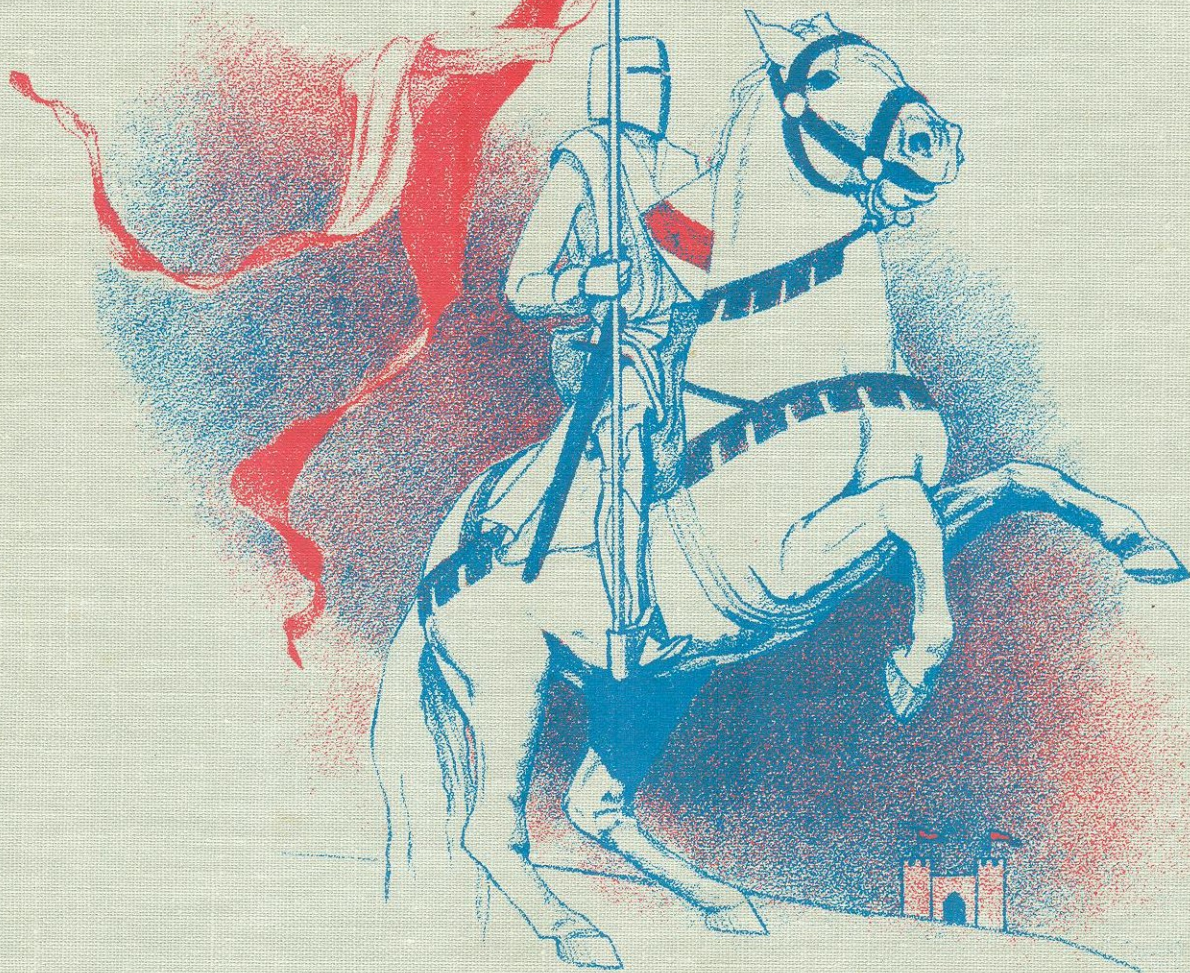


hidden kingdom



A FANTASY-ADVENTURE GAME

BY NEW RULES INC.

hidden kingdom

A FANTASY-ADVENTURE GAME

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PREFACE

Welcome to HIDDEN KINGDOM!

We know you are going to enjoy playing this unique new adventure game! HIDDEN KINGDOM is designed for players ten years old and over, and provides an unlimited source of excitement, learning, and creativity.

This handbook will equip you with the basic rules for playing HIDDEN KINGDOM. In addition to the rules, it contains essential historical, legendary, and cultural information. It also contains recommended procedures, sample scenarios, Character lists, and a host of other components which, once learned, will provide a rich foundation for the imaginative player and game guide to build upon.

Experienced gamers will appreciate the unique organization and simplicity of the HIDDEN KINGDOM rules system. Those who are new to the world of adventure gaming will of course benefit from this same organization and simplicity.

HIDDEN KINGDOM has been over six years in the making and has included the creative efforts from sources on three different continents. It was carefully designed by individuals who appreciate gaming, adventure, and imaginative activity and who, at the same time, are concerned with moral, intellectual and spiritual growth.

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Note : Heraldic Illustrations (Blazon designs)
follow section 18, page 308

"The very strangeness of the language dyd me enchante,
and vaulted me into an ancient scene."

"And in that scene were all the vices that ever were -
and courage and frustration, but particularly gallantry
- perhaps the only quality of man that the West has
invented."

John Steinbeck,
Introduction, The Acts of King
Arthur and His Noble Knights

"Aglovale, you have every right to try for revenge
against the Orkneys, and I will not try to stop you if
you do try ..."

"But, Aglovale, I am trying to make a new law in
Britain, by which people don't have to go on shedding
young blood for ever ..."

T.H. White,
Chapter XXX, The Once and
Future King



0.0 INTRODUCTION

0.1 GETTING READY TO PLAY ... HIDDEN KINGDOM is a "role-playing game." The players each assume the role of a Character and attempt to live out the life of that Character within the setting of an imaginary game-world. The game-world of HIDDEN KINGDOM is the world of King Arthur, ruler of Camelot and leader of the famous "Knights of the Round Table."

Unlike most fantasy-role-playing games, HIDDEN KINGDOM includes a list of over three hundred possible Character roles. It is not necessary for the player to have anything in common with the Character he or she plays. In fact, much of the excitement is generated by attempting to play Characters which are totally different from your own personality, beliefs and life situation etc.

Since the setting for HIDDEN KINGDOM is the world of King Arthur, all of the Characters have a basis in Classical Medieval Romance. As a player, you will be given some information about your Character. This information will serve as the broad limits for this Character. Your job will be to play the Character within these known limits, using your imagination to achieve an agreed-upon goal (or quest), and to provide missing aspects of your Character's personality. Your ultimate objectives in the game are dependent on the Character's "Alignment" (see Section 3.0).

The world of Arthur is one in which much great literature has been written. You can greatly enhance your enjoyment of HIDDEN KINGDOM by acquainting yourself with some of the literature (a suggested bibliography is included in Section 19.0). You need not, however, know anything at all about Arthur, Camelot, or the Round Table in order to play HIDDEN KINGDOM. Indeed, the game itself is an introductory course to this exciting era!

All Characters in HIDDEN KINGDOM have an alignment. A Character's alignment defines his outlook on the world and life in general. Alignment is a summary of what a Character thinks and believes, and how he is likely to behave. It is important to role-playing because it provides continuity to the role and gives players a mental yardstick with which to gauge his or her Characters' decisions and behavior.

0.0 INTRODUCTION

In HIDDEN KINGDOM, there are two general alignments: either Pagan (the world-view of the old order), or Christian (the new order). In addition to the two general alignments, each Character is further defined by a sub-alignment. If the Character is a Christian Character, he or she will be either a Renunciate or a Chivalrous Christian. If the Character is a Pagan Character, he or she will either be a Chivalrous or a Powerlord Pagan (read more on alignment in Section 3.0).

Each player, after selecting his Character, should fill out his abilities and characteristics on the Character Information Sheet (enclosed in the game). The Character Information Sheet has a basic map of Britain and Ireland in the lower right. This small map is numbered in various places from 1 to 20, because there are 20 sub-kingdoms in Arthur's domain. These numbers can be interpreted according to the code directly beneath the map.

All of the Character's abilities and limitations can be obtained from Appendices 'A' and 'B' (Sections 14.0 and 15.0).

The Character Information Sheet is to help you remember the facts about your particular Character so that mentally you will be better equipped to play your role.

The action in HIDDEN KINGDOM is moderated by the Game Guide (GG) - a participant who is elected or volunteers to "referee" the game instead of actually playing it. It is the duty of the GG to control the game-world by presenting the other players with choices and situations in which their various characters can interact (with each other and the GG), and choose a course of action.

In the game-world, players use their imaginations to achieve practically anything that comes to their mind. The only limitations are the boundries set by the rules themselves and their judicial interpretation and implementation by the GG. Most of the game takes place through the verbal exchange between player-Characters and the GG in which the players convey their intentions to the GG, who in turn relates to them whether or not they can or may proceed and what are the results of their actions. The actions or interactions are assumed as done simply by announcing them to the GG. The results of the action is usually determined by a dice roll,

0.0 INTRODUCTION

the results of which are interpreted by the GG through the use of charts (in the handbook). For an in-depth description of the duties of the GG, see Section 2.0.

