herders who move continually as the seasons and the abundance of grass for the herd dictate. They obtain everything from their herd—the horses are steeds for war or hunting, cattle draw the tribe's wagons. Both are a source of meat and clothing and bone utensils. Horn and sinew are used in the construction of the nomads' composite bows, which in the hands of a skilled archer[2] can rain arrows on their enemies at a range of over 200 metres.

The social organization of these people consists of extended tribe-alliances whose ruler is called a *Khan*. The balance of power shifts as tribes change allegiance and as incautious Khans are assassinated. At the time of writing, the principal power resides in Sitai Khan of the Oshkosa. Other khanates are the Katagai, the Gunguska, the Khanate of the Sweeping Vast, the Khanate of the Black Pavilion, and the Hunkunkai.

One westerner is famous for his travels among these wild people. Niccolo of Wissenstein was sent in a party of explorers from the court of King Vorlest of Kurland, who charged them with discovering a safe land-route to Khitai. Niccolo quickly learned the nomads' tongue and set about his task; trying to establish contact with the Khans and make a deal with them guaranteeing 'safe conduct' for Kurlish caravans. In this he was not successful[3], but he did produce a record of nomadic life which is quite unique. His visit to a nomad's home occurs early in the account of his travels:

"The clan are continually on the move, and for this purpose carry their homes with them. When the time comes to make camp, a family can set up one

1 Batubatan (pronounced BA-too ba-TAHN), a rarified land of golden temples where the people (yak herders and craftsmen) are almost outnumbered by their serene priests. Supposedly this was the native country of Sa'aknathur the wizard.

2 Bear in mind that most warriors of the tribe begin their training with the bow in early childhood.

3 And notoriously punished by Vorlest as a result.

of these homes in under an hour. First a prepared lattice of willow hoops is raised, this being secured in the ground with heavy pegs. Large bolts of felt are wrapped onto this framework to form the walls of the home. The felt and the ropes used to lash the structure together are made from horsehair, and the clan's herd animals provide oils to make the home proof against cold and rain. The finished home is a roughly circular tent which the steppe people call a *gyur*.

"Invited into one such tent, I found the interior decorated with rugs and trinkets. The central part of the roof, above the fire, is left open as one also finds in the mead-halls of Mercania and Thuland. Despite this, I can attest that the home remains warm and comfortable even when the bitterest steppe wind is blowing outside. My own host, whose name was Shweymar, invited me to sit beside him on the brown rug occupying the northernmost third of the floor, opposite the entrance. This was a great honour, as the steppe people keep this area for the head of the household, his elders and guests of high status. Behind us were several idols depicting Shweymar's household deities. In front of this area of high status, the floor is divided into two other sections. To the left of the doorway sit the women and children. The host's sons and younger male guests sit on the right. Utensils for cooking and other household purposes are kept in the left-hand area while weapons are placed in a rack between the right-hand area and the host's rug.

"I was to discover that this tradition of signifying status extends throughout the steppes, even to the homesteads of the citadels.[1] Whether this is happenstance or real evidence that the tribes once belonged to a single unrecorded civilization—this question can never be answered."[2]

Ferromaine

Ferromaine, with a population of nearly a quarter of a million, is the largest city of the north. Approaching from the sea, even a voyager who is jaded by the splendour of other rich Coradian ports cannot fail to be impressed. More than a hundred elegant towers point to the sky. The tallest is more than seventy metres high, and each is covered with rococo decorations in an effort to outdo the splendour of its neighbours. These are the homes of the Ferromaine aristocracy—not lords of warrior stock, but wealthy merchants and bankers. Striding through the broad avenues, one passes the great palaces of the wealthiest families—the Senfritis, the Cotulios, the Vassilvios, the Sentapolos and others. It is easy to imagine the groomed, velvet-coated scions of these families as they shut themselves off behind marble facades and caress their overflowing treasure chests with furtive glee.

Marvellous cathedrals and public buildings are everywhere in abundance. Sun sparkles off the harbour, bathes the pale stone of the Dyuch's[3] palace in a soft gold glow, glitters back in rainbow shards from magnificent stained-glass windows. The merchant-patricians are eager to display their wealth and piety, and vie with one another in patronage of the arts. Walking back from the harbour and through the upper-class districts, one reaches the usual crowded jumble of shops and houses to be found in any town. Narrow streets stretch on like a maze—cobbled lanes where we can peer through the latticed shop-windows at fine glassware, roast meats, spicy buns and cakes, jewellery, fine silks and cloths, bottles of wine and brandy, or enticing artifacts brought from distant lands. Even here in the backstreets we find signs of Ferromaine's wealth all around.

But it would have been a different story if we had walked along the quays at the waterfront. Here the hovels of the shanty town huddle like desperate lazars on the fringe of the glittering city. Longshoremen wait with sullen eyes for the next flotilla of ships, when they can earn a handful of silver *matapans* for days of backbreaking work. Beggars and crippled adventurers work the avenues of the city in shifts. Thieves skulk in the dark corners where the Ferromaine militia will never find them. The stink of poverty hangs in the air; the stench of humanity inhumanly treated.

Beyond the city lie more pleasing vistas. We walk up the road into the hills, perhaps passing the palanquin of a nobleman borne by grunting, black-

1 Indeed, not all of the steppes barbarians live a nomadic life. There are some citadels—rather squalid, mud-brick forts, in fact—but these are really 'depot towns' and have a very small permanent population. Although Niccolo seems to assume the citadel dwellers to be just a settled faction of barbarian society, this was probably because he was drawing a parallel with the country/town relationship in his native land. There is deep distrust between the rugged nomads and the handful who choose a settled life 'within the walls'.

2 Those interested in reading more of Niccolo's travels may find copies of his manuscript in the abbey at Wissenstein, the library of the Pontiff in Selentium or in the Vassilvio family library in Ferromaine.

3 The Dyuch is the chief magistrate of the Ferromaine Republic—a very influential position. Technically he is supposed to relinquish all business concerns to ensure his decisions are impartial. In practice, he quickly becomes rich and fat on 'inducements' (bribes) paid to him by various factions. His term of office is seven years, but it is rare for a Dyuch not to be re-elected.

The Lands of Legend
Physical Geography
Mountain Range over 8000m high
Plateau
Lake
Steppe
Sand Desert
Marshland
Rymchaeld Sea
Hadran Sea
The Cauldron
Limit of Permafrost
Mergeld Sea
The Gouge
Sea Frozen in Winter
Mistral Sea
The Glaive
Warm Gulf Stream
N
W
E
S
Coradian Sea
Eastern Steppes
Deorsk Ocean
Sea of Lament
The Grey Rock
Gonhala Plain
The Desert of Songs
Kaikuhuran Desert
Gulf of Marazid
The Deeps of Rasakna
0 100 200 300
Scale in Miles
60
50
40
30
20

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skinned slaves. The ermine-trimmed curtains of the palanquin hang open, and we can see the noble enjoying sweetmeats popped into his full-lipped mouth by a rouged harlot. He raises languid eyes in our direction, perhaps gives an indulgent wave of his plump, ring-laden hand. With six good Kurlish mercenaries in his retinue, he does not fear bandits.

The nobles have their summer villas up here in the hills. It is close enough to the city to keep a watchful eye on business, but far enough out to avoid the noise and stench and bustle of city life. Behind the hills, roads meander out towards the towns and villages and other cities, smaller and subservient, belonging to the Ferromaine League. We see a landscape of church steeples, vineyards and little stone cottages. A day's walk inland and we would come to the border of the Selentine Empire.

There are simple explanations for Ferromaine's economic ascendency, and they may be briefly sketched here. For reasons connected with its strongly agricultural base, the Selentine Empire forces low interest rates. A merchant gains little by undertaking a risky long-range venture, because most of his profit will be taken by the ravenous Selentine exchequer. Ferromaine is gifted by its geographical location: a city built on several islets in the Liederkehn estuary, it was destined for independence. In view of the wealth its fleets bring in through the Coradian Sea, the Empire had to make a deal. The Republic of Ferromaine was granted exemption from the taxes of the rest of the Empire provided it acknowledged the nominal suzerainty of the Imperator. Clearly this appealed more to the Ferromaine merchants than 'going it alone'. The security that came from being under the Empire's wing gave them an ideal economic climate for the most daring ventures.[1] Their fleets opened up trade with the Ta'ashim states, and with Khitai and Batubatan beyond.

Emphidor and neighbouring countries

Emphidor's day is done, and not much need be said of these lands today. A number of fisherfolk ply the waters around the Emphidian islands, while inland one finds simple communities of sheep farmers. The marble ruins of the Golden Age line the coast, but the modern Emphidians shun these signs of their heritage with a mixture of awe and superstitious dread. They are a dull-souled, resigned, conservative race—as if the magnificence of their past has drained away their spirit. They bring a fatalism of the sort found in the Emphidian Tragedies to their faith and daily life. The region is poor in minerals and worthwhile exports. The only ships that dock here are those of eager adventurers, bound for the stygian labyrinths below the ruined acropolises and fallen colonnades.

In Molasaria, Analika and Hudristania the story is slightly different but no less bleak. Tiny villages squat miserably in the isolated mountain passes, like birds' nests huddled into a crag for shelter. Frightened peasants quake under the rule of a hundred local despots. Terror soars aloft on membraneous wings by night and sifts the carrion in lonely churchyards—for this is the traditional home of vampires, ghouls and werewolves. Black-clad priests trek from valley to valley, but the peasants are always torn between faith and fear. Spend a few days in any of the mountain villages and you will see a funeral procession wending a path down through the narrow streets—old men whose lined faces show the scars of many losses, grim youths with jaws set in sullen defiance, veiled women sending up a shrieking lament, and wailing children who have yet to learn the injustice into which they have been born. The mourners are led by a priest with a silver crucifix on his breast.

Watch and wait—after the procession has gone past, once the wailing and the clanging of the priest's bell have faded into the distance, you may see another figure pass by. He follows the mourners at a respectful distance, his eyes showing only a weary determination. On his back he has a heavy knapsack. After the coffin has been lowered into the ground, the priest will linger to pay this man a few silvers before hurrying back with the other villagers to bolt his door. The stranger opens his knapsack and prepares the items he will need. He is a *draktoter*—a profession that combines gravedigging with another unpleasant duty. He takes the mallet and stake from his sack and turns towards the open grave. It is his job to see that the ranks of the *nosferatu* will not be joined by this unfortunate soul.

Selentium and the Asmulian lords

At one time Selentium was the capital of the world—at any rate, of the western world mapped

1 But Ferromaine is not without a choice. If they were not getting a good enough deal from the Empire, the High Councillors could always switch allegiance to Kurland.

out in this book. It began as a city-state on the eastern rim of the post-classical Emphidian Empire. Through the citizens' modern approach to government, trade and warfare, Selentium quickly grew to become the strongest power south of Krarth. Its legions swarmed rapidly across the face of the map, building reliable roads that drew the trade and taxes to the centre of the Empire. The troops of decadent and decaying Kaikuhuru had already fallen before the might of Emphidor; now they collapsed completely. Pharaoh fled into the desert and a Selentine governer was installed at Siout (now Amsa'im). In the far corner of the world the legions met with equal success against the belligerent warlords of Algandy and the savage tribes of Ellesland.

The heyday of the Selentine Empire lasted until 100AS, then a series of administrative blunders and problems of finance began to gnaw at the territories. Attacks from Thuland, southern Kaikuhuru and the Eastern Steppe intensified, and the legions were stretched beyond capacity. Little by little, Selentium lost her grip on the world.

Though the Old Empire is gone—and only its shadow is now visible in the New Empire of Tamor—Selentium is still vitally important as the spiritual centre of the west. Albion, Cornumbria, Algandy, Chaubrette, Kurland, Emphidor, Molasaria—these are the lands of the True Faith, the new religion which swept away the primitive older gods of the Empire. The True Faith was founded by a fisherman called Gatanades, now known throughout the western world as 'the Saviour'. His teachings were initially scorned by the corrupt emperors of Selentium, and Gatanades himself died a martyr. But as the collapse of the Empire accelerated, the Emperor Josturox decided it would be expedient to adopt the new religion to which so many of the people were turning. The True Faith became ensconced in the official Church of Selentium.

So it has remained. Selentium has been sacked more than once by barbarian hordes, and it has not always been safe for the Pontiff to reside there. At times the cardinals of the Church have been in the pocket of one Asmulian baron or another, voting and making proclamations according to their paymaster's wishes. But now the New Empire is strong enough to hold off the waves of barbarian attack and so Selentium is secure. This is particularly ironic because the Church of the New Empire stands on the brink of heterodoxy from the viewpoint of the Selentine Church. Doctrinal distinctions are fine and need not be explored here, but much is made by theologians of the image of the Pantocrator—a stern aspect of the Saviour as 'Judge of the World' rarely seen outside the New Empire. Some believe the Pantocrator is based on an earlier deity of the Old Empire and not on the Saviour at all.

The cardinals in Selentium would not deny that the Tamorians are devout, but they claim that devotion is awry. In answer, the Tamorians point at some of the odder beliefs of the Selentines. One example is the tripartite nature of God: the Fist of God, which metes out destruction to sinner and infidel; the Eye of God, which watches men's souls and judges them for Heaven or Hell; and the Mouth of God (the Saviour himself) which speaks in the heart so that one may know Good from Evil. A further analysis of these theological squabbles is best sought elsewhere, and it need only be noted that the differences between the Selentine and Tamorian Churches are receding into the background somewhat as the threat of the Ta'ashim faith brings a unifying force.

The Ta'ashim lands

Ta'ashim is many things: the name of a region, of a faith and of a people. The Ta'ashim states today occupy the part of the world where, a thousand years ago, we would have found the remnants of Kaikuhuru and the southern provinces of the Selentine Empire. After the collapse of the Empire's control it took hundreds of years for a central authority to build up. The unifying force that finally made this possible was Ta'ashim—literally, 'the Word of God'—an intricate blueprint for life and worship, set down by the Illuminate Akaabah in the sixth century AS.

Akaabah was an administrator at Dhulan[1], a trading city whose population was a shifting mix of desert nomads, settled agriculturalists and merchants from far and near. Pondering the problems this caused, Akaabah gained the insight to set down the first chapters of his Ta'ashim codex. These deal principally with law and government. That they are a work of particular brilliance can be seen from the success with which they were applied. A century after the Illuminate's death, his teachings had made possible the creation of an empire of more than five million souls.

Divisions soon formed in the Ta'ashim world. Differences of geography, language and doctrine

1 *'Thu-LAHN', with the 'Dh' pronounced as the 'th' in 'thy'.*

saw to that. Zhenir was the hub from which the Ta'ashim faith spread, ruled with an iron hand by the Caliph whose title proclaims his absolute authority in both the secular and spiritual realms. The capital was at Demkhor, the Sacred City, where the Illuminate retired to compose the more reflective chapters of his work.[1] The Emirate of Marazid was originally an extension of Zhenir, the Emir only a provincial governor. This was also true of Opalar, though it was not long before the Emir here proclaimed his independence. In the ninth century, *badawin* pressure installed a new Caliphate dynasty. The new administrators and generals were desert nomads, more fiercely zealous than those they replaced. For these fundamentalists, the Holy City was not a place for the subterfuge, compromise and ignobility on which all governments thrive. The Caliph's court remained at Demkhor, but the capital was moved to Dhulan. This move did not diminish the importance of the Holy City, but reinforced it. Many other changes—most of them carried out with sword and fire—led to this period being known as The Purging of the Law.

In Marazid, this change of dynasty was not appreciated. The Emir and his courtiers, cousins of the old Caliph, grieved for his death and denied the new regime's authority. The fact that Zhenir was now enforcing a strict return to basic Ta'ashim did not endear the new Caliph to Marazid or Opalar, where a rich and comfortable life meant that people were less interested in harsh disciplinarian doctrines. Despite this, Marazid's rejection of the new Caliph must be seen as only nominal: trade continued as before, marriages were arranged to ally the two dynasties, the pilgrim traffic to Demkhor suffered a few hiccups[2] and then went on unimpeded.

Opalar might have had stronger objections, but these were forestalled by an invasion of the Qadik nomads from the hills and grassy slopes east of Harogarn. In 820AS these nomad bands swept south along the Isis, and in the following year they took the capital city of Amsa'im. The Emir fled with his life to Marazid.[3] The Qadik leader (there had been several warbands involved, but a series of illnesses reduced the number of leaders to one) shrewdly rejected the position of Emir. This would only mean his inheriting the previous incumbent's bad relations with the Caliph. Instead he proclaimed himself Sultan—a title indicating his earthly power by making no claim to spiritual authority. Essentially he was saying to the Caliph, give up any claim to my realm, and in matters of the faith I will defer to you. The Caliph saw no possibility of directly recovering control of Opalar, and responded by naming the Sultan 'The Fist of Ta'ashim'. Inspired by this honour, the Sultan began to mete out retribution against the moral laxity he saw among his new subjects. This lasted a generation or two, but the old Selentine/Kaikuhuran bureaucracy still shuffles the papers in Opalar.[4] These civil servants, descendants of the original Kaikuhuran race, usually manage to absorb each new ruler into their imponderably ancient culture. Before long, strict Ta'ashim relaxed and things went on as before.

This is the situation today. The Caliphate of Zhenir, taking its authority from Ta'ashim law, forbids trade with infidels and enforces low rates of interest. Revenue is gathered from trading with the other Ta'ashim states[5], but Zhenir is poor in resources (except for silver from western Harogarn) and depends on Marazid and Opalar for grain, paper and salt. Its economy is very reliant on the pilgrims flocking to Demkhor.

Marazid and (to a lesser degree) Opalar are the 'progressive face' of Ta'ashim. They trade with the northern infidels—and even with the savages who

1 The second section of the Ta'ashim holy texts deals with the individual's relationship with, and moral obligations to, God. Orthodox Ta'ashim includes a third cycle of chapters—apocryphal stories about the Illuminate's teaching, collected after his death. The unorthodox Marijah sect denies the importance of these later chapters.

2 Some pilgrims from Marazid were attacked in the Kaikuhuran Desert by badawin. These tribesmen had been the allies of the new Caliph in his climb to power, but he was not slow to clamp down when their zeal was breaking the lucrative flow of pilgrims northwards.

3 Since he also found time to gather twenty wives, most of his sons and daughters, and an honour guard of sixty Opalarian warriors, his departure cannot have been unduly hurried. Always a wily politician, he probably had no difficulty finding the right Qadik faction and offering the right bribes.

4 As the old Kaikuhuran adage goes: 'Princes come and Pharaohs go, but the nod of Viziers makes the Isis flow.' The shadow of Kaikuhuru lingers today in Opalar even though the old racial stock has been swamped and submerged by more than one wave of invaders. Among the modern physicians, scribes and accountants there are many who can trace their ancestry back to the Kaikuhuran aristocracy. There are also a few out-of-the-way areas where you will still find fresh offerings of grain and beer placed each day on the weathered idols of Re'atn, Set, Horns, K'nemu and the other Old Gods.

5 The lands of the Ta'ashim faith are intrinsically richer in the kind of commodities which are easy to transport: silks, pearls, precious metals, etc. Merchants are held in high esteem. This contrasts with the north, where most communities must be as self-reliant as possible and most resources are such things as timber and furs, which are not cost-effective to transport over long distances. Poor roads, lawlessness and the plague have all contributed to stifle trade in the north (except around the Coradian Sea and up around the coast to southern Albion). The overall effect of these factors has been to make the Ta'ashim countries more peaceful and generally more advanced, though at the cost of losing the raw aggression which drives the northerners to expand their domains.

live across the Gulf. They have developed some of the finest art to be found in all Legend: mystics compose poems of great beauty and insight; the cities, glittering with wealth, are filled with marvellous spires, minarets and arches; sculptors and artists produce works of breathtaking grace, representing the profound glory of God with abstract imagery; mathematicians and astronomers study the universe and find God's pattern in everything around them.

The Principalities of the Crusade

The Crusades have been the great propaganda coup of the Selentine Church. It may be unfair to see them as an expedient enterprise—a self-serving ruse of the Pontiff. Certainly, thousands of warriors and pilgrims made the arduous journey south sustained only by their faith. For the majority who took part, there was no ulterior motive. The aim of the Crusades was clear and just: to 'liberate' Ibrahim, birthplace of the Saviour, from Ta'ashim occupation.

But this view ignores the fact that a city is not a collection of historical sites, but a living populace. The people of the Holy City of Ibrahim follow the Ta'ashim faith, and have little interest in the theological arguments of priests in far-off Selentium. Furthermore, in spite of its avowedly religious basis, the Crusade has done several notables a lot of purely financial and political good.

Merchants throughout the North (and particularly in the Ferromaine League) began to lend money to would-be Crusaders in need of finance. The opening of pilgrim routes meant also the opening of better trade routes—guarded not by mercenaries demanding huge sums of silver, but by zealous knights for free. Many merchants could already see their warehouses filling with Ta'ashim silks, spices, ivory and gems.

The Church also made loans, at such high rates of interest that some old noble families were reduced to penury. As if there were not enough God-fearing young warriors ready to crowd the decks of the Crusade ships, the Pontiff added another inducement. Any man 'taking the cross' south would be remitted half the time he would otherwise spend in Purgatory.

Rapacious robber-knights and mercenaries also wanted a piece of the action: lands were being carved off the flanks of Ta'ashim and these disreputables were quick to grab their share. The crowned heads of the north were pleased, as the removal of these troublesome types from their own domains meant that it was easier to keep order.

The first areas taken were the coastal provinces just south of Molasaria, for here the Crusaders could build up a power-base against the Ta'ashim.[1] Zhenir and Marazid had been at odds for some years, and delayed so long in marshalling a united front that the northerners had taken an area as big as Algandy and laid siege to Ibrahim before they could act. Two years later a renewed Ta'ashim initiative pushed the Crusaders out of Ibrahim and halfway back to Crescentium, and the situation has bean see-sawing back and forth ever since.

The Crusader lands currently comprise four separate principalities. Ibrahim itself is supposedly held by Fengor Svartsen, a Mercanian warlord, in vassalage to the Pontiff himself. Boundaries fluctuate continually owing to internal as well as external pressure. It is important to remember that the Principalities are occupied territory. The northerners rule, but they have to co-exist with the natives of the region. Pushing through the bazaar in Crescentium, you will see a dozen olive-skinned Ta'ashim for every white northern face. At dusk the Ta'ashim call to prayer mingles with the church bells of the settlers. And, as in every occupied province, the threat of rebellion and murder is always present. In every narrow alley and starlit doorway, behind the palms that line the streets and in the cool cellars under the houses, assassins gather and plot. Marijahs travel from Opalar to render their unique services, and find that it is not only the Ta'ashim natives who are eager to employ them. Rival factions within the Crusader governments also join the 'masked pavane', as they call the game of politics: bargaining to have their own superiors slain, or disposing of difficult underlings. The Knights Capellars in particular (a group notorious for their willingness to use any means to achieve their goals) are known to have contact with Marijah groups, and presumably employ them in various convoluted schemes.

Harogarn

The Harogarn mountain range provides a natural eastern boundary to Zhenir. The lower hill slopes in the western part of the range are occupied by yak

1 Crescentium became their capital. Prince Estabulo of Algandy, commander of the first wave of attacks, surveyed Crescentium from one of the three hills overlooking its harbour and declared it "a splendid city, like a host of pearls and gold laid on a cloth of green velvet."

herdsmen who follow the Ta'ashim faith and accept the suzerainty of the Caliph. These territories are the area designated as Ta'ashim Harogarn on the map.

Deeper into the heart of the range are the caverns of several Dwarven settlements. These folk are jealously proud of the veins of ore running through their mountainous abodes. Ta'ashim warriors sometimes come to conduct 'hit-and-run' mining operations, particularly for gems and precious metals. The carnage and ruin they leave behind after these missions explains the hatred that the Dwarves of Harogarn feel for mankind.

Gonhala is a high plain to the east of the major peaks. Inhabited by Centaurs and a few primitive human settlements, parts of the plain are strewn with semiprecious gems—or so the story goes. At the western edge of Gonhala Plain, the mountains rise steeply to form the Olympian peaks of Mount Danak, Mount Lurken and Mount Vasgor—named for the three Titans of the Gate of Time in Ancient Emphidian myth.

Legend says that tributaries of the Styx can be found here. A wide rock shelf overlooks the plain from a height of some two hundred metres. On this rock shelf, which is about five hundred metres wide, stands the ruinous Citadel of the Shadowlords. Through this broken tangle of deserted buildings it is possible to enter the magic-laden underworld where the Shadowlords lie buried.

The Mungoda rain-forest

Our imaginary travels have brought us to the 'Dark Continent' of Legend, which remains almost completely uncharted. Much of this continent comprises the giant Mungoda river-basin. Across the hinterland spreads the endless luxuriant growth of the Mungoda jungle. Inland, above the flood plain of the Mungoda and its tributaries, fantastically tall trees like the pillars of a cathedral reach far up into the azure sky. An impenetrable canopy of green-black screens out the daylight so that little undergrowth is to be found on the forest floor. Walking through a spongy morass of fungi and rotting vegetation, a traveller could almost fancy he is walking on the ocean bed, as the tropical light is tinged a flowing green by the spreading leaves above. Orchids and many other flowers provide splashes of rich golds, blues and reds to this eerie scene. Moss-coloured sloths[1] inch along the twisted boughs and screech to one another when night falls. Tangled strands of poison ivy twine around the trees. Monkeys chatter and crash from branch to branch, alarming exotically plumed parrots which take flight at once in a blaze of copper-gold and emerald.

Closer to the rivers, the jungle takes a different form. The headwaters of the Mungoda tributaries lay down a rich loam when they flood. Silk cotton trees more than fifty metres tall rear like castle buttresses from the mud. Around their squat bases sprout ferns, cacao trees, palms and a profusion of flowering bushes. Further downriver, jungle of this sort gives way almost entirely to palms, as there are no longer enough nutrients in the floodwater to satisfy the giant buttress-rooted trees.

At its mouth the Mungoda River is several miles wide. Particularly to the south it is fringed by the extensive mangrove swamps of the Cosh Goyopë[2] region. The natives of these swamps punt their log canoes between the stilt-like roots of the mangrove trees when foraging or hunting—but they must be watchful to avoid the reptilian Dracomen who thrash clumsily through the reeds and muddy shallows. The river-people sometimes trade with Ta'ashim or Coradian merchants. Slaves, monkeys and parrots all fetch a good price as curiosities back home. Also prized are some spices and dyes and the woods (such as ebony, rosewood and mahogany) brought from upriver by other tribes.

Considerably further south, close to the equator, are the territories of the Volucreth. Nothing can be added beyond what has been said on page 252 and in the *Dragon Warriors Bestiary* about these warlusty creatures. Travellers should avoid this area.

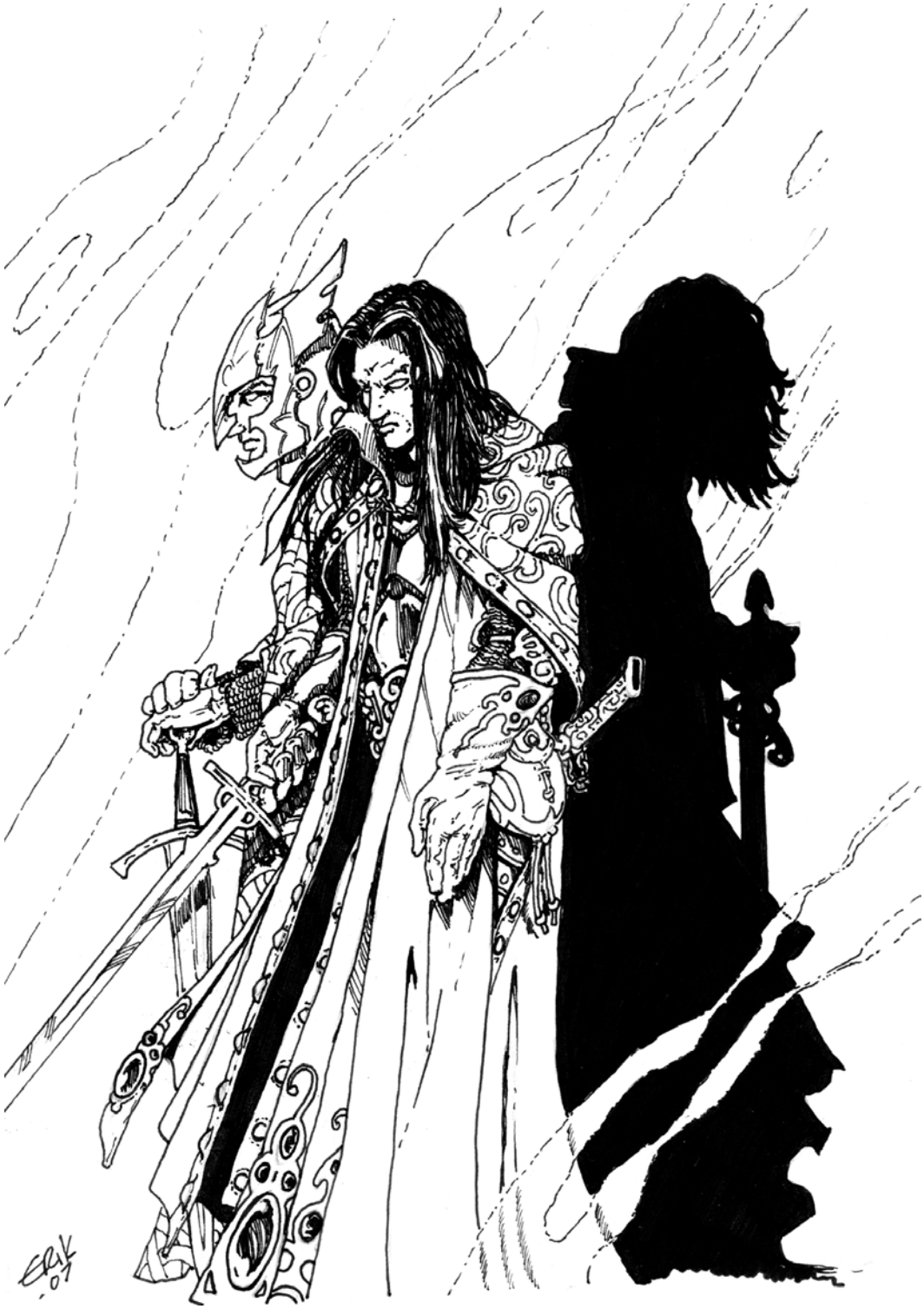
North of the Mungoda jungle, the land rises gently to form the Thanagost Peaks. Majestic conifers and breathtaking waterfalls may be seen as one climbs out of the drenching jungle into the sharp landscape of the highlands. A few isolated tribes of hunters live here, scattered among the lower valleys. Higher still, beyond the ancient plateau, the mountains rise dizzyingly until they are lost in snow and clouds, and probably no living thing has ever seen the topmost peaks.

Beyond the Thanagost range, the land drops steeply towards the rim of the desert. In places the

1 Reported by one expedition to be 'animated growths of clumped moss or grey-green fungus that move—albeit slowly—and devour other vegetation as a man eats meat'.

2 Pronounced 'Cosh Goy-OPEH.'

slopes are vertical up to six hundred metres, leading to the desert-dwellers' name for these cliffs—'the Wall of the World'. Doubtless the unexplored Desert of Songs holds many dust-choked ancient ruins, but adventurers must beware of at least one shadowy menace. A prehistoric civilization here had the custom of burying their dead in cave tombs—niches and tunnels cut into the rock-face. The tombs are now riddled with Grave Gaunts which scavenge across the drifting sands by night.



Chapter 15

The Lore of Legend

ONE WAY TO understand a place is to look at its folklore and myth. Legend is a world rich in magic, and many of its myths are more than half-true. Here, folklore does more than reflect the world and the people—it is the very essence of Legend. The following miscellany of characters, underworlds and magic items should give the GamesMaster and his players some of the flavour of life in this strange world.

The Altar of Jusjurandus

Jusjurandus was an *Apparitor*, or attendant deity, of the old Selentine God of War. In Selentine theology his particular provinces were fidelity, obedience and honour. When warriors or others wished to pledge an oath of comradeship, they would go to the altar in his temple at Selentium. This altar has two upcurving 'horns', and the oath-takers would each grasp one of the horns as they swore their allegiance. According to the legend, any man who broke his oath later would suffer retribution according to the seriousness of his treachery. If his friend suffered permanent dishonour, harm or death as a result, the oathbreaker would succumb to incurable madness (see p. 124). Lesser consequences would be punished with some form of curse (see p. 123) or ill fortune. The GM should note that the oath had to be *mutual* if the deity were to enforce it.

The Altar of Jusjurandus is now owned by the Senfriti family of Ferromaine.

The Armoured One of Skiosonar

This delicate-seeming android was constructed by one of the nameless Wizards of the Pall of Dread, a secret mystic sect of ancient times. It has two arms and two legs, but its superficially humanoid shape is belied by closer inspection. Its form is bizarrely slender, elegant, with stilt-like limbs and tapering face suggesting a huge bipedal insect rather than a man. Though it appears fragile, the greyish-white metal from which it was forged is stronger than steel.

There is a small hatch in the Armoured One's narrow chest, and this opens to reveal a chamber lined with striations of red crystal. If the heart from one who has been dead not more than eight hours is taken and placed in the Armoured One's chest, the metal limbs will begin to twitch with life. Within ten minutes the android will arise—now with all the memories and skills of the slain character. (Note that the character's soul is not actually brought to reside in the Armoured One. Only the raw intellect, devoid of human compassion, is reincarnated in the android's body. A *Resurrect* spell cast later would restore the original character to life, but lacking all memories of his previous existence. The *Resurrected* character would in this case act as 1st-rank as long as the Armoured One continued to operate using his personality.)

A persona reincarnated in the Armoured One's body retains his own Intelligence and Psychic Talent scores but has the physical characteristics of the

android: Strength 9 and Reflexes 18. Its design is not human enough for a Looks score to be relevant. The reincarnated character keeps the Profession and rank of his previous life. His Health Points score becomes only 10, but in the android body he has a natural Armour Factor of 6. He cannot wear heavier than leather armour on top of this, because the body is not able to sustain a heavy load. The android's eye-lenses see equally well in darkness or bright light, giving the character panoptical vision (see p. 123).

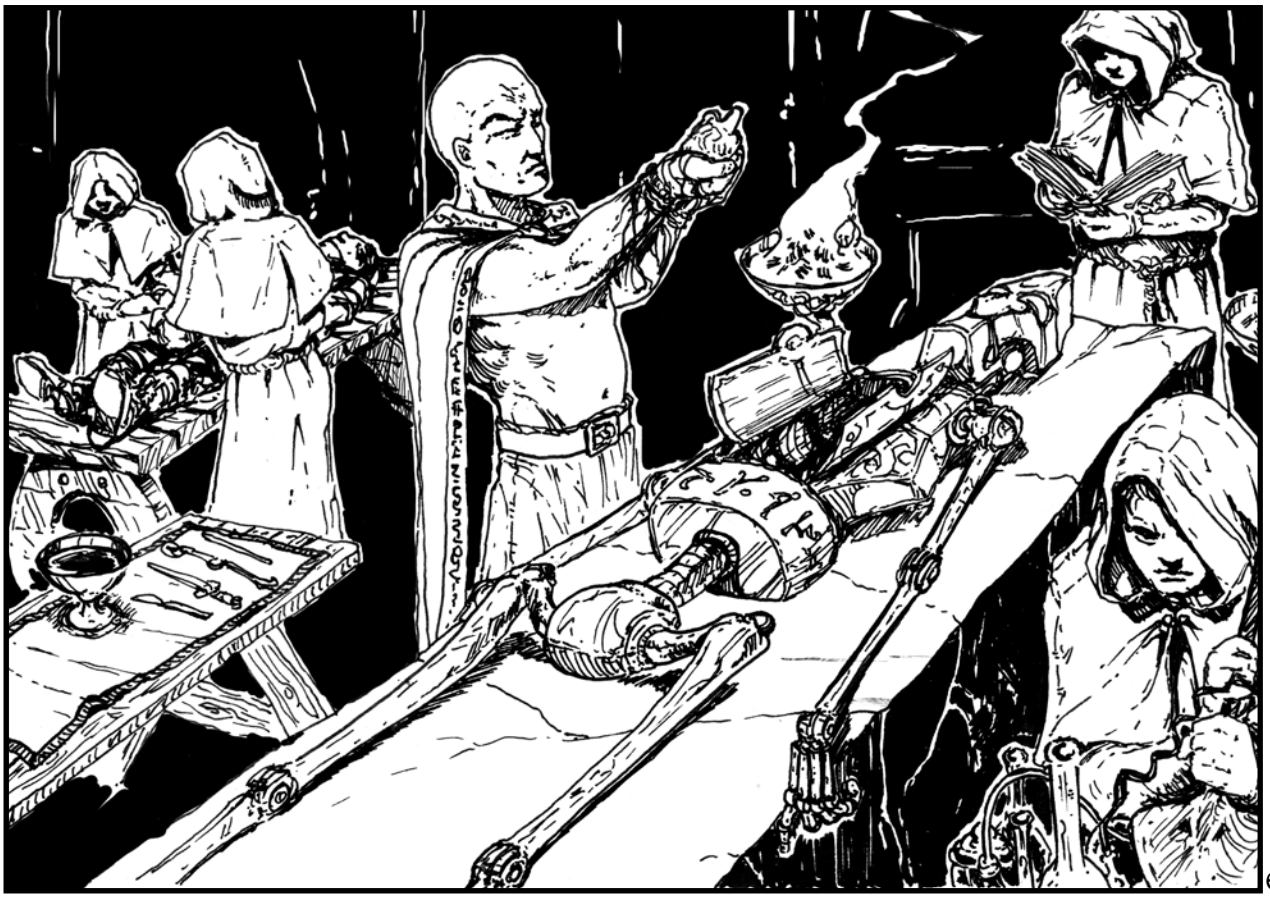
The Armoured One is affected normally by indirect-attack spells. Direct-attack spells that take effect will harm only the human heart that beats inside its chest. A *Fossilize* spell would turn the heart to stone without affecting the android body. The heart could then be removed and a new one installed in its place. The enchanted metal of the Armoured One's body repairs itself naturally at the rate of 1 HP per day. Healing spells have only half their normal effect when used to repair the android body. All potions are useless.

Two factors govern the use of the Armoured One in a campaign. First, a character who is restored to life in the android body is soulless. If this happens to a player-character he becomes an NPC controlled by the GamesMaster. Only if his soul is brought back and his original body restored by *Resurrect* (see p. 89) should he be allowed to continue with the character—now an amnesiac whose memories have been 'stolen' by an insectoid metal monster! Secondly, the GM should avoid referring to the Armoured One as an 'android'. This suggests a science-fictional basis which is inappropriate to the medieval world of Legend. As far as the characters are concerned, the Armoured One is just another magical horror in the tradition of living statues and metal-skinned demons.

The Casket of Fays

This is a small silver-bound pine coffer. Each time it is opened, some strange and unpredictable effect results. This is determined by a random roll on the part of the GamesMaster. The effects are:

1. A tendril of green flame snakes out of the casket to strike a single target within 10m. The user can specify the target; if he does not then the flame will double



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back and hit him. Treat this as a *Dragonbreath* spell.

2. Everyone within 10m is struck dumb for one minute. This will not prevent a Mystic from casting spells, but Sorcerers, Warlocks and Elementalists will be temporarily deprived of their magic.
3. A haunting siren song emanates from the casket. Characters in earshot (roughly 100m in the open) must roll equal to or under their rank on 1d10 or stand entranced. The roll must be made each round unless the character can block his ears. The duration of the song is set by a Spell Expiry Roll unless cut short by closing the casket.
4. A foul plague of grey rats pours from the casket and rushes away in all directions, only to vanish mysteriously when they reach cover such as a wall, thicket or shadows. They attack no one, but all characters in the vicinity have a 10% chance of contracting the Black Death (see p. 126).
5. A random Sorcery spell of 1st–8th level is cast upon any one specified character within 10m. The user of the casket does not know in advance what this spell will be—he might thus give a foe *Armour*, or *Fossilize* a comrade.
6. Utter darkness fills a zone of 10m radius, and no creature or spell can see within it. This effect also prevents the user from seeing. The darkness lasts until cancelled by a Spell Expiry Roll or until the lid is closed.
7. An illusory duplicate of one (randomly determined) character within 10m is formed. This moves and speaks according to the casket user's mental commands, but has no power to harm a character even if believed. Unless dispelled by shutting the lid, it lasts until its Spell Expiry Roll comes up.
8. An unaccountable blizzard blows out of the casket, affecting anyone in front of it in a roughly 90° arc to a distance of 10m. Torches and unshuttered lanterns are extinguished and characters must roll under their Strength on d20 each round or pass out from the extreme cold. The blizzard lasts 1–6 Combat Rounds whether or not the lid is closed. A character caught in it for more than four rounds suffers 1d6 HP frostbite damage (but only 1d4 if clad in thick furs, protected by a *Survival* spell, etc.)
9. The user opens the casket and pulls out a Spriggan (for stats, see p. 251.) There is a 70% chance that the Spriggan will attack a character whom the user points out, and a 30% chance it will attack one of his own companions (though it will never turn on the user himself). The Spriggan does not vanish until it is killed.
10. A booming voice from the casket's depths speaks the name of the most powerful character within 10m. Only if there is no other person within 10m will the user be named. The victim suffers a 1d20 Fright Attack (see p. 122) which if it takes effect, leaves him rigid with fear for 2-8 Rounds.
11. A storm of pine needles streams from the casket. Anyone within 10m who was facing the user must roll under Reflexes on 1d20 or be blinded for the next 2-12 rounds. The effect lasts for five rounds, and no one can approach the user until it subsides. It is impossible to close the lid while the pine needles are shooting out.
12. Seven vampire bats (see p. 238) flap out of the casket and swoop to attack a foe indicated by the user. Unless slain, these creatures remain until dissolved into shadows by a Spell Expiry Roll. If the casket is shut before they have vanished, they abandon their original victim and return to attack the user.
13. Dank fog swirls around the user. There is a smell of soil and trees and cloying mushrooms. Tall figures glide forward, then half-glimpsed hands wrench the casket from him. The fog dissipates, leaving no trace of the mysterious figures or the Casket of Fays.

Unless otherwise stated above, the user of the Casket of Fays is not harmed by any of its effects.

The Crown of Kings

This talmi-gold crown, studded with topaz, garnets and rubies, was worn by Guillarme II, the Great King who unified Kurland. The crown is imbued with some of Guillarme's legendary charisma, so that whoever wears it becomes a natural leader of strong character and authority. The wearer's rank is considered to be three steps higher than is actually the case insofar as Fright Attacks, certain spells, etc, are concerned. (Note this does not enhance any of the character's scores such as ATTACK or MAGICAL DEFENCE—he only obtains a brevetcy of +3 ranks.)

The character is also able to command others by the sheer forceful strength of his personality. There is a limit to how far this aura of charisma extends, however. While everyone will find the character persuasive and charming, he can directly command but thirty normal men at one time. Ranked characters (i.e. those belonging to an adventuring Profession) are of a more indomitable and independent nature, and the wearer of the crown can command a total of only ten characters of 1st rank, five characters of 2nd, or some other combination amounting to 10 character-ranks. Nor can he overpower the will of any character whose rank is higher than his own brevet rank.

In order to exert command over another, the wearer must approach him in cordial circumstances (*not* in the midst of battle!) and engage him in conversation for one minute. At the end of this time he rolls 3d6, adds his brevet rank and subtracts the rank of his intended underling. The result is the number that he must roll equal to or less than on 2d10 in order to bring the character into his control.

(A failed dice roll will result in the character becoming extremely hostile to the crown wearer thereafter, and thus only one attempt can ever be made on a given character.)

If swayed by the wearer's words, however, the character becomes his sworn henchman, serving loyally until and unless the wearer frees him from command (at which point his former master becomes a hated foe, incidentally) or unless he is ordered to perform some obviously suicidal act. If this happens, he gets a special roll to break free of the command at once: under his Intelligence on 1d20.

Dragon Pearls

These lustrous pearls are formed when a Black Dragon (see the entry for Shen Lun on p. 250 and in the *Dragon Warriors Bestiary*) achieves Adepthood and thus becomes a human. Black Dragons themselves hardly being common, such pearls are correspondingly very rare.

A Dragon Pearl multiplies the value of things fivefold. If left overnight in a backpack containing 20 Gold Pieces, in the morning it will have turned them into 100. Place it in a nearly empty jug of wine and by sunrise you will have drink aplenty. The maximum rate at which this power can operate is to turn roughly 200 Crowns (in whatever form) into 1000 Crowns in a single night—but this is still enough, of course, to make a character very wealthy.

The GamesMaster should bear in mind that sudden riches may be a mixed blessing. Envious souls, seeing the character's newfound wealth, may suspect the use of magic and try to steal the pearl. And a sudden influx of gold or gems onto the market will cause the value to drop, arousing the enmity of jewellers' guilds and indeed anyone who keeps much of his wealth in the form of treasure.

If swallowed by a domestic animal such as a dog or cat, the pearl will transform it into a fearsome monster of giant proportions. Best for its former master if he has always treated it well, for the animal will remember old grudges and can attack with the strength and speed of a sabretooth tiger!

If a man swallows the pearl, his eyes immediately begin to shine with azure light and smoke gushes from his mouth. His body grows and twists and darkens, until within minutes he has become a Black Dragon. All memory of his former life is soon lost. Then he ascends to the heavens and the long cycle of spiritual awakening must begin again....

Elven paraphernalia

This standard equipment of Elven manufacture are 'common' magical items. They are most easily bought in Algandy, where the forests are all but infested with Elves—but even here availability (see p. 134) is only 5% per month, and purchase costs will be twenty times that of the man-made equivalents.

Elven cloaks are usually green, sometimes black or russet-brown. They make the wearer more difficult to notice when he is standing in shadows or woodland. A human wearing such a cloak gets a +3 STEALTH bonus, and when camouflaged against a forest background will never be seen by a non-Elf below 2nd rank.

Elven boots assist their wearer to move swiftly and quietly. Worn by a human they give a +3 STEALTH bonus (*not* cumulative with the effect of an Elven cloak) and allow him to traverse forested terrain as though it were open country (i.e. a movement rate of 25 miles a day—see p. 211).

Elven bows confer skill at archery. A human who has an Elven bow adds 2 to his ATTACK score when shooting with it.

The reader should understand that these items are not what give Elves their special abilities. An Elf dressed in man-made clothing and carrying a normal bow would still have his stealth and archery skill. Elven paraphernalia is magical by virtue of the fact that it was made and used by Elves—the 'faerie folk'. When used by a mortal, some of that faerie magic rubs off.

The Ghosts of the Magi

These are five small luminous objects that hurtle through the night sky above Krarth. With a good eye they can be variously seen in other regions also, but it is above Krarth that they are brightest. The peasants of Krarth believe them to be the spirits of the five greatest original magi, cast into the upper heavens by the Blasting of Spyte (see p. 156). The five are known by these names: Red Death, Blue Moon, Plague Star, Gift Star and White Light. The Krarthian peasants believe they will come into conjunction above Spyte in the year 1000AS, whereupon the gates of that deathly city will be hurled open. Astronomers of Khitai or the Ta'ashim lands, where the world is known to be round, could possibly map these moons' orbits and calculate any conjunction—though this has not been done.

Hand of Glory

The bodies of those who died by violent means are often sought out by practitioners of necromantic sorcery. Violence and hatred charge the corpse with strong magical forces. One item that makes use of such forces is the Hand of Glory, the severed and dried left hand of a suicide. If a candle is placed in the fingers and bound in place with strands of human hair, it gives off a wan light that only the hand's maker can see by. If lit and carried into a house or castle by night, it prevents sleeping characters of lower than 1st rank (i.e. those not belonging to an adventuring Profession) from awakening. The Hand of Glory will burn for about fifteen minutes and can be extinguished only by blood, milk or holy water.

In principle, anyone who knew how could make themselves a Hand of Glory. No spells are required, as the dead body already contains the necessary magic by reason of its unholy death. Few people *do* know how to make a Hand of Glory, however. This kind of learning is rarely found in the monastic libraries of Legend. Moreover, the graves of suicides are difficult to locate. Like murderers they are buried in unconsecrated ground. But whereas a murderer will at least be buried at the point where two roads meet to make the sign of the cross, a suicide's sin forbids even that. He will be placed in an unmarked grave by the wayside or in the woods. The raw material needed for making a Hand of Glory is not easy to come by.

Helgrim's Hand

History does not tell us how this item came to be made. Used for many years by the legendary Helgrim the Warlock, it has acquired his name by association. In its normal state, the Hand is a bulky gauntlet of silvery-grey metal with a large blue gem set into the back. When it is put on, there is a moment of intense agony as it welds itself to the wearer's hand. When this has passed, the Hand will actually be a part of the wearer, having transformed the hand within to living metal. It can only be removed by amputation, or if the wearer is slain.

Helgrim's Hand is so powerful a magical artifact that it possesses a kind of sentience—which, some myths say, is the spirit of Helgrim himself. It can completely dominate a character of 1st–3rd rank and exerts strong influence over a wearer even as high as 6th rank. Wherever possible it will try to lead its wearer into extreme danger, intending that he should either become powerful and experienced enough to fittingly wield its power, or else die in the attempt.

The Hand is bulky. A Sorcerer or Elementalist who wears it has a 5% chance of miscasting any spell he tries. It throws the wearer slightly off balance, causing the loss of 1 point from EVASION. A right-handed character must fight with his weapon in the other hand, because the Hand is too heavy to swing accurately. This results in a penalty of −1 to both ATTACK and DEFENCE. (Note that *all* Sorcerers are left-handed. The chance of other characters being left-handed is about 15%.)

Despite these disadvantages, Helgrim's Hand is a useful possession. It has a number of functions which are used by expending 'charges'. The Hand continually replenishes charges by drawing energy from the cosmic flux, thus regaining one charge each Combat Round (10 charges per minute) up to its maximum level of 100 charges. The various functions are as follows.

Illumination: This creates a zone of light in a 5m radius around the user. This light does not negate the chance of surprise. Illumination costs 1 charge per Combat Round to sustain.
Survival: This is identical to the Mystic spell of the same name (p. 93), except that it costs 1 charge per round.
Allseeing Eye: Again, this is like the Mystic spell (p. 91) and costs 1 charge per round that it is sustained.
Protection: 2 points are added both to the user's Armour Factor and to his MAGICAL DEFENCE score. Use of this power consumes 2 charges per round.
Levitation: This gives the same effect as the 7th-level Mystic spell (p. 93), at a cost of 4 charges per round.
Lightning: A crackling discharge of electrical energy can be unleashed from the gem in the back of the Hand. This can be used in any of three modes, and each use (in whatever mode) costs 10 charges. In focused mode, the bolt can strike one target within 5m; it has a SPEED of 15 and inflicts 7d6 HP damage if it hits. In standard mode it strikes 1–4 targets within 10m; it has a SPEED of 14 and inflicts 4d6 +4 HP to a character who fails to evade. In diffuse mode it can strike 1-6 characters within 15m; its SPEED in this case is 13, and the damage for a successful hit is only 2d6 +4 HP. In each case, the target subtracts his Armour Factor from the damage roll.

Any or all of these functions can be employed simultaneously, but only one can be activated in any given Combat Round. Once activated, a durational function (i.e. any except Lightning) continues automatically every round until the wearer cancels it.

There is one final property of the Hand that makes it quite difficult to obtain. When its wearer is killed, it immediately vanishes. Its inherent magic instantaneously transports it to a large treasure hoard somewhere else in the world, there to await discovery by another who would use its power.

The High King's Cauldron

This silver cauldron was given to the High Kings of the Madhir race[1] by their Elven gods. Though far too large to carry about on adventures, it is an item of extraordinary power—perhaps the greatest of all magical items. It has the property of returning the dead to life.

Even if only a small fragment of the slain character remains, perhaps no more than a tooth or one finger-joint, the cauldron can resurrect him. The fragment must be placed in the cauldron at the solstice or equinox, as the last rays of the sinking sun disappear before the night. One man or woman, a comrade of the character, must keep watch over the cauldron all night, but whatever sounds or lights come from it he/she must not lift the lid and look within. To do so would be to risk insanity, as well as undoing the enchantment and cursing the renascent character to eternal death.

The vigil ends at dawn, when the slain character emerges from the cauldron completely restored to full vitality, with none of his powers or faculties diminished. But there is one drawback. The Elves, having no souls themselves, made no allowance for the soul in the spells with which they made the cauldron. A character brought back from the dead in this way has lost his soul—he will not reflect in a mirror, nor can he walk upon hallowed ground. Nor can he be restored to life in the future by spells or potions.

The High King's Cauldron functions on only four nights of the year, as mentioned above.

The Immortal God-King

In times so ancient as to be beyond present-day reality, the stately empire of Kaikuhuru spread like a tapestry of gold and silk along the banks of the Isis....

Jasmine-scented night breezes stir the fronds of tall palms and waft between the elegant tents of Pharaoh's encampment. An imperial falcon takes flight, stark for a moment against the swollen moon. It is a night such as only the desert knows, where a million stars glimmer through limitless dark.

Imref Kharid is Pharaoh in these far-off times. We see him with his courtiers and high priests: a tall, imperiously handsome man in gilt-edged sable robes. Two long jewelled daggers hang from his belt. We know this is no soft, lazy, comfort-seeking monarch. Imref Kharid has just slain his predecessor and ushered in the IXth Dynasty by force of arms. The Xth Dynasty will soon replace him, as the fragments of history that have come down to us through the millennia tell a tale of betrayal and lost causes. One of these men whom we see Imref Kharid addressing in our dream—one of these men will turn against his proud lord. An army general, Khorhepsha, will be placed on the throne he has lately won. Assassins wrapped in black will come for Imref Kharid: not two or three silent skulkers, but a horde of bloodthirsty cutthroats. He will barely escape with his life. He flees into the desert and draws a sandstorm about him like a cloak, stinging the eyes of his enemies and taking him beyond the reach of mortal men. How it must canker in the breast of this proud warrior, that he departs his empire like a common thief! His words seem to echo to us through the gulf of a million scorching desert days, a million velvet nights: 'I shall not rest till the usurpers are scattered to the nine winds and I sit again upon my rightful throne.…'

The unimaginable years hurtle past like pebbles. We are again in the present day. Western knights storm the citadels of the Ta'ashim, forcing them back from the walls of the holy city, Ibrahim, and carving the Principalities of the Crusade in their wake. Unified by this threat from without, the Ta'ashim empires cease their doctrinal squabbles and unleash their deadly *harbiyan* horsemen. A gruelling war stretches across many years and spells the death of good and bad men on both sides.

Some Crusaders tell stories now of a stranger who lives on the desert fringes. Sometimes when a knight is wounded or set upon by Ta'ashim warriors, this stranger comes out of nowhere and hurls himself like a demon into the fray. He seems of the Ta'ashim race himself, yet he slaughters his countrymen without mercy. Once he has slain or driven off the Moors, he may help the knight back to within sight of a Crusader fort. But he never speaks, this stranger with his suncracked lips, and his eyes are like the distant stars of a Kaikuhuran night. He

1 *The Madhir were the ancient inhabitants of eastern Ellesland.*

departs as mysteriously as he came. He seems to be but a mirage, a fancy cooked up in the baking brains of many a lost and frightened soldier. He wears robes of black and gold and fights with two jewelled knives, and in the Crusaders' barracks they call him 'the Immortal God-King', and wonder why he hates the Ta'ashim so.

The Masque of Impenetrable Deceit

The mage Yashantu, renowned for his wiles, served several Imperators of the Selentine Empire as an emissary and spy. By his power of cloaking himself in a *seeming*—an indetectable illusion—he could pass wherever he wished.

A residue of Yashantu's illusion-magic remains even today in the mask he always wore to conceal his true face. The mask is of ivory and gold-filigreed alabaster upon which the shape of three coiled serpents is picked out in flecks of topaz. A magic-user who wears it can activate its properties by expending power equivalent to a 4th-level spell (i.e. a Sorcerer, Elementalist or Warlock pays 4 Magic Points; a Mystic makes a 4th-level Psychic Fatigue Check). The mask then causes its wearer to look, smell, sound—and even feel!—like any other character he wishes to impersonate. Another character must look very carefully to see through this illusion, and even then the chance is only 1%. The effect can be Dispelled or Terminated like any normal 4th-level enchantment. Otherwise it has a duration of three hours. The wearer can cancel it before this time by removing the Masque. To sustain the illusion for longer than three hours, or to change his disguise while the Masque is operating, he must expend more spell-energy.

Nostro's Boots of Striding

Nostro the Miracle-Worker, demihuman mage of Selentine Ellesland, made these enchanted boots from the skin of an Elven lord. They have the characteristic of allowing whoever wears them to travel rapidly and tirelessly across any solid terrain. The wearer can move at 18m per Combat Round—a swift, unflagging jog. He can even go to sleep and the boots will keep striding, taking him where he wishes to go. He can cover some 160 miles in one day. The boots do not assist in crossing marshes, rivers or sea.

The Onyx Prowler

This is a little mannikin of luteous onyx jointed with metal rings. When a silver stud on its forehead is touched, the mannikin comes to life. It understands commands spoken in Ancient Emphidian, its main function being to spy or steal for its master. It has a STEALTH score of 26 and a PERCEPTION score of 20. (Treat its vision as elfsight—see p. 123.) It can pick locks and climb as an 8th-rank Assassin with Pick-lock skill (picked twice), Climb Skill (picked twice) and Reflexes of 18. It will always attempt to avoid combat, as it is too small to use any weapon—except perhaps a poisoned needle. It has DEFENCE 15, EVASION 7, Armour Factor 2 and 2 Health Points. It moves at 16m per Combat Round.

Once activated, the Prowler will function for three hours. After this time it again becomes a lifeless mannikin. Without specific orders to the contrary it will break off its mission and start back to its master after two and a half hours. If asked to spy for him, it returns to deliver an account of what it saw. It uses the Ancient Emphidian language, of course. The report will be constructed out of a number of standard phrases stored in its crystalline brain. These are the phrases it was taught by the unknown wizard who created it. It has hundreds of these phrases—a complete command of basic Emphidian—but cannot add to them. Thus it cannot report on specific matters. A report might be something like: 'Three men met. One wore red. One was a warrior. They discussed military logistics. The one in red... disagreed with the others.' It could not give the names of the men it spied on, the names of the fortresses or countries discussed in their plan, or a detailed explanation of why the men failed to agree. In general, the GM should assume that the Prowler's reports will only convey about 75% of the details it observed.

Each time the Prowler is activated, some of the magical life-energy stored in it is used up. When it is first acquired by a character, the GM should roll 2d6 to determine how many 'lives' it has left. Once the character has used it this number of times, it becomes no more than a simple onyx doll.

Places of magic and mystery

The world of Legend abounds with haunted ruins and underworlds. The fortress of Sa'aknathur has already been mentioned, as have the fused remnants of Spyte and the crumbling Citadel of the Shadow-

lords. Another area of interest is the Trickster's Hall, a *staefheall* built to gigantic, even godlike, proportions and said to lie somewhere in the mountains of Thuland. A host of other rumours recount the famous places of ancient treasure: the desert pyramids where the God-Kings of Kaikuhuru sleep in death; the Garden of Columns, the titan Shab-ad-Din's elaborate henge, where some of the standing stones are said to be the vitrified bodies of careless adventurers; the marvellous Tower of Brass, which is located in the gnat-infested mire known as the Swamps of the Jinn; the lost city of Rakundus, outpost of the Selentine VIth Legion in the grasslands of the far south; the Temple of Faresh in the mountains along the Marazid coast—this temple is said to be walled with gold, and its towers and undying guardians flicker with a blue fire; the creeper-clad ruins of the Mungoda jungle, etc., etc.

A few other antique places may be described in more detail. Skulldance Castle, in the Sleetmarsh, is so named because those few who escaped its gates have been unable ever to find it again. It has even been suggested that this dingy, brooding edifice moves at random through the mists of the swamp. This may be mere superstition; the castle is the home of Cathedron[1], and may just be well hidden, or warded from unwanted attention by a cloak of his sorcery. Based on a few more-or-less reputable accounts, it seems that Cathedron's spirit has outlived his physical body and still holds dominion within Skulldance Castle. If true, this is almost certainly due to the power of his Ebon Staff, an occult device he plundered from the demonlord Feshtis in the fourth century AS.

Alaflak, the stronghold of the Marijah cult, is described here for want of a more appropriate section in which to mention it—though swarms of Marijah assassins inhabit this secret citadel, and only an adventurer of extraordinary bravery or madness would think to venture there. Alaflak is an elusive place. It may be located somewhere in the mountains east of Ta'aqan, in Opalar, but many believe it has no physical existence in this world. Alaflak, built in seven concentric rings corresponding to the seven Elements of Ta'ashim philosophy, is reached through

1 Cathedron the Unbidden, one of the seven 'Eternal Wizards' of Legend whose number also included Sa'aknathur, Torso the Necromage, Chang the Stormrider, and (possibly) Imref Kharid.

Jh

the Nine Gates of the Winds: secret invisible 'doorways' which enable the Marijahs to confound their foes by coming and going as they please.

All adventurers know of the Tombs of Kala, a famous underworld below the city of Chalidexor on the Emphidian island of Kaxos. Pillared halls, bewildering tomb-and-temple complexes, marble galleries, and dusty corridors stretch for miles underground, descending in levels of increasing danger—and the greater the danger, the greater the possible treasure! Some parts of the underworld are flooded and must be explored by boat. A murky radiance still shines from nowhere in the deepest levels, a last vestige of the power of long-dead sorcerers. With sword or scroll at hand, parties of adventurers tread warily along the echoing passages and masonry-strewn chambers. One may come across a subterranean courtyard where the splashing waters of a fountain are frozen forever, an unchanging tableau where each water droplet hangs like a diamond in the air. Another chamber might contain a series of burnished copper mirrors wherefrom the faces of Ancient Emphidian sages still speak to passers-by. Beyond that, catacombs bring us to a vast hall ringed with telamons; delicate simulacra dance a slow, unending pavane without realizing that the music of their masters faded fifteen centuries ago. A hundred unexplored passageways lead on from here, and each might take a party to unimaginable wealth—or the way to dusty death.

Legend has many other such sites beyond the boundaries of the map in this book. Khitai has many underworlds, as one would expect of so venerable an empire. The folktales of Minj speak of the Drifting Pavilion of the Mystagogue, which floats through the skies and which only an enlightened Adept can ever hope to reach. In an isolated wayside inn among the mountains of Batubatan, one can hear fireside tales of Gungun the Witch, a horrid entity who skulks about her hut of human bones—or of the Sacred Vistas of the Moon, a place within the heart of the unscaleable Mount Tlingat. It is impossible to voyage among the rough barbarians of the Eastern Steppe without hearing their (doubtless embroidered) tales of treasure vaults and empty citadels far out across the plains. Sailors bring back the myths of Yamato and still more distant shores: of castles of living coral rising from the ocean depths, of ghost-hulks whose rotting timbers creak with the weight of stolen gold, of lights that seem to mark out submerged cities, of islands patrolled by unliving monsters, of exotic ports full of dark pleasures and deadly perils, and of comely wenches who dance on the grey waves and entice poor mortals to join them in flickering palaces built from stormclouds.

Sa'aknathur (SAh-ahk' nath-UR)

This is the 'Millennial Sorcerer of the West' to whom Ancient Kaikuhuran texts refer. He was said to be able to call ships to him by the power of the winds, splitting them and taking their rich cargoes as a gull feasts upon a snail. Even the Kaikuhuran wizard Chefru, who served nine pharaohs, respected his might and paid him a toll of three Demon Names. He lived on the Grey Rock, an island in the Sea of Lament, and could lower the sea around the strait to expose jagged reefs, thus controlling sea traffic to neighbouring ports. In latter days he no longer commanded this power, but was still vexatious to shipping until slain c.450AS by Hunguk the Pirate-King. His ruinous fortress still stands and has never been fully explored.

Sa'aknathur's Marvellous Cabinets

These two large cabinets are made of mahogany from the Eastern Steppes and decorated with numerous copper bosses. They were supposedly constructed by the legendary wizard of the southern sea. They can be used as a teleportation system: a character who steps into one of the cabinets will instantaneously be transported to the other. There is no range limitation, but it is only the character himself who is transported—all his possessions, including clothing and weapons, are left behind in the first cabinet. Each use of the cabinets uses up one magical 'charge', of which they will have 1-100 when found.

One of the cabinets is rumoured to lie in the storage vaults of the Knights Capellars at their headquarters on Sandraust Island. The whereabouts of the other is uncertain, though a location somewhere in the labyrinth beneath Sa'aknathur's ruined fortress seems probable.

The Seven Arrows of Athgeld

Athgeld was a famous outlaw of Ellesland who was given seven magic arrows by his mentor, Nunn o' the Yeth. Six of these arrows had the property that they would hit and kill whatever they were loosed

at. The seventh would veer in mid-air in order to strike dead the man who shot it.

A character who finds and uses the arrows is indulging in a sort of 'Russian roulette'. The Games-Master rolls every time one of the arrows is shot, to determine whether it is in fact the cursed arrow. There is no way to find this out without actually using the arrow—*Oracle*, Sixth Sense, etc., give no information one way or the other. Each arrow can be used only once and then loses its enchantment.

It is not known if any of the arrows were ever actually used by Athgeld, but history records that he died of a spear-wound, so certainly he never shot the cursed arrow.

By some accounts, Nunn was a wise Mystic who lived in the woods and befriended Athgeld, teaching him his skills in the use of bow and psychic force. Other sources personify him as the Devil, horned and cloven-hoofed, and state that the seventh arrow will claim the archer's soul as well as his life. The reader is left to choose for himself between these two versions of the tale.

The Spear of Screaming Souls

This appears to be an ordinary spear of black iron with indecipherable engravings along its haft. In combat it counts as an ordinary +1 magical weapon. However, if it deals the death-blow to a human character it then draws his psychic essence—his spirit—into itself. The wielder can call upon spirits caught in the Spear to aid him in moments of peril. The action of calling upon them takes one Combat Round, and the spirits will take form 1–4 rounds after that. The spirits of characters below 5th rank fight as Skeletons, characters who were 5th–8th rank in life are represented as Ghouls, and those of higher rank return to unlife as Wraiths. Notwithstanding the creature stats used, all spirits held and summoned back by the spear appear as ragged, half-glimpsed images like shadows seen through smoke.

When the spirits are released by the spear, the wielder must roll to see if they obey him. This is determined by taking the wielder's rank, adding 1d20 and then subtracting 2d10. The final result is the highest rank among the spirits who will do the wielder's bidding. Any spirits who were a higher rank than this when alive will turn on him. Suppose that Eshmiel, current owner of the spear, calls upon its entrapped spirits. In life, two of these characters were 3rd rank, one was 5th and one was 8th. Four shadowy spirits thus appear to hear Eshmiel's entreaties. Eshmiel himself is 6th rank; his d20 roll is a 12 and his 2d10 roll is an 11. So 6 + 12 − 11 = 7. All except the spirit who was once an 8th rank character will thus do his bidding.

Once called forth, the spirits will remain until a regular 2d6 Spell Expiry Roll indicates they vanish. They do not return to confinement in the spear when this happens: having been summoned again to this plane of reality, they are free to disappear into the afterlife.

Spirits caught in the spear remain trapped for a period of one week. If the wielder does not summon them in this time they depart automatically.

Only human characters can be trapped by the Spear of Screaming Souls. Nonhumans and animals can, of course, be killed with it—just as with any weapon—but their souls (if any) are not drawn within. While a character's spirit is trapped in the spear, he/she cannot be restored to life by *Resurrect* spells and the like.

Stygian Waters

The source of Stygian Water is the miasmic River of Despair which separated the realms of the living from the dead in ancient Emphidian mythology. Few adventurers will ever gaze upon that black river—except perhaps when they finally come to cross it. But the world of Legend is a magic world, where the substance of old myths sometimes spills over into reality. Fonts and pools filled with Stygian Water can sometimes be found in the darkness of underworlds. Although it does not respond to detection spells such as *See Enchantment* it can easily be identified: it deadens all sensation in any area of flesh it touches. It does not feel wet to the touch, therefore; if one dips a hand in there is only a momentary coldness. Nor can it be tasted.

Any part of the body that is immersed in Stygian Water becomes permanently invulnerable to normal weapons. The treated areas of skin become grey and unfeeling and will turn aside any blow from a nonmagical weapon, claws, talons, etc. (but not enchanted weapons or spells). It appears to be the perfect defence, but there is a risk. Immersion in Stygian Water can cause death, the chance of this increasing with the body area that is immersed. A character who bathes in the water must specify how much of his body he is immersing. For game convenience this percentage should be a multiple

of ten—10%, 20%, etc.—and the chance of instant death is equal to 25% plus the percentage body area immersed. A character who tried to immerse 70% of his body would thus have a 95% chance of dying on the spot! A character who survives this perilous bath is partially invulnerable. Whenever he is struck by a nonmagical weapon, he rolls percentile dice to see if the blow actually hits a treated area of his body, in which case it is negated.

One should not bathe more than once in this magical liquid, as a second immersion is invariably fatal.

Historical note: Magister Praetorius, a notable wizard of the Selentine Empire, built for himself a completely invulnerable undead warrior by using an amalgam of fragments from several immersed bodies. A series of events brought the wizard and his monster to the Rymchaeld Sea, where they were cast adrift on a raft. The monster turned upon its creator and continued to vent its mad rage on his lifeless body until the biting cold froze it into immobility. Centuries later it was found by mariners and taken south whereupon, being undead, it reanimated and began to maraud unchecked along the Mercanian coast. It was finally slain by Hraefgahl Stormrunner who, taking his cue from the trickster-god Loge, left it drugged meat and then drove his spear down its throat as it slept. Its innards were not invulnerable.[1]

Travellers' tales

In any world which has not been thoroughly mapped, strange stories of distant lands will be rife. Legend is no exception. Of course, magic really works in Legend. This means that many such stories actually turn out to be true. But the GM should always remember that a 'realistic' campaign is best—too many incredible things spoil the game. When the player-characters are picking up rumours in taverns or from old adventurers, season those rumours with plenty of half-truths and whimsy. Many travellers will have found that if they tell the most outrageous lies they can invent, people are more in awe of their exploits than if they told the bald truth. Much of what the player-characters hear will therefore be misleading. For instance, some tales are told of Ascians, people who cast no shadow. This story began with the plain fact that in the far south on the equator, people cast no shadow at noon. With retelling, the story became more fanciful. Now one often hears of these Ascians—apparently soulless, they are forced to serve the shamans who keep their shadows in sealed huts. This is not true, but arose when a sailor misunderstood what a colleague told him about the Ascians' religion.

Another tale often told concerns the Arachnanths, a race of spider-folk inhabiting the upper reaches of the Mungoda River. Some versions of the tale describe these creatures as having the bodies of men but with six hairy arms and a spider-like head. A different version claims that the people of this region are not hybrids, but normal men who are enslaved by a race of giant spiders. When the spiders wish to go hunting, they climb onto a man's back and ride him like a steed. Those who favour this theory believe that the 'manspider' legend derives from an explorer having caught a brief glimpse of one of these spiders riding its human slave.

There are many other half-truths and fables to be heard: of the acephalous natives of the tropical islands of Adamastor (probably a garbled account of orangutans), the fierce women warriors who once dwelt in mountainous Emphidor (certainly based on a satirical statement by the Ancient Emphidian philosopher, Cathanalides), the gleaming phantoms who dance in the sky above the Rymchaeld Sea, the glimpses of the Infinite Paradise that a thirsty men may see when staggering, close to death in the Kaikuhuran Desert, and of the carnivorous undergrowth of the Mungoda.

Furthermore, in a world like Legend the division between myth and reality is neither clear-cut nor constant. One man's lie may become the next man's folktale—then the belief of a whole generation. If sufficient people believe something strongly enough, it may slip into the real world. To cite one case: a learned scholar would realize that stories of Centaurs were originally based on a prehistoric encounter between horse-riding pastoralists and incredulous hunter-gatherers. To the hunter-gatherers, our scholar might say, it must have seemed that horse and rider were a single beast. A logical view—except that Centaurs definitely do exist, as countless adventurers who have visited the Gonhala Plain can attest. Logic alone is not enough, in the strange world of Legend.

1 This story is told in the Saga of Hraefgahl and Hanori. It may be that the drug was supplied by Loge as one would not expect an undead creature to succumb to any earthly draught. No reference is made to this, however, in the Saga.

The Wendigo Pelt

Hunters from the Isle of Yggdras brought back this pelt after an expedition across pack-ice and through the Svartgard Forest. It is a large and heavily furred pelt, but completely unblemished as though just a scrap of a very much larger coat. The celebrated authority Nagonto Qua examined it and pronounced it to be part of the mane of the Wendigo, an arctic demon, which the demon must have lost in battle against some other monster of the northern wastes. The pelt is grey-white with a faint tinge of blue. It exhibits several magical properties. These are listed below, and there are probably many other powers that have not yet been discovered.

A character who stands on the pelt and speaks the secret names of the Four Winds (to be found in several of the ancient texts of Krarth) will be transported across vast distances in the blink of an eye. The pelt will take one character to any place he specifies, setting him down on open ground within 15 kilometres of the exact spot. It will do this only on nights of the new moon.

Another of the pelt's effects is metempsychosis, the moving of souls from one body to another. If two human characters go to sleep together under the pelt, they will awaken to find they have exchanged bodies (or exchanged minds, depending on one's viewpoint). This property was discovered by chance. Llaria the Seeress and her bodyguard Gunthur the Red apparently used the pelt as a coverlet. When they woke, the barbarian found himself in the woman's body and Llaria was startled to see she had the iron thews and bristling beard of her brawny lover! Naturally they redressed matters as quickly as possible by sleeping under the pelt again on the following night.

The third known property of the Wendigo Pelt is that one who wraps himself in it will know whenever lies are spoken. It has this property at all times.

The last of the pelt's magical effects works only when the moon is full. An Air Elementalist who stands on the pelt as he casts a durational spell will find that spell lasts until daybreak. This applies to one spell per character.

The Whispering Hat

Any thief would be pleased to own this black felt hat, which operates without expending magical 'charges' or the like. If turned inside out and placed in front of an arch or doorway, it gives rise to an unreal translucent figure. The figure has the vague shadowy outline of a tall man in a spreading cloak and wide hat. It does not move or fight, being merely a visual manifestation of the spell the Whispering Hat casts. Even the loudest clamour and shouting is muffled by this spell so that from the other side of the arch/doorway it can be heard only as a faint susurration—hence the name.

The Witch-Baubles of Kao

These rounded pebbles of green-and-blue jadeite were brought back from the Isle of Kao, an offshore province that the Khitan Empire had forgotten it possessed. Captain Glathook, who found them, reported to his employers in Ferromaine that the shamans of Kao believed them to be sacred relics of the god Nkel-Nkar, Who Recites the Cosmos. In the mythology of Kao, this all-knowing god had been blinded and his million jade eyes scattered throughout the world. The stones Captain Glathook's men called 'witch baubles' were supposedly the eyes that had fallen on Kao.

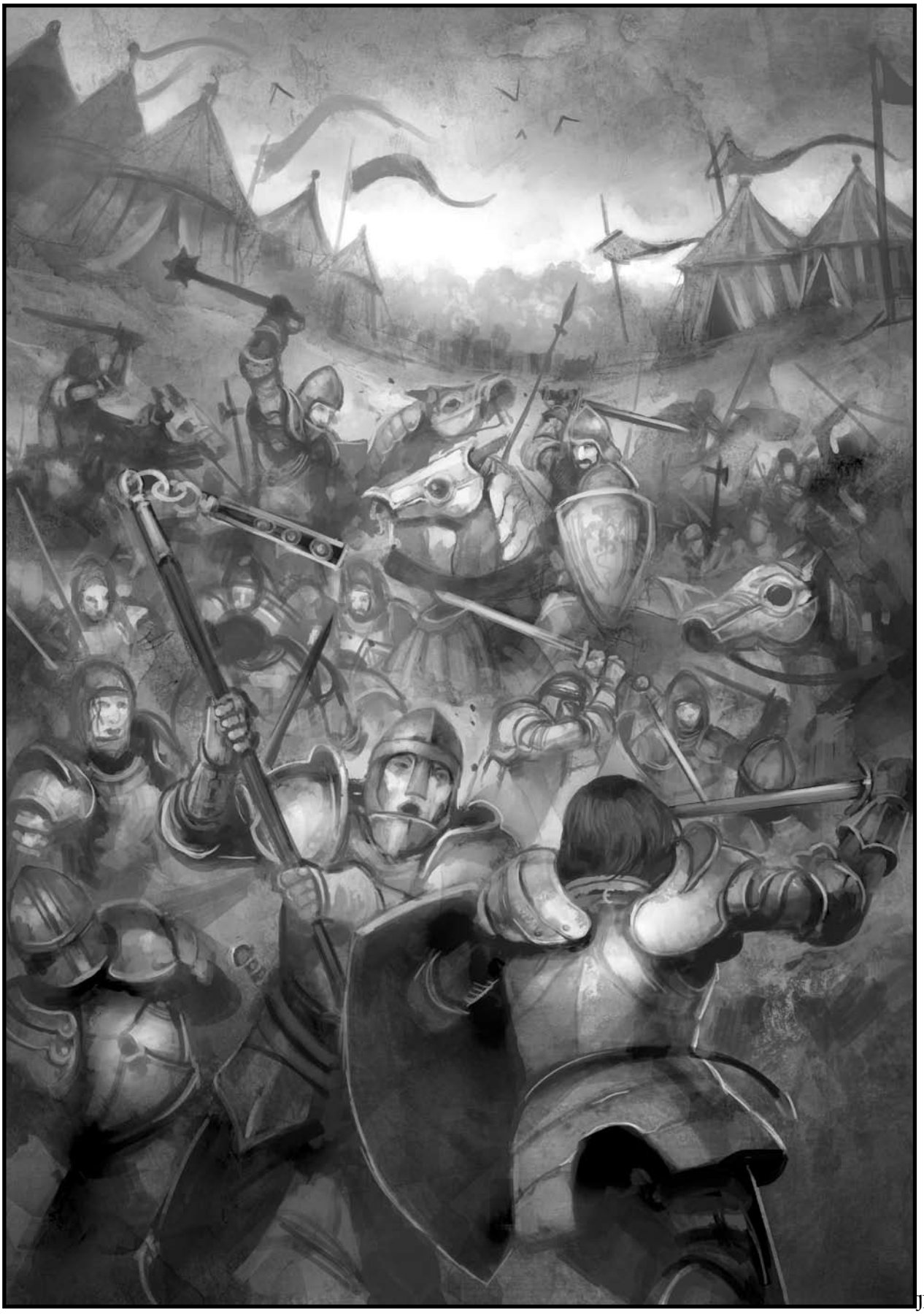
Originally a set of sixteen, several were lost before the collection came into the hands of Prince Lorquilo, the present owner. For years no one realized what magic power they contained, but when Lorquilo's court-sorcerer examined them he was quickly able to give a full account of their function. Each bauble stores knowledge of a specific spell. If their owner belongs to a magic-using profession he can draw on that knowledge to cast the spell even if it properly belongs to a different spell-canon. One of the baubles, for example, was found to hold the *Intangibility* spell; Lorquilo's sorcerer was able to cast this (at a cost of 8 Magic Points) though it is normally available only to Mystics.

The baubles have a secondary benefit which their owner gains whether or not he is a magic-user. When attacked by one of the spells specific to the witch-baubles, he adds +2 to his MAGICAL DEFENCE. This only applies, of course, to direct-attack spells (see p. 75).