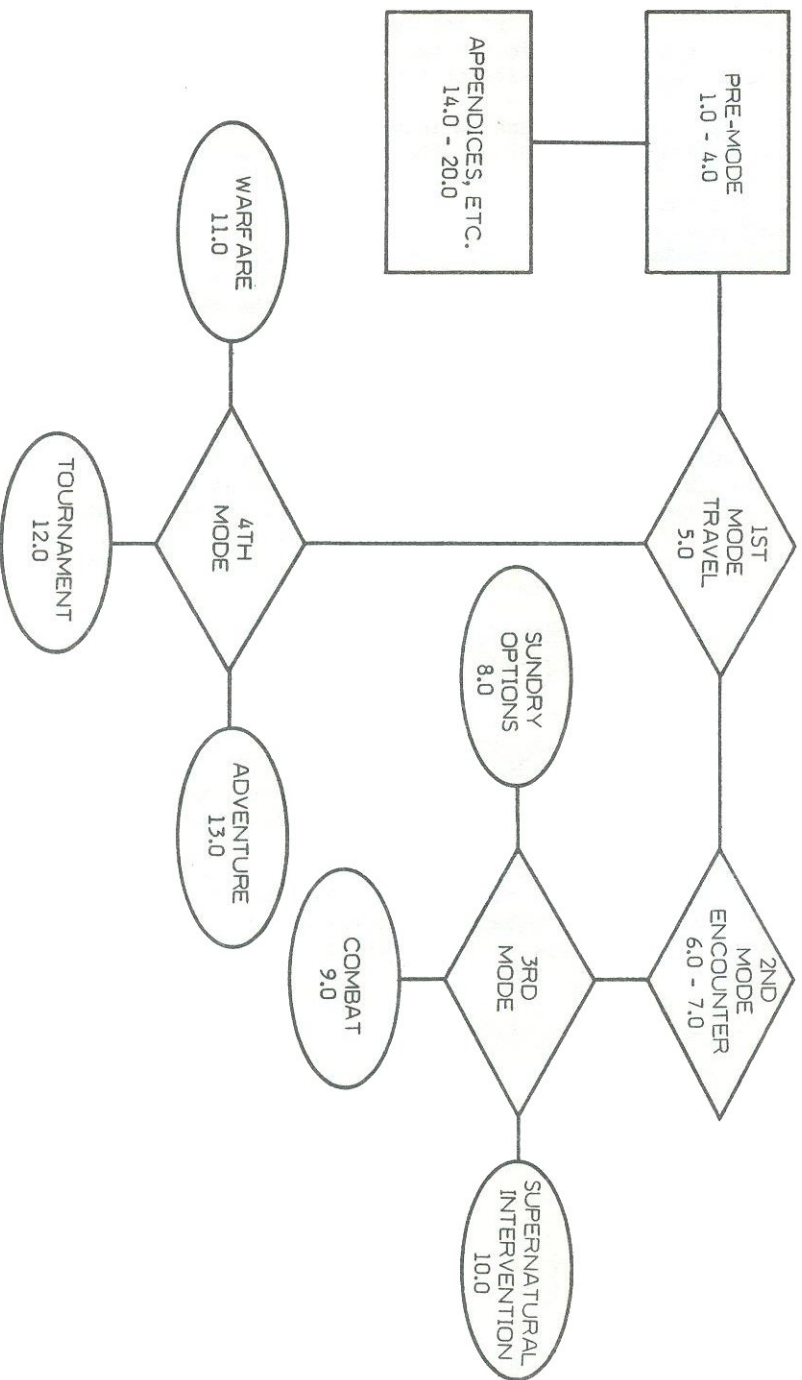
The game itself can last as long as you want. It can be played for one sitting and then continued another day, weeks or even months - or it can be completed in one short session. It is suggested that each sitting represent the action that takes place during one month of time in Camelot, and that the first month of play be dated September, 459. This year allows for all Characters to be of reasonable playing age at the start, and the month allows for all provinces to harvest their crops so that they can begin with maximum resources (see Section 1.5 on Time and Section 4.0 on Economics).

0.2 ABOUT THE RULES ... The following chart is a "flow-chart" of the HIDDEN KINGDOM decision making process. It illustrates your logical location at any given moment in the game. If you are a beginning player you may need to refer back to the chart often - but only until you get the hang of things.

ALL THE RULES, ESPECIALLY THE FIRST FOUR SECTIONS, SHOULD BE STUDIED CAREFULLY BY BOTH PLAYERS & GG ALIKE. This will enable you to fully understand the HIDDEN KINGDOM rules system and thus increase your enjoyment.

A. The first four sections (1.0 through 4.0) are called "Pre-Mode" rules. These are meant to familiarize you with your Characters and the world in which they live.

B. The "First-Mode" is Travel (Section 5.0). The Characters move about the land until they have an "Encounter." Encounters set the stage for possible action, which may result in increases or decreases in various personal "Ratings".



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C. The "Second-Mode" is Encounters (Section 6.0 and 7.0). This is really just an intermediate Mode that is used to establish the nature of the encounter. Encounters may be "Personal", where a player-Character must respond to a person or thing who happens to show up, or they may be just "Needs." The latter is totally dependent on the player. The former depends on the type of encounter determined by the GG. "Needs" tend to be easily resolved, while "Personal" encounters sometimes require much complicated interaction. Anyway, Second-Mode is really just a decision phase.

D. Once you've decided your course of action, you enter "Third-Mode. Section 8.0 covers relatively unexciting accomplishments such as re-equipping, eating, sleeping, negotiating, searching, and hiding. Section 9.0 covers Combat, and Section 10.0 covers Supernatural Intervention. Changes in Ratings will be listed as you go.

E. "Fourth-Mode" rules are special, in that they cover large-scale encounters. These include Warfare (Section 11.0), Tournaments (Section 12.0) and Adventures (Section 13.0). Preparation for entry into these aspects of the game are listed in the appropriate sections. They are fairly complex, and probably should not be entered into until players feel comfortable with the rest of the rules.

F. The rest of the Sections are Appendices which may be consulted throughout play. Section 14.0 is an alphabetical list of male Characters. Section 15.0 is an alphabetical list of female Characters. Section 16.0 gives details about the various kingdoms and provinces. Section 17.0 gives details about Special Implements. Section 18.0 defines all the Heraldic Terminology, and is basically just for fun. Section 19.0 is a Bibliography of sources we drew upon to form the basis for this game.

A GENERAL RULE OF THUMB: WHENEVER IT IS POSSIBLE AND DESIRABLE, RETURN TO THE FIRST MODE. First-Mode covers travel and other relatively simple activities. Of course, it is not likely that you will be able to get back into First-Mode when you are engaged in mortal combat with someone or something bent on killing you! But if the opportunity arises where you can travel on or would like to stop, rest, and make decisions, enter First-Mode play.

0.0 INTRODUCTION

First-Mode will inevitably lead to new Second, Third and Fourth Modes which may prove more exciting and/or beneficial to the accomplishment of your quest.

FORGET THE MODES!!

Now that we have explained the HIDDEN KINGDOM "Mode" system, the next step is to tell you to forget it! The mode system is like the steps in a dance, the fingering involved in playing a musical instrument, or the balancing act in learning to ride a bicycle. Once these things are really learned, you can forget them. Only then does the real dancing, the real music and the real cycling begin!

The various Modes are concepts or "handles" in order to help you get into the rules themselves and understand how to use and apply them.

0.3 SOME DEFINITIONS: ... GG (Game Guide) - a person who takes on the special role of Transmitter and Controller; who determines the challenges (in whatever form they take) as set forth in this Handbook and presents them to the others for their responses, and who records the adventures as they happen.

Player - any person playing the game who is not the GG.

Player-Character - any name listed in Appendix A or B that is currently being role-played.

Non-player-Character - any name listed in Appendix A or B that is currently not being role played.

Non-Character - any inhabitant of the British Isles that cannot be role-played.

Sitting - everytime a GG and players sit down to begin a new session of Hidden Kingdom.