The witch-baubles respond to the aura and personal power of the person who possesses them. If their user is 10th rank or higher they will float in the air at his mental command and trail along behind if he walks away without them. Their effects apply as long as he is within 3m—if forcibly moved beyond

this range they fall from the air and will respond to the next character who touches them. If their user is of 6th–9th rank he can make use of their power within the 3m range but they will not levitate around him. A character of 5th rank or lower must actually be in physical contact with the baubles in order to use them.

(It is left for the GamesMaster to determine what spells are present in any witch-baubles the players find. Usually spells will be 4th–8th level, with a scattering of lesser or greater conjurations. The Mystic/Sorcerer/Elementalist/Warlock spell-canons are represented in the ratio 4/1/2/1 because of the proportions of such spell-casters among the shamans of Kao. Presumably the spell in a witch-bauble could be changed in some way—like re-tuning a radio! Characters who think of that will have to devise a plausible means of doing so.)



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Chapter 16

Living in the Lands of Legend

THIS CHAPTER GIVES more information about the cultures, languages, and traditions of the Lands of Legend.

Languages

For simplicity of play, it is assumed that a character's command of a language can be categorized into one of three levels:

Basic: At this level the character knows almost nothing of the language—just a smattering of vocabulary at the very most. By wracking his brains he may be able to remember the words for 'hungry', 'cold', 'mercy', etc. (Roll under Intelligence on 1d20 to see if this is so—or else tell the player a few made-up words and see if he really can remember them.) Grammar is quite beyond him.

Intermediate: At the second level the character is fairly conversant with the language. He can follow anything said to him (perhaps misunderstanding it only if the GM rolls a 20 on 1d20), and can make himself understood most of the time. Simple concepts ("You wait here by the door and see that no one enters") can always be communicated, and more difficult sentences involving careful grammar ("I think that he would have done that if I had not been about to do this") will make proper sense if the character rolls under his Intelligence on 1d20.

Fluency: This is the third and final level. The character can now think in the language. Apart from his accent (less noticeable if he learns the language when young), he could be taken for a native. Extravagant and courtly speech does not necessarily follow from this. If the character learns the language from a foreign monk he will speak it in an educated and upper-class manner. If he picks it up by living in the back streets of a foreign town, he will learn a lower-class way of speaking.

Learning a language

There are two ways to learn a language: employ a tutor, or live among native speakers. (Actually, the ideal way is to combine both methods.) The former method is more expensive but is also more reliable; if you are dumb, you might never figure out the language from day-to-day usage. In order to learn how to write you must have a tutor.

All languages are categorized according to how difficult they are to learn. Elleslandic has a large vocabulary but its grammar displays few irregulari-

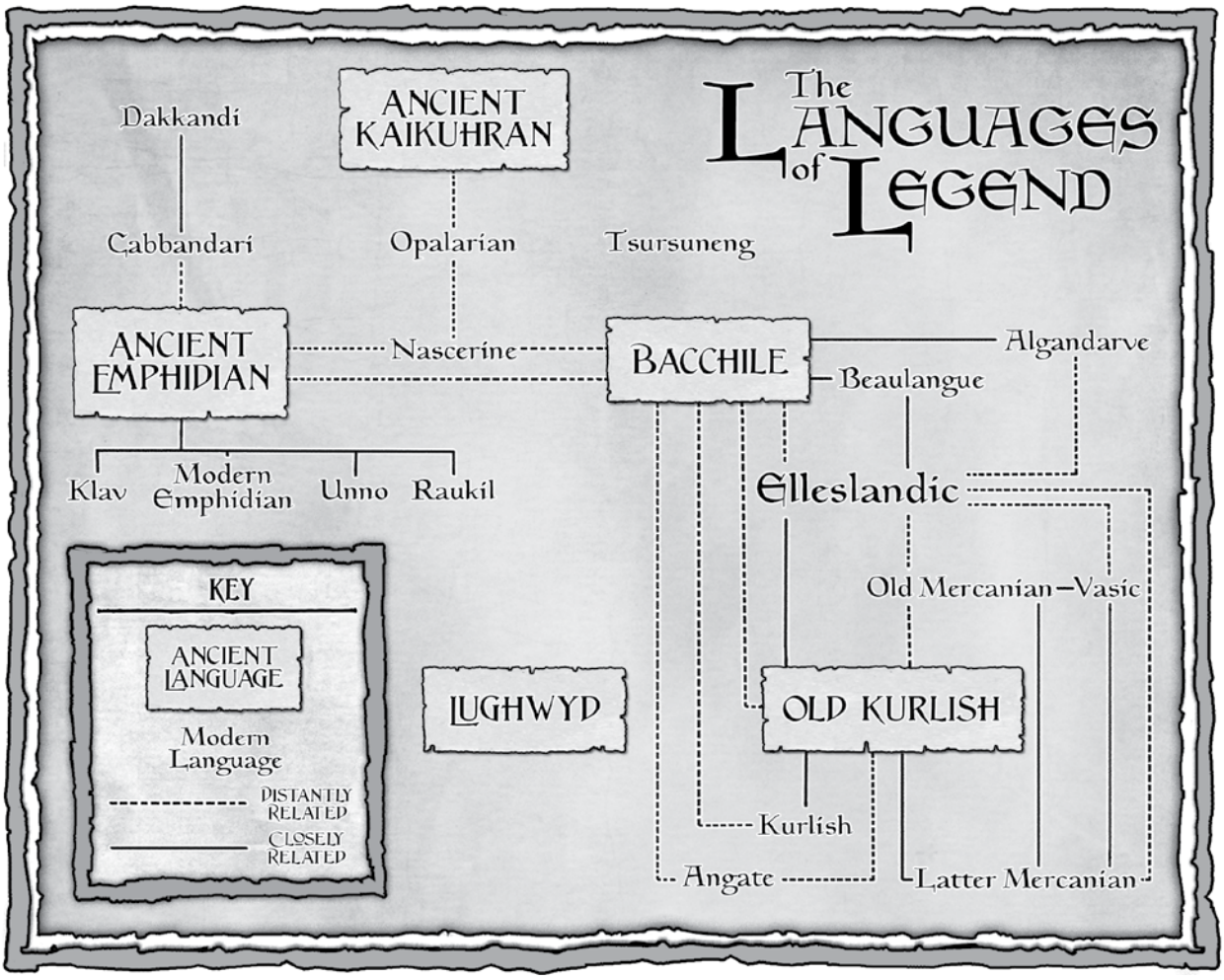
ties and it is consequently undemanding. Bacchile has many convoluted constructions and words that must be declined, making it an arduous language to master. In the extreme, the Tsutsuneng tongue of Khitai, with its dependence on word order, pronunciation and even pitch, is a very challenging language for most westerners. These are the degrees of difficulty:

SIMPLE	Coradian traders' argot
UNDEMANDING	Elleslandic: Latter Mercanian; Nascerine; Visic; Algandarve, Angate; Beaulangue
COMPLEX	Old Mercanian; Opalarian; Bacchile; Kurlish (Old and modern forms); Lughwyd; Emphidian; Low Cabbandari; Dakkandi; Klav; Unno; Raukil
ABTRUSE	Tsutsuneng; Ancient Kaikuhuran; High Cabbandari; Etya'be'yely

Languages are often related, and knowing one language helps when it comes to learning others that are similar. The way in which the various languages are related is set out in the Languages of Legend diagram below.

The effective difficulty of a language is reduced by one step if it is distantly related to another language that the character already knows. If it is closely related its effective difficulty is reduced by two steps. The advantage is less if the character is not fully fluent in the first language; a small table is perhaps the best way to show this:

Relation between languages	***First language already known to…*** *Intermediate*	*Fluent*
Close	One step easier	Two steps easier
Distant	No advantage	One step easier



Example
Torlon, a merchant of Albion, wishes to learn Visic so that he can expand his trade into Thuland. He is of course fluent in Elleslandic (his native tongue), and since the two languages are distantly related he can study Visic as though it were a simple language.

The procedure for learning a language can now be explained:

Learning from a tutor
A tutor must first be found. 'Tutor' in this context does not have to mean a professional instructor—any native or fluent speaker of the language will do, so long as he is prepared to devote his time to teaching the character. His fee will depend on what he could be doing if he was not teaching the character. A humble sailor from the Ta'ashim lands will expect rather less than a silk-robed merchant from the same region. The availability of tutors varies so widely that it must be left to the GM. As a rule, tutors are easiest to find in bustling cities (particularly ports) where people from many different countries come to trade. The ideal is probably to learn from another player-character.

The time taken to increase by one level in the language (i.e. from no knowledge to intermediate or from intermediate to fluent) is as follows:

SIMPLE language	three months
UNDEMANDING language	six months
COMPLEX language	one year
ABTRUSE language	one to six years (roll 1d6)

This assumes at least four hours a day can be devoted to studying and practising the language.

Special note: Ancient Kaikuhuran and Lughwyd are 'dead' languages with no spoken form. A character who studies either of them will automatically learn the appropriate script (Qemor Hieroglyphs or the Kell alphabet). This takes no longer than learning a spoken language—the time spent becoming familiar with the scripts replaces the time that would be spent learning pronunciation.

Learning by usage
Living among foreigners is a great way to pick up their language. If you can't make yourself understood you will end up going hungry, and sheer necessity is a hard taskmaster. Unfortunately this method is not always very reliable. You may learn a smattering—just enough to point at things and say "How much!"—and never acquire the grammar.

Every two months the character lives among native speakers of the language, he gets to roll d100. The percentage chance that he will increase his command of the language by one level is as follows:

SIMPLE language	70%
UNDEMANDING language	30%
COMPLEX language	15%
ABTRUSE language	6%

These figures are modified by Intelligence: −10% if the character's Intelligence is 5 or less; −5% if this score is between 6 and 8; no modifier for an average score of course; +5 % for a score in the range 13 to 15; +10% if it is 16 or more.

Combined method
The best way to learn is to engage a tutor at the same time as living in a community where everyone speaks the language. This way you can put whatever you learn each day to practical use. The character gets to roll d100 as under 'Learning by Usage' above, but this roll is made every six weeks rather than every two months. Moreover, even if the rolls have failed it will never take the character longer to improve his knowledge of the language than the times listed for normal tutorial improvement.

Example
Torlon has decided to live in Hakbad for a while in order to learn Nascerine. He rents a small rooftop apartment overlooking the spice vendors' market. After a day or two he meets a haughty Ta'ashim scholar who offers to tutor him. Turlon's Intelligence is 13, so his chance of picking up the language by everyday usage is 35%. Because he is also being tutored he makes the roll after every six weeks. Even if he somehow fails the roll three times in a row, however, he will automatically acquire intermediate command of the language after six months (the usual period for tutored improvement).

Ancient languages

Reading old manuscripts is about the only way for the people of Legend to learn about the past. Monks take an abiding interest in ancient languages for this reason. Adventurers are also interested in old manuscripts—but usually with a view to discovering important myths and maps that could lead to treasure. Most well-educated people speak Bacchile

(the language of the Selentine Empire) and in this sense it is a sort of 'lingua franca' among learned adventurers.

Kaikuhuran is not spoken today—no one knows how the ancient hieroglyphs should be pronounced—but it is useful for those wishing to explore the pyramids of the pharaohs. Ancient Emphidian is rarely spoken except by fussy old pedants, but it is similarly useful when one delves into the labyrinthine ruins of classical Emphidor.

Other 'dead' languages include Old Mercanian, Old Kurlish, Lughwyd (not spoken), and the Millennial Song, the lilting tongue of Ancient Batubatan.

Modern languages

The following are the major languages of present-day Legend:

Language	*Where spoken*
ELLESLANDIC	Cornumbria, Albion
VISIC	Thuland, Ereworn, Glissom
LATTER MERCANIAN	Mercanian Coast
CABBANDARI	Krarth, Kingdom of Wyrd
DAKKANDI	Yggdras
ALGANDARVE	Algandy
BEAULANGUE	Chaubrette
KURLISH	Kurland, Asmulia
EMPHIDIAN	Emphidor
ANGATE	New Selentine Empire, Ferromaine League
OPALARIAN	Opalar
NASCERINE	Zhenir, Marazid, Harogarn
ETYA'BE'YELY	Eastern Steppes (various tribal dialects)
KLAV	Molasaria
UNNO	Hudristania
RAUKIL	Analika

It is unnecessary to detail the diverse tongues of smaller ethnic and racial groups—the Wembun dialects of the Trackless Ooze, Bakkatun (the language of the Gnawing Waste), the various language-groups of the Mungoda River peoples, etc.

Special languages

Arcane

All Sorcerers know this language, derived from chants and spell-formulae handed down from ancient times. Because it is tied directly to real physical effects (a Sorcerer knows when he has his pronunciation right because only then do his spells work) and is spoken by demons and spirits, it has hardly changed in thirty centuries. Old magical papyri left in the pyramid-tombs of Kaikuhuru can be read and used by the Sorcerers of modern times.

Unsurprisingly, Arcane differs from all other languages. It is intended for unleashing and controlling occult forces, and everyday concepts cannot be expressed. Two Sorcerers from opposite corners of the world could use Arcane to discuss their theories of magic, but they would be hard pressed to discuss rising prices or taxation. The nature of the language, in fact, does not allow for simple unequivocal statements.

The written form of Arcane is quite straightforward, and any Sorcerer above the level of novice can read all texts without difficulty. Understanding what he is reading is another matter. The 'grammar' and vocabulary of the language build up in layer upon layer of increasing complexity, so the Sorcerer has little understanding of the higher forms of Arcane until he has increased his knowledge of the underlying magical principles. This explains why a Sorcerer of 1st rank can read a scroll of *Resurrect*. He knows how the words must sound and can recite them, even though he has no idea of their meaning (any more than you or I would understand a passage that we read aloud from an academic textbook on sub-nuclear particle physics).

Special note: Mystics, Warlocks and Elementalists do not have their own professional equivalents of Arcane. Mystics cast spells by the direct action of their inner self upon the real world. Elementalists command the powers of nature through main force of will. Warlocks recite their spells using the language in which they were taught; some words of Arcane are incorporated, but the proper somatic gestures are the most important factor in Warlock magic.

Coradian trader's argot

The merchants of the Coradian Sea have developed this simple tongue for bartering with one another. It can be used to haggle ("I'll give you 200 florins per keg"), to specify quantities of numerous products ("I'll take all your stock of silk/wine/corn/timber..."), to point out deficiencies in a cargo ("This brandy is tainted with vinegar!"), to arrange rates of interest ("Pay me by the end of the month, or I'll want an extra 50 florins per day after that") and even to make insults ("Your tongue is a warty protruberance that is slimy with lies").

Literacy

Most people in the medieval world of Legend are illiterate. In order to be able to read and write a given language you must (i) know the language to at least *intermediate* level; and (ii) know the script in which it is written.

Learning a script

Learning to read is a question of interpreting scripts—alphabets, in other words. It is possible to know how to read a particular script, and thus interpret what the written characters might sound like, without knowing the meaning of the word in question. Elleslandic uses the Classic script also shared by many other languages, so a literate Elleslander travelling through Kurland, for example, would be able to read out a sign saying 'Hangistrare—Vo Boray' without knowing that this was Kurlish for 'Beware—bandits'.

Once a script has been mastered, the character will be able to read and write any language he knows[1] that uses that script. Essentially a script is a way of representing sounds on paper. Different letters may vary in their phonetic value[2] but it usually takes only a day or two to pick up the variations once one knows the script. Misspelling is not much of a problem because spelling will not become standardized until the invention of movable type printing in about three hundred years' time.

Scripts must be taught. They cannot be acquired by casual browsing. Tutors are considerably rarer and more expensive because literacy is not a major feature of the western areas of Legend. The various scripts (and time taken to learn them) are as follows:

Classic (six months to learn) is used for Elleslandic, Kurlish, Beaulangue, Algandarve and Bacchile. Its widespread use derives from the fact that it was the

1 If the character's command of a language is only intermediate then a d20 roll against Intelligence must be made when he tries to read or write something, just as when he is trying to understand the spoken form.

2 Compare for instance the pronunciation of the French 'faux-fuyant' with English 'taught', 'buy', and 'truant'.

EW

legislative script of the Selentine Empire. The sharp, stately figures of this script can still be read on the old villas and monuments erected in the time of the legions. The current form of Classic is very similar to the sort used then.

Nikkar Runic (six months to learn) is a spare, linear script that developed from characters cut into wooden plaques by the priests of old Mercania. It is used for Old Mercanian, modern Mercanian and Vasic.

Emphidian (nine months to learn) is used for the ancient and modern forms of that language. Some of its cursive figures can be seen in the sinuous, fluid alphabet of...

Jezant (nine months to learn), the script used for all Ta'ashim languages—Nascerine, Opalarian, etc.

Qemor Hieroglyphs are seen only in the tombs of the God-Kings of Kaikuhuru. This script was unwieldy and useless for practical purposes, and died with the Kaikuhurun language. Only tomb-robbers and some scholars can read it today.

Kell is used only for Lughwyd, the language of prehistoric Cornumbria.

Majestic (one year to learn) is the bizarre alphabet used by the magi of Krarth for the High form of their language, Cabbandari.

Khitai Pictograms (two years to learn) are an immensely difficult script to master. There is no phonetic scheme, so each pictogram must be memorized—and there are thousands. This script is used for Tsutsuneng and similar languages. In the land of Yamato, which lies beyond Khitai, it has been adapted into a more rational phonetic system.

All of the learning times given assume a minimum of four hours of tutoring a day. Note that there are certain languages (those of the north-eastern nomads, the primitives of Cosh Goyopë, etc) that have no written form. Also, there are two languages which no longer have a spoken form: Ancient Kaikuhuran and Lughwyd. These must be acquired from a tutor and the scripts (Qemor Hieroglyphics and Kell respectively) must be learned at the same time.

The Calendar

The calendar of the north-western lands differ slightly from our own, but for game purposes the differences are ignored in this book. Since much of the known world was at one time under the sway of the Selentine Empire, the old Reman Calendar of the Empire is still used. In this system, the standard year is 365 days long, with an extra day every fourth year to keep the calendar in line with the seasons. The year consists of twelve months, whose names of course vary according to the language one is speaking. These are the Elleslandic months:

Forst-monath Usually the coldest month, 30 days long. The working year begins with the first Syfsdae after Twelfth Night. This is a time when villagers make repairs to their houses and tools.

Thawian-monath 31 days long. Southern winds usually bring a thaw (winters are shorter than we know them), but often the chill on a thaw-wind is very bitter. This is the leanest time, as most of the winter supplies will be exhausted. Many die if the last harvest was a poor one.

Ploh-monath 30 days. The ploughs are brought out to break up the hard-packed soil.

Oster-monath 31 days. So called because Easter always falls in this month, but the precise date is derived from a lunar calendar and the procedure is known only to the Pontiff and his officials in Selentium.

Harel-monath 30 days. The seed is sown and the earth harrowed.

Eath-monath 31 days. With the coming of summer, sheep are shorn and manure (not a plentiful commodity) spread on the fields.

Waed-monath 30 days. The first Freyasdae of Waed-monath marks the celebration of midsummer. Most of the rites performed are pagan in origin.

Heorfest-monath 31 days long. The harvest is brought home, much cider drunk, and festivities enjoyed through the warm summer evenings.

Arn-monath 30 days. Most of this month's work is centred on the village barn, where grain must be threshed, tallied and stored.

Halig monath 31 days. Autumn leaves carpet the ground, a chill creeps into the blustery air. Preparations begin for the coming winter. Firewood and nuts are gathered, winter corn sown, animals killed and meat salted. Repairs must be done on the manor house if the lord is to spend the winter there. This work also takes much of the following month.

Bael-monath 30 days. The nights draw in and the working day is short. Villagers huddle by their hearths. Traditionally this is a time when darkling forces stalk the land, and the superstitious do not

venture out after nightfall. Bael-monath rarely passes without the first flurry of snow.
Yeol-monath 30 days (31 days if a leap-year). There is little work except for foraging and-repairs. Many animals will have already been slaughtered and the meat salted. Pigs forage for themselves through the autumn, so the older ones are killed now to provide fresh meat for the twelve-day Feast of St Stephan. The villagers also dine well on roast chicken, bread, cheese and mulled ale. They eat heartily, knowing that they must tighten their belts in the coming months.

There is no fixed length for the week. In Ellesland, Algandy and Chaubrette it is seven days, but Kurland retains the old eight-day week of the Selentine Empire. The Elleslandic days are:

Haligdae (the Sabbath)
Syfsdae
Tyrsdae
Wotansdae
Torsdae
Freyasdae
Boldursdae

(The correspondence to our own real-life week is of course deliberate—a measure of 'poetic licence' so that players will find the Elleslandic weekdays easy to remember.)

The passing of the years is reckoned from the supposed date of the Saviour's martyrdom. Using this as a basis, the present year is 993AS.[1]

Crime & Punishment

It is impossible in the space of one section to give much more than an overview of the laws that pertain in Legend. The following must be taken with this caveat in mind.

Because adventurers often tread close to the boundary between law and crime, complex legal cases may arise in the campaign. The GM should work with two basic principles in mind. First, the countries of this part of Legend are in an early feudal stage of development. This means that the most heinous crimes imaginable are those involving betrayal of one's liege lord—or (because feudal obligation works both ways) unfair treatment of a vassal. This has to be the case, as crimes of this sort strike at the very heart of feudalism. Crimes such as blasphemy and sacrilege are also dealt with severely, as the Faith is a cornerstone of the feudal state—it establishes the nobility's 'divine right' to rule.

Secondly, players will soon find that 'justice' in Legend is barely recognizable by modern-day standards. Extraordinary defences may be put forward and accepted. ("True, the man died by my hand. But 'twas my sword that must take the blame, fashioned as it was by the pagan hermit Bruno the Wild.") Guilt or innocence will more often hinge on one's skill with a weapon—or one's ability to pluck a poker from the fire without flinching—than on 'truth'. Hearsay or outright fabrication are admissable in court.

Only in the towns would a traveller from our own world see the beginnings of justice as we know it. The Guilds are more interested in fair trading and price controls than on the niceties of feudal obligation—and few guildsmen are handy with a sword, so their civil courts use juries instead of trial by combat.

There are six types of court: the King's Court, the Court of High Justice, the Manor Court, the Ecclesiastical Court, the Civil Court and the Market Court. We shall consider each in turn:

The King's Court is also known as the Circuit Court because the magistrates continually travel the length and breadth of the land. The purpose of this court is to try any freeman or townsman accused of a serious crime such as robbery on the King's highway, or murder. Formerly, cases of this sort would have been heard by the local lord or his steward, but all too often this meant summary judgements and harsh sentences—not just for the guilty man, but for his immediate family as well! Kings began to see that by providing the common people with a fair recourse to justice, they consolidated their own position as gracious rulers to whom all could turn.

In recent years, at least in Albion, this ideal has become tarnished. The King is too ineffectual a ruler to prevent his lords exercising their autocratic edicts. Many of the more ruthless lords apply inducements (both covert and open) to prevent people using the Circuit Courts. The system also depends on the Circuit magistrates being honest men, and in recent

1 AS = Anno Sancto, 'in the holy year'. Dates before the martyrdom are suffixed by PD, which denotes 'prior to deliverance'. Again we are taking liberties by translating the Bacchile and Elleslandic into Latin and English equivalents.

years this has not been so. In Albion many are now saying that "the saints sleep and Hadric nods on his throne". Often people choose the Manor Court (the devil they know…) rather than facing an arduous journey to town and a hefty bribe to get justice from the King's magistrates.

Most of the offences tried by the Circuit Courts carry the death penalty (usually by hanging).

The Court of High Justice exists to adjudicate grievances between a lord and his vassals. Any proven member of the nobility or gentry can apply to be tried under this court. If the defendant is a *vavasour*—a landed knight or minor noble—his case is heard by the other vassals of his liege. If he is a great lord himself, the matter is judged by an assembly of the other great lords who are his peers. In the latter case, the King or one of his representatives will preside.

If the case reaches an impasse, the plaintiff and defendant may wish to take their case to a higher authority. Trial by combat is arranged, using whatever armour and weapons they can both agree to. Each must swear an oath before God that he bears no talismans or rings, has imbibed no magic potion and will not call upon sorcery in the battle. They begin to fight at noon, and if the defendant is still standing at sunset then it is thought that God has judged in his favour—he is acquitted. In Chaubrette and Algandy, where decades of peace have bereft many a knight of his fighting spirit, a man may have a champion to fight on his behalf. This tends to make nonsense of the whole idea, of course.

A vassal who is shown to have betrayed his oath of fealty to his liege usually faces death by beheading. At the very least his lands are stripped away and he suffers the degradation of becoming a landless wanderer. At worst, his sons will be executed along with him. A lord who has not been true to his vassals may have to cede some of his lands. Very rarely (only after repeated offences and if the King is strong enough) he will forfeit the entirety of his fief.

The Manor Court, held in the great hall of the manor house (or sometimes in the church or by the oldest tree in the village) is where the lord or his steward deals with the affairs of the village and surrounding area. Misdemeanors are not the court's only concern, as this is also the place to discuss all village business. Decisions are made about when to sow and when to harvest, which beast to claim as heriot[1], whether to grant a serf permission to marry off his daughter, and so on.

All freemen of the village attend the Manor Court, which usually meets every six weeks. After attending to village business, grievances are brought to the lord's attention. A man may claim that the miller took too much of his grain (millers are proverbially the scoundrels of village life), that a serf shirked his duties on the demesne, or that his plough was vandalized and he believes his neighbour to be responsible. The lord consults with the freemen before passing judgement—and woe betide the serf or cotter who has transgressed against his betters!

If one freeman accuses another, the weight of opinion will usually decide the matter. If other freemen are unable to advise the lord, or if their judgements are contradictory, he may order the litigants to undergo trial by ordeal. In one form this requires the accused to take a stone out of a pot of boiling water. If the scald festers, God has pronounced the unfortunate fellow guilty. Freemen may also ask for trial by combat, though the lord is not bound to grant it. One of the litigants could be an obviously more capable fighter, and the lord will be aware that freemen rarely have the wherewithal or opportunity to hire themselves a champion.

The penalty applied by a Manor Court is usually a fine or a spell in the stocks. Fines or confiscation of livestock will hit hard in winter, so this is when villagers are usually on their best behaviour.

The Ecclesiastical Court has jurisdiction over any heretic, blasphemer or sacrilegist. In practice, since an unproven charge lays the accuser open to a counter-claim for slander, the wealthy and powerful are rarely summoned before an Ecclesiastical Court. Such courts also seem to attract trumped-up charges. If you have a rival whom you would like to get rid of, the best way is to bribe a few prestigious witnesses into branding him a heretic. This is a favourite tactic for a king dealing with an intransigent baron: if the heresy charge holds and the baron is excommunicated, many of his men-at-arms will desert him.

Additionally, a churchman accused of any crime may have his case tried by an Ecclesiastical Court rather than a secular one. The trouble is that Eccle-

1 Heriot: a death-duty applied to villeins. Technically, the lord claims the villein's best beast, but if he is a lenient man he will probably make do with a not-too-obviously mangy substitute!

siastical Courts are very lenient when dealing with secular offences, and even a church doorkeeper has recourse to them. Thus a great many men who are not legitimate churchmen almost have *carte blanche* to treat the law with impunity. In southern Albion, in fact, a man proves himself a 'churchman' before the law if he can read from the Scriptures in Bacchile (see p. 185).

Ecclesiastical Courts may use the death penalty (by burning or impaling) in serious cases, but usually do no more than demote the criminal in the Church hierarchy. If he bribes the right people even a heretic can get off lightly: an excommunication or anathema, rather than being burned at the stake.

The Civil Court, organized under the mayor and guildsmen of a town, deals with cases of theft, vandalism, dishonest trading and the like. It will usually impose a fine. In the case of a mugging or (still worse!) damage to property, the penalty is more likely to be mutilation—perhaps loss of an ear, eye or hand. Imprisonment is usually a last resort, to be used only when the case is outside the Civil Court's jurisdiction[1] and must wait for a sitting of the King's court. Keeping a prisoner costs the town money for food, guards, etc. If the King's Court is not due for a visit in the next month or so, the town council may decide their prisoner is not worth the expense. In this case they will probably arrange for him to commit 'suicide' in his cell.

The Market Court exists to deal on the spot with any offender at a market. A trader who dilutes his ale or short-changes his customers, faces a hefty fine or a day in the pillory. One who dodged the market toll would be expelled after having his forehead branded so all might know him to be dishonest. Only affairs of the market itself are dealt with, and any criminal offences are referred to the Civil Court of the town. Market Courts are usually scrupulously fair, as it is in the interest of all traders involved that they keep the trust of their customers. It is a waste of time offering a bribe—indeed, there is rarely the opportunity to do since all cases are heard immediately in full public view.

Any crimes committed by player-characters will probably fall under the jurisdiction of a Civil Court or the King's Court. The rules provided here apply to these courts. Other courts (especially the Manor and Ecclesiastical Courts) depend so much on trials by ordeal, circumstantial evidence and special appeals (i.e. bribes and blackmail) that they cannot be encapsulated in a few tables of rules. The workings of those courts must be gamed between GM and players.

1 *Crimes such as arson, smuggling or treason.*

Coming to court

There are quite a few steps to go through before a criminal is actually brought before a court.[2] These are set out below:

1. Does anyone witness the crime?
2. If there are witnesses, what do they do about it?
3. If tracked down and apprehended, can the felon bribe his way out of trouble?
4. If brought to court, can he bribe the judges?
5. If found guilty, what sentence will he get?

Witnesses

In some cases it is obvious that plenty of people saw the character commit his crime. If I walk into a goldsmith's shop in broad daylight, run the proprietor through and grab a handful of jewellery then I have probably been seen doing so by at least a dozen people. A roll is only made on the table below if the characters make some effort to avoid attention or if the crime is committed at a time or place where few people are about. If they just blunder about they are bound to be spotted.

Scene of crime	*Chance and number of possible witnesses*
Towns (busy area)	day: 95% of 2–12
	night: 45% of 1–6
Town (backstreet)	day: 60% of 1–8
	night: 30% chance of 1–6
Village	day: 85% of 1–10
	night: 15% of 1–3
Major highway	day: 40% of 1–6
	night: 5% of 1–2
Deserted area, wood, etc.	day: 25% of 1–6
	night: 1% of 1–2

2 *Generally, crimes openly commited by player-characters are the result of bad GamesMastering, bad role-playing, or both. The classic example is when the players take a dislike to an obstructive NPC, sneak into his shop/home late at night and kill him. This has to be considered as bad role-playing, because how often would a sane person murder someone out of petty annoyance, even in the turbulent society of the Middle Ages? Unless the player has made a consistent effort to portray himself as a psychopath, the GM would have to consider applying an experience-point penalty (around 10 points, say) for bad characterization. Hopefully this sort of heavy-handed GMing will not be necessary. Players should role-play because that is the fun of the game, not because they risk losing experience points if they don't.*

Note that this table gives the number of *possible* witnesses. These are people who stray upon the scene at the crucial moment and may or may not notice what is going on. The criminal is allowed a Stealth Roll to see if he goes unnoticed. For this, the GM must have PERCEPTION scores for the potential witnesses. He makes a d20 roll to see who they are:

	Normal man	*Ranked character*	*Guard militia*
Town	1–13	14–15	16–20
Village	1–18	19	20
Highway	1–17	18–19	20
Countryside	1–16	17–18	19–20

Normal men have a PERCEPTION of just 4. For ranked characters, determine their experience by rolling 3d6 −8, counting results below 1 as 1st-rank, and then refer to page 62. Members of the militia or town guard will usually be Knights of 1st–3rd rank, and will therefore have a PERCEPTION score of 5. The GM may throw in a high-ranking officer, of course, if the players are getting away with murder…

What do the witnesses do?

Militia and guards are employed by monarch, lord or town council to enforce the law. If they see someone in the process of committing a crime they will probably step in to arrest him. Ordinary men, on the other hand, want nothing so much as a quiet life and will generally avoid getting involved, though they might raise a hue and cry. Other ranked characters as indicated by the last table could be grand gentlemen or nobles—or just scurvy adventurers like the player-characters. Probably quite powerful, they will not hang back out of fear. Whether they try to stop the criminals depends on who they are and what they stand to gain.

	Do nothing	*Raise hue & cry*	*Extort chantage*	*Try to apprehend*
Ordinary men	1–6	7–14	15–18	19–20
Ranked characters	1–5	6–7	8–13	14–20
Guards or militia	1–2	3–4	5–6	7–20

The following modifiers are applied to the d20 roll:

Town	—
Village	−1
Countryside	−2
Night-time	−1
Witnesses outnumber felons by 2:1	+3
Felons outnumber witnesses by 2:1	(roll d8 not d20)

Raising a hue and cry will result in an irate mob chasing the felons. The size of the mob will depend on where this is all taking place. In the country, 1–8 foresters or peasants will gather wielding staves, pitchforks, axes or ploughshares as appropriate. In a village, the mob will consist of 2–20 freemen, serfs and cottars. The freemen will all have swords and stout longbows; if the felons try to escape into the surrounding countryside they may form a 'posse' to pursue—and send at least one man to fetch the lord and his knights. A hue and cry is most successful in a town, where it will quickly generate an angry group of traders and workmen at least 8–80 strong.

Chantage is 'hush money'. Witnesses approach the felons (either straightaway or later on when they think they've got away) and demand payment not to go to the authorities. Only one of the witnesses will actually approach the felons, usually with the traditional line, "My friends know who you are; if anything happens to me…" The actual sum demanded as chantage is up to the GM. It will depend on how much the witnesses think they can get. As a guide, assume perhaps 25 florins in the case of a mugging, 50 florins for a theft, and 100 florins or more for a murder (according to who the victim was).

On-the-spot 'fines'

If a felon is cornered by soldiers or members of the town guard there is a chance they will levy an on-the-spot fine (actually a bribe) not to take him in. The chance of this depends on three factors: the seriousness of the crime, the honesty of the militia, and the chance they think they have of making an arrest. Faced with a group of reasonably well-armed adventurers they would prefer to take a bribe rather than risk their necks in a fight.

If the characters have a chance to offer a bribe, they must make the minimum bribe appropriate to the crime. If they offer less, the militia will just take the bribe and then arrest them anyway (unless they look too tough). Minimum bribes are roughly as follows:

50 florins for a minor crime such as mugging or picking the pocket of an unimportant person (villein, town menial or riffraff).
100 florins for a more serious crime such as stealing from or mugging a freeman or townsman—or killing an unimportant person (a cotter, riffraff or charcoal-burner).
300 florins or more to ignore a very serious crime. These include smuggling, theft or destruction of a lord's property[1], killing a freeman or townsman, damaging Church or town property, etc.
500 florins or more for a heinous crime—treason, rioting, arson, attacking a member of the gentry or nobility, killing a member of the militia[2], etc.

The GM first decides on a Bribe Rating for the militia, according to the guidelines below. The *lower* the Bribe Rating, the more honest they are:

Type of militia	*Bribe rating*
Pressed levies	10
Town militia	7
Noble's men-at-arms	5
Soldiers of the King	3
Elite troops[3]	2

To see if the bribe is accepted, the GM rolls 1d20. If the score is less than their Bribe Rating, the militia take their pay-off and let the characters go. The following modifiers are applied to this roll:

−4 if the felons outnumber the militia by 3:2 or more
−2 if the felons outnumber the militia by up to 3:2
+1 if the militia outnumber the felons by up to 3:2
+2 if the militia outnumber the felons by more than 3:2
−1 if twice the minimum bribe is offered
−2 if three time the minimum bribe is offered
+5 for a heinous crime
+3 for a very serious crime
−1 for a minor crime
−1 if in a town
+1 in a village
−1 on the highway or in the countryside

Note that a roll of 20 (before modifiers) always indicates that the bribe is refused. In this case the militia are just managing to choke back their rage. Any further trouble, and the felons will probably not live to see the gaol-house!

1 This covers poaching, and also the murder of a villein.
2 Not technically a 'heinous' crime as far as the law is concerned, but soldiers usually reserve their own brand of 'rough justice' for someone who harms one of their own comrades. When feelings run high, a large pay-off is required.
3 e.g. the Knights Capellars, often charged with enforcing the law in the Principalities of the Crusade.

'Reasoning' with the judges

It is still possible to squirm out of trouble after being arrested, but it costs a lot more. In order to bribe the judges and court officials, the character must have access to them. This is easy if the character is a person of some status—a noble, priest or well-to-do merchant. Characters of more lowly standing will have to bribe their gaolers to arrange a meeting, and this costs 50 florins regardless of the crime. A Bribe Rating for gaolers is irrelevant; they always take whatever they are offered, then a d6 roll is made:

1d6 roll	*Result*
1	gaolers pocket bribe and do nothing.
2–3	gaolers pocket bribe and later beat the character up to get any more money he has.
4–6	gaolers accept bribe and arrange for character to meet a court official as requested.

Assuming the character gets access to the judges, he may attempt to bribe them. Ideally this should be phrased in a way that does not force the judge to acknowledge the payment as a bribe. (For example: "Ah, Lord Jathurno, I understand you will be officiating at my trial. I regret this misunderstanding has brought me into a public court, and I am making you a small gift to recompense you for the trouble my rash actions have caused." To which one would hope the worthy Lord Jathurno to reply: "Your gift is magnanimous, sir. It shows a noble heart, and I perceive that many false accusations have been levelled in this case. I think you need have no fear, as I am now inclined to view the charges against you as a tissue of mischievous nonsense….")

The *amount* that must be offered to judges for a successful bribe is *ten times* the sums listed above for bribing militia. The minimum bribe to get off an arson charge would thus be 5000 florins. Each multiple of the minimum amount gives a 25% chance that the character will be found Not Guilty. Returning to the example of a charge of arson, a bribe of 15,000 florins would give a −75% modifier to the chance of conviction.

Apart from bribes to the judges, other factors have some influence on the trial's outcome. These are summarized in the Chance of Conviction Table on the next page. The base chance that the character will be found Guilty (before applying any modifiers) is (5d20)%. Once all bribes have been paid and all modifiers tallied, percentile dice are rolled for the court's verdict.

Jh

Chance of Conviction

Factor	*Modifier*
Base chance	+(5d20)%
Bribe to judge	–25% per minimum bribe
Minor crime	(2d20 –30)%
Serious crime	(2d20 –20)%
Heinous crime	+(4d10)%
Reputable eye-witness testimony	15% (+ or –)
Accused is innocent	–25%
Accused is only an accomplice	–10%
Accused is a foreigner or riffraff	+20%
Other factors	at GM's discretion

The procedure may be clarified by an example. Emek, a barbarian from Cosh Goyopë, is with a group of colleagues in Ferromaine when they start a backstreet brawl. A man is killed. Later the militia track Emek to his hostelry—a Mungoda native is not difficult to trace in Ferromaine! Emek tries bribing them, but he does not realize that the man whom his colleagues killed was a younger son of the Senfriti family. His 300-florin[1] bribe is woefully inadequate for such a crime. The sneering militia captain takes the money and then roughs up Emek for his impudence before frog-marching him to gaol.

Languishing in his cell, Emek is visited by his colleagues. Among the people of his race, honour and loyalty are paramount. He will not rat on his friends even though it means taking all the blame himself. His colleagues pay out a few routine bribes to get him better food and treatment, and also contact the magistrates with an offer of 5000 matapans. This is duly accepted.

The case comes to trial. The GM begins by rolling 5d20 for the base chance of conviction: a score of 31 indicates that things stand initially in Emek's favour. The bribe given by Emek's colleagues and adventuring partners reduces this to 6%. Random factors amount to an additional 4d10% in the case of a heinous crime (greater and more exact than for lesser crimes, where not so much care is taken over the evidence), and this roll brings the chance of conviction to 36%. Emek's colleagues are not prepared to testify as witnesses, of course—but an officer of the militia saw the crime and gives evidence against him. So far the total chance of conviction is 51%.