0.4 A FINAL WORD ... Experienced players familiar with other popular FRP games may raise objections to our lack of a more detailed rules system. For instance, our wars make no allowances for maneuvering, and our individual combat system makes no allowances for arrows and other missiles. We are sure, however, that if this desire for complication

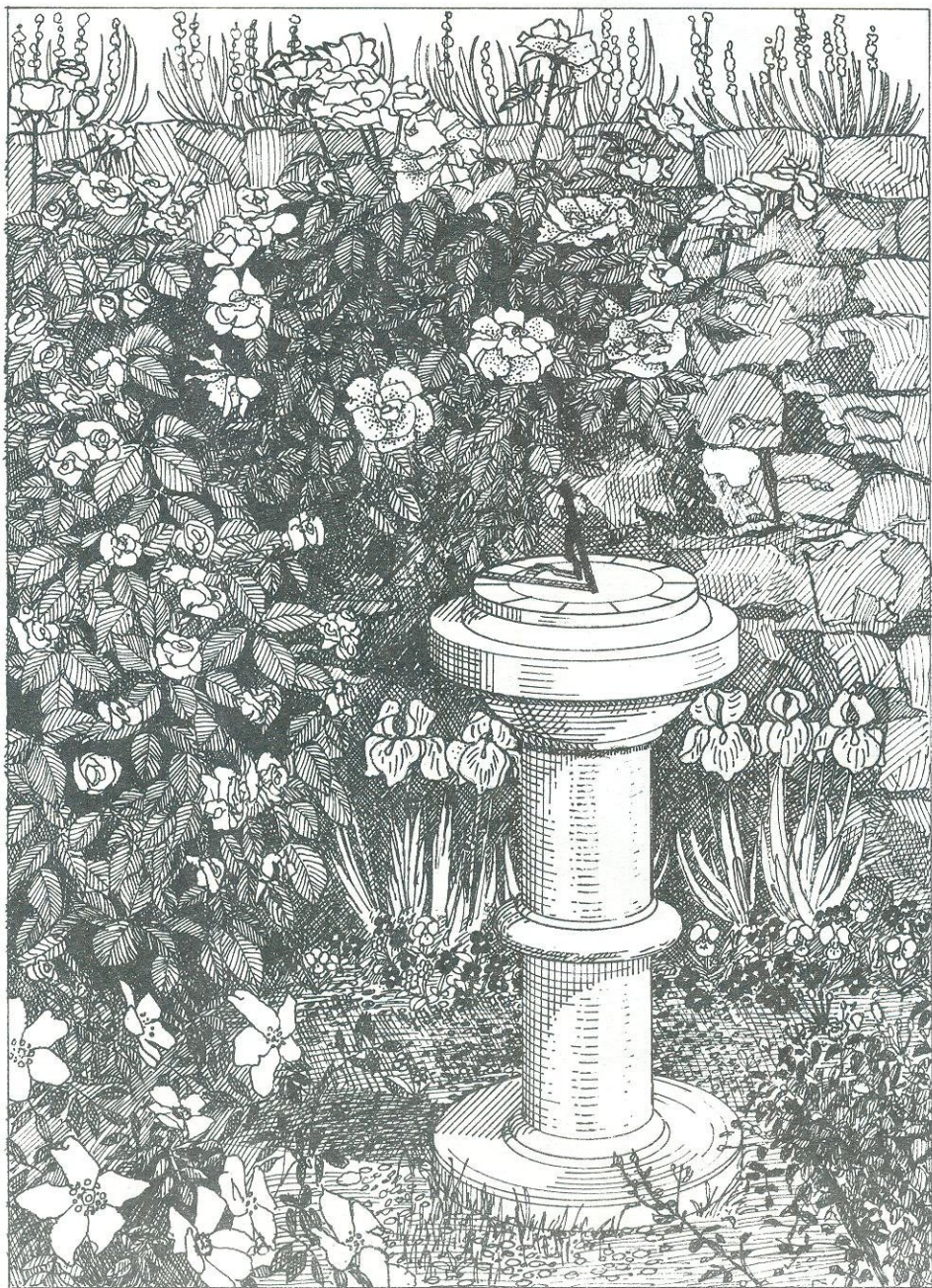
0.0 INTRODUCTION

can be put aside, the players will find themselves becoming more and more adapted to that still, quiet spirit that was once an integral part of King Arthur's Camelot; indeed, they will find themselves catching glimpses of the HIDDEN KINGDOM that (some say) has never passed away.

"I, according to my copy, have done set it in imprint,
to the intent that noble men may see and learn
the noble acts of chivalry, the gentle and virtuous
deeds that some knights used in those days.

Wherein they shall find many joyous and pleasant
histories, and noble and renowned acts of humanity,
gentleness, and chivalries. For herein may be seen
noble chivalry, courtesy, humanity, friendliness,
hardiness, love, friendship, cowardice, murder,
hate, virtue, and sin. Do after the good and
leave the evil, and it shall bring you to good
fame and renown."

Thomas Malory,
Caxton's Original Preface,
Le Morte D' Arthur



1.0 GENERAL PRELIMINARY GUIDELINES

This section covers the use of the dice and the map(s), as well as how to choose a Character-role to begin play, and how to understand the time-representations.

1.1 THE DICE ... Several different types of dice are used in HIDDEN KINGDOM. This is because there are multiple situations which arise in play and that require differing probabilities for their resolution.

The dice included in this game package are: 1 four-sided die (d4), 2 six-sided dice (d6), 1 eight-sided die (d8), 3 ten-sided dice (d10), 1 twelve-sided die (d12), and 1 twenty-sided die (d20).

Sometimes the Handbook will call for a random-determination. The GG, in these cases, will be called upon to calculate the odds involved, and then make a dice roll that he or she considers appropriate. This will only occur when the number of possibilities involved is not covered by the rules.

When more than one die is required for a roll, the number will appear before the abbreviation. For example, "2d6" means 2 six-sided dice are rolled. Sometimes a "multiplier" is called for. This is where a die is rolled and the results are then multiplied by another number. For example, "d4 x 100" means rolling a four-sided dice and then multiplying the results by 100. (Thus, a roll resulting in the number 2 would be multiplied by 100, giving a final number of 200, etc.).

"d%" means "percentile dice." This is a special roll of 2 ten-sided dice. (NOTE: a 2d10 roll would mean rolling two ten-sided dice and adding the results of both die together. But d% calls for reading the two ten-sided dice separately). The ten-sided dice in this game are all of a different color. When rolling percentile dice, one die represents the "tens" variable, and the other the "ones" variable of a standard two digit number. It is therefore possible to roll percentile dice and obtain a result of any number between 1 (the "tens" die reads "0" and the "ones" die reads "1") and 100 (both dice read "0").

1.0 GENERAL PRELIMINARY GUIDELINES

A "d%" roll is used when the situation states that there a certain percent chance of something happening. If the "d%" roll is less than or equal to the percent chance of occurrence listed in the rules, the event is considered as happening. If it is greater, then it has not happened.

NOTE ON "d4" ROLL

Because of the shape of the four-sided die, it cannot really "roll". Therefore, it must be tossed relatively high into the air. The number on the bottom (which is the same any way you look at it) is the number read.

NOTE ON "d20" ROLL

Since the sides of this die are so small, only one digit can appear on each side. Each number will be one of two possible colors. One of these two colors should be designated as "high." Whenever that color is rolled, add 10 to the number rolled. The exception is whenever the roll results in "0". There are no true zeros with d20, or any other dice. The "low" color "0" is read as a 10 and the "high" color is read as 20.

EXAMPLES RELATED TO DICE ROLLS

- A) The situation calls for a 2d6 roll. Two six-sided dice are rolled; one reads "2" and the other "4." Thus, the result of the roll is "6."
- B) The situation states that there is a 50% chance of "something" happening. The player designates one d10 as the "tens" dice and the other d10 as the "ones" dice. The two dice are then rolled. The "tens" die reads "6" and the "ones" die reads "4." This results in a final roll of "64." Since 64 is greater than 50, the "something" has not happened.
- C) The situation states that there is a 50% chance of "something" happening. This time, the "tens" die reads "1" and the "ones" die reads "8." The result is "18" which is less than 50. Whatever-it-is has happened.

1.0 GENERAL PRELIMINARY GUIDELINES

- D) The situation calls for a (d20 + 4) x 100 roll. A twenty-sided die is rolled where green numbers are understood to be "low" and red numbers are understood to be "high." A red "5" is the result of the roll; thus, it is read as "15" (see above note on d20 roll). Now, add 4, resulting in 19, which is then multiplied by 100, with the result of 1,900.
- E) The situation calls for "d20 x 10." The same twenty-sided die is used as in the previous example. This time, a green "5" is rolled (low). Thus, it is read at face value. Now, multiply by 10. The result is 50.

1.2 THE MAPS ... The Legend on the North Map explains all the symbols and colors, but a brief explanation should be given about a few things.

The distance from one hex-side to the other represents 10 miles.

It takes 10 miles of Travel movement (see Section 5.0) to "clear" a hex; 5 miles in and 5 miles out, regardless of the direction.

"Impassable Rivers" may only be crossed with a boat; see Section 4.13 re: Transport Rental.

The map is basically just for visualization purposes and helps the players to understand where they are at present or where their lands are with respect to other locations. The reference numbers on each hex are used to help the players keep track of their Characters on the Character Information Sheet.

1.3 CHOOSING YOUR CHARACTER ROLE ... There are many Character-roles in HIDDEN KINGDOM. All the noble Characters listed in Appendices 'A' and 'B' (Sections 14.0 and 15.0) are considered to be alive and well and living in their home province. Your task is to choose one Character (or later, more than one if you wish, as you become accustomed to the game), and discover, through role-playing, the challenges of living in King Arthur's realm. There are over 300 Characters to choose from, so it's likely that most will not be chosen! But your chosen Character may meet up with one of them in the course of the game. Study the information given

1.0 GENERAL PRELIMINARY GUIDELINES

for each Character in the listings. If you are already familiar with the legends and literature of King Arthur, some Characters will naturally appeal to you. At first, you should probably choose these Characters. Later, as you become more experienced, the excitement and fun of the game can be greatly expanded by learning to role-play Characters who do not "grab you" initially.

Using the information about your Character(s) listed in Section 14.0 or 15.0, fill in the details on your Character Information Sheet.

Each Character must have an "alignment" to play the game. Alignments are discussed in Section 3.0. At that time, the player must either stick with the alignment given for that Character (on Appendix 'A' or 'B,' Section 14.0 or 15.0), or, when the alignment is "Open," choose any of the possible alignments and stick with it. The alignment you choose will not necessarily affect your "winning" chances, but it gives your Character a sort of ruler by which to measure his or her achievement.