The fact that Emek was only an accomplice (in

1 Actually 300 silver matapans, this being the coinage of the Ferromaine League.

fact, his friend Dunston struck the fatal blow) works in his favour, but is more than countered by the fact that he is a foreigner—a 'savage' in the eyes of the Ferromainians.

The final conviction chance comes to 61%. Rolls of 01–61 on percentile dice will indicate a Guilty verdict. The GM rolls a 58: "While not all the evidence has been clear-cut, it is the opinion of this court that your barbaric instincts got the better of you and, along with person or persons as yet unidentified, you did slay Master Marco Senfriti following a dispute over a young woman. As you have obstinately refused to name your accomplices, I have no choice but to devolve the entire burden of blame upon your shoulders. It is the sentence of this court…"

Note that a percentile roll of 01–05 *always* indicates a conviction. Luck works more rarely in a felon's favour, but a roll of 100 is always Not Guilty.

Passing sentence

Sentence depends on the crime and on the criminal. If Master Marco Senfriti had been murdered by one of his own well-to-do cronies rather than a barbaric stranger, the court might have been more lenient. If Emek had stolen a loaf of bread instead of killing the son of a Ferromaine notable there would be no threat of execution.

Two factors determine the court's sentence. The first is the relative status of felon and victim. Find both of these on the list below and subtract the felon's status from the victim's status:

Social class	*Status number*
Nobility[1]	8+
Gentry[2]	6–7
Craftsman	4–6
Professional	5–6
Tradesman	4
Menial[3]	3
Freeman	5
Villein	3
Cottar	2
Rifraff, outcast, barbarian	1

Applying this system, we find that Emek has Status Number 1 and his victim, being a younger son of the Senfriti family, counts as Status Number 7. His sentence category will thus be found on the column labelled '+6' of the Crime Status Matrix, at the bottom of this page.

Obtaining the appropriate letter from the matrix, we can now pass sentence[4]:

A Death (hanging, drawing and quartering)
B Death (hanging or beheading) *or* Life Imprisonment
C First offence: Mutilation (loss of eyes and one hand)
Second offence: Death (burning)
D First offence: Mutilation (loss of one hand)
Second offence: Blinding
Third offence: Death (hanging)
(continues on next page)

1 This includes city dignitaries such as Guild Masters, even if they are not strictly speaking members of the nobility. High positions in the clergy (bishoprics, etc.) are usually held by nobles anyway.
2 Lesser city dignitaries and church officials are of this status regardless of birth.
3 Except for militia, who are counted as Status Number 4.
4 If the judge took a bribe but did not deliver a Not Guilty verdict, he will probably commute the sentence by one step.

CRIME STATUS MATRIX

	Status differential (victim's status minus criminal's status)												
Crime	*–6*	*–5*	*–4*	*–3*	*–2*	*–1*	*0*	*+1*	*+2*	*+3*	*+4*	*+5*	*+6*
Treason[1]	A	A	A	A	A	A	A	A	A	A	A	A	A
Arson	F	E	C	C	C	C	B	B	B	B	A	A	A
Rioting	B	B	B	B	B	B	B	B	B	B	B	B	B
Murder	F	E	D	D	C	C	B	B	B	B	B	A	A
Rape	F	F	E	E	D	C	C	C	C	B	B	A	A
Smuggling	B	B	B	B	B	B	B	B	B	B	B	B	B
Vandalism	G	G	F	F	F	E	E	E	E	D	D	D	C
Theft	G	G	F	F	F	F	E	E	E	E	D	D	C
Mugging	G	G	F	F	E	E	D	D	D	C	C	B	B
Pilfering[2]	H	H	H	G	G	G	F	E	E	E	D	D	C

1 A very high noble found guilty of treason may *suffer merely exile or life imprisonment. This depends on the resources he can bring to bear (huge bribes and so on).*
2 For convenience, 'pilfering' is considered to be a theft of under 30 florins.

E First offence: Public Flogging (80 lashes)
Second offence: Disfigurement (loss of ears/nose)
Third offence: Mutilation (loss of hands)
F First offence: Public Flogging (40 lashes)
Second offence: Flogging (80 lashes)
Third offence: Gaol (2–20 years)
G First offence: Public Flogging (20 lashes)
Second offence: Flogging (40 lashes)
Third offence: Gaol (2–12 years)
H First offence: Warning and Fine (50 florins)
Second offence: Pillory (1–6 days)
Third offence: Branding
Fourth offence: Gaol (1–6 years)

It is always possible to get a Mutilation or Blinding sentence commuted to a Public Flogging and a fine of 1000 florins. By paying a fine of 500 florins, one can get a sentence of Disfigurement commuted similarly. Any other sentence (*except* death!) will be waived altogether in return for 500 florins.

Paying over an additional 1000 florins to the court will usually mean that the conviction is struck from the record. That means that a subsequent conviction will then be treated as a 'first offence', and this is the get-out clause for a number of well-off habitual criminals (such as Flodorien Sentapolo, a young bravo guilty of regular petty offences around Ferromaine.)

After sentence has been passed, the GM should always allow player-characters a few days (while waiting for the executioner to arrive, or whatever) in which to organize an escape attempt.

Wargames

"Spring is with us again," wrote the warrior-monk Ethmund of Jarrelbury. "The flowers blossom, the birds sing, the land is sweet with God's abundance. Gather to your lords, O knights! Churn the soil with your horse's hooves! Break your spears on the enemy's breast, spill streams of blood across the ploughed fields. Exult in the glory and the honour of war!"

It is clear from these words that the ruling class (into which Ethmund was born) see war as more than just a means to extend territory and fill empty coffers. It is their whole way of life. A gentleman is trained from earliest childhood in the martial arts. By a relentless curriculum of bruising stave fights, hunts, steeplechases and archery contests he grows to adulthood—his body hardened with muscle and accustomed to endure aching wounds, his mind trained in the tricks and stratagems of battle.

Life in a cold, grim castle has scant pleasures. Hunting, feasting and falconry are the knight's entertainments. (To this list we can add, in a few wayward cases, roistering among the peasants. Not infrequently a villein's son will bear a curious resemblance to the lord of the manor.) The cultural diversions that a well-to-do merchant may enjoy in the larger towns and cities are unknown in the country. It is hardly surprising that when there is no military campaigning to keep them busy, knights find outlets for their boredom—games of war that not only relieve the tedium but also enable them to keep their warrior skills honed.

Games such as the tourney and the joust probably had their origins in disputation (see p. 211) and skirmishes 'for fun'. These activities evolved out of the knightly spirit, and were combats in deadly earnest even though free of rancour. But there are areas where it seems that war is going out of fashion. Decades ago the lords of Chaubrette, Algandy and the coastal principalities of Kurland were constantly at one another's throats. Barely a year would pass without one old grudge or another erupting into war. Livestock and slaves would be taken; smoke would go up from the peasants' crofts. But a number of factors have begun to change the age-old ways.

The increasing strength of centralized government and reliability of law means that disagreements can often now be settled judicially, by petitioning the King. Developments in farming (the yoke and three-year crop rotation) have led to greater prosperity, so the need for war is less. Many nobles now have a vested interest in peace, as they are beginning to dabble in mercantile activities and have found this even more profitable than their traditional source of revenue (the land). The typical motive that usually drove a lord to war was to seize land from his neighbours, but trade flourishes in safe, untroubled times. A lord who starts a war will find his trading overheads going up—he could end up poorer, even if he wins the war. Lastly, many of the more troublesome and belligerent knights have been safely enticed away from civilized lands, having found their own form of heaven in the endless campaigning of the Crusades. Now these countries[1]

1 Until recently it would have been possible to include Albion in this list—at least the southern shires of Albion, rich in agricultural land and undisturbed by Mercanian raids. But King Hadric's weakness changes matters. The trend has reversed; the barons have begun to war again.

have become relatively peaceful and are entering their age of high chivalry. The tourney and the joust have become formalized games, with specific rules to minimize the risk of injury.

The tourney

Tourneys take the form of a battle in miniature. A host of knights gather at a meadow. They may send out a general announcement to take on all comers, or the tourney may be a regular event. The Fay Bridge tourney, in Ellesland, has become virtually an annual fair. When many knights have gathered there are days of feasting and plotting. Knights who have heard of another's prowess may seek him out with a challenge to single combat—and old scores may be settled, either in open combat or through the services of an assassin. After several days an area of meadow is fenced off to form the lists. Any knight may ride into the lists, heave about him with sword and spear as he wishes, and ride out when he needs to rest or rearm.

If a knight can down a foe or force him to cry 'craven', he may demand a ransom. The amount will have been prearranged at the start of the tourney, when an exact formula measuring the worth of a man's ransom against his status will have been agreed. The sum will typically vary from some 500 florins (for the poorest and humblest knight) to 5000 florins or more for a great noble. Strategy as well as simple weaponskill plays its part, of course, and bargains are often struck in advance. You may ally with Worstan the Wild to bring down Bretwald of Klavaynall and agree to split the ransom—but beware, for Worstan might get together with Bretwald before the lists and arrange to double-cross you!

The climax of the tourney is the *mêlée*. This is like the lists, but there is no boundary to the battle zone. A hundred knights may divide into five factions of twenty men each and ride into combat. Most are quickly unhorsed and the affair soon turns into a series of skirmishes as each group finds others to fight. As before, diplomacy is important and groups may band together or suddenly split apart as some of their members switch allegiance at a prearranged signal. A knight who flees may be pursued into woodland or open country. If he is caught he must stand his ground or surrender and suffer parole. (Honour forbids a second escape attempt after one has surrendered.) If he can evade his pursuers until nightfall then the mêlée ends and he can return safely, with his reputation a little tarnished but his wealth intact.

In the heat of battle, tempers rise. The idea is to take an opponent for ransom, but deaths do occur—especially in the mêlée. One factor that discourages this is the payment of *wergeld*—a sum that must be paid to a knight's family by his killer if he is slain in the lists or the mêlée. Wergeld is usually the same sum that the knight would have been worth for ransom. Sometimes an indignant knight will refuse to pay up, claiming that the accident was the other's fault, and the deceased's relatives will then usually take up the matter. This is one of the many ways that grudge fights may be spawned. A knight who slays another in agreed single combat is not liable to pay wergeld. It applies only in the press of lists or mêlée, where frayed tempers and over-exuberance might otherwise lead to wholesale slaughter.

Virtually anyone may participate in a tourney. A horse and a suit of armour are all one needs to establish one's credentials. In practice this usually means that only Knights and Barbarians take part. (Barbarians are uncouth, but Knights do not object act because pitting yourself against a berserk Barbarian is a good test of nerve and skill.) Theoretically a Warlock, Sorcerer, etc., could take part—but these Professions are very rare, and if they feature at a tournament it is likely to be behind the scenes (*Cursing* your opponent before he enters the lists or whatever) rather than mucking in on horseback. An open display of magic would be frowned upon, to say the least. A Warlock who thinks it is great fun to unman five bold Knights with a *Pacify* spell obviously does not know the meaning of the word 'vendetta'.

The joust

This is a much more civilized affair. Gloriously coloured pavilions are set up before the grand white battlements of a wealthy nobleman's castle. Pennants flutter in the breeze. Splendid in their livery, bright shields sparkling in the sunlight, knights parade on proud chargers vying for a lady's favour. Riffraff are excluded. You must have been born into the gentry or nobility to take part. Common soldiers who have been knighted for distinguished bravery or some other vulgar reason are *not* permitted.

In fact, this exclusive ruling is the unattainable ideal. It operates only in Chaubrette and southern

Albion, where the ruling class do not want their pride (or hauberks) dented by the professionals who 'do the rounds' of jousts for a living.

In other parts of the world it is usually possible to get into a joust as long as you have the prerequisites—horse, armour and lance. Rough-hewn gentry of Kurland have no incentive to exclude low-born opponents, for they have not themselves yet been softened by prosperity and peace. The hellraising knights of the Holy Realm will joust with all comers on the fields of Crescentium. Danton of Breyberg was said to call on the Devil himself to take up his challenge, but history records that it was a swarthy Ta'ashim warlord, jocularly accepting on the Devil's behalf, whose spear-point found Danton's proud heart.

Noble entertainments accompany the joust. There is feasting and drinking, usually *al fresco* amid the pavilions like a modern barbeque. Balladeers evoke the halcyon days with their epic tales. Older knights may watch the vigorous activities of the youngsters with a wry gaze, then go off to their falconry. Dashing knights woo fair damsels with suave gentility, according to the precepts of courtly love. In the far southern kingdoms the scene may be slightly different—the Ta'ashim call to prayer goes out from minarets through the velvet dusk, heady fragrances waft from the hookahs, and dancers in jewels and silk perform for the assembled warriors.

As at a tourney, there will be some grudge fights to decide who has wronged whom, or who is the mightier. These battles are outside the normal sphere of the event, and are frowned upon by most of those present.

Who attends the event?

When a joust or tourney takes place in the campaign, the GM first needs to determine how many warriors are participating. This is typically given by a roll of 10d12 +10, though the number may then be adjusted up by as much as 100% in a populous area or if the event is a well-known one (e.g. the Fay Bridge tourney mentioned earlier), or down by perhaps 50% in a remote rural area.

This is just the number of actual participants—or potential participants—in the event. They will be lords (or chieftains) with their knights (or hallthanes). Each lord will be attended by 3–18 knights, so the GM can use this procedure to subdivide the participants into separate households. For instance, if a total of thirty warriors were attending, the GM might find that these were three lords accompanied by seven, nine and eleven knights respectively. Optionally, a few of those attending a tourney may be lordless warriors (not a highly regarded sort of person) or champions who choose to conceal their true allegiance and identity.

Along with the warriors themselves there will be many others attending—wives, daughters, servants, advisers, priests. The last is an especially important figure. The tourney should be a non-fatal (though hardly bloodless) affair, but God often wills it otherwise. Not many warriors would care to fight without their confessor near at hand. However, the priests who attend tourneys are usually monks, as the Church has forbidden its clergy to become involved because tourneys provide a too-popular alternative to the Crusade.

Along with these fine gentry and nobility there will be a host of hangers-on: entertainers, charlatan soothsayers who declare which days are most auspicious for fighting (for a price), armourers from nearby villages or towns who know there will be plenty of work for them, merchants who come to sell fine silks and furs to the ladies while their lords clash in the lists, and others. Some members of the more mysterious Professions may attend, openly or otherwise. This is best determined by the GM, but if a random procedure is needed then use the following guidelines:

15% chance of 1–4 Sorcerers (or Elementalists if the event is taking place in northern Ellesland or along the Mercanian coast). These will generally be court magicians who travel with a lord's retinue in order to provide healing spells and augeries as needed.

10% chance of 1–4 Warlocks, who will probably be taking part and may or may not choose to be open about their powers. Remember that the inner arcana of a Profession is *not* general knowledge as far as other Professions are concerned. The average Knight or Barbarian has no idea what a Warlock can do (i.e. player-character Knights and Barbarians should not cheat by looking at pages 38-40), and any remotely mysterious participant who seems unnaturally lucky at a joust may find himself accused of being a Warlock.

5% chance of 1–3 Assassins. These will appear to be typical attendees—minstrels, traders, acrobats, local woodsmen or whatever. An Assassin might even disguise himself as a Knight, but he will only be a nominal participant. His real reason for being at the tourney will be something sinister, of course.

10% chance of 1–3 Mystics. Members of this Profession come from all strata of the feudal society. Many are fiercely independent foresters or shepherds, but sometimes even a lord's son may be drawn to the Mystic Way. Those attending a tourney or joust will usually be younger sons (or daughters) of the presiding lord, or friends of the combatants.

As for the participating warriors themselves, the GamesMaster chooses their ranks (their abilities are on the tables on pages 117-120). Prestigious events such as that at Fay Bridge will attract participants of a higher rank than smaller local tourneys. Very few 1st-rank characters would be rash enough to take part knowing they might be up against the flower of the kingdom's chivalry. Once their rank has been established, each non-player warrior can then be equipped according to page 133. By reason of his wealth, a noble should be equipped as though he were three ranks higher than he actually is.

A lord will only take part in the event himself if he is at least 4th rank. In any case, he is under no obligation to accept a challenge to personal combat from one of lower status. If this happens, the lord will usually send one of his knights to meet the challenge on his behalf. In theory this is so that the lord's champions can test an opponent's mettle and see if he is worthy to stand against their liege. Behind the patina of self-deception, the truth is, of course, that no lord wants to lose face by losing to a social inferior.

A lord cannot refuse a challenge from an equal, however. If this occurs and the challenged lord is obviously outclassed, there may be some behind-the-scenes bartering to 'induce' the other to withdraw his challenge. Alternatively, any Assassins on hand may make themselves known to the challenged lord and offer their services—"Ah, were an unidentifiable illness to suddenly strike down the Earl of Hurstington, then you would be spared any risk of embarrassment or injury, my lord...."

Ransom

At a tourney, a man's ransom is assessed by the Marshal of the Tournament. If the event is being held near a castle, the Marshal will be the steward or other senior retainer of the local lord. Otherwise he will be a veteran chosen by common consent. Ransom depends on wealth, status and skill. For a typical combatant, the following formula is used to determine the total to be paid:

Ransom = rank × 200 florins
+ half the cash the character is travelling with
+ 20% of the value of the character's armour and main weapon

With regard to the last factor in this equation, the Marshall will assess *any* form of magical armour or weaponry at 2,000–24,000 florins above its base (unenchanted) value. This is because an experienced warrior can tell quite quickly if a suit of armour or a sword-blade is enchanted, but he cannot easily determine *how* enchanted.

Status applies a further modifier to the ransom amount derived as above:

Character is...	*Adjustment to ransom*
A Barbarian	–10%
A lordless wanderer (this includes most adventurers)	–20%
A known Warlock	–10%
One of the nobility	+25%
A lord's heir	+75%
A lord	+175% or more

Besting a character at a tourney does *not* give one title to his possessions. He may offer his armour or horse in lieu if he has insufficient funds to pay. If for some reason he or his family cannot meet the stipulated ransom, he must swear allegiance to the warrior who bested him.

Ransom at a joust is somewhat different. Besting a character entitles one to claim ransom as above—but one also gains disposal of all equipment the character was using when he fell/surrendered. This includes his horse if he was knocked from the saddle.

It is considered good form to allow the vanquished character[1] to buy back the equipment. Charging more than three times the base value for a magic item is thought exorbitant—and such lack of charity would surely bring bad luck. Any transgression against the rules of acceptable behaviour will certainly result in the offender being excluded from future jousts.

Jousting rules

In a joust, two warriors with lances charge one another on horseback, each attempting to knock the other from his saddle. If both are still in the saddle after three charges[2], they dismount and continue the

1 *Or his family if he was slain.*
2 *Or if both of them fall together.*

SP

fight with sword and shield. This goes on until one of them falls or surrenders.

The jousting rules are slightly different from normal *Dragon Warriors* combat. As the combatants meet, both Hit Rolls are made simultaneously. There is a chance that a successful blow will glance off the opponent's shield; this is indicated by a roll of 1–2 on 1d6. Otherwise, a character who is hit must roll under his Strength + rank + Reflexes to stay in the saddle. This roll is made on 3d20 if he is riding a warhorse and 4d20 if it is a normal horse.

The lances are blunted to avoid serious injury, but a successful hit will still inflict 3d4 HP damage. Armour will give some protection by absorbing its AF from the damage roll. A lance-propelled fall from the saddle of a charging horse can also be quite painful. Usually the only damage taken will be 1d6 –2 HP[1] but there is a 15% chance of a more serious injury. If this is indicated, roll on the table to the right.

Non-fractures are split evenly between sprains and dislocations. In all cases, unless magic is employed the healing times are the same: 1–10 days for a sprain, 1–12 weeks for a dislocation, 4–6 weeks for a fracture.

1 *This assumes that some form of armour is worn—see p. 64*

Joust Fall Damage

d100 roll	*Nature of injury*
01–20	Sprained/dislocated shoulder: regardless of armour, character takes a 1d4 HP wound; he fights as though *Weakened* (p 80) until injury heals.
21–45	Sprained/dislocated arm: character takes 1d3 HP wound and is at –2 off both ATTACK and DEFENCE until healed.
46–75	Sprained/dislocated leg: character takes 1d3 HP wound; until healed, he loses 1 from both ATTACK and DEFENCE, halves his EVASION and movement rate, and cannot run.
76–85	Broken arm: character takes a 1d4 HP wound; he loses 2 from both ATTACK and DEFENCE and cannot use two handed weapons (including bows) until the fracture heals.
86–97	Broken leg: the character takes a 1d4 HP wound; other effects are as for a sprained leg, above.
98–100	Broken neck: character dies unless a spell of *Greater Healing* is cast upon him within one minute, and even then he cannot fight for the next 1–3 days; *Miracle Cure* is also needed 20% of the time to prevent paralysis.

Dislocations involve torn ligaments and may recur unless *Miracle Cure* or *Purification* is used to effect a permanent cure. The chance of this is 2% each month—and the GM will also use his own judgement at other times (e.g. a dislocated knee may well be put out again in a fall).

Other combat entertainments

Two other 'wargames' exist that do not belong to the knightly tradition of Ellesland and the western countries. These are the elaborate duels of the Tamorian Arena and the terrible Battlepits of Krarth.

Tamorian Arena

The arena at Tamor represents a return to the admiration of martial skills known by the patricians of the early Selentine Empire. In olden times it would have been two enslaved gladiators with net and trident who fought one another in the arena. Somewhat later, as the Empire became bloated and decadent, the mob demanded baroque variations on the theme—from the seats where the patricians once nodded and applauded their appreciation of an elegant feint or parry, the crowd now roared ecstatically at each new sadistic spectacle.

The decadence was dispelled by the influx of barbarian invaders and the rise of the True Faith. The sands intended to soak up the gladiators' lifeblood have been swept from the arena floor. It is now a marble-paved plaza where duels and contests involving up to a dozen participants are held. Anyone can present himself, with up to five companions, to the Overseers of the arena in Tamor. They will assess the overall skill of the character(s) and then post his/their challenge throughout the city.

Once another team of equal skill has been located to take the challenge, both sides agree on the nature of their contest—they may choose a wrestling match or a bout of fisticuffs, an archery contest or a battle with full weapons and armour. In the last instance, limits must also be set: to first blood, or until surrender. Contests to the death are not permitted, and any character who deliberately brings about the death of an opponent faces a charge of murder under Selentine law.

Usually there are events at the arena two or three times a week. One may sit in the spectator stands or, if the current battle is not of interest, wander down corridors that lead to halls behind and beneath the arena. A plethora of subsidiary entertainments take place here—acrobats, courtesans and musicians will perform for a few coins, and there are stalls where one may buy wine or herbal drinks, souvenirs of the arena, or even consult a fortune-teller.

The usual question put to the fortune-tellers concerns who will win the forthcoming event in the arena, for the 'hazardines' (who cover bets) are ever-present and vast fortunes may be wagered on a professional contestant with several victories under his belt. (Signs on a fortune-teller's booth proclaim his past successes, if the traveller can read the spiky Classic script—e.g. 'Bakrus the Allseeing: foretold the victory of Lubo Halfspear, the calamitous defeat of Ulochus Garexa in the year 981AS, etc., etc.' Most of these fellows are charlatans, of course, and some are in partnership with the hazardines.)

Battlepits of Krarth

The Battlepits of Krarth are not a place for honourable duels or the clash of chivalric heroes. These sprawling tunnels extend for miles under the wintry marshland of the north, occasionally opening into subterranean chambers or into high walled amphitheatres that are open to the sky. Every thirteen lunar months the magi of Krarth each assemble their champions. These are usually captives or slaves bred for the purpose, but sometimes an adventurer will travel to Krarth and offer himself to one of the magi as a participant. The champions are armed with various odd tools, weapons and clues before being released into the battlepits at different points. The magi gleefully view their progress in antique scrying-spheres and may intervene magically to help or hinder within carefully prescribed limits.

The contest ends when a champion locates the Emblem of Victory somewhere in the labyrinth and returns with it to safety. To do so he must pass through numerous magical wards—a hall of gold mirrors which reflect the character as members of other Professions and bring these to life to fight him; a corridor where some of the flagstones are illusory, and the character must know or deduce the numerical sequence of these or plunge into a necromantic void; a maze which is patrolled by Lanadares of the Brazen Heart, a beauteous female android who sets conundrums and attacks if they are answered wrongly; a fungus garden where the character must find the hidden exit before he is poisoned by the insidious spores that fill the air; and the Chasm of Broken Chains, whose bridge leads to safety but one must first face the revenants of the three deadliest

foes from one's past. Victory means freedom—and a lavish reward.[1]

Experience points

Experience awards for victory in a wargame will depend on how close it is to real battle conditions. All fights to the death are worth full experience points, of course. The object in a joust or tourney is usually to incapacitate your foe or force his surrender, however, and this is worth only half the usual experience points. In some special cases the award will be reduced even further—if you bribe a knight beforehand to surrender to you, you get no experience for having beaten him! Victories in the Tamorian Arena are only ever worth half experience because duels to the death are forbidden. Characters get full experience for fighting their way through the Battlepits of the Magi, where no quarter is asked or given.

1 The purpose of this slaughter ritual is not just 'entertainment'. By his champion's victory a magus gains wealth, territory and concessions from his fellows. Any disputes outstanding from the previous year are settled in his favour. Some even say he gains the esteem of the gods.

Chapter 17

Setting Your Campaign

YOUR OWN *DRAGON WARRIORS* game may be set in the Lands of Legend, with a strong flavour of late Dark Ages and early Medieval Europe. This is the setting used for the adventure scenarios in this book. But this is only one possible background for your adventures. History and literature provide hundreds of others that you and your players might prefer. This chapter explores some alternate campaign settings, as well as offering a few rules options for the GM to consider when devising a campaign setting.

If you do choose to set your game in the Lands of Legend, there are still several variations you may introduce. Your own Lands of Legend need not be precisely the same as those of other campaigns; probably it cannot be, even if you wanted it to be! The World-Building section, below, includes a basic check-list that will be useful to anyone who wants run a *Dragon Warriors* campaign, whether in Legend or not.

World-Building Checklist

1. Inspiration. Decide on the basic inspiration for your campaign setting. The best settings are often those that draw inspiration from only a small number of sources—for example, a setting with the inspirations of Robert E. Howard's Hyborian Age (see below) meets Pre-Columbian Mexico (also see below) may be stronger and more tightly focused than Howard's Hyborian Age meets Pre-Columbian Mexico by way of the Lands of Legend and Tolkein's Middle-Earth with a dash of the Werewolf mythology of medieval France. The latter is likely to end up as a confused, messy patchwork of a setting, though a top-class world-builder and GM might still be able to run some great games in it, and some players and GMs may prefer such a setting despite its somewhat haphazard nature. (Arguably, several of the great fantasy worlds of swords-and-sorcery literature are similarly patchwork, anyway.)

Often the inspirations for a campaign will be more important to the style of the game and the GMing, than to the geography of the setting itself; a game set in the Lands of Legend, but strongly inspired by Fritz Lieber's Nehwon stories (see below) will have themes, protagonists, adventures, and a focus that are very different to a Lands of Legend campaign that is more influenced by Gene Wolfe's Book of the New Sun (see below).

2. Culture. This is where you can narrow the focus still further. Culture will inevitably be based on what you've decided in (1) above. What is the predominant culture of the nation or region where most of the adventuring will take place? What are the cultures of its neighbours—in particular, of its enemies?

3. Magic & Fantasy. How 'high fantasy' or indeed 'low fantasy' do you want your campaign to be? Are there to be magic shops in every village, arch-mages'

towers in every town, dragons menacing every maiden? This is the world of High Fantasy. It's not very well supported by *Dragon Warriors*, which tends to fit a Mid- to Low Fantasy setting. Still, it can be done with these rules—it's just a question of tweaking the setting, with very little needing to be done to the rules. Low-Fantasy games are perhaps more closely based on real-world medieval or dark ages history, with (at most) just sufficient magic around to validate peasants' beliefs in the supernatural—Sorcerers, Elementalists, Warlocks, and Mystics are rare indeed, and it is possible that the GM will disallow players from portraying all or some of the classes.

It would be possible, though perhaps less enjoyable, to use the *Dragon Warriors* rules for a setting with no magic at all. The only characters would be Knights and Barbarians, with perhaps the very occasional Assassin (and arguably, with the even more occasional Mystic, since Mystics' powers are at least nominally psychic in origin rather than magical).

4. Non-humans. This is closely related to (3) above. Almost every campaign will have some kind of non-human but sentient creatures, but that could range from almost none (just the occasional, unique sorcerous experiment, or degenerate remnant of a long-vanished species, or demonic creature from another plane of existence), to a world in which Dwarves, Elves, Halflings, Orcs, etc., all have their own kingdoms and even empires, trading with humans, going to war, and so on. Even the Land of Legend is designed so as to allow the GM a great deal of flexibility in this respect—there are one or two non-human settlements mentioned in Chapter 14, but it is very easy for the GM to rule that there are no significant non-human populations anywhere… or just as easy for the GM to have Elven Kingdoms in every woodland and great Dwarven cities under every mountain.

Of course, whether the GM allows PCs to be Elves or Dwarves must also be considered. There are many potential disadvantages to this. The more inhuman a character looks, the less he will be accepted in human communities, whether rural villages or the courts of kings. You may decide that in your game-world nonhuman communities keep themselves well away from human settlements, many people may only see a handful of non-humans in their entire lives, and the typical reaction to non-humans is not likely to be one of friendly curiosity. Think how your players react to a Goblin or Orc, and ask why an NPC would react any differently to a nonhuman who happens to be a PC.

Remember too that non-humans think differently to humans: not only will they have other values, goals and beliefs but their whole way of sensing, describing, analysing and understanding the world may be completely alien. They may also have only a partial grasp of human languages—or none at all. Playing a character like this is a challenge for an experienced role-player, and not one to be undertaken lightly.

Any player wanting to undertake this path must also come up with a rationale for why their character would want to adventure among humans, and for that matter a reason why the other characters would accept them.

5. Genders. You may have noticed that almost all the characters given in the examples in this book are male. The world of Legend is based on medieval Europe, a male-dominated society where law and tradition made it hard for women to gain power, learning, influence or respect. But history remembers many who did: Boudica, Joan of Arc and Elizabeth I, to name just three.

As GamesMaster, if a player wants to create a female character in your game then of course you should let them. Character generation and the game rules are the same for both genders. Plus—and this shouldn't have to be said—there's nothing wrong with boys playing female characters, or with girls playing male characters. In Shakespeare's time every female role on stage was played by a man, and if it was good enough for him it's good enough for you.

How women—and therefore women PCs—are regarded in Legend or your own game-world is completely up to you. You may want to maintain a historical feel, so that women who enter the adventuring professions are unusual, and perhaps looked down on by their male counterparts. For example, some hirelings might refuse to work for a female Knight while others refuse to acknowledge her rank or engage her in combat; and female magicians are denied access to some of the libraries, guilds and gatherings of their order that they need in order to learn new skills and spells. In this case some women will choose to disguise themselves and live as men to gain the status that society denies them.

Alternatively you may choose to make women the equal of men in all things, socially as well as physi-

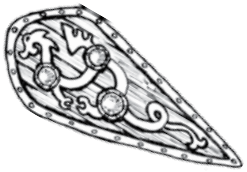
cally, so that when your player-characters encounter a knight in full armour they have to wait until they remove their helmet to discover their gender, and it's quite normal to come across female rulers, generals, bishops and high-ranking magic-users.

Or you may want to create a world where women are in charge and men are kept down by the status quo, so that players with male characters must struggle to gain acceptance, and put up with the sort of everyday prejudice and harrassment described two paragraphs above.

You can invent new social orders, or borrow ones from obscure present-day real-world cultures: there are still places, for example, where any woman can declare herself to be legally a man, and their society will accept them as effectively male from then on. Or you can find a point between all these possibilities that works for you and your players.

Finally, you can decide that different parts of the world treat men and women differently: some follow equality while others veer into pro-male or pro-female societies. And woe betide the party of boorish sexist adventurers who find themselves shipwrecked in a land where the status quo goes the other way.

6. Rules changes. *Dragon Warriors* is, by design, a very simple, easy-to-use game system. That makes it very easy to modify, if that's what you want, to suit your game setting. Easiest is removing rules and whole areas of the game—we touched in (3), above, on the idea of removing magic from the game entirely. Some games may focus less on money, with player characters simply being assumed to start adventures with whatever they need (or in some cases, start adventures with nothing at all), in which case most of the prices and purchasing info in Chapter 12 will be irrelevant. Other games may have a single 'Common Language' in which case there is no need for rules on languages—everyone understands one another. A little tougher is adding new rules, or heavily modifying the existing ones. The GM might decide that a particular setting warrants a new, or heavily restructured magic system, or different types of weaponry. A few sample rules variants can be found at the end of this chapter.



Other Worlds

Legend is one possible setting for your *Dragon Warriors* campaign. History, cinema and literature provide hundreds of others that you and your players might prefer. Here are some alternative suggestions.

Feudal Japan

Sixteenth-century Japan was wracked with constant strife and intrigue between the mighty clans. The *daimyo* (lords) and their *samurai* ruled, and peasants had little say. A *samurai* could even slay a peasant for no reason other than testing the edge of his sword!

Japanese society at this time was in many ways very like early medieval Europe. If you were to run *Dragon Warriors* adventures in this setting, Knights would become Samurai. (A very close equivalence, as the two words both mean —roughly speaking— 'one who serves'.) Barbarians would be the fierce Yamabushi, warrior 'monks' of the mountains. Mystics correspond to the adepts of Zen, ascetic monks who were believed to harness uncanny psychic powers. Elementalists are the Shugenja wizards, while Warlocks become the Kiai Masters who combine martial and magical skills. Lastly, I suggest that Sorcerers and Assassins are both interpreted as Ninja. The *ninja* are nowadays thought of as stealthy martial artists, but in their day they were night's own black agents, the practitioners of magic.

An excellent sourcebook for Japanese campaigns is S. R. Turnbull's *The Book of the Samurai*. Also look at Richard Storry's *The Way of the Samurai*. More esoteric but very enlightening is Musashi's *Book of Five Rings*.

Pre-Columbian Mexico

Little enough is known of the civilizations of Mesoamerica that a GamesMaster who wishes to use this setting can make of it what he will. A campaign could be set in the time of the Maya, for instance, and the events of the campaign could be set against (or even explain) the collapse of the Classic Period.

The last great Mesoamerican empire was that of the Aztecs. This society had three fighting orders: the Eagle Warriors, the Jaguar Warriors and the Arrow Warriors. These may be made to correspond (though I make no pretence to historical accuracy here!) to Knights, Barbarians and Assassins respec-

tively. Player-characters of the appropriate Profession should not automatically become members of a fighting order, however; they must win the right by proving themselves in battle—and perhaps cultivate a few NPC sponsors as well.

The dark priests of the shadowy god Tezcatlipoca ('Smoking Mirror') are the Aztec Sorcerers, while the priests of benevolent Quetzalcoatl ('Feathered Serpent') are Mystics. Warlocks are the martial priests of Huitzilopochtli ('Hummingbird Wizard'), deity of sun and war. Elementalists can be used to represent the last magicians of the now-faded Maya.

There can be no better book for the prospective GamesMaster than Gary Jennings' *Aztec*. This magnificent novel not only creates a totally credible version of Aztec society but also has enough ideas and plotlines to fuel a campaign for years.

Roman Britain

The Roman occupation of Britain is an excellent backdrop for a *Dragon Warriors* campaign. Players may identify with the invaded Britons—or with the Roman legionaries, outnumbered in a hostile land. An energetic GamesMaster could even run two groups of players on opposing sides.

Barbarians and Elementalists are the British warrior-nobles and druids. Assassins can be used both as the 'guerillas' of the Britons and as the Roman scouts (LRPs of SPQR, so to speak) who ranged the forest in search-and-destroy missions. Knights and Warlocks feature in the game as the legionaries and their attendant priests of Mars. A few Sorcerers could be explained away as wandering mages from Egypt. If the campaign is set a century or so later, when the occupation has been consolidated, the cultists of Mithras can be introduced also. Some of their priests can then be Mystics.

There are many good sourcebooks for this period. Peter Clayton's *Companion to Roman Britain* has much useful and inspirational detail.

When considering a historical basis for *Dragon Warriors*, the first step is to find out as much as you can about the period. If the campaign is set in a world of your own creation you can make up details as needed, but if you are using a real time and place then you need to know at least as much about it as your players do! There are several series of the 'Everyday Lives' sort, and few periods in history are not covered. It would be churlish of me not to mention the help I have had in creating Legend from Michael Wood's stirring *In Search of the Dark Ages*, Pierre Miquel's *Knights and Castles* and Morris Bishop's *Book of the Middle Ages*. The last is an indispensably informative work, enlivened by the author's dry sense of humour.

Try dipping into Lewis Thorpe's translation of Gregory's *History of the Franks* if you can find it. The sixth century is not quite like Legend as described in this book (I had the tenth to twelfth centuries vaguely in mind), but the *History* is full of amusing anecdotes.

Settings from fantasy literature

Alternatively, you might base your campaign on a favourite novel. J. R. R. Tolkien's Middle Earth and Robert E. Howard's Hyborian Age may seem obvious candidates, but the problem with choosing a too-familiar setting is that your players can read the books and learn more about the world and its history than their characters ought to know. Still, both have been used as game settings, whether with official game rules or not, by many thousands of GMs.

Fortunately there are many less well-known works of equal or greater merit. Jack Vance's Lyonesse (from the novel of that name) is a fay and intricately detailed world. Vance provides a map, genealogy and full picture of the morass of alliances and wars between his various kingdoms. With very little work it could become the background for an FRP campaign. Vance's other novels are also worth reading, though not all feature settings that would be suitable as game worlds. His Dying Earth cycle *The Dying Earth*, *The Eyes of the Overworld*, *Cugel's Sage* and *Rhialto the Marvellous*—all read very much like the adventures of characters in a picaresque campaign, and have been used as the basis for the *Dying Earth* FRP game.

There are dozens of scenario ideas, too, in Professor M.A.R. Barker's Tekumel novels: *The Man of Gold* and *Flamesong*. Barker is not as accomplished an author as Tolkien (to whom he is often compared), but his imagination is unequalled and his fantasy world of Tekumel is, to my mind, the most meticulous and rich creation in all fantasy literature. Since Barker is himself a GamesMaster—and one of the grey eminences of the FRP hobby—you will find his world covers all the details that role-players find important.

Fritz Lieber's Nehwon books (*Swords in the Mist*, etc.) are justly popular. I like his world because it is restrained—low in magic but high in eeriness and atmosphere. All his characters are human—well, you have to wonder about Ningauble of the Seven Eyes and Sheelba of the Eyeless Face; but at least there are no clichéd 'elven bards', 'merry dwarves', or 'grumpy gnomes' to clutter up Nehwon's landscape. A campaign could be set there without much effort.

Lack of space forces us to pass over many other famous fantasy authors. Michael Moorcock's *Elric* books have been translated into FRP form in the game *Elric of Melnibone*. *The Chronicles of Corum*, based on Celtic myth, are much better. Roger Zelazny's *Amber* series hardly demonstrates the quality of invention of which he is capable, though it has been used as the base for the excellent *Amber* FRP game; better still, take a look at *Lord of Light*, which could make a quirky campaign. Also of interest are Gene Wolfe's *Book of the New Sun*, LeGuin's *Earthsea* novels, Lupoff's *Sword of the Demon* and Jennings's *The Journeyer*. And of course, the classic fictional works such as *Beowulf*, *Gawain and the Green Knight*, *Don Quixote* and *Le Morte D'Arthur* are all vital references with which every GamesMaster and player should be familiar.

A final note. If you do not like our *Dragon Warriors* world and cannot find one in all of history or fantasy to suit you, you can always invent your own. Many autocratic GamesMasters (myself included) do this because it gives them total control of the campaign background. Nobody can whip out a copy of the book and tell you you're wrong about what happened to Charlemagne/Sauron/Balin/Hygelac. Putting a world of your own together is a monumental labour, but most GMs (and players, fortunately!) would agree that it is worth the effort.