No two players can play the same Character in the same game. A single player may, however, wish to play 2 or more Characters, though this is suggested only for future sessions.

1.4 INITIAL LOCATION OF CHARACTERS ... Initially, all Characters are located in their own kingdom. If they are lord of a particular province in that kingdom, their province is listed in parentheses following the name of their kingdom (see Appendix C, Section 16.0). If they are not a lord, they begin in their king's castle. Consult Appendix 'C' (Section 16.0) to familiarize yourself with your kingdom.

1.5 PASSAGE OF TIME ... Date your first sitting: 1st of September, 459. It is suggested that each gaming session represent the passage of no more than one month of time in HIDDEN KINGDOM. (Each month equals 30 days).

1.0 GENERAL PRELIMINARY GUIDELINES

Each day is divided into 8 turns:

TURN	TIME
1st	12 midnight to 3 AM
2nd	3 to 6 AM
3rd ("Prime")	6 to 9 AM
4th ("Terce") - ACTIVE	9 AM to 12 noon
5th ("Sext") - ACTIVE	12 noon to 3 PM
6th ("None") - ACTIVE	3 to 6 PM
7th ("Vespers") - ACTIVE	6 to 9 PM
8th ("Compline")	9 PM to 12 midnight

Turns can be further divided into 36 rounds (representing 5 minutes each) for the purpose of short-term action when it occurs - as in COMBAT; see Section 9.0. Each round can be sub-divided into 10 segments (segments equal 30 seconds each) for the purpose of very specific movement - as in ADVENTURES; see Section 13.0.

TIME DIVISION CHART

- 1 segment represents 30 seconds *
- 1 round represents 5 minutes *
- 1 turn represents 3 hours *

* of time in HIDDEN KINGDOM

Thus: 1 turn = 36 rounds
1 round = 10 segments
1 turn = 360 segments

Each day is like the other in one respect: players wake up at 6:00 AM (the third turn of the day), spend three hours (a turn) having breakfast, morning devotions, mass, toe-touching exercises, or whatever. The first active turn of play is the fourth turn (9:00 AM).

* NOTE *

Players will move by turn, round, or segment depending on the desired amount of detail in the action. This sliding time scale can be seen as a magnifying device or a speed control mechanism. It can slow the action down by segments for Combat, or it can move at fast forward by turns for cross-country travel and certain aspects of adventuring.

1.0 GENERAL PRELIMINARY GUIDELINES

The intermediate rounds of 5 minutes each, are sufficient to handle normal encounters and most other transactions.

When in Combat or other situations requiring detail, expenditures of time and movement capability can be very important and should be followed closely.

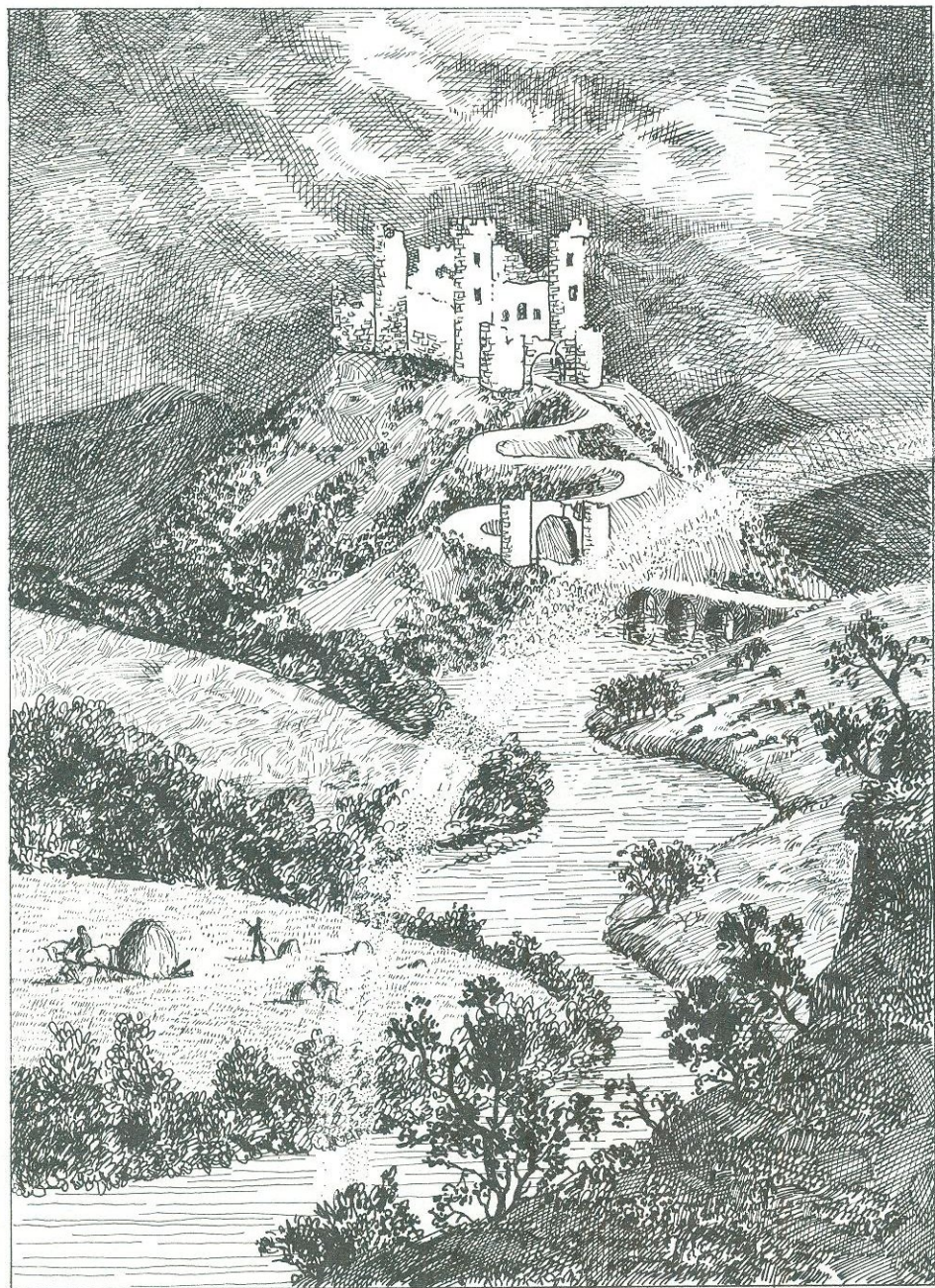
The details of movement for individual Characters are given in the section on ADVENTURING (Section 13.0). The rules of Combat Interaction, including movement, appear in the COMBAT section (Section 9.0).

"What an amazing time the age of chivalry was! Everybody was essentially himself - was riotously busy fulfilling the vagaries of human nature. There was such a gusto about the landscape ... such a riot of unexpected people and things, that you hardly knew how to begin describing it"

T.H. White,
Chapter III, The Once and
Future King

"When I came to again, I was sitting under an oak tree, on the grass, with a whole beautiful and broad country landscape all to myself - nearly. Not entirely; for there was this fellow on a horse ... a fellow fresh out of a picture book ..."

Mark Twain,
A Word of Explanation,
A Connecticut Yankee in King
Arthur's Court



2.0 DUTIES OF THE GAME GUIDE

The success of HIDDEN KINGDOM as an entertaining pastime depends largely upon the "Game Guide." The game-world of HIDDEN KINGDOM must be transmitted from the Handbook to the players through the imaginative and creative control of the "GG." It is absolutely essential that the person filling this role hold fairness and conscientiousness as high priorities. Undoubtedly, some players will be able to do this better than others; participants should recognize this and be patient.

Also, this is a game filled with possibilities. It would conceivably require another ten rulebooks of thickness equal to this one, to cover every possibility that could arise during play. The Game Guide presides as a judge, to settle these myriad small matters.

Ideally the person best qualified as Game Guide would take over the duties on a permanent basis. Such a person would willingly guide others through the game without ever being able to participate himself. It is likely, however, that this situation will not present itself. Therefore, it is best to rotate the duty of GG from sitting to sitting. The Character-role played by the GG should simply be considered as "resting" while the person is performing his or her duties as GG.

The fundamental duty of the Game Guide is to present the players with the simulated challenges of HIDDEN KINGDOM and to note their responses in accordance to the rules set forth in this Handbook. For all practical purposes, the GG acts as the "senses" of the various Characters. He reminds them where they are, who they are, who and/or what they are encountering, and how all these things change and respond to their presence and action. It is the GG's presence and status as a non-player that gives adventure-gaming its unique flavor of realism and excitement. Only a non-participating personality can provide the world of HIDDEN KINGDOM with a reality that is external to the players themselves and, for the most part, concealed from them. Without a GG, HIDDEN KINGDOM is playable to some extent. But because only an impartial judge can add the necessary ingredient of mystery and surprise, much of the entertainment value would be lost.

As the GG, you will provide the details of the setting, or the "stage" for the players' exploits.