Rules Variants

Gamers have been modifying roleplaying games for as long as there have been roleplaying games. Everyone, and every group, has slightly different tastes. We like the *Dragon Warriors* rules very nicely just as they are, but if your tastes are different, here's a few options and variations. We recommend that the GM and players think long and hard before using variant rules, though. Several of them will significantly alter the way a game is played. For example, making combat more lethal may be favoured by some on the grounds of 'realism'—but others in the same group may relish the heroic way in which their characters are able to fight on despite their wounds, and may feel that a more 'realistic' game is simply less enjoyable. It all depends on the group.

Variable Damage

Some people prefer weapons to do a variable amount of damage, rather than a standard amount with each hit. This involves an extra roll in each attack, and so will inevitably slow the game down if adopted, and also has the effect of making combat less predictable (which will tend not to favour the PCs, in the long run). Add on any bonuses for high strength or magical weapons to the rolled damage as usual, rather than altering the type of die rolled.

Regular Damage	*Variable Damage Die*
2	1d3
3	1d4
4	1d6
5	1d8
6	1d10

More Lethal Combat

For a game in which the characters should be truly scared of combat, and should use whatever means they can to avoid fighting (or to stack the odds massively in their favour if it is inevitable), make the combat system a little more lethal. There are several ways this can be done—pick one, or several, according to taste:

No increase in Health Points
Each character has exactly the number of HP she started out with, rather than increasing them every rank. This can make combat especially deadly at higher levels, when characters will be flinging around the most powerful spells or swinging magical swords. Another option is to reduce the rate of increase in HP, so that characters gain +1 HP only every 2nd, 3rd, or 4th level, rather than every level.

Long-term Injuries
Any time a character is reduced to −1 or −2 HP (i.e. very close to death) he receives a permanent injury that cannot be fully healed even by the most skilled chirurgeon or blessed relic. Refer to the Permanent

Injuries Table below to determine the nature of the injury. All injuries are cumulative, and of course, permanent.

Permanent Injuries Table

2d6 Roll	*Injury*
2	Severed arm or hand. Roll 1d6: 1 Left hand 2 Right hand 3 Left arm just below elbow 4 Right arm just below elbow 5 Entire left arm 6 Entire right arm
3	Lost eye. Roll any die; even number = right eye, odd number = left eye. Character's ATTACK and DEFENCE have a −1 penalty when in mêlée combat (ranged combat is unaffected); PERCEPTION score is reduced by 2.
4	Injured joint; Reflexes score is reduced by 1.
5	Injured muscle; Strength score is reduced by 1.
6-8	Scar; Looks score is reduced by 1.
9	Lame; character can no longer run (if rolled again, treat as Severely Lame).
10	Head injury. Roll 1d6: 1–4 Intelligence score reduced by 1 5–6 Psychic Talent score reduced by 1
11	Severely lame; character can no longer run; walking movement is reduced by 1d3m; EVASION and STEALTH are reduced by 1.
12	Severed leg or foot. Roll 1d6.: 1 Left foot 2 Right foot 3 Left leg just below knee 4 Right leg just below knee 5 Entire left leg 6 Entire right leg

Shock or Knockout rule

Any time a character is severely injured by a single blow (5 or more damage to Health Points in one blow, leaving her with fewer than 10 Health Points remaining) she has a chance of being knocked out, or passing out from the extreme pain of the injury, even is she still has 1 or more Health Points remaining. She rolls 1d10; if the result is equal to or lower than her remaining Health Points, she may continue to act as normal, but if it is higher she is unconscious for 1d6 rounds.

Mooks

'Mooks' is a gaming term for unimportant opponents, unimportant at least in relation to the characters—the kind of foes that exist solely to be mown down by the heroes, such as the Cardinal's Guards in a Three Musketeers game, or the wave upon wave of skeletal warriors protecting an evil necromancer. Some players like to have special rules for such foes, so that defeating them is satisfyingly easy in the characters' constant quest to wade through more and more gore.

Since *Dragon Warriors* weapons do a standard amount of damage, the easiest way to allow for mooks is to simply grant them significantly fewer Health Points than the player characters have—typically 3 or 4 Health Points will do the trick. This means that any hit from a typical weapon will be sufficient to put them out of the fight. For even more mookish foes, simply rule that any successful strike (even an unarmed one) will automatically bypass any armour worn and knock out or kill the foe.

More Critical Hits

Some players and GMs love the excitement of rolling a 'Critical Hit', an attack which deals extra damage through happening to strike a particularly vulnerable area. Note that as with Variable Damage (see above), this introduction of additional randomness to combat will tend to make life harder for the player characters, on balance.

As it stands, the Critical Hit rule (on page 66) says that a Hit Roll of 1 is always a hit and ignores armour. You can make this more deadly by decreeing that a roll of 1 does double damage; or you can take it a stage further and say that rolls of 1 do serious injury—you could use the Permanent Injuries chart opposite, or even make up your own to include flesh wounds, stabs through the heart, beheadings and bisections.

As GamesMaster, it's your decision whether only PCs are able to deal critical hits to their opponents, or if the party will be receiving as well as dispensing this increased level of injury. Be warned that while critical hits can make the more vivid, they also make it a good deal more deadly.

Fate Points

Some types of game may benefit from the introduction of 'Fate Points' to allow characters to survive what would otherwise be certain death. Though this may seem to make life easier for the players, the actual effect is often more to increase excitement; the GamesMaster can run his game with 'no holds barred', so that characters who do foolish things

rapidly lose Fate Points. The loss of a Fate Point, while not so severe as the loss of a character, is still permanent; it brings your character inexorably closer to death. Fate Points are best used for a game which would otherwise be so harsh as to cause players to be rolling new characters every single game session.

In such a game, all characters start out with 3 Fate Points. Any time a character would usually die, she instead spends a Fate Point and miraculously survives—she has been left for dead by the invading Orc army, or she swims half-alive out of the river at the bottom of the ravine, or she otherwise cheats the death that appeared to be inevitable.

Whether characters can regain used Fate Points, perhaps by achieving great success, or doing selfless deeds, is up to the GM. A game in which Fate Points can never be recouped can make for a more epic feel, with players knowing that each apparent "death" brings them closer to final death….

If you use both Fate Points and Long-Term Injuries (see above), you may want to roll on the Permanent Injuries Table each time a character uses up a Fate Point.

More Skills

Assassins, Knights, and Warlocks all gain a choice of special skills, whether combat-related or more generally useful. Some players feel frustrated that their characters aren't a bit more all-round capable; they might want to play a Barbarian with the Climb skill (usually only accessible to Assassins), or a Mystic who can Track.

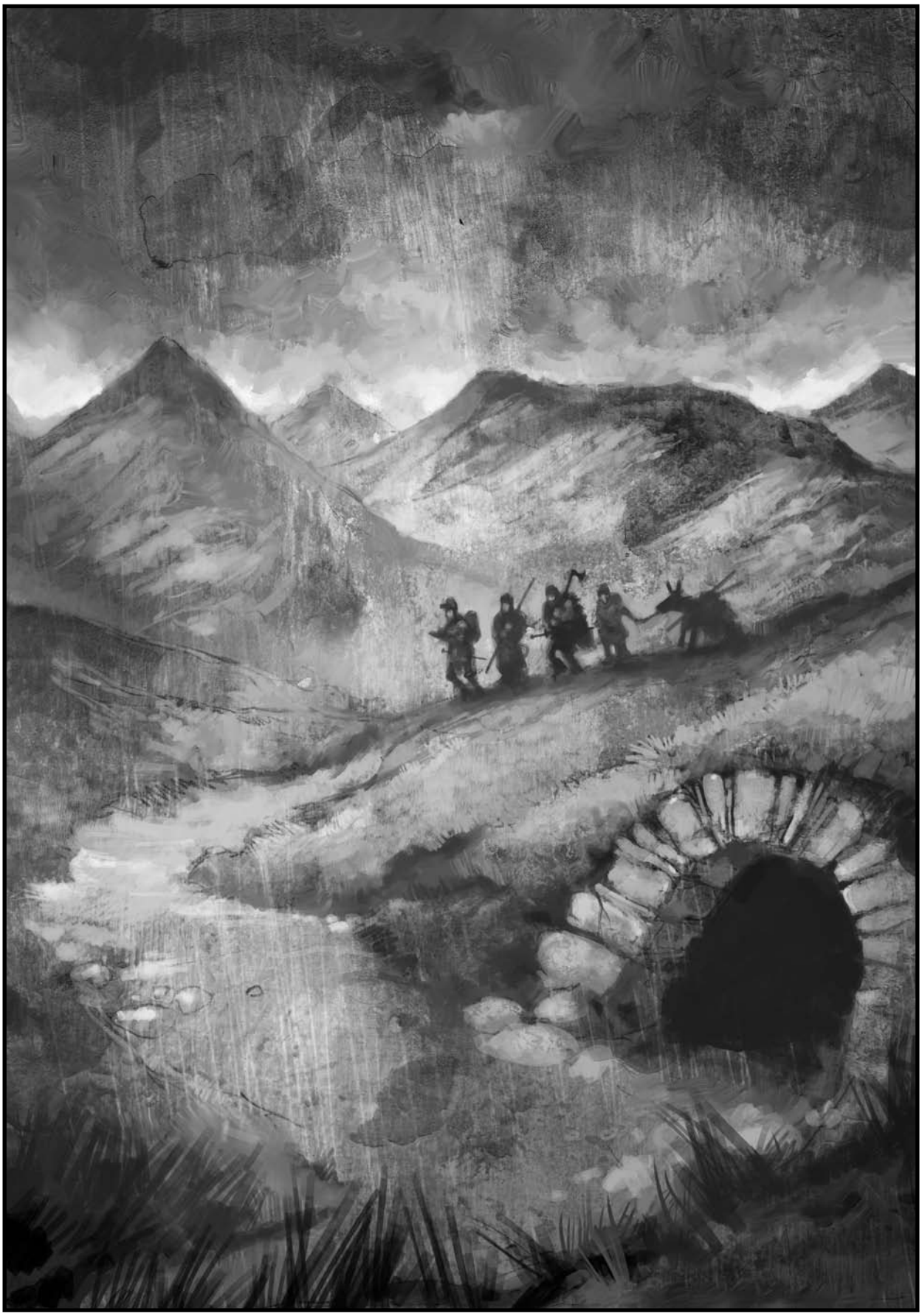
We prefer the system just as it is, since it keeps skills sought-after. They are truly special abilities, above and beyond the norm, the product of half a lifetime's dedicated study and practice. Still, if you want more flexibility, the easiest way is to allow each character to have one (and only one) skill or special ability from another Profession, subject to GM veto. This represents a character who has had significant cross-training in the arts of another character class, or who once followed a different profession at quite a high level. The GM will determine what penalty the character must suffer for their deviation from the normal character class; the Barbarian who can Climb, for example, might be unable to go Berserk, or might only be able to wear up to a mail hauberk before suffering combat penalties.

No Shopping

This is more of a game style issue than anything else. Some players, given half a chance, will spend a good hour of each game session rolling for the availability of obscure items they wish to purchase, so that their character sheets resemble shopping-lists and their characters are laden down with more gadgets than a top-of-the-range Swiss Army Knife. At its worst, this can slow the game down more than a little, and give it the feeling of a resource-management simulation rather than an RPG.

Some groups may prefer to start each adventure in the thick of the action; in this case, the GM describes what equipment their characters have to start with, if any (an adventure which commences with a shipwreck, or with the party captured by cannibals, may mean they begin with no equipment at all). In such a game, adventurers don't go shopping; they loot what equipment they need from fallen foes, or make it themselves. When they come home laden down with treasure, they don't start working out which new weapon they can buy, or whether they can afford a townhouse yet; they do as adventurers have always done in history and legend alike, squandering the lot on wine, games of chance and good company.

Such a game doesn't really call for additional rules; rather, it strips them away. It will not need either the price lists in Chapter 12, or indeed any information about what money the characters have (beyond either "down to the last coins in your purse" or "laden down with the loot of a thousand princes").



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Chapter 18

Travel and Hazards

THE *DRAGON WARRIORS* world is a lot like our own during the Middle Ages. Common people do not travel much. A villager might live his whole life without ever going more than a day's journey from his home. Lords travel widely with their men-at-arms, patrolling the manors of their fiefs, and others such as minstrels and friars may wander far and wide. But almost everybody avoids the desolate tracts of moorland and forest (known as 'the waste') where unearthly creatures stalk.

Almost everybody. These are just the kind of places where adventurers will often be found. After all, it stands to reason that any place worth pillaging must be some way from civilization—the more accessible ruins and underworlds would have been plundered of their treasure long ago. Therefore it is likely that the player-characters will begin many of their adventures with a journey across country or even over the sea to reach the location where most of the action will take place.

You will begin with a rough map of where the adventure locale (dungeon, ruin, etc.) is situated. The following table shows how long the characters will take to get there. You may decide to skip through the journey and get on with the adventure you have planned. ("Okay, you leave the village where you've been staying. You pass through forest and low hills and arrive at a ruined tower after four days.") Alternatively, you could provide an appetizer to the main adventure by giving the characters some encounters en route. These can be randomly generated, or used to introduce the group to this new country.

Outdoor Travel

Terrain	*Distance covered in one day*	
Open country	on foot	25 miles
	on horseback	40 miles
Forest	on foot	15 miles
	on horseback	20 miles
Hills	on foot	20 miles
	on horseback	25 miles
Swamp	on foot	10 miles
	on horseback	10 miles
Arctic	on foot	5 miles
	on horseback	10 miles
	on sled	20 miles
Desert	on foot	15 miles
	on horse/camel	30 miles
River	by boat	40 miles

You can, if you wish, generate 'random encounters' for the journey: sets of tables are provided for this in the *Dragon Warriors Bestiary*. A chance of encounter is given for each terrain type; you check for this twice each day, at dawn and dusk. If an encounter is indicated, it will occur at some random time in the following twelve hours. Adventurers always take turns standing guard when camping for the night!

Disputations

One feature of travel not covered elsewhere is the disputation. A powerful character—often a Knight, but in a few instances a Sorcerer—sets up a pavilion at a crossroads or ford and challenges all comers to single combat. This occurs rarely, but nevertheless may lead to an entertaining sequence.

A Knight who is disputing another's right to pass will be of 4th to 6th rank. (Lower ranks are too weak for so bold a stance; higher ranks have better things to do.) He will challenge only other Knights, though he'll not refuse combat with a Barbarian. When the duel is between two Knights, neither will purposely attempt to slay the other. If one is losing, he may surrender without dishonour. A disputing Knight who wounds another he has challenged is obliged to feed him and tend his wounds before allowing him on his way. Barbarians are excluded from this gentlemanly conduct, however; the Barbarian who meets a disputing Knight in combat must expect to fight to the death.

When the disputing character is a Sorcerer, only combats with other Sorcerers are sought. Characters of other Professions will not be challenged. The disputation will often take the form of scholarly debate and a comparison of spell-expertise. Only if this eminently reasonable interlude is refused will the disputing Sorcerer resort to combat.

Honour and reputation are the main motives for a disputation, but the character also gets the chance to improve his skill. A Knight who bests another in the 'friendly combat' described gets experience points—but only half what he would get normally, because the risk is less than it would be under true 'combat conditions'. In a real grudge-fight with a Barbarian, where either combatant might die, full experience points are awarded.

The intellectual disputation of the Sorcerer provides some experience, but only 1 experience point for an encounter with a character of higher rank. A discussion with a Sorcerer of equal or lower rank than one's own has but a 20% chance of yielding an experience point. A Sorcerer can only gainfully dispute once with any given Sorcerer he encounters; two Sorcerers who go on disputing with one another day in and day out will never go up in rank!

In the rare cases when a disputation between Sorcerers turns into an exchange of spells, they will duel to the death. Sorcerers have no concept of Knightly honour. In such a duel, the victor of course gets full experience points for vanquishing his opponent.

Underworlds

Hazardous though the untamed countryside of the *Dragon Warriors* world can be, it is nothing to the mortal dangers to be faced in the magic-laden underworlds. Underworlds (a term used to include any labyrinth, catacomb or dungeon inhabited by monsters and things of the occult) are the 'high risk' areas where adventurers get down to the gruelling business of fighting the creatures of evil and darkness and wresting from them their ancient treasures.

Any underworld should be designed to take account of the characters' particular skills and adventuring tastes. If the players have predominantly chosen to be Barbarians, for example, you will doubtless arrange fewer fights with Undead than if they had chosen to play Sorcerers. Similarly, you will not have a group of four 1st-rank player-characters ambushed in an underworld corridor by a Dragon.

Long-Distance Travel

The use of a complete fantasy world as a campaign backdrop will logically widen the scope of adventures. Brief jaunts across the downs to raid an ogre's keep will be replaced by long-range planning. Adventurers of any mettle will quickly set their sights on the ruins of Sa'aknathur's fortress, the Citadel of the Shadowlords, or one of the Kaikuhuran pyramids.

This will involve a lot of travelling. This aspect of the game can involve considerable book-keeping, and the GamesMaster will find it is worth learning a few tricks of the trade:

1. Prepare a game-time calendar for the journey. Any worthwhile campaign should have a calendar anyway, but for an extended period of travel it is vital. Keeping track of how long the journey takes is particularly important if the GamesMaster is weaving in some concurrent plot elements: an NPC party trying to beat the player-characters to their destination, political upheaval in the Crusader lands that could impede their progress, etc.

2. Work out the total distance the player-characters will be travelling before they set out. This way you will know how many miles they have to go through forest, open country, etc, between each major town. A marker can be used to show the party's rough location, but it is neither necessary nor realistic to pinpoint them on the map at all times.

3. Major areas of forest are marked on the map, but throughout much of the north-west (Kurland,

Chaubrette, Algandy, Ellesland and Thuland) even terrain indicated as 'open country' is in fact cobwebbed with swathes of woodland. It would be confusing and unplayable to depict all such areas on a map of this scale. Instead, the GamesMaster should allow for the fact that about 20% of the open country of these lands will consist of thinly populated forest. This makes no significant difference to the travel times quoted on page 211, but does mean that the chance of finding human settlements is lower, and parties are more likely to encounter wild animals or monsters. Some will flee, but others will attack if they feel their territory has been invaded.

The GamesMaster should also reflect this fact by means of incidental descriptions, as the flavour of the game is enhanced considerably when the players have an accurate picture of their surroundings. For instance: 'You leave the thickly wooded countryside of Kurland behind you and move down the coast towards Asmulia. Within the space of a few days you notice the sharp contrast. The landscape you are now riding through is sparsely wooded—unlike Kurland, where you could usually only tell your next destination by a plume of hearth-smoke rising above the treetops, here you can see villages from miles off. Across the valley you see a villa beside an olive grove. Vines grow on the north of the valley, but here on the south you find only scrub. The scent of juniper and lavender wafts on the breeze...'

4. Very long journeys often mean that a game-time period of many months may be skimmed over in a matter of a few minutes of real-time. However, it is not in the best interests of the game to be too quick about this. A sense of the ludicrous may creep into a game where the GamesMaster says something such as, 'You ride south through Algandy, spend a few days in Ferromaine where you charter a ship, then you sail across the Coradian Sea and down the Gulf of Marazid until you reach the mouth of the Mungoda River after about a month. You find a guide and bearers and make your way inland through thick jungle, finally arriving at the ruined temple Sengool told you about three months after you set out.'

Such an introduction is implausible and does little justice to the adventure that is to follow it. I recommend that you never spend less than half an hour gaming each campaign month. *Something* of interest must happen in that time. Devise a meeting with officials in Ferromaine—are the player-characters stung for duty tax, wrongfully arrested by the city guard? Embroil them in a subplot which may take up the whole gaming session (though try not to lose the impetus of the main adventure in doing so). As a last resort, at least throw in a preplanned 'random' encounter.

One useful trick that allows you to move through game-time at an accelerated rate is by means of a film-like montage. Wait for the players to begin a discussion amongst themselves—a plan of action, an argument over spoils, or whatever—then run them fairly freely through their journey, interjecting briefly sketched events or remarks from NPCs, such as the ship's captain, at intervals to show that time is passing. As in a film, a few minutes' action can thus be made to seem to cover days or weeks.

5. Be strict, especially when the player-characters move into unexplored regions. Liberally enforce any hardships or difficulties that emphasize that they are not just going for a stroll along a country lane! In the Kaikuhuran Desert lack of water may be more of a threat than any mummified monster. Adventurers in the Mungoda jungle will have to contend with insects, drenching humidity, disease and slow progress (possibly less than a mile a day along the lower reaches of the river).

6. Language barriers will be an obstacle on many long journeys. The player-characters will need to hire an interpreter or learn the necessary languages themselves. Otherwise there will inevitably be misunderstandings. Remember that even if they find a way to communicate, they may be unaware of the local customs and unwittingly offend someone. In Khitai, for instance, it is a mortal insult to approach someone with your hands behind your back. To do this to a mandarin or government official could result in torture or death.

Sea Travel

Vessel types

Ships are of two basic types. ***Longboats*** (strictly speaking, long*ships*) have a single square sail and up to fifteen pairs of oars. They are steered with a single oar slung on the starboard ('steering board') quarter. The sail is used for long journeys while the oars are brought into play for rapid manoeuvring and inshore

travel. Life on board is uncomfortable, as there is rarely more than a stretched tarpaulin for shelter and the sides are so close to the waves that the crew must bale incessantly in rough weather. Nevertheless, these are ideal warships and are employed as such by most northern nations.

Trade around the coastal waters of the north is flourishing. Ports all around the Coradian Sea thrive on the exchange of fish and iron from Ellesland and the Mercanian coast, salt and silver from Kurland, Algandian timber and copper from the Empire. To transport their goods, the merchants use ***cogs***—heavy double-ended ships with a rudder and single mast. They carry larger cargoes than longships, and can be run by a smaller crew, but are slower and less manoeuvrable. A cog can rarely outrun a longship, but it has advantages of height: standing some 5 metres out of the water (as compared to 1 metre for a longship) makes it difficult to board.

Ship characteristics

The following information summarizes game-rules for various ships. *Optimum crew* indicates the number of officers and ordinary seamen needed to run the ship efficiently. (If a full crew is not available, see the section on *Undermanning*, below.) *Further passengers/cargo* is the additional load the ship can take on board. Men require space to move and breathe, so a single passenger occupies 250kg worth of cargo space. This figure assumes a passenger with minimal possessions and who is willing to endure rather cramped conditions. (Crusaders, for instance, typically make the passage south on bunks 0.6m wide by 1.5m long; each man must lie with his head between the next man's feet.) An adventurer with his weapons, armour, treasure-chest, occult books and other paraphernalia will occupy at least twice the space. *Ship Points* (explained in greater detail later) are the vessel's equivalent of Health Points. Storm damage reduces *Ship Points*, and if they reach 0 the ship sinks. *Cost to buy* is self-explanatory; this sum does not include the wages of the crew or the cost of routine maintenance.

Small longboat
Optimum crew: 1–3 officers; 50 oarsmen
Further passengers/cargo: 20 men/5000kg
Ship Points: 10 *Cost to buy*: 5000 florins

Medium longboat
Optimum crew: 2–6 officers; 70 oarsmen
Further passengers/cargo: 30 men/7500kg
Ship Points: 15 *Cost to buy*: 6500 florins

Large longboat
Optimum crew: 4–10 officers; 170 oarsmen
Further passengers/cargo: 50 men/12,500kg
Ship Points: 25 *Cost to buy*: 10,000 florins

Small cog
Optimum crew: 1–2 officers; 10 sailors
Further passengers/cargo: 50 men/12,500kg
Ship Points: 18 *Cost to buy*: 15,000 florins

Medium cog
Optimum crew: 2–4 officers; 20 sailors
Further passengers/cargo: 100 men/25,000kg
Ship Points: 25 *Cost to buy*: 30,000 florins

Large cog
Optimum crew: 5–7 officers; 30 sailors
Further passengers/cargo: 150 men/37,500kg
Ship Points: 32 *Cost to buy*: 50,000 florins

For comparison, a standard five-man rowing boat has 2 *Ship Points* and costs about 75 florins.

Weather at sea

At the start of any sea voyage, the GamesMaster decides on the wind conditions for the day of departure. Each day of the journey, a d6 is rolled to see if and how the wind changes:

Previous day's wind				
calm	*breeze*	*gale*	*storm*	*Result*
–	–	1	1	2 degrees calmer
–	1–2	2	2–4	1 degree calmer
1–3	3–4	3–4	5–6	No change
4–5	5	5–6	–	1 degree stronger
6	6	–	–	2 degrees stronger

Example

A party of adventurers set out on a fine day from Port Beltayn, with a brisk breeze billowing out their sails. Rolling at dawn for the next day's weather, the GamesMaster gets a 5, so the wind increases one degree to become a gale. The following day he rolls a 1: the wind drops and the ship lies becalmed.

Making headway

The wind speed, found using the rules above, is what determines how far a ship can sail in a day: The figures given here assume a full day's sailing in the open sea, but in fact longboats usually skirt the coast and put in to land at night. Camping on the shore is safer and more comfortable than sleeping at sea, and means that the large crew can forage rather

than overburden the ship with all the provisions they need for the journey.

Distance covered under sail in 24 hours

	Longship	*Cog*
calm	0–3 miles	0–3 miles
breeze	4d20 miles	3d20 miles
gale	9d20 miles	8d20 miles
storm	1d100 miles in random direction	

The advantage of a longboat is that it can use its oars if the wind is low. Cogs also carry oars, but too few to do more than scull them along when becalmed. A full day's rowing is not feasible unless one has tireless undead or automata to man the oars.

Distance covered under oar in 12 hours

Longship	*Cog*
60 miles	5–10 miles

Rowing in a storm is not possible in a cog. A longship may use its oars during a storm to try and hold its position; it. is then blown only 3d20 miles in a random direction. This is only possible for the first day of the storm.

Storms

A storm at sea is one of the worst dangers a ship can face. Longships are particularly prone to storm damage and will usually head for land if the captain thinks a storm is brewing. The GamesMaster checks for this by making the d6 roll for the next day's wind and then making a d20 Intelligence roll on behalf of the captain. If the d20 roll is less than the captain's Intelligence he has correctly forecast a change in the wind up to four hours before it actually occurs.

The chance of a ship taking damage during a storm depends on the ship type and on how long the storm continues:

Chance of storm damage

	1st day	*2nd day*	*3rd day on*
Longship	20%	30%	45%
Cog	10%	15%	20%

Make the percentile check each day. Once the ship sustains damage, its chances of taking further damage are increased by 5% until repairs are made.

The first time a ship takes damage it loses 1d6 *Ship Points*. (These are the vessel's equivalent of

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Health Points and are listed above.) If damaged again before making repairs, it loses a further 2d6 *Ship Points* each time. A damaged ship should be repaired without delay—'a stitch in time...' etc.

Ship Points lost	*Result(s)*
up to 4	Ship requires light repairs which can be carried out while under way. Repairs restore 1–2 *SP* per day.
5–8	More serious damage. The ship must be beached before repairs can take place, and these will restore 1–3 *SP* each day. Once remaining repairs are reduced to 4 lost *SP* or less, ship can be relaunched—or repairs can continue at this rate until fully seaworthy again.
9–14	Very serious damage. Ship has a 25% chance of foundering each day it remains at sea. Movement is reduced to half normal. Once in harbour, the ship can be repaired at the rate of 1 *SP* every two days until 8 or fewer *SP* remain to be repaired.
15–17	Heavy damage. Sails, rigging and mast are destroyed and oared progress is slowed to 1d6 miles per day. Ship has a 75% chance of foundering each day.

Notwithstanding these damage ratings, a ship *always* breaks up and sinks immediately if its *Ship Points* score is reduced to zero. Characters who roll under their Reflexes on d20 have clung to a piece of wreckage; others drown.

Lost at sea

Getting lost is something best left to the GamesMaster. It should be used as part of his planned gaming session rather than featuring as a regular hazard. Note, however, that travellers blown off-course by a storm will not know exactly how far it has moved them—they will have to estimate their new position based on the direction in which the wind was blowing.

Navigation is usually just a matter of following the coastline. Other indicators of position are the sun, the Pole Star and the Ghosts of the Magi (five small heavenly bodies that orbit low and quickly around Legend—see a[pge 172). If there is a fog (which is again a matter left to the GamesMaster's whim) such navigation may not be possible. This is the time when sailors seize their crucifixes and pray that fate will not hurl them onto the Stranded Isles, the Reefs of Moganstruder, the Atoll of Gargana the Beautiful, or a dozen other notorious hazards.

Undermanning

A ship can function with a reduced crew. At crew levels down to 50% of the optimums given above, the ship will still be able to move at half-speed; the chance of taking damage in a storm increases by +10%. If the crew is depleted further. the ship will only be able to scull along at about 10 miles a day. The chance of taking storm damage is doubled.

Ships' crews may suffer attrition owing to storms (at the GamesMaster's discretion) and sea monsters. This is more likely to affect the ordinary seamen than their officers, who are careful to avoid unnecessary risk.

The cost of sea travel

The cost of buying a ship outright has already been given. Even with the means to do so, characters might prefer to charter the vessel for one specific journey or merely to pay for their berth on a vessel going in the right direction.

Paying for a berth is possible for any voyage to a common destination. It is easy to find a trading ship that will be sailing from Breylak to Ferromaine, say, and for an agreed sum the captain will probably take on a few passengers. Deck passage costs in the region of 50 florins per hundred miles. This secures the passenger a small space barely 1m by 2m. He must bargain for food separately, or bring his own provisions, and is expected to muck in with the sailors when needed. Larger sums bring more comfort and privacy, of course. 200 florins per hundred miles will likely induce the captain to make his own bunk available! Cogs usually have ample space for those willing to pay their way. The captain of a longboat will expect travellers to work their passage—freeloaders are not appreciated, but of course the cost of the journey is considerably less (about 20 florins per hundred miles).

When a large group wish to travel together, they must charter a boat between them. This is also necessary when one intends to travel to an uncharted or rarely visited area. The ship-owner will base his fee on the riskiness of the voyage. A journey to the mouth of the Mungoda River or beyond the Sultanate of Opalar to Minj might incur a 25% chance of disaster. The shipowner doubles this (to be on the safe side) and thus charges 50% of his ship's total value as the charter fee. The wages of officers and crew must be paid in addition to this—and they will expect a 50% bonus as 'danger money'.

Chapter 19

The Darkness Before Dawn

An introductory scenario for 4-6 1st-rank characters
By Frazer Payne

How to GM this adventure

THIS ADVENTURE IS designed to show you how to structure and run a typical *Dragon Warriors* scenario. Each location where the characters may go is described in its own section, called a scene, along with any non-player characters they may meet there. At the end of each scene you'll find a list of likely choices the players might make and directions to the appropriate scene.

For example, you might see "If the players take the overgrown left path, turn to scene 7, The Secret Path. If they follow the stream, turn to scene 8, The Cottage". All text in italics may be read directly to the players. You can paraphrase it if you prefer.

Several sections also include boxed text. Here you will find an explanation of why certain events and locations appear in the adventure. Read back to back, these boxed sections form a guide to GMing and writing your own adventures. Read them at your leisure; you don't need to refer to them while you are running the game.

On the next page is a diagram showing the path the story will take. This is based on the structure of a traditional folk-tale or myth. You don't have to draw one of these diagrams for your own scenarios, or structure them the same way, but this one will help you understand what is happening in this particular adventure, and why events occur in a certain order. Notice also the line at the top, showing how the level of action and tension grows from event to event, until it peaks at the climax.

GamesMaster's Overview

The characters arrive at Maiden's Vale, a village under a curse. If a child is born on the night of a full moon, two nights later a strange house appears in the forest. At daybreak three days after its birth, the child will ail and pass away. Local legend tells how the mistress of the house, a 'White Lady' known as Queen Fhionn, eternally mourns her own lost child and so steals the lives of others. Over the years many have attempted to reach the house and defeat this evil spirit. No one has ever returned.

The local lord, Sir Olvar, and his wife Lady Angela have long been envied by their cousin, the scheming Maxim Le Cloche.

Two days ago, on the night of the full moon, Lady Angela gave birth to a son. A storm began and the lights of the white house appeared between the lashing branches of the trees high on the wooded slopes above the town. Sir Olvar rode out to seek the house and demand of Queen Fhionn that she spare his child.

As soon as Sir Olvar had departed, Le Cloche seized control of the manor house and ejected Lady Angela and her child, who have taken shelter in her cook's humble cottage. He has brought in a band of hired thugs from nearby towns to enforce his strict new rule. Le Cloche assumes that Sir Olvar will never return and the child will fall foul of the curse, leaving him heir to the title of Lord of Maiden's Vale. But when the characters undertake to find Sir Olvar and rid the village of Queen Fhionn, he takes steps to ensure they never reach their goal.

Pre-game preparation

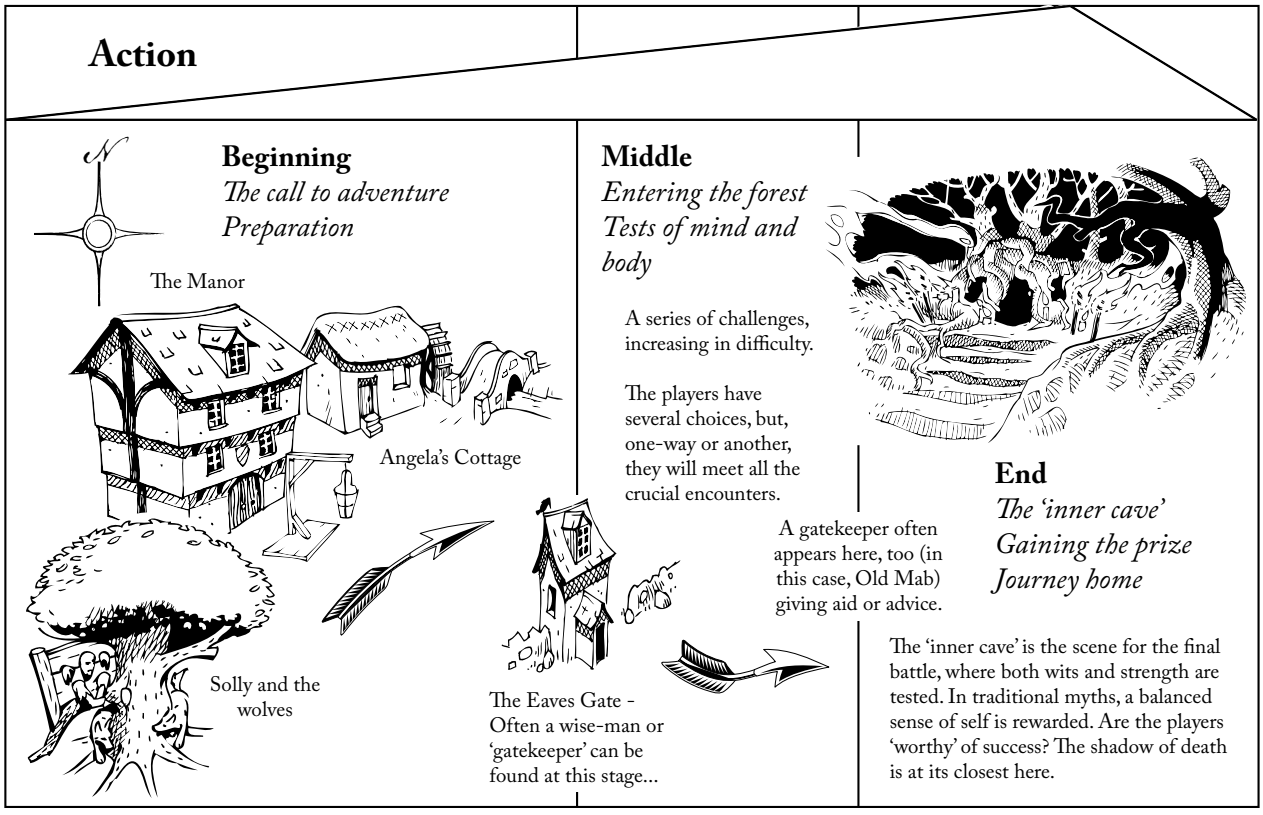
This is probably the first time the players' characters have adventured together, or at all. The question is: why should they work together, rather than wander off to achieve their own personal goals?

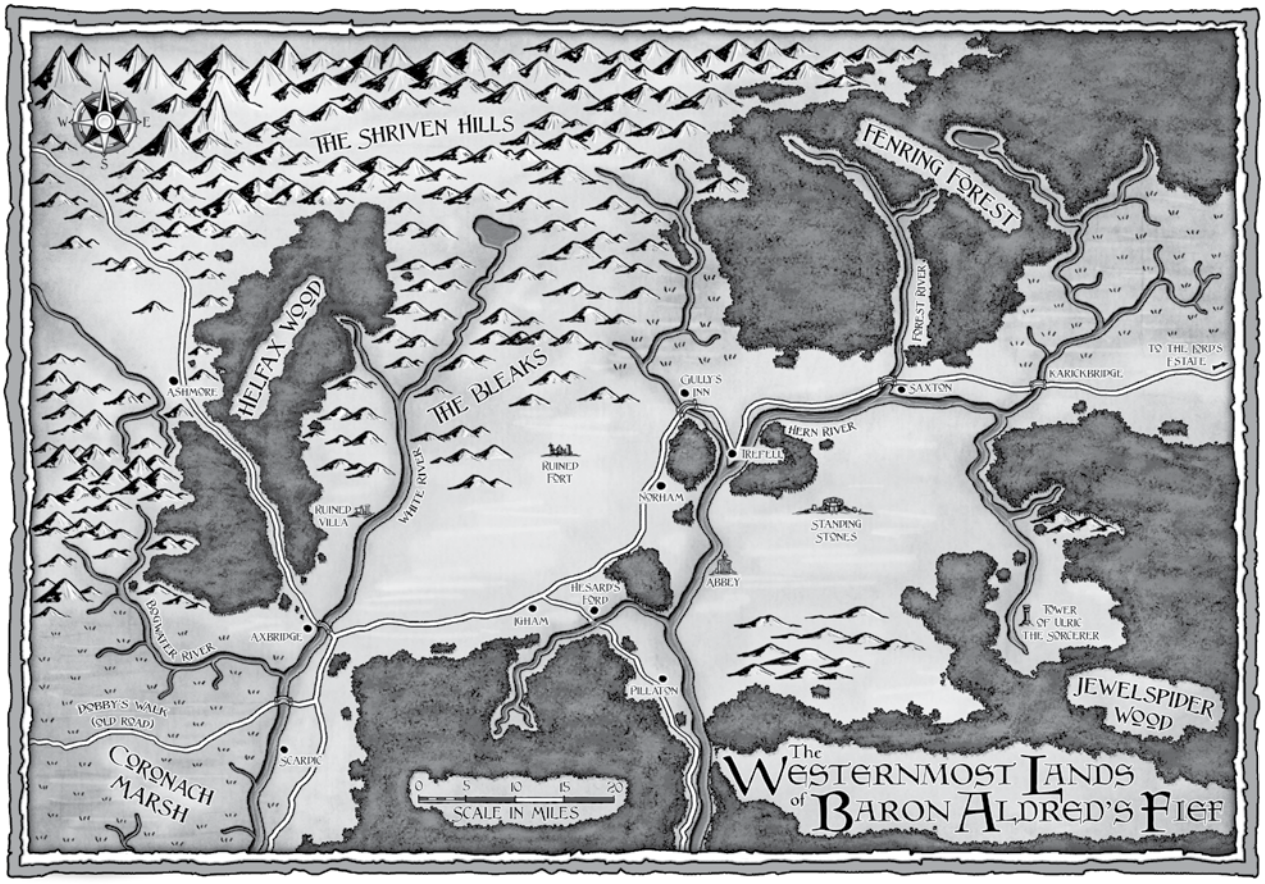
Your first task as a GM is to encourage the players to think of reasons why their characters are bound together. Try asking the players to write a brief background history for their character, including their mannerisms, motivations, and family life.