2.0 DUTIES OF THE GAME GUIDE

You tell the players about the important changes in their circumstances. Unless you alert them, the players will not know that they have just stumbled over a dragon's tail. Without you to alert them to the fact that this dragon doesn't like having his tail stepped on (how did you know that??), they won't realize that one of their party is about to become a fried knight! Without you to keep records and settle disputes, the game can degenerate into squabbling over whether Sir Perflewis had enough damage points left to survive that last mace-blow from Sir Loinsteak and still flee, or whether he is now unconscious or dead on the battle field.

This function is easy to understand, and relatively simple to administer. However, there is another aspect of your responsibilities as GG that is more subtle. You must keep the structure of your world consistent and coherent. Use your imagination to make the game interesting and challenging, but avoid sheer whimsy. For example, Griffins don't camp out in Camelot's parking lot - they inhabit caves in rocky wastes, and fly or rage about in deserted places at night.

You have enormous power in this world of yours. Don't let your pride cause you to fall! You are not an autonomous "deity"; hence, we have avoided giving you the title of "Master". You are a "Guide", saddled with the task of presenting the game-world to the player-Characters. You are the administrator of a creation that is, to a large extent, not your own.

The players also are called to be creative within the limits of a framework that is given to them. They need your help in creating adventures that are variable and credible. Their Characters must be believable.

It is your responsibility to make sure that the players act out their roles "in character." For example, Sir Galahad won't lie to protect his image; Mordred won't be kind to wandering strangers except as a stratagem. The best three-fold rule of thumb is : Accuracy, Fairness, and Fun.

Reward the innovative players. Don't ridicule a players' decision unless you are scoffing in the role of a non-player Character. Consider each party's reaction carefully. What would the dragon

2.0 DUTIES OF THE GAME GUIDE

do if Lady Elaine walked right up to it as she says she intends to do? The dragon might well be startled and temporarily confused by such boldness. Whether his confusion would last long enough for Lady Elaine to save her brother and flee - or whether he would recover in time to enjoy a side-order of Damsel-in-Distress--is a very real question!

As GG, you must strive to make the dangers real without being overwhelming. The malicious GG who is eager to see everyone foiled is no fun at all. Neither is the lazy GG who fails to present the game as a challenge.

Being a GG takes effort; don't volunteer unless you are willing to put some out. The number one requirement is attention - attention to details, attention to fairness, attention to the adventure!

The GG's "Basic Charts Folder" will allow you easy access to the most-often-used charts. Keep it and this Handbook before you at all times. Use the GG's Chronicle Record Sheets to help you organize your information about the current adventure.

2.1 PRE-MODE CHECK LIST ... [These instructions should be read in conjunction with Sections 3.0 and 4.0]

It is the duty of the GG to remind the players of their goals with consideration to their alignments. Note (and remind players) which of their two ratings will be the most important to their final outcome.

Once each player's quest is established, the GG makes note of each players' initial location, and starting equipment. This is very important. Of course, players must not be allowed to use equipment that they do not possess!

The GG should take this opportunity to familiarize himself with the Special Implements in Appendix 'D' (Section 17.0) and randomly locate the various magical things as specified.

Though provincial economic matters are largely the players' responsibilities, the GG should see to it that all required tributes are paid on demand. The GG should keep written records of all requirements and transactions.

2.0 DUTIES OF THE GAME GUIDE

Also, if a Character has reached his/her 60th birthday, be sure an "Age Check" is made (see Section 4.10).

2.2 FIRST-MODE CHECK LIST ... The GG must keep track of all player-Character movements; making precise notes to pin down the exact locations of both travelling and inactive parties in regard to the map. There is no necessity for the use of counters or miniature figures, although systems may certainly be developed by players who desire to use them.

The GG should check for "Encounters" every turn (see Section 5.5).

All passage of time should be duly noted. (See Section 1.5). Travel in First Mode is outlined in Section 5.0.

2.3 SECOND-MODE CHECK LIST ... Second-Mode is an intermediate step between relatively non-active First-Mode play and highly active Third-Mode play.

When an encounter occurs, the GG must determine the exact nature of the event (Who, what or how many?). He or she must then role-play the encounter to the player-Character by assuming the part of the encountered object or subject (see Sections 7.0 and 8.0).

2.4 THIRD-MODE CHECK LIST ... Here is where things get crazy, but don't panic!

Precise records must be kept by the GG in Third-Mode play. The passage of time shifts from turns to rounds and/or segments. (See Section 1.5).

Pay careful attention to any negotiations going on between Characters and yourself, or among Characters, with particular attention to Obligation Factors (see Section 8.10 - 8.11). Also note Pledges of Service (Section 8.9).

In "Combat" (Section 9.0), injury and subdual points by both player-Characters and the subject encountered must be carefully recorded. A player may have to be occasionally reminded, for instance, that his Character can no longer walk since the lion he just encountered has made a drumstick meal out of his two legs!

2.0 DUTIES OF THE GAME GUIDE

With "Supernatural Intervention" (Section 10.0), special care should be exercised to note and administer any and all possible "after-effects".

2.5 FOURTH-MODE CHECK LIST ... Here, it may be possible for the GG to relax a bit and take more of a spectator role. In "Warfare" (Section 11.0), the GG need only oversee the travel of armies and check morale when applicable. The "Tournament" (Section 12.0) may involve the GG so little that he may wish to join in the fun and role-play another knight or knights just for the excitement!

One Fourth-Mode option, "Adventures," is, however, merely an intensification of the game and requires the undivided attention of the GG. When adventuring (see Section 13.0), a map or diagram of the building, structure or terrain to be explored must be prepared beforehand by the GG. Read Section 13.0 for the requirements.

Once you have become somewhat familiar with the spirit of fantasy-role-playing, creating your own castle or dungeon adventure will be regarded much more as fun than work. As you play your adventure, new and imaginative concepts will suggest themselves to players and GG's alike. As a GG, you should note these and incorporate them into your next lay-out.

Be sure to note all monsters, creatures and other inhabitants on your lay-out, in their proper room, chamber, or encounter probability chart.

Adventures necessarily require the most work by the GG. They also allow for the most satisfying rewards as you observe the various responses of player-Characters encountering the obstacles and surprises you have created for them!

Study Section 13.0 and become familiar with the entire Handbook. This will broaden your perspectives and inspire you with ideas, especially if you are a beginning GG, or a newcomer to Fantasy-Role-Playing, and/or adventure gaming.

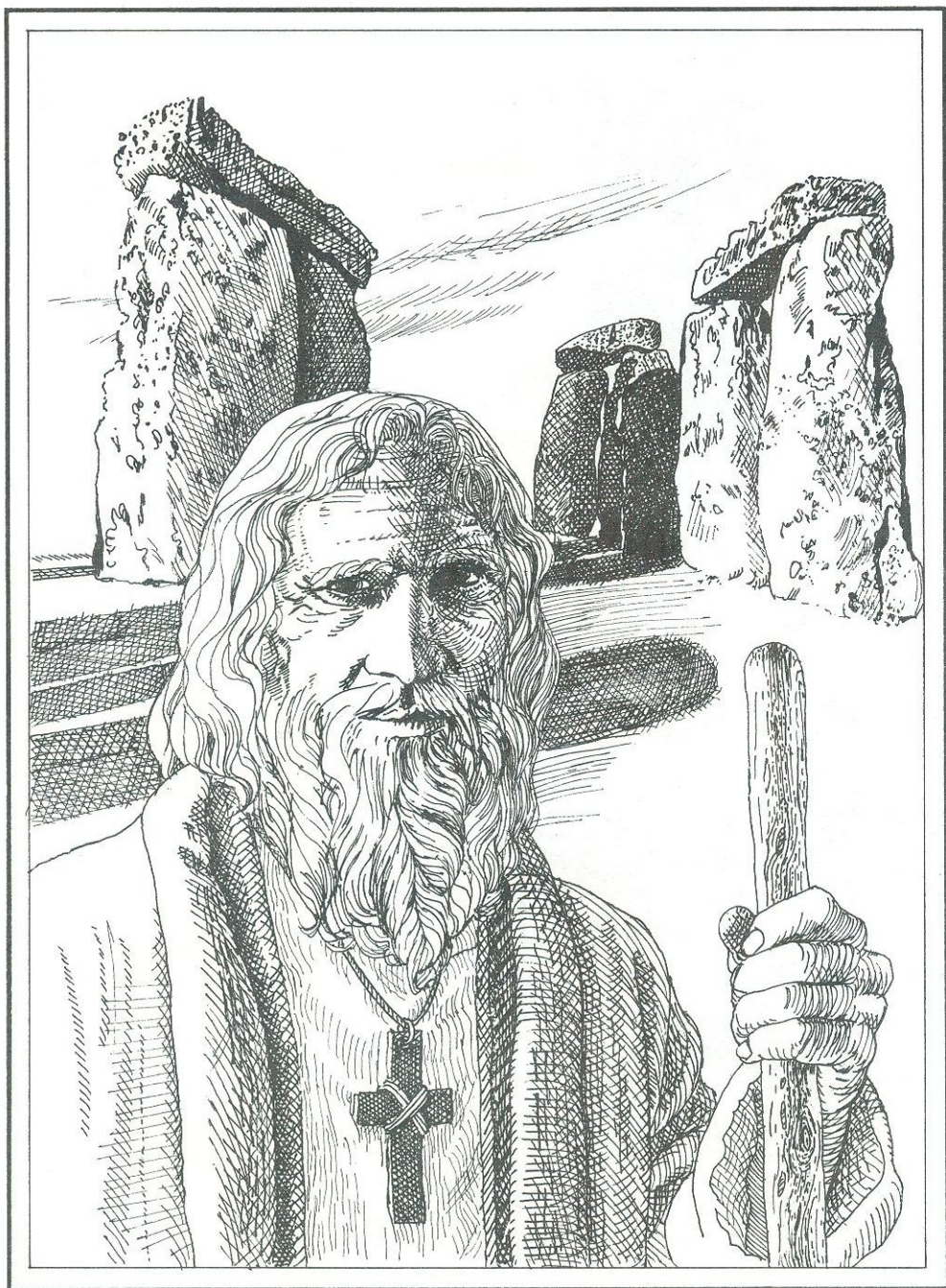
A Sample Adventure lay-out is given at the end of Section 13.0.