Next, invite the players to briefly discuss ways in which their characters might be connected with at least one other in the party ("She's my friend," "I know of him by reputation only," "We are twins" etc). This adds depth to the characters.

Now when a companion gets into trouble, the others will not simply shrug and continue filling their backpacks with treasure, but charge to the rescue. This makes for a richer game for all concerned. Of course, some of the connections might be negative rather than positive ("I secretly harbour a vendetta against him, and am waiting for my chance to strike!") but such connections should be rare. Too many of these, and the party will scatter rather than bind together.

Since this is their first adventure, we are going to take the opportunity to contribute to the background history of one of the characters in particular. This will ensure they are deeply committed to completing the adventure.





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Choose the player whose character is the most high-born (such as a knight). This character is going to begin the game with a mission. Read out the following to that player, allowing all the players to hear:
A few days ago you were called to your father's private chamber.

"I have good news," he told you. "Your second cousin, the Lady Angela and her husband, Sir Olvar, will shortly be blessed with a child. They deserve all the support our family can muster. I want you to escort Mother Clay to their village, Maiden's Vale. She's the finest nurse for leagues around, and sure to bring the child up to be proper and strong."

Beside your father, hunched on a stool, was the old crone known as Mother Clay, a faithful retainer to your family since before written history. She is thought of fondly by the elders of the family, and with vague dread by the youngsters. You have been subjected to her foul-tasting 'cures' on more than one occasion.

"When you present yourself to them," your father continued, "give them this gift with the best wishes of our family, and place yourself humbly at their service. If you are determined to be someone of substance in this world, this will set you on that road.

"The way to Maiden's Vale is long, and not without some small danger. Take some friends who you trust.

"Sometimes you let your heart rule your head. Stay sharp, and bring honour to our family. Dismissed."

Your father then handed you a package and a letter bound with the family seal. By his gruff manner it was clear that this meeting was at an end.

The package, should anyone open it, contains a finely crafted wooden doll. Its teeth are made of pearl, and its eyes of blue lapis lazuli. The letter, addressed to Sir Olvar, explains who the character is and expresses the assurance that he will be of service to Sir Olvar in any endeavour.

The player's character will know of Maiden's Vale: it lies in the west of Baron Aldred's fief, at the edge of Helfax Wood and the first peaks of the Shriven Hills, but too small to appear on any map.

Scene 1: On the Road

Read this out loud to all the players:
You have been on the road for several days now. For the last two it has rained incessantly. To make matters worse

Mother Clay has done nothing but complain about her various ailments. Still, there is not much further to go. As night approaches, you look forward to the comfort of a warm bed for the night, and the chance to show your quality to your cousin and her husband. You think fondly of the rich rewards their patronage might bring.

At this point it can be helpful to invite the players to describe the appearance of their characters to each other. If the players are reticent about speaking in character at this stage, don't worry. It can take a while to relax into roleplaying. Just keep the action moving along. Stress how the sound of the rain makes it hard to be heard, how everyone's hair is plastered to their faces, and how freezing water is soaking through their travel-cloaks and running down their necks. Feel free to improvise the ramblings of the old crone, Mother Clay. She is unhappy about having to travel at her age, and dismissive of the young folk who have been assigned to protect her.

Once the players have had time to banter in-character, go to the next scene.

Scene 2: Solly in the Stocks

The track winds northwards up a hill, so sodden that it is more like a muddy river than a road. Cresting the top, you find yourself looking down on the village of Maiden's Vale: a huddle of ancient stone houses weighed down by moss-coated thatched roofs, in a valley of dark woodland. No glimmer of welcoming firelight can be seen in the windows, or wood-smoke curling from the chimneys. The village looks deserted. In the centre is a small square, overshadowed by a manor house remarkable for its even greater age. It stands a storey higher than the rest, with walls made of wattle around row upon row of mill stones, giving it an armoured appearance.

Beside the road is a huge oak tree. Its thick boughs, bent by age, rest on the ground. Fixed between two of them is a wooden stocks. A bedraggled man sits on a third bough, his head and hands locked into the rough wood shackles. He looks scared.

Dark shapes are circling the foot of the tree—a pack of feral dogs. They stop trying to reach the prisoner, and instead lope towards you, tongues lolling hungrily.

There is one feral dog for each member of the party. The village is still a quarter of a mile away. If the party try and outrun the dogs, describe how Mother Clay cannot keep up. They will have to fight.

Feral dogs

attack 12, Fangs (d4, 3)	AF 0
defence 3	Movement 12m(25m)
magical defence 1	Evasion 3
Health Points 5	stealth 16
Rank-equivalent: 1st	perception 11

Remember that combatants take turns, those with the highest Reflexes go first. The feral dogs will not attack Mother Clay, who will avoid them by staying in the party's midst. They are hungry, and will fight to the death.

After the fight, the players may choose to ignore the man in the stocks. In this case, describe how Mother Clay breaks from her monologue of ills and squints at the man. "Solly? Is that you? What are you doing out here?" she cries, and bustles over to him, tutting. She knows him as a long-serving member of Olvar's household. If the player-characters approach the man, read out the following:

As you approach, the man's expression of gratitude turns to confusion, then pain. Something whizzes from amongst the higher branches to hit him on the head! You see a scrawny squirrel further up the tree, throwing acorns at the forlorn prisoner. From its chirruping, it seems to be enjoying itself. It is remarkably accurate.

The strange creature will evade all attempts to catch or injure it before escaping through the tree tops. This squirrel is important to the adventure later on.

Scrawny squirrel

attack Not applicable	AF 0
defence 9	Movement 15m(20m)
magical defence 6	evasion 8
Health Points 10	

The man is Solly, a servant in Sir Olvar's household. If the players ask why he is in the stocks, read out the following:

"All I did was show surprise when Maxim Le Cloche came barging into the manor house yesterday morning. Next thing I know, he's dragged Lady Angela from her bed and cast her and her newborn into the street. Well, of course, I asked him on whose authority he had the right to treat her ladyship so. He says, 'On the authority of the new lord of the manor—me!' Then he charges me

with looking at him funny, orders me whipped till I'm on my knees, and has me locked up here!"

The stocks are about eight feet off the ground. Characters will have to climb the tree to free Solly. If they do, they'll notice that his back is bruised and bloody from a severe beating. Although he is miserable, he will resist being freed: if he escapes from the stocks he will be deemed a homeless outlaw, leaving his family at the mercy of Le Cloche. If freed he will ask to be locked up again. If the players refuse, he thanks them grudgingly: "I'll hide myself, and hope Le Cloche gets his come-uppance soon!" He shrugs and runs off into the forest.

If the players ask him questions about what has been going on, refer to the Local Knowledge section on pages 223-224. Solly will supply some or all of this information, depending on the questions asked of him, but won't offer information on matters he isn't asked about.

When the players are ready to continue onwards, go to Scene 3: About Town.

This section of the adventure serves several purposes. Firstly, it illustrates the hardships of medieval 'law': a feudal lord literally owns the lives of the peasants in his domain. It is worth reminding players of such cultural details early on in a game. It helps them get into character. Secondly, we have the squirrel: a quirky little thing, it represents the fey strangeness which is at the heart of a good *Dragon Warriors* game. This squirrel is going to show up again later on… and display increasingly strange behaviour! Thirdly, it contains a fight. Like fictional adventures, role-playing sessions often start with a 'warm-up' fight. It helps to grab the audience's attention.

Scene 3: About Town

As the player-characters enter the village of Maiden's Vale read the following text to them:

You make your way north down the hill and through the village gate. The gate stands open and the gatehouse is deserted. The street is empty and the cottages have shuttered windows. Every door is firmly closed. Many are decorated with charms to ward off evil spirits: sprigs of heather, dried frogs and rabbits' feet.

You reach the central cobbled square, with the manor house standing proudly on its north side. Opposite the manor is a small inn. There is a faint light from within. A bearded face peers out at you, then ducks inside. However, the door remains ajar.

The road continues north-east, sloping down to a bridge over a stream. There it passes through a gate before turning east towards the black edges of the forest.

The townspeople have hidden themselves away, terrified of the White Lady, and of Maxim Le Cloche. They will suppose that any strangers are here to join Le Cloche's band of thugs hired from nearby towns, and want to avoid all contact.

Player-characters examining the cottages will find the doors and shutters are stout and firmly barred. They may try listening to ascertain if there is anyone at home. Roll on behalf of the townspeople inside. Their STEALTH score is 12. Deduct the listener's PERCEPTION score. This gives the number you must roll lower than on 2d10 in order for the townspeople to avoid detection. If the townspeople fail, the players will hear stealthy movement and fearful whispering. If a character bangs on the doors a voice will cry out from within: "Go away! We want no trouble!" then only silence.

If the PCs decide to break into a house, they will find that the window shutters are as stout as the doors, so the break-in is handled in just the same way: anyone with Strength 17 or more will break the door/window shutter first time, while weaker characters must roll under their Strength on 1d20. Every attempt costs 1 Health Point, successful or not.

If the characters force entry to a home, read out:

The house consists of a single, cramped room. The only light comes from a lantern on a table in the centre, shuttered to release the faintest glow. In the far corner a terrified villager brandishes a shovel, his family cowering behind. "Get out of here! We want no trouble!" he shouts.

He will fight to the death to defend his family and home if necessary, but this is an unlikely course of events. The players should be able to calm the man and assure him of their trustworthiness. If questioned, the man and his family will be able to share some of the information found in the Local Knowledge section.

If the PCs ask for shelter, the villager will recommend that they visit the more comfortable inn

nearby. There is no space for them in this single-room home.

Typical townsman

attack 11, Pick (d8, 6 points)	AF 0
defence 5	Movement: 10m (20m)
magical defence 3	evasion 3
Health Points 6	stealth 12
Rank: 1st	perception 4

If the players visit the inn turn to scene 3a: The Inn. If they continue north-east along the road, turn to 3b: Lady Angela's Refuge. Or they can visit 3c: The Manor House.

Scene 3a: The Inn

You push open the door to find yourself in a deserted common room. Stools surround a single large table and barrels line the far wall. A stout man with a magnificent red beard and a filthy apron enters from a door there. He looks cautious, yet hopeful.

"Hello to you, good people. Welcome to my inn. Er… if you don't mind my asking, what are you doing in Maiden's Vale at this late hour?"

The characters have found "The Inn with No Name" (so called because it is such a poor example of the type that it can hardly be called an inn at all). It has only one guest room. The innkeeper, Bulbin, can also offer a rough wooden pallet with a handful of straw in the common room. The players may argue about who should get the guest room; let them. Before they get a chance to sleep, Bulbin will pester them with questions about their mission. He will remark upon their weapons (until recently it was unusual to see heavily armed people in the area). He will ask them if they are here for Lady Angela and Sir Olvar, or for Maxim Le Cloche, worried that they may be recruits for Le Cloche's band of thugs.

When he is sure that the characters are here for Lady Angela, he will call through the rearward door for his young servant, Sprout.

"Sprout, go and get Sethun. He'll want to meet our visitors, I'm sure. And they'll be interested to meet him, or I'm a fool." The boy runs off into the rain. A short time later, he returns, accompanied by a gaggle of frightened-looking townsmen. They eye you with suspicion.

"It's all right, Sethun. They're here for Lady Angela. This gentleman/gentle lady here is her cousin!" says Bulbin, cheerful.

The leader of the group, a small, care-worn man named Sethun, comes forward to peer at you. "If that's true, you come in just the nick of time. I beg of you sires, bring back our dear Sir Olvar, and rid this town of that terrible she-devil, Queen Fhionn."

These are elders and traders of high standing in the village. They will ask the characters to visit Lady Angela immediately, saying, "By day-break it'll be too late for her and her baby." If pressed, they will offer to pay 50 florins for the party's assistance. Both the elders and Bulbin can supply information found in the Local Knowledge section, if asked.

Bulbin/Sethun/6 elders

attack Not applicable	AF 0
defence Not applicable	Movement 10m (20m)
magical defence 3	evasion 3
Health Points 5	stealth 12
Rank: 1st	perception 4

If the party agree to visit Lady Angela, they must first pass by 3c: The Manor House.

Scene 3b: Lady Angela's Refuge

The road leads to a bridge over a stream. By the bank is a low cottage with a mill wheel, clogged with weeds. Storm water has raised the stream, and water courses across the street.

Lady Angela and her child have sheltered here, in her cook's cottage. The cook, Gayble, is fiercely protective of her mistress, and will quiz the PCs about their credentials before she will open the door.

Lady Angela is sitting in a rocking chair beside the fire, wrapped in a blanket. A cot at her feet holds her sleeping child. When she hears the characters are here to offer their service, she murmurs the following:

"It gives me hope to see you here. I have never been in such sore need of help. My husband is gone, and I fear I will never see him again, and at daybreak, this terrible curse may steal my child from me as well!" Her voice cracks, and her eyes fill with tears. "It is a terrible thing

I must ask of you: please will you bring Olvar back to me and save my child?"

If the characters hand over the present they have been carrying, read out the following:

With a weak smile, the lady unwraps your gift, but the smile fades. Inside is a beautifully crafted doll with pearl teeth and eyes of lapis lazuli. It looks very like her own child. By morning, this could be all she has left! Mother Clay plucks it from her hands and shoves it back to you. "Really! That's not what the poor girl wants to see right now, is it! Now you go and sort this out, right away!"

Lady Angela stares into the fireplace, so filled with grief she can speak no more. However, Gayble the cook can answer further questions. Refer to the Local Knowledge section as required.

Gayble gives each PC a thick-crusted loaf, filled with hot vegetables. She is an excellent cook: when eaten it will restore 1 Health Point.

From here, the PCs may visit 3a: The Inn, or 3c: The Manor House. If they wish to start their quest, go to Scene 4: The Eaves Gate Keeper.

Note how the mission is presented as a race against time. This is a useful device to ensure you keep the players' attention. Since we want them to enjoy an exciting finale, we will ensure that they make it to the white house in the nick of time… but they don't need to know that. Maintain the tension!

Scene 3c: The Manor House

You enter the village square. The manor house casts a moon-shadow across it, black and foreboding. A figure appears at an upper window, silhouetted in firelight, watching you. But when you look up, it retreats from view and seconds later shutters are closed across the window from the inside. You can hear many rough voices singing in the hall, the rhythmic banging of swords on tables, and breaking crockery.

It is almost impossible for our party of 1st-level adventurers to break into the mansion. The doors and window-shutters are extremely strong, and there is a sizeable group of armed thugs housed inside, who will answer any attempts at communication with crude insults and threats.

If the players decide to force their way in, they will have to break a door or window shutter. Anyone with Strength 18 or more will break the door/window shutter first time, while weaker characters must roll under their Strength minus 5 on 1d20. Every attempt costs 1 Health Point, successful or not.

Any breach will be defended by the raging mercenaries. If one is killed, two more will step up to take his place until the party retreat. At this, the mercenaries will block up the breach with stout tables. There are ten thugs in all, but the townspeople believe there are double that, and are terrified of them.

10 TYPICAL THUGS

ATTACK 11, Mace (d6, 4 points), Spear (2d4, 4 points)	
DEFENCE 5	AF 0
MAGICAL DEFENCE 3	EVASION 3
Health Points 6	STEALTH 12
Rank 1st	PERCEPTION 4

In this scene a frontal assault on our main villain, Le Cloche, should be discouraged. Players need to realise that, while they are heroes, they are not all-powerful! It is quite reasonable to tell your players, "This fight looks hopeless" if such is the case.

From here, the party may visit 3a: The Inn, or, if they wish to start their quest, they will pass by 3b: Lady Angela's Refuge. If the party try and spot Queen Fhionn's white house on the hillside above the town, read the following:

You scan the forested hills overlooking the town. To the east, perhaps two miles away, you can make out a glow amid the trees. There is something there, the colour of old bone.

Local Knowledge

The player-characters will want to ask questions of people in the stricken village. Here is what the average villager knows (you don't need to memorize this, but refer to it as and when the characters question someone). You can use some or all of the information to answer a question, and ad-lib how the individual words his response.

Maxim Le Cloche, Lord Olvar's cousin

"He is power-hungry, and uses whatever influence he has to enjoy a fine lifestyle… but he keeps it all hidden from Sir Olvar. Around Olvar, he's all sweetness and

light! He's recruited a bunch of foreign thugs to act as his henchmen."

Sir Olvar, much loved by the villagers
"If Olvar has a weakness, it is to think the best of people (particularly Le Cloche). He didn't even have a militia or any guards in the village. Sir Olvar left the town two days ago on horseback to confront the White Lady and save his newborn child."

Lady Angela, a just and kind mistress
"She's taken refuge from Le Cloche in her cook's cottage, where she awaits news of her husband, Sir Olvar. She is beside herself with worry for her husband, and for her child, the poor thing."

The White Lady, Queen Fhionn, a terrible spirit
"No one alive has seen her, but her white house has appeared in the eastern hills overlooking the town on several occasions over the years, only when the moon is nearly full and a child is due to be born. Whenever it appears, there's a terrible storm (much like the one that is raging now). At daybreak of the third day after its birth, the poor little mite falls sick and passes away. They say the white Lady spirits their little souls away, but no one knows why."
"Many brave folk have attempted to put an end to the evil creature, but none have returned from the white house. Once her evil work is done, the house disappears and the storm blows out."
"There's little hope of ever seeing good Sir Olvar again. These are dark times indeed."

The Manor House
"The home of Sir Olvar and Lady Angela. With Sir Olvar gone, and little hope of his ever returning, Le Cloche has seized control of it, casting out Angela, along with her new-born child and her servants."

Scene 4: The Eaves Gate Keeper

You cross the bridge over the raging water and head north out of the village. Ahead, the road turns east and plunges beneath the forest's black eaves. Marking the edge is an ancient stone wall with a ramshackle gate-house built into it. An old man stands in the porch with a lantern. A raven is perched on his shoulder.

The old man is Porthawr. He and his raven Grist-bitten have guarded the 'Eaves Gate' for many years. If questioned, he can provide some or all of the information found in the Local Knowledge section.

In addition, he can tell the party the following: within the hour a grim-looking group has passed through this way without a word. Porthawr didn't recognise any of them, and he can't count so can't give an exact number. "Between one hand and two," is his best guess.

These men were Le Cloche's mercenaries, sent to ambush the party and stop them completing their mission. Le Cloche was forewarned by a treacherous tradesman from the inn.

Scene 5: Entering the Forest

It is night, and although the moon is still almost full the combination of the heavy rain, the trees and the stormclouds covering the sky mean that there is not enough light for the party to see the path clearly. They can use magical lights such as *Moonglow* (page 80), or if they have thought to bring torches or lanterns they can use those. Alternatively they can borrow three torches from Porthawr, who hands them over grumbling under his breath, or head back into town to borrow a lantern. A properly made torch will not go out in the heavy rain; one improvised from branches will. More information on illumination is on page 60.

If the characters try to traverse the forest without following a path, they will find that the trees are extremely old and dense, with thick thorn bushes and vines growing between them. Movement is slowed to a quarter of its usual speed. In this case, describe their difficult journey through the trees and their discovery of an old path. Have this path lead to the next scene, no matter which direction they choose to go in.

Scene 6: The First Ambush

The path continues to wind upward through the gloomy, dripping forest. The pouring rain makes it hard to see far. Eventually, the path leads to a clearing. On the far

side is a chalky cliff face, ten metres high, running north and south. Near the bottom, tied to a tree root, is a dappled grey horse.

This is Sir Olvar's horse, abandoned when he realised he could go no further on horseback. Five of Le Cloche's mercenaries are hiding atop the cliff, waiting to push boulders onto climbers. Having done so they will escape eastwards, looking for the next chance to attack.

If the PCs examine the cliff, they will see fresh scrape-marks where someone has climbed it. The rain has washed most of the marks away, and it is impossible to see how many people made the climb.

The cliff runs for half a mile around the hill in both directions. Aside from this clearing, its base is clogged by trees and undergrowth (reducing movement to a quarter). With time against them, the PCs must climb the cliff.

The climb has a difficulty factor of 13. A character with a REFLEXES score at least equal to the difficulty factor succeeds automatically. Those with a lower score must roll under their REFLEXES on 1d20. If they fail, they will fall at a random point in the climb. See Falling on page 64 to calculate any damage sustained.

As soon as any of the player characters is 7 metres up, one large boulder will roll down towards each climber. Each boulder has a speed of 11. Deduct the targets' EVASION scores from this number. You must roll equal to or less than this result on 2d10 to hit them with a boulder. A roll of 2 automatically hits, while a 20 automatically fails. The boulders' damage rating is 1d6, 3 points. Anyone hit by a boulder must subtract the amount of damage taken from their REFLEXES and then roll under that on 1d20. If they fail, they fall off the cliff.

Once each mercenary has released one boulder, they will scatter into the darkness.

If any PC archer stays back to give covering fire to the climbers, he will glimpse the mercenaries above as they prepare to release the boulders. To use a ranged weapon, a character must simply roll under his ATTACK score on 1d20.

However, the roll total is modified by a number of factors. The mercenaries make difficult targets: they are at short range (no adjustment), crouching (+2), moving quickly (+4), and it is dark and raining heavily (+3), a total of +9 to the hit roll. Each archer will have time for just one shot before the mercenaries disappear, driven back by the arrows. Any mercenary killed in this way will fall dramatically from the cliff.

The Cliff Top

The top of the cliff is clear for 20 metres in all directions before the forest resumes.

If, by some cunning ruse, a character reaches the top of the cliff before the mercenaries release the boulders, they will see five men crouched in hiding near the cliff ledge. It is possible an attacker will get surprise on them (by rolling a 1 on a d6).

5 Thugs

ATTACK 11, Mace (d6, 4 points), Spear (2d4, 4 points)	
DEFENCE 5	AF 2
MAGICAL DEFENCE 3	EVASION 3
Health Points 6	STEALTH 12
Rank 1st	PERCEPTION 4

If the fight goes badly for them, the mercenaries will rout: PCs attacking them get one free attack at their unprotected backs (0 DEFENCE) before they can get away.

If a player-character jumps off the cliff, using the treetops below to break his fall, the difficulty factor is 12. If his REFLEXES are lower, he must roll under his REFLEXES on 1d20. If successful, he becomes lodged safely in the tree. If he fails, he falls through the branches, sustaining 1d6 damage (as if he fell 5 metres, rather than 10).

A path leads uphill and eastwards (turn to Scene 8: The White Lady Abroad). Another, more of an animal run than a path, leads around the hill to the north (turn to Scene 7: The Ruins).

Scene 7: The Ruins

What at first you take for tree-stumps you realise are piles of rubble, half hidden by leaf-mould, or crumbling beneath the root systems of trees. The path dwindles to nothing. You find yourself amongst ruins which have been smothered by the forest.

These are the ruins of an ancient village. Only one structure still has a section of roof intact under which to shelter from the rain. It is a dead end. The sensible thing would be to turn back.

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Not all events and encounters should revolve around the characters, or relate to their concerns. This helps make the game world feel more realistic.

To keep your players on their toes, you can ask them to make rolls 'to see if they spot anything'. No matter what they roll, tell them it wasn't enough for the difficulty factor you had in mind. They'll think they're being stalked!

Scene 8: The White Lady Abroad

As you climb, a scream of terror echoes through the trees followed by the sound of something crashing through the trees to your right and left.

Le Cloche's mercenaries have encountered Fhionn. She has enslaved some of them, while the rest have scattered into the dense forest in blind panic. The characters won't see them in the dark, but they will hear them crash through the trees, down the hill and away.

If the player-characters continue onwards, read the following:

The path becomes a crude stairway carved into the chalk. The hillside is clear of trees, but covered in black, foetid bracken which grows as tall as a man. Looking back, you can see Maiden's Vale far below. At the upper edge of the clearing the path meets another, running north and south, that disappears back into dense woodland.

As the party make their way towards the junction…

A white figure appears at the junction above you: a woman dressed in white samite and adorned with silver jewellery. Her garments undulate, as if blown by a different wind, and her bare feet hover above the ground. She turns towards you and her eyes are blank orbs. Behind her are stumbling, mud-soaked figures, among them a young knight who can only be Sir Olvar. His eyes are locked in adoration upon the ghostly form.

The White Lady stretches her mouth in a feral hiss. The ground trembles. She turns and leads the men away along the northern path.

Queen Fhionn is a White Lady. She appears as a woman of haunting beauty, dressed all in white. She has the power to enslave her enemies before leading them into the demonic plane and the clutches of her master, the demon prince Fengris. However, the children she spirits away suffer a gentler fate. Their spirits dwell beside a hidden magical pool, and will be freed when she is defeated.

Queen Fhionn is an unusual example of her type: she began life as a human. She burns with a desire for vengeance on the living, and uses a powerful magical altarstone shaped like a cradle, which lies at the heart of her house, to steal the children. There is more information about White Ladies on p. 231.

The White Lady is on her way to her house with her newly enslaved souls, Sir Olvar and the mercenaries. Their stats are the same as before they were ensorcelled.

Scene 9: The Hollow Oak

The path splits to pass either side of an ancient oak tree, its height stunted by a lightning strike. It has a hole in the side with a curtain of ferns over it. As you watch, the curtain pulls back revealing a sort of puppet booth. Puppets made of pine-cones and straw begin to cavort on the stage. You realise that they look remarkably like you!

Meet Erkiss, a wizened goblin servant of Fhionn. He has a cruel sense of humour. It was he, in the form of the scrawny squirrel, who pelted Solly in the stocks earlier!

Any character who stops to watch will have a spell cast over them. It has a MAGICAL ATTACK of 17. Deduct the victim's MAGICAL DEFENCE. If you roll beneath the total, they are affected and their feet become frozen to the spot. However, they will only notice when they try and move.

Now describe the story Erkiss tells: a comedy version of the party's journey through the rain, any arguments they had, their attempts to dodge the boulders, and so on. Each time the story recounts an injury or failure they suffered, the character will lose 1 Health Point. If a character is boorish or threatening, his puppet will be shown banging into trees, costing him more Health Points.

If a character amuses Erkiss with a heckle or critique of the ongoing show, they will hear a sniggering from inside the log, and the story will treat them more kindly. If a character show particular wit, Erkiss will stop the show and squawk, "Turn back!" before attempting to escape. If someone attacks the oak, throws heavy objects at the tableau or reaches into the hole, Erkiss will attempt to escape. A scrawny squirrel will streak up the inside of the tree and out along a branch, swearing furiously. He will jump from tree to tree to make his getaway.

If the party can use their ingenuity to capture Erkiss, he will transform into a wrinkly grey humanoid about 4 feet tall with bright ginger eyebrows. He will plead and whine for his life. In return, he will promise them assistance in their task:

"Please don't hurt Erkiss! He only does his mistress's bidding! Do this, Erkiss! Do that, Erkiss! Throw open the doors, Erkiss! See off these humans! A favour I'll grant you, yes? A goblin boon? When the time is right, Erkiss will help you…"

Once a goblin has made a promise, it must stick to it, although it will try to twist the wording to its own foul purposes. Erkiss is fond of cruel jokes, though. If the favour gives him the chance to play a trick on someone, he will comply with glee… even if the victim is Fhionn! Once a deal has been struck he will run into the darkness.

ERKISS IN SQUIRREL FORM

ATTACK Not Applicable	AF 1
DEFENCE 9	Movement 15m (20m)
MAGICAL DEFENCE 6	EVASION 8
Health Points 10	

ERKISS IN GOBLIN FORM

ATTACK 14	
DEFENCE 7	Movement 12m (25m)
MAGICAL DEFENCE 5	EVASION 5
Health Points 10	

The path branches here, but both paths lead east up the hill. No matter which path the characters choose, you should go to the next scene.

Scene 10: Old Mab's Stone House

You come to the edge of a deep gorge. An ancient bridge once crossed here, but it has been shattered. Distant water roars far below.

The gorge is 10 metres wide. The players may think of a clever way to get across. However, if the PCs explore the edge, read the following:

Following the edge, you begin to wonder if there is any way across. Then a strange sight meets your eyes: lodged in the gorge is a huge rock. It appears to have been hollowed out to make a home. It has lattice windows, through which a fiery glow can be seen, and a thatched roof from which a chimney vents steam into the night air. Steps lead up to small wooden doors on either side. The doors are inscribed with strange, twisted symbols.

The house is a single room full of corn-dolls, batches of thatch, animal skins and jars. It is the home of a wise-woman, Old Mab, protected from the White Lady by Mab's spells. She is expecting visitors, having viewed their approach through a crystal ball. She even knows what their mission is! She is ancient and unwashed.

If any characters are badly injured, Mab has the power to cast one *Greater Healing* spell, returning 7 points to one PC (see p. 82 for more information).

Old Mab will tell the following tale of Fhionn, although it pains her to do so:

"Fhionn was born many years ago, long before Maiden's Vale ever existed, when this region was home to two warrior clans. The daughter of a powerful chieftain, she enjoyed an easy life. With no one else of her age and standing to play with, she would often go alone into the forest, chatting with her imaginary friends as she went. There, one day, she found the remains of an ancient shrine, a crumbled ledge of white stone almost lost beneath tangled tree roots. In her innocence, she cleaned away the undergrowth to uncover the large bowl-like altar which stood at the centre.

"As she grew Fhionn adopted the shrine as her own, and spent all her time there, playing at being a powerful priestess. A particular sigil, carved into the altar, became her own sign. She wore it on a necklace, and even scratched it into her arms. When she began to hear a voice whispering to her, she thought how lucky she was that she had found a shrine with the power to make her imaginary friend come to life. From then on, the voice guided Fhionn and advised her. It was not long before the clans-people noticed how confident, even headstrong, she was becoming. Everyone said what a fine wife she would make some day, for the time was fast approaching when she must do her duty, and become wife to a young chieftain's son from a neighbouring clan, assuring a peaceful truce for all.

"The marriage was a joyous affair, and Fhionn and her husband, whose name was Geraint, had a fine house beside her father's hall. It was not long before Geraint became chieftain, and showed himself to be a wise leader. Those were happy times, and when the news came that Fhionn was expecting a child, there was great celebration. However, swept up in the richness of her new life, Fhionn neglected the old shrine. She no longer wore its sigil, and the marks on her arms healed and faded."

"On the very day that a child was born to Fhionn and Geraint, a bloodthirsty warlord named Strabo led his warriors into this valley and laid siege to Fhionn's village. Strabo paced outside the gates, demanding that Geraint come forward and do battle with him. Geraint was terribly afraid. He knew of Strabo's savage reputation. None the less, just before dawn on the third day of the siege, he held his wife for the last time and kissed his child. Then he took up his sword and went out to meet Strabo. I would like to say the battle was a proud one, and that Geraint defeated Strabo. But that was not to be. Geraint was a lord of peace, while Strabo was a chieftain whose rule was forged in blood. Strabo slew the young man, and claimed the village as his own.

"'My patience is at an end. Open the gates and let us in, or we will burn this village to the ground!' he roared. Seeing Geraint slain, the villagers lost all hope and opened the gates. Finally, Strabo and his warriors surrounded Fhionn's hall. 'Bring out the child. None can live to contest my rule!' he cried. 'Bring it to me, or we'll burn this village and everyone in it!'"

"Of course, Fhionn would rather die than give up her child to this monster, but the villagers were sore afraid. They snatched the child from her arms. As the sun rose on the third day, the child was carried down the steps of the hall and given to Strabo.

"Fhionn never saw her child's fate. In a frenzy of grief, she ran from the hall, out of the village and up into the forest.

"As Strabo celebrated his victory, he looked up the wooded slopes to see a shrine, now clear of overgrowth, shining white amid the trees. Fhionn stood beside the altar stone, her face streaked with tears. In her hands were the branches and roots she had torn away, and on her arms were the sigils of the shrine, written in blood.

"No one knows what dark pact she made with the ancient power that ruled the shrine, but she must have asked for vengeance on Strabo and the cowardly villagers who had betrayed her. Flaming torches flared up all around her, and a great wind blasted the village. Fire tore through the houses, burning everything in its path. As the last house crumbled to ashes, Fhionn turned away.

The ground opened up and swallowed Fhionn and the shrine, and the roots of the trees bound tight over her resting place.

"Since then, when the moon is full and a child has been born in the valley, the ground on the hill has broken open, revealing the shrine with its ghostly torches all aflame. And on the third day after the child's birth, it has sickened and passed away, its soul stolen away by the jealous and vengeful White Lady."

If asked how she knows so much, Mab will say, "Fhionn has been a subject of study to me for many, many years!" and laugh bitterly. In fact Old Mab is the nurse who handed Fhionn's baby to Strabo, hundreds of years ago. She will never tell the party, the shame is too great, though if they ask about her in the village someone will tell them.

At the end of her story, read out the following:

Mab pulls a sack from under a loose floorboard. With shaking hands she reveals an ancient sword. The blade is snapped and rusted. You can make out a strange sigil engraved on the sides of the blade. She hands it to (the character who seems the best warrior).

"'This is the sword that took Geraint and the child. Show her this.' She then takes off a leather necklace and hands it to (a character, preferably the weakest).

"'It won't save you, but it might keep her back for a time,' she murmurs. Through the window, you can see the sky is lightening from black to azure blue. Daybreak is fast approaching.

If the party try to question Mab further, she will insist there is no time.

Strabo's sword – Any warrior can tell that this rusted relic is completely useless for combat. The sigil is the mark of the demon prince Fengris. The same mark adorns the cradle-like altar stone in Fhionn's house. When Fhionn neglected his shrine the demon used Strabo as an instrument of his vengeance. Fhionn then made a pact to become a demonic servant of Fengris, the very cause of her misery! Such are the games played by demon princes. If Fhionn is shown the sword and told what it is, she will realize she was manipulated by the demon and retreat from this world into the demon plane to exact her revenge on Fengris.

Leather necklace – It will allow the wearer to ignore the effect of Fhionn's *Enslavement* spell. At daybreak it becomes useless.

The characters leave the stone house by the opposite door and go to the next scene. If they ever try to return to her house, they will be unable to find it.

Scene 11: Hellhounds Attack

From the far door of Old Mab's cottage the lights of Lady Fhionn's house are visible flickering through the trees. The path from here seems clear.

To dispatch the party, Fhionn has summoned two Great Hellhounds, who are now tearing through the undergrowth to block their advance while she returns to the altar and completes the ritual.

The Hellhounds' rapid approach is marked by the path they crush through the bracken on either side of the path, and the steam that comes off their hellish fur. They appear as huge black dogs with hairless heads, like vultures. Blue flames flicker in their eyes and throats.

2 Great Hellhounds

attack 12, Bite (d6, 5)	AF 0
defence 5	evasion 3
magical defence 4	stealth 14
Health Points 9	perception 11
Rank-equivalent: 2nd	

Anyone bitten must roll under their Health on 3d6 or contract the Wasting Disease (see Diseases, p. 126). The effects will not become apparent until after this adventure.

No matter which path the characters choose, you should go to the next scene.

This is the last fight before the final confrontation. Ideally the party should be bloodied but not near death. Two Hellhounds should be enough to give them a good fight, but if the PCs have had an easy time so far then add another—or two.

Scene 12: Queen Fhionn's House

Up through the trees you detect a flickering light. As you approach, you realise that this is the building you saw from far below, but it is a house only in the most primitive sense. There is a low chalk cliff with small black

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windows in it and a low door. A wide ledge, with rough steps hewn into it, leads up to it. The cliff is entwined by great knots of ancient tree roots. They are adorned with hundreds of tallow-candles, while the ledge is arrayed with a hundred burning brands, undimmed by the raging storm, blazing into the gloom.

If the player-characters stand on the ledge, add:

From here you can look down on Maiden's Vale, far below, a pitiful huddle of homes lashed by the icy wind. You can make out a single light still burning in one of the windows. Looking to the far horizon, you see a glow beneath the storm clouds. Day is coming.

The door will creak open. A wizened, grey-skinned boy-man with ginger eyebrows, dressed in a servant's tabard, holds it open solemnly (if the PCs have seen Erkiss the goblin in humanoid form they will recognise him; if so, he will wink at them). He then scampers away, and is lost in the darkness.

The party is standing on a ledge overlooking the 'main hall', the first of two caves to explore. Those entering by the window will arrive here too.

Main hall

A stairway of rough-hewn rock winds down to a large, dimly lit cave. The high, domed ceiling and walls are a tangled mass of vast tree roots, like knotted serpents. The floor is of pale rock, with a wide circle carved into it. In the far east wall, the roots divide to reveal a huge stone hearth. A handful of dim-glowing coals creak and shift in the grate, on the verge of going out. The wavering glow makes the shadows seem to breathe.

Before the fireplace is a block of stone almost two metres tall. Its sides are engraved with twisted marks. Its top has been carved into the shape of a cradle. A dank chill seeps to the marrow of your bones. A wide crack forms an arch leading north (to the Pool Chamber).

Erkiss is hiding amongst the ceiling of roots. He will not come down unless he owes a favour to a character, and is called for in that regard.

Hidden in the walls are Fhionn's slaves: the remaining mercenaries (as with the Hellhounds the number is up to you but one per PC minus one is probably good) and Sir Olvar. If a character examines the walls they will find them if they roll under

their Intelligence score (although they will not know that the men are Le Cloche's thugs). They look like they are made from the same chalk as the walls and are catatonic, awaiting Fhionn's command. All are dressed in an assortment of armour and weapons collected from Fhionn's victims over hundreds of years. If attacked they will spring to life and fight (their profiles can be found below). Otherwise they will remain stiff, barely breathing.

If a PC examines the block of stone they will recognise the markings as matching those on Strabo's sword.

Pool Chamber

The crack forms a thin corridor down into the hillside. It ends in a circular cave, its walls coated in thick moss. Nestled amid the nooks and crannies of the walls are hundreds of sealed pottery jars. In the centre of the cavern is a pool. The water stirs eerily, as if with a life of its own.

The pool is where the souls of Fhionn's slaves are trapped, while the pottery jars contain those of the children she has spirited away over the years. They are magically protected and will only break when Fhionn is defeated.

Anyone touching the water will activate a Banish *Rune* (page 83) at the bottom; they must save against a MAGICAL ATTACK of 22 or be transported to the grey, featureless eternity of limbo. Casting *Dispel Magic* on the spot where they disappeared will bring them back.

If anyone casts *Dispel Magic* on the water, the mercenaries and Sir Olvar will be released from their spell. However, before the PCs can try, Fhionn will coalesce above the pool and attack (see The Final Battle, below).

After the PCs have explored the pool chamber, they will feel a cold wind. Fhionn then coalesces above the pool.

Scene 13: The Final Battle

Fhionn is probably too powerful to be beaten in a straight fight. However, all the characters really have to do is force her to look at Strabo's sword. Your task is to make this hard for them. Here's how to do it:

White Ladies

These are creatures from the demonic planes that take the form of beautiful women dressed in gowns of white samite and adorned with pearls and bejewelled circlets. They are actually disgusting worm-like entities, servants of the demon Fengris who stalks the planes beyond, slavering for the souls of men.

White ladies seek to trap potential victims of their master's soul-lust by using a potent version of the *Enslave* spell. Unlike the spell cast by sorcerers, however, it can be used on more than one victim at a time and is not subject to Spell Expiry Rolls. The spell holds its victim in unreasoning subservience for exactly a year and a day. During this time the souls of the victims are spirited away to a pool in a lichen-covered tower. This tower appears magically in any secluded place within a mile of where the white lady is encountered. Anyone touching the water in the pool will activate a Banish *Rune*; anyone failing to save against the spell (MAGICAL ATTACK of 22) will be transported to the nether planes. If anyone casts *Dispel Magic* on the surface of the water, those enslaved by the lady will immediately be released from their spell. Once the White Lady has collected ten victims she will return to the demonic planes with them, where their souls will be consumed by Fengris.