2.0 DUTIES OF THE GAME GUIDE

Eventually, the more creative players will aspire to the position of GG. Note this tendency, encourage it, and allow yourself to become a participating player-Character as new GG's rise to the occasion. The creativity, challenge and excitement can only increase as everyone gets a chance to participate from multiple perspectives.

"Yes ... He's the really interesting figure. Did the whole thing fail because he died so soon? Has it ever struck you what an odd creation Merlin is? ... I often wonder, ... whether Merlin doesn't represent the last trace of something the later tradition has quite forgotten about - something that became impossible when the only people in touch with the supernatural were either white or black, either priests or sorcerers."

C.S. Lewis,
Chapter I, That Hideous
Strength

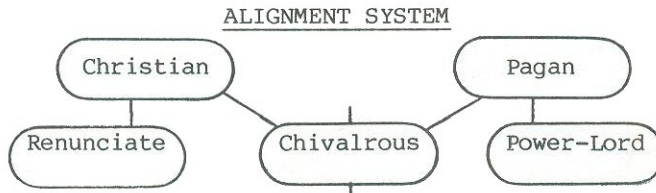


3.0 CHARACTER ALIGNMENT AND GOALS

We have now reached the third major section of HIDDEN KINGDOM rules system. Still, we have not actually begun to play! Be patient. Following this section, there is only one more section in "pre-mode" before the action starts.

This section is a key section and must be clearly understood before any real role-playing can begin. What follows is an overview of the HIDDEN KINGDOM Alignment and Sub-Alignment system. No matter what the alignment of the Character-role you choose to play, it will be necessary for you to also understand the alternative alignment and sub-alignments.

Most of the possible Character-roles in HIDDEN KINGDOM are one of two general alignments; either Christian or Pagan. (Those Character roles which are designated as "Open" may be played as either.) Within each alignment, there are two Sub-Alignments. The Christian Alignment consists of the Sub-Alignments of Chivalrous and Renunciate. The Pagan Alignment consists of Chivalrous and Power-Lord. Note that the two general alignments overlap at the Sub-Alignment intersection of Chivalry.



3.1 A HISTORY OF THE PAGAN ALIGNMENT ... True Paganism was a religion derived from the wisdom found in nature. The word "pagan" originally meant "country dweller" and referred to those who lived close to the earth and depended on it for their existence. Pagans were not an educated people, though they did have a large body of ancient (folk) wisdom which had been passed down from generation to generation mostly by word of mouth.

Because the early Pagans existed so interdependently with nature (planting crops, breeding animals, hunting, etc), they were able to discover many helpful insights into nature's way. The powers in nature seemed good for man, provided he understood them and knew how to work with them rather than against them. But the powers seemed elusive and forever just beyond his grasp - almost as if they were a memory of some bygone way of life which had somehow gone bad.

3.0 CHARACTER ALIGNMENT AND GOALS

The Pagans fought desperately and heroically to reclaim this haunting memory of innocence and harmony. They observed masculine and feminine energies, cycles, rhythms, forces and spirits in all of nature and in themselves and their social groupings. They tried to blend these forces together in order to bring about a complimentary and harmonious "grand possibility".

At its purest moments, paganism was a noble effort. A few small pockets of peaceful, resourceful and merry folk actually came close to the natural ideal. But on the whole, nature was not so kind. Energies were frequently unbalanced and at odds with each other. Some energies turned out to be disguised evil spirits. There were forces which would be forever beyond the grasp of man. In the end, all pagan efforts which went beyond the seemingly accidental successes of those small scattered pockets of folk resulted in tyranny and violence. Eventually, the motto, "Might makes Right" was established.

In Old England (the game-world of HIDDEN KINGDOM), the Pagan Order was still at its zenith - that is, until the death of Uther Pendragon. Uther had become King over all of Britain through an impressive display of treachery, power, and sorcery. As someone who had amassed extensive natural energies (for his own personal advancement), Uther was a real credit to the Pagan Alignment. Upon his death, his subjects took to heart every wile and craft he had taught them and began to apply them in a ruthless struggle for his crown. The battle for the throne of England had begun!

Who knows where the violence and chaos might have led had it not been for that mysterious old magician, Merlin. Merlin, as the Pagans all knew, was a Magician of some kind of deep magic - actually, similar to their own manipulation of forces, yet somehow very different. They believed he was really one of them. But Merlin had apparently aligned himself to something (or someone?) far more powerful and ultimate than all the natural energies in the world combined, and he was presently working to unite the Isles under a new order.

3.0 CHARACTER ALIGNMENT AND GOALS

Merlin's first move was to empower and set up a new king to replace the now deceased Uther Pendragon. His long awaited plan finally came to fruition with the dramatic and surprising installation of Arthur. The Pagans were outraged. Arthur was a noted follower of Christianity; that horrid "Way", the latest trend from the eastern reaches of the Roman Empire.

The Pagans began to unify again in order to fight Arthur. But with the counsel of Merlin, Arthur finally subdued all of his enemies. Since might made right (by the Pagan's definition), they were forced to accept ... for the time being ...

3.2 THE HISTORY OF THE CHRISTIAN ALIGNMENT ... In its earliest form, Christianity was a very simple religion - if in fact it was even a religion at all. The early Christians worshipped and attempted to follow the teachings of Jesus Christ. They believed him to be the unique fulfillment of an ancient Jewish prophecy which taught that God Himself would someday humbly enter human history in order to spiritually reclaim it.

According to the Christian, the present world is in a fallen state, though it has not always been. Originally, God created the world perfect and placed man and woman together into it as unique reflections of His own divine power and glory. In this original perfect state, the human couple was given authority and power over all of the earth, and to take care of the earth and to nurture it. To accomplish their tasks, the humans were given almost god-like capabilities. The secret energies, forces, and cycles of nature responded to their very touch, thoughts, and commands. The animal and plant worlds were in perfect harmony with each other and with man. The original couple blended their unique masculine and feminine gifts together in order to wisely rule the beautiful garden in which the creator had placed them.

However, something went wrong. Since the humans had been created in God's own image (that is, with spiritual freedom), they were capable of choosing to ignore the instructions which He had given them on how to run their lives. Why they chose to revolt is a question nobody can understand nor explain. What is certain, however, is that their choice has had very significant consequences throughout all of history.

3.0 CHARACTER ALIGNMENT AND GOALS

As a result of their choice to disobey their Creator's instruction, human beings lost all but a small fraction of their original powers - both with nature and with their own selves. Instead, nature now exercised power over them and they in turn begin to exercise power over each other. During the ages to come, they would be forced to rediscover nature's secrets and the secrets of their own selves in an attempt to regain their original powers. Every inch of progress toward rediscovery, however, carried an enormous price tag. There was no new discovery which is completely free from error nor any guarantee that any regained powers would not backfire, destroying the planet itself, not to mention the damnation of their very own soul.

Deep down inside every human being there has remained a place which longs for a return to the original creation. There is a "memory" in each person of the perfection which once existed. The writers of the Jewish scriptures wanted to keep this memory alive for all the world. The prophets also foretold of a future time when God Himself would re-enter human affairs and set up His kingdom in the midst of the fallen and badly broken world. Though this kingdom would often become indistinguishable from other worldly kingdoms, it's essence would remain for the most part hidden - except to those who had eyes and ears specially empowered to see and hear it.

The story has it that Jesus claimed to be the fulfillment of Jewish prophecies and that He made good His claim by miraculous signs and ultimately by rising from the dead after a horrendous Roman execution on a cross. The Christians, of course, are those who have chosen to believe the story and have made some attempt to come to terms with its implications. Though they have seldom been a unified lot, they do retain a single notion in common: namely, that they stand in a unique renewed relationship to the Creator and that this renewed relationship somehow places a demand on them that they respond compassionately to the Fallen World (of which they themselves remain a part).

In the game-world of HIDDEN KINGDOM - Arthurian Britain - Christianity had been on the scene for about 300 years prior to Arthur's rise to Kingship in 416 AD. The monks who brought in the new faith

3.0 CHARACTER ALIGNMENT AND GOALS

had won over only a few of the Pagan inhabitants. And, even though they were themselves largely misguided, they nevertheless did manage to communicate several of the central truths of the Christian faith. In addition to the teachings on the person of Jesus, there was a radical notion concerning "power" which completely baffled the Pagans. Apparently, the Christians strove for an illogical system or idea of morality which negated the importance of personal gain in favor of a higher allegiance to Christ's kingdom.

Christ Himself had proclaimed His kingdom to be even more powerful than the Roman Empire, and history has proved He was correct. By the time His followers reached Britain, the momentum indicated that they would certainly take Britain as well. The magician Merlin embraced the faith and was instrumental in converting others. He aided Arthur in his rise to the throne and counseled him concerning his relationship to God. A product of his times, however, Arthur strove to reconcile Christianity with popular Paganism by encouraging the strong to use their power to establish the good rather than evil (Chivalry). To the extent that he succeeded, he was responsible for bringing about a large scale acceptance of Christianity in the British Isles.

3.3 RENUNCIATES AND POWERLORDS ... While Arthur is pushing strongly for unity in Britain, there still exists small factions from both the Pagan and the Christian camps which strongly resist compromise. These are the "Renunciates" of the Christian Alignment, and the "Powerlords" of the Pagan Alignment.

Renunciate Christians are those Christians who have renounced worldly power and status. For them, the code of Chivalry is unimportant since their overriding concern is merely to love and serve God and their fellow man.

Similarly, Pagan Powerlords also refuse worldly power and status on the terms of the Chivalrous code. They are, however, completely committed to the advancement of their own personal power, usually at the expense of anyone or anything standing in their way.

3.0 CHARACTER ALIGNMENT AND GOALS

Chivalry is attractive to the majority. It has a distinct code of acceptable moral behavior, yet it still recognizes personal achievements and power. Certain details of the Chivalrous code are frequently acceptable to either Renunciate or Powerlord and sometimes acceptable to both.

All Christians (Chivalrous or Renunciate) measure their Christian advancement by their "Faith Rating." Activities which cause change in one's Faith Rating are listed in Section 3.5.

Every Pagan (Chivalrous or Powerlord) will measure their Pagan advancement by their "Power Rating." Actions which raise or lower this rating are also listed in Section 3.5.

However, all Characters, whether Christian or Pagan, will be rated according to the Chivalry of their deeds - and are thereby assigned an ongoing "Chivalry Rating" - though any particular Character may or may not hold his or her Chivalry Rating important, depending of course as to whether they are Chivalrous or extremist.

Pagan Powerlords and Christian Renunciates will be less interested in their Chivalry Ratings than Pagan Chivalrous or Christian Chivalrous Characters (check Section 3.6 following).

The Chivalry Rating shows a Character's degree of social honor or status. A Characters' achievements, and responses to situations presented, through the GG or other player-Characters, will raise or lower their Chivalry Rating. Bonuses & Penalties are listed in Section 3.5 following.

3.4 POWER, FAITH RATINGS ... Depending on your Alignment, you will have a Power Rating (Pagan) or a Faith Rating (Christian).

These special Alignment Ratings may conflict with one's Chivalry Rating in certain situations; thus you should know which Rating is most important to you (see Victory Conditions, Section 3.6 following).

3.5 RATINGS BONUSES & PENALTIES ... The following chart shows which actions earn Ratings Bonuses & Penalties and where they are discussed in the rules.

3.0 CHARACTER ALIGNMENT AND GOALS

PR = Power Rating, CR = Chivalry Rating, FR = Faith Rating.

<u>ACHIEVEMENT (Section in Rules)</u>	<u>PR</u>	<u>CR</u>	<u>FR</u>
A. Concerning Politics & Economics			
Per 1/2 Tribute Won (4.8, 11.12)	+10*	0	+10**
Per 1/2 Tribute Lost (4.8, 11.12)	-10*	0	-10**
Per 10% Treasury Gain (4.11, 4.13)	+ 1	+1	0
Per 10% Treasury Loss (4.11, 4.13)	- 1	-1	0
Per day seen without wearing a Surcoat (4.11)	0	-4*	0
B. Concerning Encounters			
Per turn at Chapel, Up to 4 (5.7)	0	+1	0
Encounter with Hermit or Recluse, except in a Chapel (6.3, 7.2)	-2	0	+1
Encounter with Angel (6.4, 7.2)	-2	0	+2
Encounter with Gargoyle (6.4, 7.2)	+2	0	-2
C. Concerning Sundry Options			
Per day Serving a Pagan Knight(8.9)	0	-1	+2
Per day Serving a Christian Knight (8.9)	-4	+1	+1
Per day Serving a Lady (8.9)	0	+2*	0
Per day Being Served (8.9)	+1	+1	+1
Obligation Penalty (8.10)	as listed		
Gaining a Paramour (8.10)	+5**	+2**	0
Becoming a Paramour (8.10)	0	+1	0
You or Paramour Married (8.10)	0	-3	-10

** Females only

*

Males

only

3.0 CHARACTER ALIGNMENT AND GOALS

D. Concerning Individual Combat

Striking a Death-Blow, Non-Human (9.2)	+3	+2	0
Per 20 Injury Points Received (9.2, 9.5)	-1	+1	0
Per 40 Injury or Subdual Points Dealt (9.2, 9.5)	+1	+1	0
Per 80 Injury Points Dealt to an Enemy (9.2, 9.5)	+1	0	-1
Striking a Death-Blow, Human (9.2, 9.13)	+2	-2	-10
Saving a Human Life (in GG's judgement) (9.2, 9.13)	-2	+2	+5
Telling Name Before Possible Joust (9.6)	0	-2	0
Per Jousting Victory (9.6)	+1	+1	0
Per Jousting Injury (9.6)	-1	-1	0
Fouling an Opponent's Horse (9.7)	0	-4	0
Imprisoning Christian Lady (9.14)	+5	0	0
Freeing a Christian Lady (9.14)	0	0	+3
Taking Defeated Knight's Armour (9.14)	+1	-4	0
Fleeing from any Combat (9.15)	0	-2*	0

* Males only

E. Concerning Supernatural Intervention

Successfully Casting a Spell (10.2)	as listed -20* 0		
Wearing Enchanted Armor (10.3)	0	0	-4
Using an Enchanted Weapon (10.4)	0	0	-4
Successfully Working a Miracle (Christians only) (10.8)	as listed		

* Male only

3.0 CHARACTER ALIGNMENT AND GOALS

F. Concerning Tournaments

First Prize, Tourney Jousts (12.4, 12.6)	+1	+10	0
Second Prize, Tourney Jousts (12.4, 12.6)	0	+7	0
Third Prize, Tourney Jousts (12.4, 12.6)	0	+4	0
Winning Tournament Prize (12.5, 12.6)	+1	+5	0

3.6 THE OBJECT OF THE GAME ... The Object of the Game is to score as many Ratings bonuses as possible. However, different alignments have different ways of increasing ratings bonuses.

- A. PAGAN POWERLORDS - add Chivalry Rating to triple the Power Rating.
- B. PAGAN CHIVALROUS - add Power Rating to triple the Chivalry Rating.
- C. CHRISTIAN CHIVALROUS - add Faith Rating to triple the Chivalry Rating.
- D. CHRISTIAN RENUNCIATE - add Chivalry Rating to triple the Faith Rating.

In other words, Chivalrous Christians and Pagans both count their Chivalry Ratings for three times as much as their other ratings. Renunciates and Powerlords count their Faith and Power Ratings for three times as much as their Chivalry Ratings.

We suggest players develop a Handicapping System. Some Characters will naturally do better than others. All should do their best. Find a norm for each Character brought into play. Then, try to improve on that. This will prevent players with "Super Characters" from flaunting their successes.

Everyone wins if they've done their best and had a good time.