A White Lady will be protected by 1–6 2nd-rank warriors. She may pretend she is being attacked by her guards to lure the party into trying to rescue her. If the lady is slain, she will slowly turn into the image of a hideous worm before disappearing from this plane altogether; not a trace of her will be left behind. If the lady is slain and the party do not release her warriors' souls from the pool, they will wander the lands like crazed loons for the remaining length of their servitude.

White Ladies are powerful magic users, with all the abilities of 7th-rank Sorcerers.

ATTACK 13, Dagger (d4, 3)
DEFENCE 7
MAGICAL ATTACK 22
MAGICAL DEFENCE 12
Health Points 11
Rank-equivalent: 7th
Magic points 25
Movement 10m (15m)
EVASION 4
STEALTH 15
PERCEPTION 7 (normal)

Drown out their voices – Fhionn's favourite spell comes from a magic ring which allows her to automatically cast the Darkness version of an Elemental Air spell, *Windwall* (see p. 99), in front of her. She will then advance, driving the characters back up the corridor (or against the wall of the hall if they are there). Anyone entering the 'wall' finds themselves in a typhoon, suffering d8 damage (ignoring armour). To break through they must roll under their Strength on 2d20. Smart characters will retreat. The effect will last until she has cleared a way to the altar-cradle, whereupon her slaves will attack.

Ignore Strabo's Sword – Fhionn does not see this mortal's trinket as relevant, and will cast it aside without a glance unless she is forced to look at it by some dramatic action.

She is intent on floating towards the altar-cradle in the hall. She will place an empty pottery jar there, then turn her back on it to watch the shafts of dawn sunlight appear through the high windows. She will begin to sing a strange, haunting song (the ritual to summon the soul of Lady Angela's child into the jar). As they fight, the characters will see a strand of blue light enter along the sunbeam and descend towards the jar.

Set her slaves on them – Intent on reaching the alter-cradle, she'll set her slaves (Sir Olvar and the mercenaries) to form a wall between her and the party, then order them to advance.

Enslave them – White Ladies can cast a special version of Enslave: it can affect all the characters at once, and is not subject to the usual Spell Expiry rolls (the effect lasts for a year and a day). Fhionn's MAGICAL ATTACK is 22. If she sees any characters resist the spell then she will order all her slaves to attack the characters. Smart PCs could pretend to be enslaved. If the character carrying Strabo's sword is enslaved, he will drop it.

Spells - If the fight is too easy for the PCs, Fhionn will cast *Tanglefoot* and *Inflict Wound* at them.

Defeating Fhionn

The best way to defeat Fhionn is to grab her attention and make her comprehend the markings on Strabo's sword. Here are some possibilities:

Erkiss – If he has earlier promised the characters a boon, Erkiss can be called upon to seize the sword and hold it in front of Fhionn. This he'll do in the nick of time, by swinging down on a tree root or smashing the jar on the cradle altar with it. He could also be tricked into using it as part of a cruel prank. Wearing Old Mab's necklace – the character wearing this is immune to enslavement. He can grab Strabo's sword and bring it to her attention.

Draw her eyes to a 'baby' – Children are Fhionn's weak spot. Characters can use the wooden doll intended as a gift for Angela, if they still have it, or even one of Erkiss's puppets from his show, to attract her attention. Stealing the jar will also get her attention.

Casting* Dispel Magic *on the pool – this won't defeat Fhionn, but it will free her slaves from her control.

Queen Fhionn

ATTACK 13, Dagger (d4, 3)	
DEFENCE 7	EVASION 4
MAGICAL ATTACK 12	STEALTH 15
MAGICAL DEFENCE 12	PERCEPTION 7
Health Points 11	Magic Points 25
7th Rank Sorcerer	

Sir Olvar and Fhionn's slaves

ATTACK 11, Sword (d8, 4)	AF 3
DEFENCE 4	EVASION 4
MAGICAL DEFENCE 3	STEALTH 12
Health Points 7	PERCEPTION 4
Rank: 1st	

Victory

If the party force Fhionn to comprehend the sigils on Strabo's sword…

The ghostly figure turns her pale eyes to the blade. She stares at it, and a frown creases her smooth brow. The storm outside seems to hold its breath. Queen Fhionn stretches out her arms to reveal intricate patterns of scars on her ivory skin. She looks from them to the sigils which adorn the sides of the ancient altar stone. The marks are the same on the stone, on her arms, on the sword.

"That monster was yours?" she whispers to the stone. "You helped him take my child?"

She slumps against the altar. Grief turns to rage.

(read on, below).

If the party beat her using force alone, read from here:

Fhionn begins to grow. The flowing samite robe becomes a tattered shroud. The lithe form bloats. The sculptured face becomes a hideous hag's mask, its chin glistening

with black filth. Suddenly her form dissembles entirely into a roiling mass of thick black smoke which rolls away across the ceiling like tumbling grave dirt, down the tunnel and out of sight. You hear the sound of earthenware shattering.

Fhionn has gone. Every pottery jar in the room shatters, each releasing something that looks like a mote of dust or thistledown. The light of dawn begins to shine through the windows above and they float towards it.

Down in the town, Lady Angela's child will awaken and cry, very much alive.

There is treasure here in the form of the various armour and weaponry which has accumulated here. However, the characters will have just enough time to grab random pieces off the floor before the white house begins to crumble. No matter how many they grab, in their haul only two have any value: a +1 shortsword and an ornate helm worth 30 florins. As the pool chamber collapses Fhionn's slaves will come to their senses: the thugs will flee immediately and won't stop running till they reach Maiden's Vale. Everyone will have to run to avoid being hit by rubble from the collapsing house (if you want, you can repeat the process for falling boulders used in Scene 6).

Once safe, Sir Olvar will thank the PCs. He remembers nothing of the last few days: he travelled up into the forest, glimpsed a white figure in the trees, and everything else is a blank. If the PCs tell him what has happened in Maiden's Vale, he is horrified and insists on starting back at once.

The journey back to Maiden's Vale should be uneventful. Anyone who goes back to visit Old Mab will find there is no sign of her house. Sir Olvar, who has explored these woods since he was a boy, says he has heard of Old Mab but there has never been a rock-house here, to his knowledge. However he knows another way across the gorge: a hidden track and a fallen tree a little way upstream.

Scene 14: The Return home

As you emerge from the foot of the forest, you see that the Eaves Gate in front of you is closed. There is no sign of Porthawr. Suddenly two figures bob up from behind the stone wall and hurl javelins at you!

Luckily for the PCs Le Cloche has neglected to hire any archers or spellcasters, but on hearing that the party are returning with Sir Olvar he has barricaded the entrance to the village and is staging a last-ditch attempt to protect his new domain.

The javelin-throwers behind the palisade will aim at Sir Olvar: if he is killed then Le Cloche will claim that he was still ensorcelled by the White Lady and the village had to be protected from him. The two thugs have an attack score of 11, and a javelin-hit will do d8, 4 damage.

After the first two spears Sir Olvar will refuse to take cover, but will stand in the path and demand that the gate be opened. This show of bravado gives the thugs a +2 bonus to hit him. Characters can try to drag him into cover, shield him, or even parry the spears. Normally missile weapons can't be parried but the thugs are not experienced with javelins and their shots are obvious, so if a character rolls under their DEFENCE on 2d6 they can knock the missile out of the air.

Fortunately the thugs only have six javelins in total, and as soon as they have run out of missiles they will run back to the manor house. The Eaves Gate is not high or strongly fastened and the party should be able to work out a way through it or over the surrounding wall: it is less than three metres high. Porthawr, if anyone goes to look for him, is quivering with fear in the inn.

Scene 15: Traitor's Stand

By the time the party enters the village Le Cloche and his thugs have retreated to the Manor House.

As you approach the manor, the last of its window-shutters are slammed shut. The sturdy doors of the old house are securely closed, and you can hear the sound of furniture being dragged across stone flags to barricade it. Sir Olvar looks thoughtful. "The old place was built to be defended," he says. "My grandfather used to tell me of the time the whole village sheltered from marauding orcs in there for three days. No easy way in, and they have enough food in there to last a week or more."

It is up to the characters—and the players—to devise a scheme for getting Le Cloche and the mercenaries out of the manor house. There is no one

correct way to do this: they may choose a diplomatic solution, negotiating with those inside the house; or a stealthy attempt to break into the house and take the occupants by surprise; or a frontal assault, possibly with a battering ram; or even having their most charismatic member give a moving speech in the square outside the manor to persuade those inside that their cause is hopeless. Anything that ends up with Le Cloche evicted, the thugs surrendered, fled or dead, and minimal property damage to the house and its contents should be counted as a success.

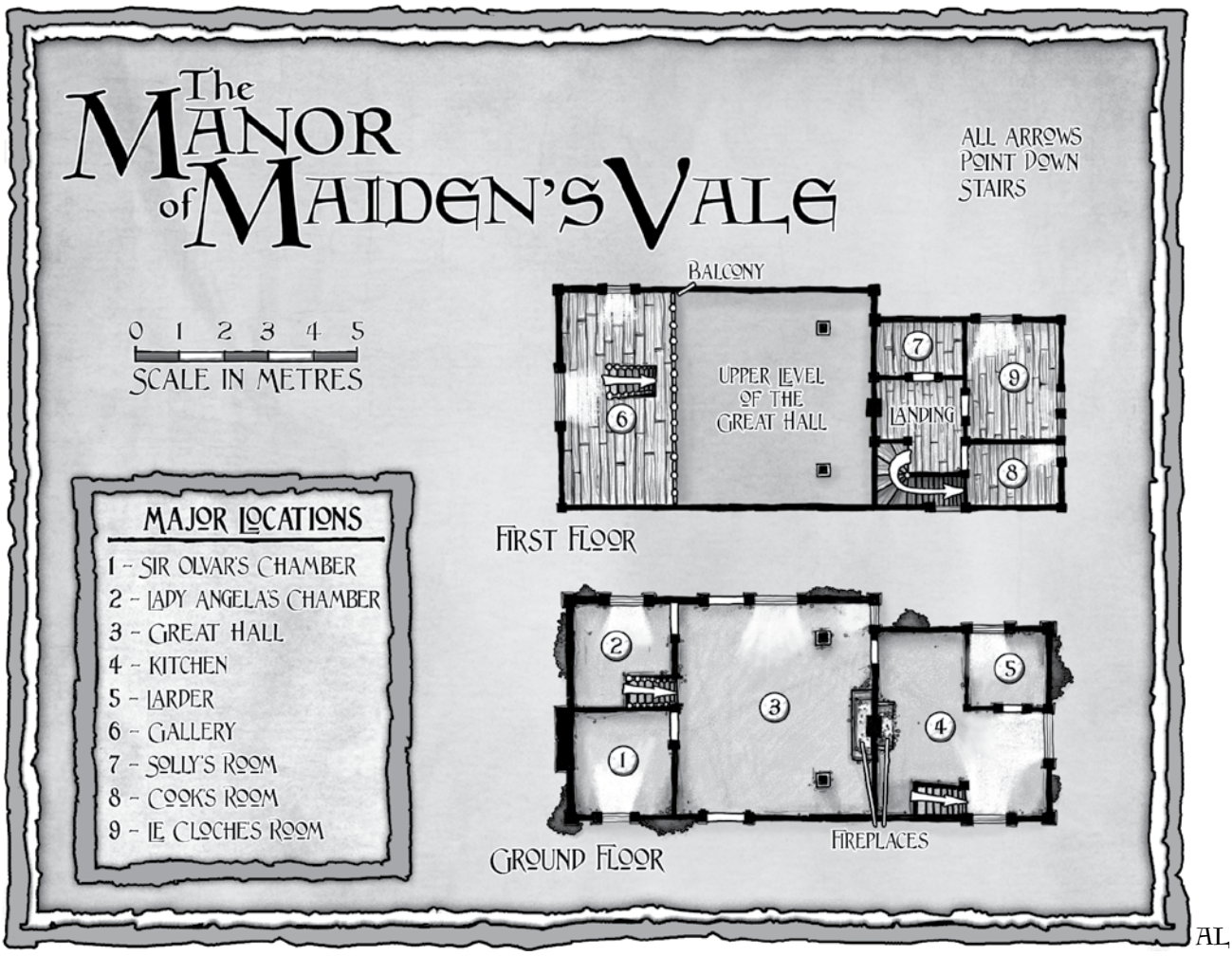
Encourage the players to use their imaginations, answering any questions they may have about the house (see below) and making up any details not provided by the description. Sir Olvar will be able to supply details on the inside of the house and may even volunteer ideas. However, he is firm on one point:

"Do not kill Le Cloche," he says. "Keep him alive, and ideally uninjured. He may be a usurper but he is my kin. Cousin does not simply kill cousin, or blood would flow across the world till the worst tyrant sat upon its throne. No, he must answer to my family, to our liege-lord Baron Aldred, and to his god and his conscience."

Things you should note:

The manor house has two floors. The walls are built of stone to a height of four feet, and above that are timber-framed, with the space between the beams filled with woven hazel walls (wattle) covered in thick, earthy plaster (daub). The roof is thickly thatched and steep, sodden from the recent storms. It might be possible to break through either, but it would take at least a minute and the noise and vibration would make it obvious to anyone within what was happening.

The house has five shuttered windows in the front (none of the windows have glass; that kind of expensive item is reserved for high nobles and churches), two at each end, and two at the back. The



map shows where they appear. There is a large front door and a smaller one at the rear, both made of thick oak, too solid to be broken down without a proper battering-ram. Both doors lead into the large two-storey chamber that dominates the interior.

It has two chimneys, both large enough for a small person to slip down. The larger of the two comes out in the main room (where the fire is lit), the smaller in the kitchen (where it isn't). If anyone listens at the chimney of the great hall, the voices of the mercenaries can just be heard. They are gathered in the main chamber, discussing how they are going to get out safely. Le Cloche is upstairs in the servants' quarters, where he has been drinking his cousin's brandy since hearing that Sir Olvar is returning. He will be found cowering under a bed. No stats are provided for him: he will not fight, even to defend himself.

At this point the number of thugs in the manor is 10 minus any that the party have killed or disabled in the forest, in Fhionn's house, or at the Eaves Gate. Their stats are given on page 223. If any were wounded by the PCs during the various skirmishes, those wounds will not have healed. They only have hand-to-hand weapons, shortswords and spears, though taunting may infuriate them enough to open a shuttered window to hurl a piece of furniture at their tormentor.

The only reason the thugs are here is because Le Cloche is paying them. They have no other loyalty to him. It may be possible to bribe them to change sides, or to convince them that since Le Cloche cannot pay them what he owes, they might as well surrender and go home. None of them will fight to the death unless they have no other option, and if half of them are killed or badly injured the others will flee (if they can get away) or surrender (if they can't). Le Cloche himself will not fight: if confronted he will drop to his knees and plead for mercy.

The villagers are loyal to Sir Olvar, and some of them are able-bodied and have basic weapon skills—though they don't have any weapons other than scythes and pitchforks. If the party try to recruit them to help, for example by making a rousing speech in the square or buying drinks in the inn, roll 2d6 for the number who step forward. Subtract 2 for each thing the party has done that might have antagonised or scared the locals, like using volatile magic (see below).

Sir Olvar is physically and emotionally drained from his experiences, and the sight of his wife and new child are almost too much for him to bear. Unless the party intervene, he will take no part in the liberation of the manor house and the capture of Le Cloche, preferring to collapse beside his family and sleep. If pushed and encouraged (and kept awake), he will do what the characters ask. If he makes a speech to rally the villagers to his aid then 1d6 +14 will step up. If he stands outside the manor house and shouts a demand to Le Cloche to surrender then every thug in the building must make a morale check against an ATTACK of 12 (page 122) and if they fail they will fight in any ensuing battle at -3 to their ATTACK rolls. However, he will not do any of these things unless the PCs specifically ask him to.

It has been raining heavily for three days, and the outside of the manor house is so wet that it will not catch fire. However a fire started inside the house and not extinguished will burn the place to the ground. This would not make the party popular with Sir Olvar or the other members of his family.

Lastly, Maiden's Vale is a rural village and its inhabitants are untravelled and inexperienced in the ways of the world. In particular, they have a peasant terror of anything magical. If any character fires off a spell it will cause consternation and possibly panic among the locals. If the spell is particularly visual or destructive, any thugs who witness it must make a morale check against the PC's MAGICAL ATTACK (page 122) or flee in terror.

Endings and Beginnings

Assuming the party succeeds in ousting Le Cloche, Sir Olvar's joy at being reunited with his wife and meeting his heir will be unbounded. He will offer them hospitality in his restored home, a place to catch up on lost sleep, and there will be a feast that night to celebrate the successful outcome of all that has passed.

At the end of it, when the PCs are feeling well-fed, comfortable and satisfied with a job well done, Sir Olvar will ask them if they will take Le Cloche (who is tied up in a pigsty behind the house and guarded by Porthawr), along with a letter describing his treachery, to Baron Aldred at his castle to the east, at the foot of the Hourla Hills. Sir Olvar cannot afford to pay them, but he assures them that an introduction to the Baron would be worth more than gold.

If the party agree, then farewells are said and all the characters are assured of a warm welcome if they ever return to Maiden's Vale.

Leading on...

Baron Aldred is Sir Olvar's liege-lord, the nobleman to whom he owes alliegance, soldiers and taxes. PCs can make an Intelligence roll to know of his reputation (see page 152): he is said to be a just and reasonable man. He lives in his family's seat, Aldred Castle, to the east, and it is there that the party must transport Le Cloche.

Baron Aldred, his family and his lands are one of the central themes of the *Dragon Warriors* adventure-book *Sleeping Gods*, and this journey to Castle Aldred is a way to bring the PCs to his attention and into his sphere of influence. To reach Castle Aldred from Maiden's Vale will take several days: you can play this out with a few random encounters, or create a short adventure of your own that happens along the way, or you can use the first adventure of *Sleeping Gods*, 'The King Under the Forest', which is set in the same area of Baron Aldred's land as 'The Darkness Before Dawn'.

After arriving at Castle Aldred, Maxim Le Cloche will be held in the castle jail for a few days, before the Baron frees him with nothing more than a stern warning. Castle gossip says the Baron has owed Le Cloche's father a favour for many years, and by not imprisoning his son the debt has been paid. This means that Le Cloche is now a free agent, a wily and scheming opponent with a considerable grudge against the members of the party.

What happens next is up to you and the players. They may decide to take work in Baron Aldred's retinue, guarding him on his travels and performing errands and missions on his behalf. They may find themselves blackmailed or framed by Le Cloche, and struggling to find the evidence that will clear their names. Or they may receive a hint from a new friend or shadowy figure they have met, and strike out into the wider world on the trail of adventure, riches and glory. Their fates are in your hands now.

Chapter 20

Monsters of Legend

THIS SECTION CONTAINS all the creatures, monsters and supernatural beings that player-characters are likely to meet in a game of *Dragon Warriors*, given in alphabetical order. The details here are necessarily sparse (though the numerical information is complete). The *Dragon Warriors Bestiary* (see page 255) contains full information for every entry here, but this list should make a handy quick-reference guide.

Adventurers

Adventurers are not actually monsters, but they certainly fit our description of 'bizarre and dangerous' adversaries. Adventurers do not form a large percentage of the population, of course. Tables for working out the abilities and equipment of NPC adventurers are given in the sections on page 117 and page 133.

Apemen

These savage gorilla-like carnivores are a grotesque evolutionary quirk, an offshoot from mankind's own distant ancestry. They are dull-witted but enormously strong.

attack 12, Club (d6 +1, 5 points)	AF 0
defence 5	Movement: 8m (20m)
magical defence 2	evasion 3
Health Points 1d6 +9	stealth 10
Rank-equivalent: 1st	perception 5

Automaton

Automata are artificial warriors of metal, constructed long, long ago by the scholars of the Emphidian Empire—who were themselves drawing on immeasurably older lore from the secret books of Kaikuhuru.

attack 25, Sword (d8 +1, 5)	AF 5
defence 19	Movement: 10m (20m)
magical defence –	evasion 6
Health Points 2d6 +25	stealth 15
Rank-equivalent: 13th	perception 19

Notes: Cannot be affected by direct-attack spells.

Barudath (Eaves Phantom)

The Eaves Phantom, or Barudath, is a kind of vampiric ghost that attaches itself to a dwelling or encampment. Night after night, the Eaves Phantom returns to flit about the boundaries of its chosen domicile.

attack 24, Touch inflicts 2d4 HP	AF 2
defence 17	Movement: 15m
magical defence 13	evasion 6
Health Points 3d6 +21	stealth 15
Rank-equivalent: 15th	perception 10

Notes: Immune to non-magical weapons; 1d4 Fright Attack for anyone seeing it for the first time; manifests on gaining entry; gaze will *Transfix* (magical attack 23 vs magical defence).

Barghest

The Barghest is a faerie hound larger than a wolf. Its fur is black or green-black, its eyes stark and startling.

attack 20, Fangs (d8, 6 + special venom) AF 2
defence 6 Movement: 15m (30m)
magical defence 15 evasion 6
Health Points 1d6 +14 stealth 24
Rank-equivalent: 7th perception 17
Notes: Always get surprise; Bark causes 1d12 Fright Attack; stare as per *Transfix* spell with magical attack 22; takes half damage from unenchanted or non-silver weapons; howl banishes the souls of dead characters within 20m.

Barnacle Men

These undead creatures swarm up from the depths of the ocean during storms and cling to the hulls of ships. Their bodies are completely covered with barnacles.

attack 12, Cutlasses (d8, 4) AF: 4
defence 6 Movement: 10m
magical defence 3 evasion 3
Health Points 1d6 stealth 13
Rank-equivalent: 1st perception 7

Basilisk

These magical beasts resemble giant cockerels but have a long sinuous tail, metallic feathers and four legs like those of a lizard.

attack 16, Beak/Claw (d8, 3 + poison) AF 2
defence 5 Movement: 8m (16m)
magical defence 10 evasion 3
Health Points 1d6 +13 stealth 9
Rank-equivalent: 6th perception 9
Notes: Gaze attack turns victim to stone (magical attack 20 vs the victim's magical defence); weak poison on claws and beak.

Bat

The bats that may pose a problem to adventurers are about the size of a hawk.

attack 11, Bite (d3, 1) AF 0
defence 9 Movement: 1m
magical defence 2 evasion 6 flying—20m
Health Points 1 stealth 16
Rank-equivalent: 1st perception 15
Notes: Bat bites have 5% chance of inflicting wasting disease (Reflexes −1d4 permanently unless cured).

Bear

Bears are encountered most often in forested areas.

attack 17, Claws (d8, 5) AF 1 (for thick fur)
defence 7 Movement: 10m (25m)
magical defence 3 evasion 4
Health Points 2d6 +20 stealth 10
Rank-equivalent: 6th perception 6
Notes: Critical hits count as bear-hugs, doing 10 damage (ignores armour).

Black Riders

Clad in jet-black armour and mounted on fierce black warhorses, the Black Riders are the brutal emissaries of despots ruling over rural areas, especially those with large regions of forest.

attack 14, Sword (d8, 4), Bow (d6, 4); sometimes Spear (2d4, 4) or Two-Handed Sword (d10, 5) AF 4
defence 5 Shield Movement: 10m (20m)
magical defence 4 evasion 4
Health Points 9 stealth 13
Rank equivalent: 2nd perception 6

Blue Men

The Blue Men plough through the cold northern seas in their dragon-prowed warships, and plunder riches and souls from the living. Their flesh is shivery blue and their beards are tangled with kelp.

attack 23 Cutlass (d8 +2, 6) AF 1
defence 10 Movement: 10m (20m)
magical defence 8 evasion 6
Health Points 1d6 +16 stealth 14
Rank-equivalent: 7th perception 10
Notes: Take half damage from arrows, slingshots, etc.; immune to Sorcerer spells of rank 1-4; duel with potential victims using rhymed couplets; if attacked, will sink own ship; roll under Reflexes on 2d20 or be sucked down with it.

Boggart

These wizened little sprites appear quite similar to Goblins, and it is not in fact clear whether they are actually a separate species or erstwhile Goblins who have grown strong in magical power.

attack 12, Sling (d6, 3) or Shortsword (d8, 3) AF 1
defence 6 Movement: 12m (25m)
magical attack 19 evasion 4
magical defence 9 stealth 23
Health Points 1d6 +4 perception 15

Rank-equivalent: 4th
Notes: Can always hide from ranks 1-3; automatic surprise against ranks 1-3; against higher ranks surprise on 1-4 on 1d6; have powers of 4th-rank Sorcerer with spells: *Hoarfrost; Thorns; Witchflame; Mist; Phantasmal Claw*; may be able to transform into bat and dance along moonbeams.

Bull

'Bull' includes any large male deer or bovine. The Stag and Elk are those most often encountered in the wild.

attack 16, Horns (d8, 4 points)	AF 1
defence 4	Movement: 10m (25m)
magical defence 3	evasion 3
Health Points 2d6 +16	stealth 9
Rank-equivalent: 5th	perception 5

Notes: Charge (speed 14 vs target's evasion), no parry, target takes 1d4 +5 damage, is knocked back 5m and winded for 1-3 Combat Rounds

Cadaver

These are the corpses of heroes, elite fighters and warrior-saints. Through sheer force of determination and the exalted status they held in life, their bodies resist decay.

attack 26, damage per weapon (Str 18)	
	AF varies, +1 for dead skin
defence 19	Movement: 10m (18m)
magical defence 14	evasion 6
Health Points 4d6 +18	stealth 16
Rank-Equivalent 12th	perception 17

Notes: –5 attack for the first round, then –4 and so on; roll twice on NPC Weapons and Equipment (p. 133) to determine equipment.

Caitshee

The Caitshee, or Faerie Cat, lurks in cemeteries, woods and ruined abbeys. The Caitshee's usual habit is to attach itself to a party of adventurers and follow them unseen.

attack 14 , Claws (d8, 3 and *Weaken* spell)	AF 0
defence 21	Movement: 12m (25m)
magical defence 16	evasion 10
Health Points 1d10	stealth 26
Rank-equivalent: 4th	perception 18

Notes: Jinxes spellcasting; in poor light characters of rank 1-3 are -4 attack -8 defence; higher ranks are -2 attack -4 defence; only vulnerable to enchanted and silver weapons; attack avoids normal armour; attacking spells do minimum possible damage; death-curse.

Centaur

These hybrid nomads have the appearance of a horse with the upper torso of a man or woman growing from the animal's shoulders.

Normal Centaur stats are:

attack 12, Damage of weapon, or Kick (d8, 5)	AF 0
defence 4	Movement: 15m (30m)
magical defence 3	evasion 4
Health Points 3d6 +3	stealth 11
Rank-equivalent: 1st	perception 7

Warrior Centaur stats are:

attack 14, Damage of weapon, or Kick (d8, 5)	AF 2
defence 6	Movement: 15m (30m)
magical defence 3	evasion 4
Health Points 1d6 +15	stealth 12
Rank-equivalent: 3rd	perception 8

Chimera

The Chimera is an exceptionally bizarre hybrid. It has the forequarters of a lion growing from a powerful serpentine body. Strong, curving horns like those of a ram adorn its head, while on its back are dragonish wings with aquiline pinions.

attack 25, Claw (d12 +1, 7) and Bite (d8, 7) or Butt (d12, 5)	
defence 7	Movement: 12m
AF 4	Flying: 70m
magical defence 14	evasion 6
Health Points 2d6 +24	stealth 8
Rank-equivalent: 14th	perception 9

Notes: Shock attack as per Assassin; thrice a day can breathe ray (magical attack 25) that causes target to lose all fighting skill and spell energy.

Chonchon

Chonchons are swollen, disembodied heads that fly by using their huge, blue-veined ears as wings.

attack 15, Bite (d8, 2 and possible infection)	AF 2
defence 12	Movement: flying—20m
magical attack 21	evasion 5
magical defence 11	stealth 9
Health Points 1d6 +7	perception 11
Rank-equivalent: rank as Sorcerer	

Notes: Spellcasting power of rank 4-9 Sorcerer; invisible to 1st-4th rank characters until attack; contaminated spittle; can be driven off with cruxifix.

Cloudspider

The Cloudspider appears as a roiling black cloud of mist, within which the rugose body, sparkling eyes and clacking limbs of a giant arachnid are faintly visible.

attack 28, Bite (d10, 6 + strong poison) AF 4
defence 9 Movement: 15m (20m)
magical defence 15 evasion 5
Health Points 6d6 +10 stealth 1
Rank-equivalent: 16th perception 10
Notes: Cry causes 1d10 Fright Attack; mist causes -3 to hostile attack rolls and causes temporary blindness; poison causes paralysis and decomposition.

Crocodile

These lazy and inscrutable reptiles dwell in rivers and swampland.

attack 15, Bite (d6, 4 points) AF 2
defence 2 Movement: 5m (12m) swimming: 20m
magical defence 2 evasion 2
Health Points 2d6 +11 stealth 11
Rank-equivalent: 3rd perception 6

Death's Head

These vile supernatural creatures have the appearance of a human head with a long horn sprouting from the forehead and black bat-like wings behind the ears. During the hours of daylight, the monster devours the head of a victim and binds itself magically to the severed neck, using its dire sorcery to animate the body as a Zombie.

attack 16, Horn (d10, 4 points) AF 3
defence 18 Movement: (6m as Zombie; flying—30m)
magical defence 7 evasion 7
Health Points 1d6 +2 stealth 14
Rank-equivalent: 6th perception 13
Notes: In daytime, a hit has a 90% chance of damaging the Zombie and 10% of hitting the Death's Head; unique spell, *Spellbind*, usable once per night to bind new victims (range 10m, magical attack 13).

Dracoman

Dracomen are bipedal saurians who dwell in small tribal communities along the marshy, fertile fringes of tropical rivers.

attack 17, Axe (d8 +1, 7) or Bite (d6, 6} AF 4
defence 6 Movement: 8m (16m)
magical defence 2 evasion 2
Health Points 1d6 +10 stealth 10
Rank-equivalent: 2nd perception 6
Notes: 20% chance each round of attacking with jaws instead of weapon; 50% chance of Fright Attack driving Dracoman into homicidal rage (+6 attack, -3 defence).

Dragon

Some 15m in length, and with a wingspan twice that, a fully grown Dragon in flight with the sunlight limning the azure blue or gold of its scales is an eerie and breathtaking sight.

attack 30, Talons (d12, 8) AF 5
defence 25 Movement: 15m (25m) flying—150m
magical defence 15 evasion 6
Health Points 6d6 +50 stealth 8
Rank-equivalent: 20th perception 21
Notes: Can breathe sheet of flame to 30m (2d6 +12 damage); 75% have abilities of 10th-rank Sorcerer or Mystic; immune to non-magical weapons.

Dwarf

Dwarves are short, stocky and bearded—quite similar to men in general appearance, but rather broader and with proportionately short limbs. They rarely grow taller than about 1.4m. These stats are for a normal Dwarf with no special combat training:

attack 11, Damage per weapon AF depends on type worn
defence 5 Movement: 10m (15m)
magical defence 3 evasion 3
Health Points 1d6 +3 stealth 12
Rank-equivalent: 1st perception 9
Notes: Can be player-characters.

Elemental

Elementals are of four types: Earth, Fire, Air and Water. All varieties have a total immunity to non-magical weapons.

attack 19, (d10, 6 points) AF 0
defence 14 Movement: Earth 10m; Fire 20m; Air 20m (200m); Water 15m
magical defence 8 evasion 4 (Earth and Water); 8 (Fire and Air)
Health Points 3d6 +10 stealth 10
Rank-equivalent: 8th perception 14

Notes: Earth elementals tunnel at 2m/hour; Fire elementals can fly; invulnerable to flame; Air elementals deflect missile weapons; Water elementals can capsize small boats; immune to non-magical weapons.

Elf

Elves are elegant manlike beings who dwell in woodland. They are no shorter than men, but very much more slender. These stats are for a normal Elf with no special combat training:

attack 11, Damage per weapon	AF depends on type worn
defence 5	Movement: 12m (25m)
magical defence 4	evasion 4
Health Points 1d6 +2	stealth 18
Rank-equivalent: 1st	perception 13

Notes: +2 attack when using bow; can be player-characters.

Fang Warrior

Fang Warriors are created from a Hydra's teeth. White and wiry, their superficially human appearance is quickly belied by sharp claws and teeth.

attack 24, Claws (d6 +1, 7)	AF 2
defence 4	Movement: 12m (25m)
magical defence 9	evasion 4
Health Points 2d6 +10	stealth 14
Rank-equivalent: 7th	perception 10

Notes: Reflexes 18; immune to morale-affecting spells; may fade from existence during combat.

Frost Giant

Frost Giants are seldom encountered, as they dwell far from civilized lands, out on the icy tundra or in sub-arctic forests. They live in villages consisting of a few stone or wooden huts.

attack 19, Battleaxe (d8 +2, 8)	AF 4
defence 11	Movement: 12m (20m)
magical defence 7	evasion 4
Health Points 3d6 +16	stealth 9
Rank-equivalent: 5th	perception 6

Fungus Men

Fungus Men are mouldering skeletons, clumped and caked with fungi, that lurch around forested ruins and abandoned burial grounds.

attack 13, Damage per weapon	AF 1 (3 vs stabbing)
defence 6	Movement: 8m (15m)
magical defence 6	evasion 3
Health Points 1d6 +8	stealth 3
Rank-equivalent: 2nd	perception 9

Notes: Immune to all mind-controlling spells and devices; characters must roll under Psychic Talent on 1d20 at start of combat or fight at -2 attack, -1 defence
10% chance of spores lodging in flesh: roll under Strength on 1d20 every day or lose 1d6 HP: if -3 reached then victim becomes Fungus Man.

Gargoyle

These grotesque beings come in a wide variety of shapes and sizes. Most are winged, and all have the ability to remain motionless for very long periods.

attack 16 Talons (d10, 3)	AF 7 (2 vs magic weapons)
defence 8	Movement: 8m (15m)
magical defence 6	flying—50m
	evasion 4
Health Points 3d6 +4	stealth 16
Rank-equivalent: 5th	perception 12

Notes: Surprise on 1-3 on d6; if healed, 30% chance of serving the one who healed it.

Ghost

Ghosts are spirits of the dead that have chosen to linger on the earthly plane for some reason. Often the reason is to give guidance to the living or to exact revenge on an enemy (often the Ghost's murderer).

Notes: Automatic Fright Attack of 1d12 intensity; can only be driven off with *Exorcism.*

Ghoul

Ghouls are transformed Humans (or sometimes Dwarves or Elves) who have entered a twilight existence between life and death as a result of their warped appetites—they gorge themselves on the rotting flesh of corpses.

attack 17, Damage per weapon	AF: type worn
defence 9	Movement: 12m (25m)
magical defence 7	evasion 4
Health Points 1d6 +10	stealth 15
Rank-equivalent: 4th	perception 9

Notes: Any NPC below 3rd rank must roll Intelligence or lower on 1d20 or flee in panic.

Giant Beetle

These monstrous insects resemble stag beetles the size of a large bull.

attack 17, Bite (d10, 4) AF 5
defence 3 Movement: 10m (15m)
magical defence 4 evasion 3
Health Points 4d6 +11 stealth 13
Rank-equivalent: 6th perception 8
Notes: Surprise on 1-3 on d6.

Giant Eagle

Giant Eagles resemble their more normal-sized counterparts, but are large enough to carry off a child or slightly built adult.

attack 16, Talons (d6, 4) AF 0
defence 12 Movement: Flying 20m
magical defence 3 evasion 5
Health Points 1d6 +6 stealth 9
Rank-equivalent: 3rd perception 7

Giant Rat

These are the size of a dog and are to be found lurking in sewers or subterranean burrows.

attack 9, Bite (d3, 3 points) AF 0
defence 2 Movement: 12m (25m)
magical defence 2 evasion 4
Health Points 1d6 +1 stealth 17
Rank-equivalent: 1st perception 8
Notes: After encounter, 2% of contracting Black Death within 1-4 weeks.

Giant Scorpion

These monsters can be up to three or four metres long, and present a frightening menace to travellers in the deserts or steaming jungles of the south.

attack 22, each Pincer (d6, 4) or Sting (d4 +1, 2 + strong poison) AF 2
defence 3 Movement: 10m (15m)
magical defence 4 evasion 3
Health Points 3d6 +9 stealth 15
Rank-equivalent: 5th perception 7
Notes: Surprise on 1-3 on d6; sieze on successful hit, doing 1d6 each subsequent round.

Giant Viper

The giant viper is a venomous snake almost as large as a python in size.

attack 13, Bite (d3, 2) as strong poison AF 0
defence 5 Movement: 15m
magical defence 1 evasion 2
Health Points 1d6 +8 stealth 18
Rank-equivalent: 2nd perception 9

Gnome

These supernatural woodland entities are apt to react violently against any they consider to be intruding in their domain.

Grey Gnomes frequent the sides of buildings and plinths, where, like gargoyles, they lie in wait for passers-by. In other respects they are identical to standard Gnomes.

attack 15, Claws (d8, 5 points) AF 3
defence 9 Movement: 10m (15m)
magical defence 8 evasion 4
Health Points 2d6 +8 stealth 23
Rank-equivalent: 3rd perception 15
Notes: Can cast *Embog* spell once per day.

Goblin

Goblins are malicious sprites renowned for their evil ways. They relish cruelty, and their magical mischief is blamed for many mishaps experienced by travellers along desolate country lanes.

attack 13, Shortsword (d8, 3 points) or Sling (d6, 3 points) AF 1
defence 7 Movement: 12m (25m)
magical defence 5 evasion 5
Health Points 1d6 +4 stealth 21
Rank-equivalent: 1st perception 13

Golem

A Golem is a mighty warrior of clay or stone constructed and animated by a Sorcerer of 12th rank or higher.

attack 24, Fists (d6 +3, 7) or any weapon, +3 on Armour Bypass and damage AF 7
defence 10 Movement: 4m
magical defence 12 evasion 1 (Reflexes 3)
Health Points 3d6 +35 stealth 5
Rank-equivalent: 11th perception 6
Notes: Immune to mind-controlling spells and potions; cannot be detected by ESP.

Gorgon

These creatures have the bodies of beautiful women, but the face is that of a hideous crone and the head is a writhing mass of long serpentine tresses.

attack 16, Sword (d8, 4) and Snakebite (d4, 1) AF 0
defence 10 Movement: 10m (15m)
magical attack 19 evasion 4
magical defence 9 stealth 15
Health Points 1d6 +8 perception 11
Rank-equivalent: 5th
Notes: Anyone seeing a Gorgon must roll vs magical attack 19 or turn to stone; hair can fight: 1-3 tresses each with attack 10 and venomous bite.

Grave Gaunt

These are scavenging, winged undead whose origins are lost in the mists of antiquity. Hunchbacked and emaciated, they have grey-black papery skin stretched taut over a bony frame, and narrow skull-faces fixed in fleshless rictus.

attack 16, Spear (2d4, 4) or Antlers (d6, 3) AF 1
defence 9 Movement: 8m flying—90m
magical defence 9 evasion 7 (in flight) 3 (on ground)
Health Points 2d6 +6 stealth 13
Rank-equivalent: 4th perception 6
Notes: Only operate at night; antler wounds cause Wasting Disease (p. 126) and cannot be healed by magic.

Gryphon

The Gryphon is slightly larger than a warhorse, having the hindquarters of a lion and the foreparts and wings of a majestic eagle.

attack 21, Bite (d8, 7) and Claws (d12, 5) AF 2
defence 9 Movement: 10m (25m) flying—90m
magical defence 9 evasion 7
Health Points 4d6 +12 stealth 11
Rank-equivalent: 8th perception 7

Hag

These are supernatural beings in the form of decrepit crones. Wrapped in ragged, filthy cloaks, they go shrieking through the night sky on broomsticks or in flying cauldrons, searching for mortals to torment.

attack 16, Staff (d6, 3) AF 3 (takes +1 damage from iron and steel weaponry)
defence 10 Movement: 10m (20m) flying—50m
magical attack 18 evasion 4
magical defence 8 stealth 13
Health Points 2d6 +7 perception 13
Rank-equivalent: 6th
Notes: As 4th-rank Sorcerers: magic points depend on phase of moon; gaze attack 1d8; victim struck dumb for 1-6 days; stench: all attackers at -1 attack; any who hit her must roll against magical attack or get plague of warts (Looks 2) until next new moon; if hit, victim is exposed to Black Death; vulnerable to daylight and cruxifixes; can use broomstick or cauldrom to fly; 1 in 6 possesses Night Bridle.

Halfling

At first glance Halflings might be mistaken for children, as they seldom grow taller than 1m. They are reclusive and shy.

attack 9, Sling (d6, 3) or Staff (d6, 3) AF 0 (or 1 for jerkin)
defence 5 Movement: 8m (20m)
magical defence 3 evasion 4
Health Points 1d6 +1 stealth 18
Rank-Equivalent: 1st perception 8
Notes: Surprise on 1-2 on 1d6 in woods; cannot be surprised there.

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Harpy

They have the bodies of giant grey vultures but the breasts and leering face of withered crones.

attack 13, Claws (d8, 4)	AF 2 (AF 7 vs non-magical weapons)
defence 4	Movement: 8m flying—50m
magical defence 4	evasion 4
Health Points 4d6	stealth 8
Rank-equivalent: 3rd	perception 9

Notes: Vile odour (attackers at -1 to attack and defence); only 1 in 20 chance of surprise; on successful hit, 20% chance of snatching and flying off with victim.

Hell Hound

Hell hounds are the size of Doberman Pinschers. They have black lustrous fur, and are distinguishable from other dogs by their particularly eerie baying and their blood-red eyes.

attack 12, Bite (d4, 5)	AF 0
defence 5	Movement: 15m (30m)
magical defence 3	evasion 5
Health Points 1d6 +4	stealth 15
Rank-equivalent: 1st	perception 10

Hell Hound, Greater

Greater hell hounds are larger, more obviously supernatural versions of hell hounds.

attack 16, Fangs (d4 +1, 5 points & strong poison)	AF 1
defence 6	Movement: 15m (30m)
magical defence 8	evasion 4
Health Points 2d6 +4	stealth 15
Rank-equivalent: 2nd	perception 10

Notes: surprise on 1-4 on 1d6

Hellion

Hellions are soulless, cackling monstrosities from the nether realm. Hellions vary in power as wildly as they do in appearance. At their mightiest, they are a fearsome challenge for the greatest heroes. To determine the powers of a given Hellion, please use the series of tables given in the *Dragon Warriors Bestiary*.

Notes: cannot approach within 2m of a sacred relic; vulnerable to cruxifixes.

Hellrot

Hellrots are employed as earthly emissaries by certain evil demons. Their body is a bloated, scabrous sac supported in the air by leathery black wings. Its four limbs bear some resemblance to human arms

attack 15, Bite (d8, 3 and plague) or weapon	AF 2
defence 7	Movement: 8m (15m) flying—60m
magical defence 8	evasion 4
Health Points 5d6	stealth 13
Rank-equivalent: 3rd	perception 6

Notes: Bite conveys Black Death; repelled by cruxifix; cannot harm any character who has a relic.

Hippogriff

Though they can be tamed, Hippogriffs are most likely to be met in the wild. They are savage carnivores with two forms: a large black horse by day; after nightfall, they grow wings, talons and leathery scales.

attack 20, Bite (d8 +2, 5) or Claws (d12, 6)	AF 3 (0 vs magic weapons)
defence 6	Movement: 15m (30m) flying—90m
magical defence 10	evasion 6
Health Points 2d6 +18	stealth 10
Rank-equivalent: 8th	perception 11

Notes: In horse form, stats as per Warhorse; can change between forms at will at night.

Hobgoblin

Physically, Hobgoblins differ very little from their subservient Goblin brethren. They are, however, characterized by still greater guile, malice and uncanny power.

attack 16, Shortsword (d8, 3) or Sling (d6, 3)	AF 1
defence 10	Movement: 12m (25m)
magical attack 17	evasion 4
magical defence 7	stealth 23
Health Points 1d6 +9	perception 13
Rank-equivalent: 4th	

Notes: Cobweb net with 5m range; 1-4 poisonous puffballs; unique spells: *Bats; Glissade; Chill; Cure*; can foul food and water, cause and cure warts; 1 in 20 have the abilities of a 3rd-level Sorcerer.

Horse

A good Horse is a necessity for the habitual adventurer. These are the stats for a normal riding Horse:

attack 11, Bite (d8, 3) AF 0
defence 2 Movement: 15m (30m)
magical defence 2 evasion 4
Health Points 2d6 +9 stealth 10
Rank-equivalent: 2nd perception 6

These are the stats for a Warhorse:
attack 17 Bite (d8, 4) or Kick (d10, 6)
AF 0 (3 wearing barding)
defence 4 Movement: 15m (30m)
magical defence 4 evasion 4
Health Points 1d6 +16 stealth 10
Rank-equivalent: 5th perception 6

Human

The common peasants and townspeople who populate your fantasy world will usually have scant fighting skill. These are the stats for a normal Human with no special combat training:

attack 11, Damage per weapon AF: type worn (usually 0)
defence 5 Movement: 10m (20m)
magical defence 3 evasion 3
Health Points 1d6 +3 stealth 12
Rank-equivalent: 1st perception 4

Hydra

The Hydra resembles a giant snake with scales of a coppery or livid green hue. However, from its body sprout nine long necks, each ending in an ophidian head with a hideous womanlike face.

attack 19, Each mouth (d8, 3 + weak poison) AF 3
defence 12 Movement: 10m (15m)
magical defence 14 evasion 5
Health Points 4d6 +30 stealth 3
Rank-equivalent: 16th perception 12
Notes: Severed heads are replaced by two heads next Combat Round; body exudes poisonous vapour (as normal poison); fangs produce Fang Warriors.

Hydra, Small

A small Hydra is a younger version of the adult Hydra (above).

attack 13, Each mouth (d6, 2 + weak poison) AF 1
defence 6 Movement: 10m (15m)
magical defence 8 evasion 4
stealth 3 perception 9
Rank-equivalent: 8th Health Points 2d6 +10

Ignis Fatuus

These are false lights that burn over treacherous boggy ground, luring travellers to their doom.

Imp

This is one name for the tiny sprites who are sometimes to be found in rural areas and rustic woodland. They are about the size of a man's thumb, with long pointed ears and spindly legs.

stealth 28 perception 30

Ire Goblin (Bugbear)

Ire Goblins are gangling creatures about 120cm in height, with bulbous heads, large slit eyes, and grinning mouths full of sharp triangular teeth.

The basic stats for an Ire Goblin are as follows, with scores when 'swollen' given in brackets:

attack 15 (21), Claws (d6, 3) up to (d6 +3, 6)
AF 0 (2 vs non-magical weapons)
defence 6 Movement: 15m (30m)
magical defence 4 evasion 4
Health Points 1d6 +3 (+9) stealth 12
Rank-equivalent: 3rd perception 7
Notes: Swell up when wounded (adds +3 Hit Points, +2 attack, +1 Armour Bypass each round for 3 rounds)

Jumbee

Jumbees always manifest in groups of three—a young man, a maiden, and an aged figure so withered that its sex is unclear. They float above the ground, lank grey beings with sunken eyes and unnaturally long limbs.

attack 17, Touch (see below) AF 0
defence 7 Movement: 8m (30m)
magical defence 10 evasion 7
Health Points 4d6 stealth –
Rank-equivalent: 6th perception 15

Notes: Each touch drains 1 Strength (man), 1 Reflexes (maiden) or 1 experience point (elder), no Armour Bypass Roll needed; Fright Attack at first touch: 1d10. Failed characters plunge deep into insanity; any physical attack is 40% likely to shatter the weapon. Spells are 40% likely to miscast. Magic items have 10% chance of losing enchantment forever; immune to nonmagical weapons.

Kappa

The Kappa are eerie beings, vaguely manlike but with long, many-jointed limbs. Their bodies are mauve-pink and hard—more easily chipped than cut.

attack 12, Spear (2d4, 4) or Shortsword (d8, 3) AF 3
defence 6 Movement: 10m (15m)
magical defence 4 evasion 3
Health Points 1d6 +5 stealth 11
Rank-Equivalent 1st perception 4
Notes: Organized into squads of 7 warriors led by Septurion (as Mystic rank 1-4); 3 squads form a platoon led by an officer with magic of a Sorcerer rank 5-8 who fights as a 5th-rank Knight; high-rank generals have hypnosis ability as per Vampires.

Killer Bees

Killer Bees are approximately twice the size of normal bees. Treat each swarm as a single entity of the relevant rank. Each swarm will be led by a Queen Bee, about twice the size of the other bees.

20-bee swarm
attack 10, Sting (d4, 1) + medium poison AF 0
defence 5 Movement: flying 10m
magical defence 1 evasion 6
Health Points for all 20 Bees: 20 stealth 1
Rank-equivalent: 5th perception 5

40-bee swarm
attack 14, Sting (d4, 2) + medium poison AF 0
defence 5 Movement: flying 10m
magical defence 1 evasion 5
Health Points for all 40 Bees: 40 stealth 1
Rank-equivalent: 8th perception 6

60-bee swarm
attack 18, Sting (d4, 3) + medium poison AF 0
defence 5 Movement: flying 10m
magical defence 1 evasion 4
Health Points for all 60 Bees: 60 stealth 1
Rank-equivalent: 11th perception 7

80-bee swarm
attack 22, Sting (d4, 4), medium-strength poison AF 0
defence 5 Movement: flying 10m
magical defence 1 evasion 3
Health Points for all 80 Bees: 80 stealth 1
Rank-equivalent: 14th perception 8

Queen Bee
attack 13, Sting (d4, 3), medium-strength poison AF 0
defence 7 Movement: flying 10m
magical defence 3 evasion 7
Health Points 2 stealth 2
Rank equivalent: 2nd perception 5

Kraken

The Kraken is a huge sea snake with a ravening maw that can consume small ships at one gulp.

attack 19, Jaws (d10, 10) AF 4
defence 9 Movement: swim 20m
magical defence 10 evasion 2
Health Points 4d6 +20 stealth 12
Rank-equivalent: 10th perception 14
Notes: Tongue has range of 5m; on successful hit victim is sucked into Kraken's maw.

Krask

The Krask is a flying creature that resembles a manta ray. Its flat, blood-red body moves through the air with a strange, rippling 'swimming' action.

attack 20, Sting (d8, 8 + shock) AF 3
defence 6 Movement: 10m
magical defence 8 evasion 6
Health Points 3d6 +10 stealth 14
Rank-equivalent: 8th perception 20
Notes: Electric shock from tail (roll under Strength on 1d20 or black out); can alter colour to surprise (1-3 on d6) and disorient; edged weapons do half damage.

Lycanthrope

Lycanthropes are humans who are able to transform themselves into beasts. The most common form of lycanthropy is Werewolfism, but other types are known, including Weretigers, Werebears, Weresnakes, Wereboar and Wereapes.

Notes: Vulnerable to sunlight; half damage from non-magic and non-silver weapons.

Malgash

The Malgash is a demon of fire and darkness, possessed of great power. It is only to be encountered in the most inaccessible and dangerous underworld shrines.

attack 32 Sword (d8 +4, 9) or Whip (d12, 12) AF 6
defence 25 Movement: 12m (25m)
magical defence 24 evasion 7
Health Points 60 stealth 1
Rank-equivalent: 25th perception 20
Notes: Appearance causes 1d10 Fright Attack; victims flee for 1d6 Combat Rounds or be frozen with fear for 1d4 Combat Rounds; whip attacks with speed 16 vs evasion; magic armour gives no protection, magic gives Armour Bypass Roll on 1d12; heat: characters within 2m must roll 1d20; if more than their Strength then they lose 1 point from heat exhaustion; can see invisible objects and creatures; can shatter spells within 5m (one per CR); immune to non-magical weapons.

Manticore

Manticores are bloodthirsty hybrids, having the tail of a scorpion, the body of a lion and the head of a man—though with serried ranks of pointed teeth and glowing red eyes.

attack 20, Claws (d10, 6) or Sting (d6, 3+ venom)
AF 4
defence 12 Movement: 12m(30m)
magical defence 11 evasion 5
Health Points 3d6 +18 stealth 11
Rank-equivalent: 8th perception 8
Notes: Sting is fatal if victim fails a Strength roll.

Mere-gaunt

These insane creatures inhabit weed-choked ponds, lakes and canals, preferring stagnant water where possible. They swim up by dusk or night to attack swimmers and the occupants of small boats.

attack 20, Bite (d10 +1, 7) AF 4
defence 12 Movement: 10m (20m)
magical defence 12 evasion 6
Health Points 3d6 +12 stealth 12
Rank-equivalent: 8th perception 7
Notes: Mere-gaunt grapples its victim, then bites (Fright Attack); characters bitten but not killed have 75% chance of Swamp Fever.

Minotaur

A creature with the body of a man but the head of a bull, often sealed away in dungeon or catacomb.

attack 28, Axe (d8 +2, 8), Horns (d12, 6)
AF: type worn, +1 for tough skin
defence 11 Movement: 10m (24m)
magical defence 12 evasion 6
Health Points 1d6 +22 stealth 10
Rank-equivalent: 12th perception 10
Notes: Charge attack (speed 14 vs evasion, does 2d6 +1 and stun; enters Bloodrage after 4 rounds of combat.

Mordu (headless Warrior)

The headless spectres that are sometimes seen roaming the galleries and passageways of ancient castles.

attack 20, Two-handed Sword (d10 +1, 6) AF 5
defence 14 Movement: 12m
magical defence – (see above) evasion 5
Health Points 3d6 +11 stealth 11
Rank-equivalent: 8th perception 17
Notes: Causes 1d10 Fright Attack, causes victim to stand terror-struck for 2-8 rounds, with 10% chance of heart attack; immune to stealth, invisibility, direct-attack enchantments, non-magical weapons; unhindered by daylight.

Mummy

The embalmed bodies of those long dead are sometimes encountered stalking the passages of their ancient tombs.

attack 18, Damage per weapon AF: type worn, +1 for leathery skin
defence 12 Movement: 10m (15m)
magical defence 9 evasion 4
Health Points 4d6 +5 stealth 15
Rank-equivalent: 6th perception 12
Notes: 20% chance that fire attacks will set it on fire, losing 1d4 HP per round; when slain, uses Doom curse (magical attack 18) against slayer, who will die within 1 month unless curse is lifted.

Nargut

Narguts are grey, seething, glutinous masses with eight toad-like eyes, four legs and four arms with claws on them and four gaping mouths filled with acidic spittle at each cardinal point of their squat, bullish heads.

attack 16, Acid bite (d10, 3), Claw (d8, 5) AF 0
defence 4 Movement: 10m (20m)
magical defence 6 evasion 2
Health Points 4d6 +12 stealth 14
Rank-equivalent: 6th perception 7
Notes: Ventriloquism; vulnerable to sunlight.

Necrochor

These wizened undead were ritual priests, and retain much of their magical power in the undead state.

attack 13, Sword (d8, 4) — AF 1
defence 7 — Movement: 10m (15m)
magical attack 21 — 15 Magic Points
magical defence 11 — evasion 4
Health Points 3d6 +4 — stealth 16
Rank-equivalent: 6th — perception 10
Notes: Have spell-knowledge of 5th-rank Sorcerers, but spells take effect at end of round; edged weapon hits may dislodge 1-4 scorpions (1d8 Armour Bypass roll to sting victim for strong poison attack); 20% chance that fire attacks will set it on fire, losing 1d4 HP per round and killing any scorpions.

Nightmare

When the characters go to sleep for the night, the Nightmare invades their dreams. The Nightmare cannot be detected because it has no physical presence in the real world.

Notes: Effective infinite stealth and perception 20; character in dream must roll above Psychic Talent on 1d20 +rank to wake; can cause sleepwalking (magical attack 2d6 +14 vs magical defence).

Obsidiak

The Obsidiak resembles a floating and partly human head that seems to have been cut out of harsh granite, from which trail three serpentine tentacles. It moves through the air with a horrible undulating motion.

attack 14, Bite (d8, 3 points) — AF 3
defence 6 — Movement: flying—8m
magical defence 6 — evasion 3
Health Points 1d6 +8 — stealth 15
Rank-equivalent: 2nd — perception 6
Notes: Swoop attack (speed 12 vs evasion), doing increasing damage with each Combat Round.

Ogre

Brutish and surly, Ogres are tall, thickset and extremely strong creatures of basically humanoid appearance. They fight with axes or terrible iron war-hammers.

attack 20, Warhammer (d8 +2, 8 points) — AF type worn, +1 for tough skin
defence 12 — Movement: 10m (15m)
magical defence 8 — evasion 4
Health Points 2d6 +18 — stealth 10
Rank-equivalent: 7th — perception 9

Okeman

Woodland spirits that have taken up permanent residence in trees, Okemen are indistinguishable from normal trees in their dormant state.

attack 27, Claws (d8 +2, 7) — AF 7 (vs spears & swords) 4 (vs axes, flails, maces)
defence 18 — Movement: 12m (25m)
magical defence 18 — evasion 5
Health Points 8d6 +30 — stealth 25
Rank-equivalent: 14th — perception 25
Notes: Will send 4-40 wolves, stags, snakes and bears to deal with intruders; vulnerable to fire.

Oni

Oni are the Ogres of the Far East. Fully as bloodthirsty as normal Ogres, they also have magical powers and a wily intelligence.

attack 22, Sword (d8 +1, 5) or Claws (d8, 4 + energy-drain) — AF 4
defence 16 — Movement: 15m (25m) flying—50m
evasion 6
magical attack 20 — stealth 15
magical defence 13 — perception 8 (+3 in day)
Health Points 1d6 +15 — Rank-equivalent: 12th
Notes: Spellcast as 6th-rank Mystic; invisible by daylight; true appearance causes Shock Attack to all under 8th rank; breathe poison fumes every 5th Combat Round.

Orc

Orcs are the archetypal henchthings of Evil, and have been found in service to many masters. The stats for a typical Orc-at-arms are as follows:

attack 12, Damage as weapon — AF depends on type worn
defence 5 — Movement: 10m (20m)
magical defence 3 — evasion 3
Health Points 1d6 +3 — stealth 12
Rank-equivalent: 1st — perception 4
Notes: In sunlight -1 attack and -1 defence.

Pazuzu

A Pazuzu is fundamentally of humanoid form, though tall and wiry to a most unhuman extent. The creature's hands and feet are much like the padded claws of a lion, and it has black plumed wings.

attack 16, Claws (d8, 5 points)	AF 1
defence 10	Movement: 10m (15m) flying 30m
magical defence 9	evasion 5
Health Points 1d6 +11	stealth 14
Rank-equivalent: 5th	perception 10

Notes: Surprise on 1-4 on 1d6; breathe flame (1d6 +3 damage) every other Combat Round; can cast *Image* spell once per day.

Phoenix

This majestic bird of prey looks something like an eagle, but with a wingspan of nearly 8m.

attack 23, Beak (d10, 4) or Talons (d6 +1, 6)	AF 3
defence 6	Movement: 8m (15m) flying—20m
magical defence 18	evasion 6
Health Points 2d6 +14	stealth 4
Rank-equivalent: 7th	perception 22

Notes: Cry causes -1 attack for ranks 1-3; can see invisible objects and creatures; revives itself from death in 1-5 Combat Rounds.

Python

Pythons wait on the boughs of jungle trees for likely prey to pass beneath.

attack 14, Bite (d3, 2 points)	AF 0
defence 2	Movement: 15m
magical defence 0	evasion 2
Health Points 1d6 +8	stealth 18
Rank-equivalent: 2nd	perception 9

Notes: Surprise on 1-3; first victim hit is trapped and will asphyxiate in 2d6 Combat Rounds unless freed.

Rakshah

The natural form of a Rakshah is of a central head with thick, leonine mane from which its five powerful legs grow radially, like the spokes of a wheel.

attack 24, Hoofs (d8 +1, 5) ×1–3	AF 6 (3 vs magic weapons)
defence 11	Movement: 15m (30m)
magical attack 20	9 Magic Points
magical defence 10	evasion 8
Health Points 2d6 +23	stealth 8
Rank-equivalent: 8 (day), 12 (night)	perception 12

Notes: Hoofs hit with magical attack 20, reducing HP to 0 if successful; can use Sorcery spells of levels 1-6; 20% chance to catch fire-based spells in its mouth and spit it back at the caster; immune to spells cast twice by the same sorcerer.

Sentinel Crab

These are large crabs about the size of a dog. They are kept as domestic animals by the Kappa (see p. 246), who train them to act as guards and fighters.

attack 14, each pincer (d4 +2, 3)	AF 5
defence 5	Movement: 12m (20m)
magical defence 2	evasion 3
Health Points 1d6 +6	stealth 12
Rank-equivalent: 2nd	perception 5

Shadow Walker

Shadow Walkers are creatures of the half-world where Reality shades into Illusion. Probably no one has ever seen the true form of a Shadow Walker.

Notes: Able to acquires the outward appearance of a character, and also his Combat Factors, Health Points, arms and armour, equipment, etc. Joins the party's ranks by stepping out of the very shadow of the character it has copied; only able to return to its shadowy dimension when all those who witnessed its manifestation are dead.

Jh

Shen Lun (Black Dragon)

Black Dragons are slender, sinuous creatures with the elongated snout typical of dragons everywhere, but no wings.

attack 24, Talons (d10, 7)	AF 4 (7 vs nonmagical)
defence 19	Movement: 15m (25m) flying—90m
magical defence 15	evasion 6
Health Points 3d6 +25	stealth 9
Rank-equivalent: 15th	perception 19

Notes: Discharges bolt of lightning every fifth Combat Round (speed 14, hits 2-8 targets, 2D12 damage); some have the abilities of a Mystic.

Skeleton

Animated Skeletons are sometimes used as servants by reclusive and powerful wizards who distrust human vassals.

attack 11, Damage per weapon	AF 0 (2 against stabbing)
defence 5	Movement: 10m (20m)
magical defence 3	evasion 3
Health Points 1d6 +1	stealth 13
Rank-equivalent: 1st	perception 7

Notes: Take half damage from fire-based attacks.

Skullghast

Skullghasts are ancient skulls often set in high niches above an altar or an archway. These acquire a halo of pale-gold flame and float into the air, gliding swiftly to snap at the transgressor with their fiery jaws.

attack 16, Flame (d10, 3)	AF 0
defence 15	Movement: flying—30m
magical defence 8	evasion 7
Health Points 3	stealth 15
Rank-equivalent: 4th	perception 12

Notes: Stare (1d12 Fright Attack, -3 Strength -3 Reflexes for duration of combat); flame-wounds cannot be healed with magic; unaffected by *Hold Off The Dead.*

Snow Ape

Shaggy, white-furred primates from arctic climes.

attack 12, Club (d6 +1, 5 points)	AF 0
defence 5	Movement: 8m (20m)
magical defence 2	evasion 3
Health Points 1d6 +9	stealth 10
Rank-equivalent: 1st	perception 5

Notes: Camouflage gives +5 stealth and surprise on 1-3 on 1d6 in snowy conditions

Spectre

Spectres are the non-corporeal undead remnants of strong-willed persons whose lives were twisted by dark hateful passions. Their gliding, translucent forms are often mistaken for Ghosts.

attack 19, Touch (d12, 5 points)	AF 0
defence 12	Movement: 12m
magical defence 11	evasion 4
Health Points 4d6 +4	stealth 18
Rank-equivalent: 8th	perception 13

Notes: Surprise on 1-4 on 1d6; if surprise then Fright Attack of 1d6; non-magical weapons and physical spells have no effect.

Sphinx

The Sphinx, with its lion's body and human head, is a very famous creature from the old myths. They are some five tunes bigger than a full-grown lion.

attack 24, Claws (d12 +1, 8)	AF 4
defence 12	Movement: 12m (30m)
magical defence Varies by rank as wizard	evasion 5
	stealth 13
Health Points 3d6 +35	perception 15
Rank-equivalent: Wizard rank +7	

Notes: Has the abilities of a 6-11th-rank Mystic or 5th-10th rank Sorcerer; immune to telepathy, nonmagic weapons; can draw all oxygen from 8m sphere once per day.

Spider, Giant

Giant Spiders tend to make their lairs in lonely places—in caverns, forests and haunted underworlds. They drop onto the backs of those unfortunate enough to stumble into their web.

attack 15, Bite (d6, 3 points)	AF 1
defence 2	Movement: 15m (20m)
magical defence 4	evasion 4
Health Points 1d6 +5	stealth 19
Rank-equivalent: 2nd	perception 11

Notes: Victims trapped in web lose 2 attack and 1 defence per round until immobilised; chance to escape decreases by 10% each round; venomous bite causes paralysis within 2-12 Combat Rounds and death in 10 minutes.

Spider, Tarantula

Tarantulas are large, hairy, poisonous spiders. The same game stats can be used for other large but non-Giant poisonous spiders, such as Black Widows.

attack 12, Bite (d4, 2) (strong poison) AF 0
defence 1 Movement: 5m
magical defence 1 evasion 5
Health Points 2 stealth 19
Rank-equivalent: 1st perception 5

Spriggan

Spriggans are grotesquely ugly and dangerously spiteful faerie creatures that prance across the countryside around old ruins, barrows, deserted castles and haunted woods.

attack 9, Barbs (d10, 2) AF 1
defence 9 Movement: 15m (25m)
magical attack 14 evasion 8
magical defence 6 stealth 24
Health Points 1d4 +1 perception 14
Rank-equivalent: 1st
Notes: Inflicted wounds take three times longer to heal; can always hide from ranks 1-4 (except Elves); pilfer, pick lock and climb like 7th-rank Assassin; can cast *Curse* (4x day), *Moonglow* (3x day) and *Weaken* and *Illusion* (1x day).

The Sufiriad

Minor demons motivated by the spirits of long-dead priests, the Sufiriad constantly sweep and glide through the broken, snow-choked ruins of their ancient temples.

attack Whirlwind (see below) AF 5
defence 0 Movement: 10m
magical defence – (see below) evasion 4
Health Points 5d10 +5 stealth 7
Rank-equivalent: 10th perception 16
Notes: Attack does 1d10 –AF. Character must also roll Strength or less on 1d20 or die; scream has 10% chance of shattering victim's eardrums; fire does +2 damage to Sufiriad; immune to direct-attack magic.

Swamp Folk

Swamp folk have wrinkled green heads like toads and yellow blinking eyes. They are flesh-eaters, willing to eat anything that is foolish enough to stray into their swamps.

attack 12, Grapple (see below) AF 0
defence 6 Movement: 10m swimming 15m
magical defence 3 evasion 4
Health Points: 1d6 +4 stealth 17
Rank equivalent: 2nd perception 6

Tapestry Demon

Tapestry Demons appear to be tapestries of classical demons, complete with horns, wings, and claws. When the room they guard is entered they spring into life, becoming three-dimensional beings.

attack 13, Claws (d6, 3) AF 0
defence 9 Movement: 10m
magical defence 4 evasion 6
Health Points: 1d6 +6 stealth 20
Rank equivalent: 2nd perception 7

Thorn Demons

Thorn demons are spindly, black, insectoid creatures, whose arms and legs closely resemble the spindly branches of thorn-bushes and briars.

attack 11, Raking Claws (d6, 4) AF 0
defence 6 Movement: 10m (20m)
magical defence 5 evasion 3
Health Points 1d6 +4 stealth 18
Rank-equivalent: 1st perception 7
Notes: Surprise on 1-5 on 1d6 if attacking from thicket.

Tiger (Sabre Tooth)

These great cats range across the plains of warm southern lands and stalk prey through humid jungles. A snow-dwelling variety has been sighted by arctic adventurers.

attack 19, Bite (d8, 7), Claws (d12, 6) AF 1
defence 5 Movement: 10m (30m)
magical defence 2 evasion 6
Health Points 2d6 +18 stealth 18
Rank-equivalent: 6th perception 14
Notes: Surprise on 1-4 on 1d6; bloodcurdling roar: roll rank or less on d10 or have no attack and defence 0 for first Combat Round.

Titan

Titans are powerfully muscled humanoids some 4m tall. Their skin has a bluish tinge and their eyes glitter with violet sparks.

attack 27, Sword (d8 +2, 8) or Bow (d6 +1, 6) AF 5
defence 21 Movement: 10m (20m)
magical defence 20 evasion 6
Health Points 6d6 +30 stealth 8
Rank-equivalent: 15th perception 9
Notes: Create gale; electrical discharge: roll Strength or less on 3d6 or be dazed for 1-4 Combat Rounds (-4 attack, -4 defence, –1 armour bypass roll; –1 damage).

Troll

Trolls are tall, gaunt creatures of morbid character. Though unable to use sorcery, they share a distant supernatural ancestry with Goblins and are quite resistant to magic.

attack 18, Talons (d6 +1, 5)	AF 2
defence 10	Movement: 10m (20m)
magical defence 11	evasion 4
Health Points 1d6 +15	stealth 14
Rank-equivalent: 5th	perception 6

Notes: Cannot be harmed by non-metallic weapons; turn to stone in sunlight.

Vampire

Vampires are the class of undead most difficult to distinguish from living beings. They stalk the night in search of blood. A 1st-rank Vampire Knight has the following stats:

attack 16, Sword (d8 +2, 6)	AF: as per armour
defence 10	evasion 6
magical defence 4	stealth 15
Health Points 1d6 +7 +4d4	perception 7

Notes: 90% of vampires belong to adventuring professions +2 to Armour Bypass rolls and damage; mesmerism on a person within 8m: roll under (3d6 + rank – victim's rank) on 2d10 to succeed; normal weapons do half damage; vulneratible to garlic, cruxifixes, sunlight and running water; heal with fresh blood; change shape at cost of 1 HP: at 4th rank bat; at 6th rank wolf; at 8th rank mist; can only be killed permanently with proper ritual.

Volucreth

Volucreths are a fearsome race of birdlike humanoids believed to inhabit a jungle-cloaked land deep in the tropics.

attack 16, Two-handed Sword (d10 +1, 6)	AF 3
defence 7	Movement: 10m (20m)
magical defence 2	evasion 5
Health Points 1d6 +10	stealth 11
Rank-Equivalent: 1st	perception 4

Notes: 10% may display Mystic abilities.

Water Leaper

A Water Leaper looks something like a huge, leprous-white, limbless toad with a distended belly, leathery wings and a long, tapering tail.

attack 19, Bite (d6 +1, 6 + normal poison)	AF 1
defence 4	Movement: 8m (12m) flying—30m
magical defence 11	evasion 4
Health Points 5d6 +20	stealth 7
Rank-equivalent: 10th	perception 9

Notes: Cry has magical attack of 20; turns victims' bones to jelly; venom spit (range 5m, speed 12); swallow whole: speed 12 leap vs evasion; disease: 5% chance of leprosy if wounded (30% if swallowed).

Wild Boar

Though these powerful animals are not normally aggressive, they can be more ferocious than Wolves when aroused.

attack 17, Gore (d6 +1, 6)	AF 1
defence 3	Movement: 8m (20m)
magical defence 0	evasion 3
Health Points 2d6 +11	stealth 11
Rank-equivalent: 3rd	perception 8

White Lady

These are creatures from the demonic planes that take the form of beautiful women dressed in gowns of white samite.

See page 231 for full information on White Ladies.

Wight

Wights are ancient undead, greatly feared because of their passionless evil and strange magical powers. They are the shamans and wizard-kings of a bygone age, and dwell in the bowels of their lonely burial-mounds.

attack 17, Damage per weapon	AF: type worn
defence 10	Movement: 12m
magical attack 20	evasion 3
magical defence 10	stealth 13
Health Points 1d6 +15	perception 11
Rank-equivalent: 7th	

Notes: Have spellcasting ability of 5th-rank Mystic; normal weapons score half-damage for one hit, then shatter; special powers: *Portal* (as spell); Mephitic Breath; Apparitions; *Raise Fog* (as spell); physical touch drains 2d6 +1 Strength (magical attack vs magical defence). If Strength reaches 2, victim is too weak to move. If not killed, Strength is restored by sunlight.

Wolf

Wolves will be encountered in forested areas, usually in packs robbing forays.

attack 15, Fangs (d4, 5 points)	AF 0
defence 3	Movement: 12m (25m)
magical defence 1	evasion 3
Health Points 1d6 +4	stealth 16
Rank-equivalent: 1st	perception 11

Wraith

The thing that results when a Ghost haunts a place that is steeped in powerful sorcery, Wraiths appear as wild ragged figures, shadowy and dim within a wreath of colourless cold fire.

attack — (see below)	AF 0
defence 4	Movement: 15m
magical attack 1d10/Combat Round attack is delayed	
magical defence 11	evasion 4
Health Points 1d20	stealth 10
Rank-equivalent: 5th	perception 13

Notes: 1d8 Fright Attack: chooses a victim, 3 rounds later activates *Death* spell (3-30 magical attack); on success, Wraith devours soul of deceased; only affected by magical weapons, *Hold Off the Dead*, or *Banish.*

Wyvern

These scaly beasts may be related to Dragons, though they are rather smaller and certainly less intelligent. The Wyvern's body is long and coiling, armoured with black scales as hard as iron.

attack 21, Bite (d8 +1, 5), Sting (d8, 3 + strong poison)	
defence 6	Movement: 10m (25m)
AF 5	flying–80m
magical defence 12	evasion 5
Health Points 10d6	stealth 12
Rank-equivalent: 10th	perception 15

Notes: Stung victims must make 4d6 roll against Strength; failure means permanent loss of 1d3 HP.

Yeti

Yetis are shambling two-legged, white-haired creatures with hoar frost crusted in their fur.

attack 18, Claws (d8, 6 points)	AF 3
defence 10	Movement: 8m (12m)
magical defence 8	evasion 3
Health Points 3d6 +10	stealth 16
Rank-equivalent: 5th	perception 7

Notes: surrounded by 10m snowstorm.

Zombie

These are the true 'walking corpses' of legend and nightmare.

attack 10, Damage as weapon (Strength 16)	AF 0
defence 4	Movement: 6m
magical defence 1	evasion 1
Health Points 2d6 +13*	stealth 5
Rank-equivalent: 1st	perception 4

Notes: Health points for fresh Zombie; 3d6 +7 for random.

Appendix I

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Appendix 2

Other Dragon Warriors Books

DRAGON WARRIORS as a game and a world is now more than twenty years old. It was originally published by Corgi Books as a series of six titles between 1985 and 1986: *Dragon Warriors*; *The Way of Wizardry*; *The Elven Crystals*; *Out Of the Shadows*; *The Power of Darkness*; and *The Lands of Legend*. This new rulebook does not contain all the material from that sextet: the rules, background and character classes are all here, but the rest of the original text will be made available in separate books.

The ***Dragon Warriors Bestiary*** is a full overview of all the inhabitants of the Lands of Legend, from the humanoid races to monsters, demons, the creations of sorcery and the horrors of the undead. It will also contain random-encounter tables and rules on creating random NPCs.

Sleeping Gods is an anthology of the short adventures that appeared in the original books 1, 2, 4 and 6, with new material to turn it into a campaign that you can play straight through or with breaks for your own scenarios. Starting where 'The Darkness Before Dawn' ends, it will lead your players through underworlds and castles, to the depths of the Mungoda jungles and a conclusion that may give the PCs their own stronghold in Legend—if they're lucky.

The Elven Crystals is a self-contained adventure in four parts: a race against time to battle four very different foes and reunite the pieces of an ancient artifact before it can tear a hole in the world and let an unspeakable horror back into reality.

The Prince of Darkness is an adventure that will take the players to the city of Glissom, through the mountains of Brack, and to the fabled Lost City of Nem, the abode of the Darkness Elementalists and home of the demon Balor, Prince of Darkness.

All these titles will be revised and re-edited, with new material, and new art and maps throughout.

But we are not content with re-releasing past glories. New *Dragon Warriors* books are in development. Some will detail other areas of the Lands of Legend and the realms beyond. Some will explore other roles for the characters to play: new professions; more information on how the upper echelons of society work and how PCs can deal with kings, barons, generals and arch-magi—or become them. Others will describe the eldritch societies of the non-human races of Legend, and much more.

And of course there will be more adventures, from short scenarios that can be played in an evening to epic campaigns that may take months to complete, changing the lives of the characters and possibly the destiny of the world.

We don't have titles for these new books yet, or release dates. As soon as we do we'll be putting the information up on the Magnum Opus Press website: *www.magnumopuspress.com*. And when we have PDF previews of the new titles for you to download, they'll be put there as well.

We're even trying to persuade Dave and Oliver to write something new for *Dragon Warriors*. Wait and see if we succeed.

And by way of congratulation for having read this far, test yourself with a little competition. One (and possibly more) of the illustrations in this book is *wrong*—that is, it shows the opposite of something stated clearly in the text. We could have fixed it quite simply, but instead we thought it would be more fun to see if you've been paying attention.

If you think you've spotted it then send an email to the Magnum Opus Press address on page 2, saying what page the picture is on and why it's wrong. If you're right, we'll send you a PDF of an exclusive *Dragon Warriors* adventure. Have fun hunting!

DRAGON WARRIORS CHARACTER SHEET

NAME

PROFESSION

RANK

STRENGTH

REFLEXES

INTELLIGENCE

PSYCHIC TALENT

LOOKS

HEALTH POINTS

CURRENT SCORE

ATTACK

DEFENCE

EVASION

STEALTH

PERCEPTION

ARMOUR FACTOR

ARMOUR TYPE

SHIELD? YES/NO

WEAPONS

SKILLS/MAGIC

EXPERIENCE POINTS

REGULAR OUTGOINGS

MAGICAL ATTACK

MAGICAL DEFENCE

AMULETS, POTIONS

OTHER EQUIPMENT

CASH

ENTER LEGEND

Enter a world of magic, folklore and danger. Here, superstition covers people's lives like autumn mists cover the moors, and terrifying monsters with bizarre powers lurk in the shadows. The king is a weakling, barons scheme against each other, and lordless knights, back from the Crusades without the honour or riches they were promised, roam the countryside in search of adventure, or prey.

Ruined castles and barrows are the lairs of the supernatural, or newer, more sinister masters. Labyrinthine underworlds lie forgotten below ancient temples and city cellars. The dark places of the world hold riches for those who would search for them, and the keys to great power, and death.

These are the Lands of Legend, and they need heroes. Brave knights, courageous barbarians, cunning sorcerers, mystics trained in the powers of mind and body, sword-wielding warlocks, elementalists who command the fabric of reality itself, and assassins trained to bring death to the deserving. All these will be your comrades on the path to glory—and perhaps your enemies too.

Will you accept the challenge of *Dragon Warriors*?

Dragon Warriors is a classic fantasy roleplaying game with a fan-base around the world. It is based on a game-system that's fast to learn, intuitive to play, and satisfying and atmospheric in its results, whether you're a long-time gamer or a first-time player.

The jewel of Dragon Warriors and the reason for its longevity is Legend, a game-background based on the cultures of the medieval world. It is rich in myth, folklore, magic and superstition, built on a thousand-year history and populated with memorable characters, fearsome foes, treasure and glory. The game has a flavour unlike any other, combining a sense of history with the intensity of the greatest fantasy sagas.

This rulebook contains full details for creating characters and all that players need to adventure in the Lands of Legend. It also holds information on over 110 different monstrous species, 192 spells from four different schools of magic, and more than 80 unique magic items, artifacts and relics, as well as sections on jousts, crime and punishment, disease and madness. There's advice for novice GamesMasters and players, suggestions on building your own game-world tailored to your tastes, an introductory scenario to begin your adventures in Dragon Warriors, and much more.

Dragon Warriors was first published by Corgi Books in 1985-6 as a series of six paperbacks. This new edition compiles the material from those books into a series of new releases, revised and updated, with new text, art and maps.

Oliver Johnson is the author of the Lightbringers trilogy of fantasy novels (Roc/Orbit). Dave Morris is an Uomo Universale and was the best-selling author in the United Kingdom in 1991.

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