3.0 CHARACTER ALIGNMENT AND GOALS

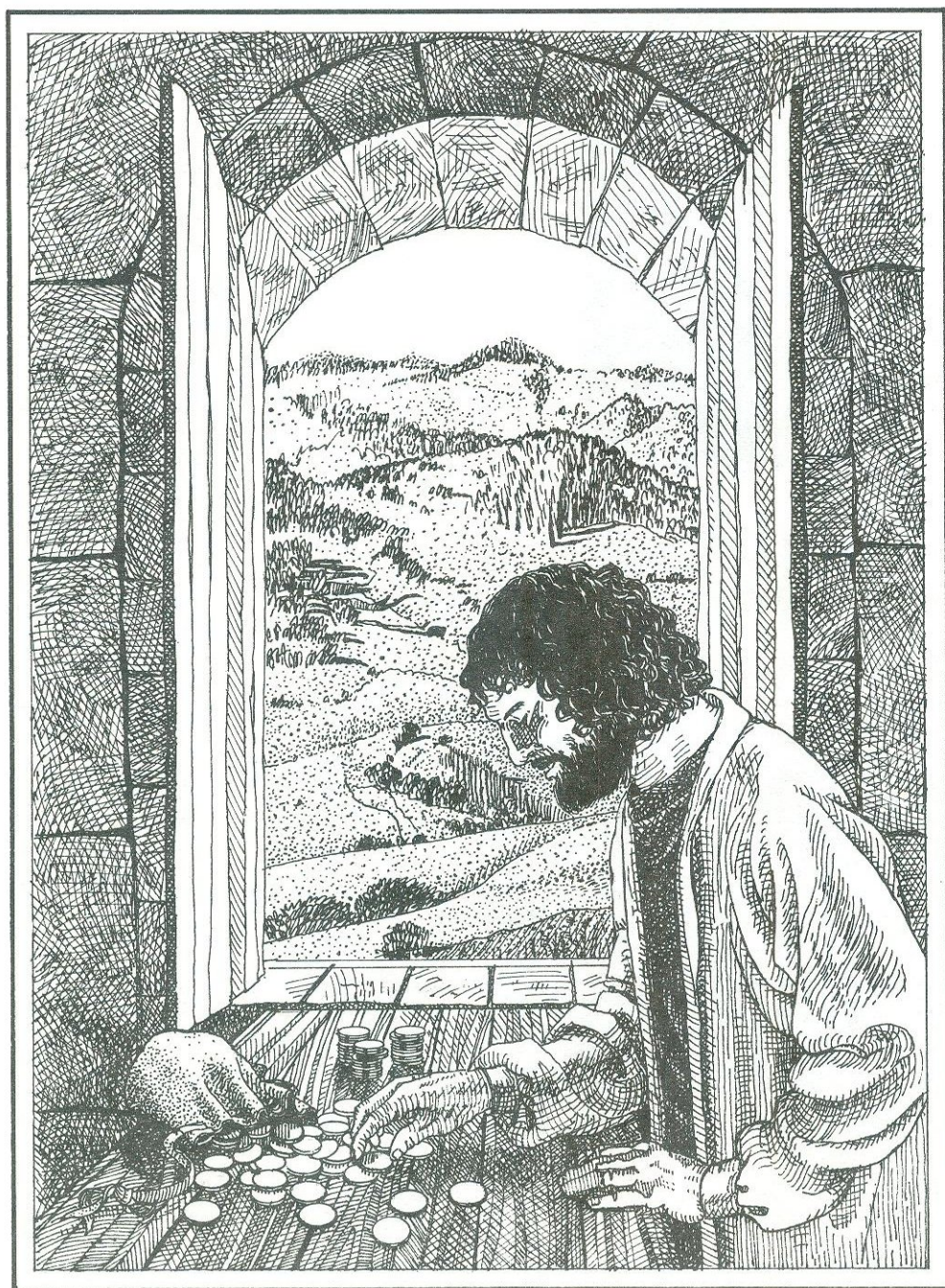
3.7 MEANWHILE, BACK IN REALITY ... Any Characters with a definite alignment listed in his or her Character Information must stick to that alignment throughout the game. Other Characters with "Open" alignments can have one of the four alignments selected by the player. But, the Character must stick to that alignment. In other words, we don't allow "Falling Away" or "Getting Religious."

Players should recognize, however, that in real life, you can change your alignment. It's part of the free choice we all have. The free choice we've been given.

Real life. Let's face it: that's where the real adventure is!

"I paid three pennies for my breakfast, and a most extravagant price it was, too, seeing that one could have breakfasted a dozen persons for that money ... (I) hadn't got along to where I was able to absolutely realize that a penny in Arthur's land and a couple of dollars in Connecticut were about one and the same thing ..."

Mark Twain,
'Defend Thee, Lord!'
A Connecticut Yankee in King
Arthur's Court



4.0 POLITICS AND ECONOMICS

Much of this section may be too much to absorb for the beginning player. It is suggested that you skip over 4.2 through 4.10 the first time, and after determining your Character's Home Kingdom and Province (Section 4.1 and 1.4), begin at 4.11 (STARTING EQUIPMENT & PERSONAL CONSUMPTION). This will allow you to get into the spirit of the game more quickly. Make your first one a "practice session."

"Politics and Economics" gives a simple format for production, consumption, military build-up and political allegiances in the various realms. It also includes a price list for important personal items such as armor & arms, transportation, and other supplies.

4.1 HOME KINGDOM & PROVINCE OF EACH CHARACTER ...
All Characters are the subjects of one particular Kingdom. This is given in the Information Lists, Appendices 'A' and 'B' (Sections 14.0 and 15.0). Many Characters also have been allotted a Province within that Kingdom, for which they are responsible. This is the Province in which they will begin play. If no Province is listed, they are assumed to begin in the Province of their King, which can be found in Appendix 'C' (Section 16.0).

Characters must understand that all of their possessions are the rightful property of the King and Queen. The King or Queen may draw upon the resources of all Provinces in that Kingdom at will. Refusal to submit to the King or Queen of your Province carries heavy penalties (see Section 3.4). Thus, Characters should understand that their activities are best approved by the King or Queen (if those Characters are active in play) or their possessions may be "re-called" by their overlords - causing serious complications in their lives!

Characters are expected to manage their own Provinces to the best of their ability, and will receive Rating Rewards for so doing. This is outlined in the following rules:

4.2 PEASANTS & LIVESTOCK ... "Peasants" can be defined (for the purposes of this game) as untrained, non-noble male subjects of fighting age. Their numbers increase every year (only at "Harvest Time" - see Section 4.3 following). However, as they are the ultimate source of that Province's military strength, their numbers may decrease from

4.0 POLITICS AND ECONOMICS

month to month throughout the year, depending on that Province's military activities. Peasants may die in wars, or certain amounts of them may be trained to be "Guards" (see MILITARY BUILD-UP, Section 4.4 following). Thus, they can be seen to be a unit measure of military strength.

Livestock (Cattle, Chickens, Sheep, and Swine) may be bought as a financial investment. These are relatively inexpensive. Domestic Animals (Brachets, Chargers, Draft Horses, Hackneys, Messenger Pigeons, Hounds, Palfreys, and Ponies), which have various personal uses, may also be investments. But, these are sometimes quite expensive. Any animals listed may be sold to Gaul or any other interested Kingdom (see Section 4.7 following) to increase a Province's treasury.

4.3 ANNUAL HARVEST ... Every September of every year, (remember, it is suggested that you begin in September, 459), there is a "Harvest." This is an Annual check for increases in peasants, livestock, spear and food production (explained in Section 4.5 following).

Procedure is fairly simple. Each economic factor is checked separately.

A. Roll a d20.

B. Add that number to 10.

C. This is the percentage of increase for that particular group. Remember, ALL ITEMS MUST BE DONE SEPARATELY.

D. Take into account any additional blessings or curses your Character may have accumulated for the previous year. The GG should be present to confirm or remind you of these.

This final percentage represents the total increase for the item being checked.

4.0 POLITICS AND ECONOMICS

4.4 MILITARY BUILD-UP ... The Peasant population of each Province is the ultimate source of all non-Character military personnel.

Up to one Peasant per 1,000 may be trained into "Guards" at the beginning of each month. Guards may be considered as commoners who show extreme initiative. A Guard has 5 times the battle value of a Peasant, when properly equipped. However, A Guard still does not have enough skill to ride a horse in battle, and so they may be considered as the "Elite Infantry."

Up to one Guard per 100 may be trained to ride horses in battle at the beginning of each month. These are dubbed "Lesser Knights." Lesser Knights, properly equipped, take on 5 times the Battle Value of Guards.

Be sure to consider the costs involved in maintaining an army (Section 4.6, MONTHLY CONSUMPTION).

4.5 MONTHLY PRODUCTION ... Spears and Food Units are automatically produced by each Province, beginning with the rate of production listed in Appendix 'C,' Section 16.0. Other items are only "produced" when they are bought & paid for, or at Harvest Time each year (by how much they increase at that time).

4.6 MONTHLY CONSUMPTION ... Food Units are automatically consumed at a rate of 1 per man in the Province. Additional Food Units must be consumed when a Province marches armies to war (Section 11.0). If there are less Food Units than men in the Province, men die of starvation, beginning with Peasants and working up toward Characters. It is therefore advisable that if there are Food Shortages, Provinces apply for aid from their Kings or make trade arrangements with other Kingdoms (see Section 4.7 following).

Spears are automatically consumed according to the number of Guards and Lesser Knights of that Province. For every Guard, deduct 1 spear per month. For every Lesser Knight, deduct 3 spears per month. If there are not enough spears, first Lesser Knights are automatically demoted to Guards, then Guards are demoted to Peasants, until the shortages are eliminated.

4.0 POLITICS AND ECONOMICS

Automatic additional consumption will occur whenever a Province is afflicted by "An Act of God." Check Section 4.9 following.

Any unused spears and/or Food Units may be stored for possible future consumption in coming months.

4.7 TRADE ... Trade arrangements may always be made between Characters, either in person or by message. Goods (Food Units, Spears, Livestock, etc.) are shipped by whatever means available to the Buyer or Seller (depending on who is agreeing to do the shipping). The speed at which they are shipped, and how much per vehicle, is covered in Sections 5.1 through 5.4.

There is an automatic trade outlet available to everyone: Gaul. Gaul is always willing to use its own unlimited number of Merchant Ships (Section 5.3), but will only bring goods to the port nearest the destination. Land shipping must be covered by the prospective Buyer.

Gaul sells any and all items at 10% higher prices. They will buy any and all items at 10% lower prices.

4.8 TRIBUTES ... Every Character allotted a Province begins play owing his King a "Tribute." Every King begins play owing a Tribute to Arthur. Arthur always pays a Tribute to The Christian Church.

A Tribute is equal to 10 G (money is explained in Section 4.10 following). We need not worry about percentages. Kings already own everything anyway, and Arthur, in particular, has claims to the assets of every King! Tributes are a measure of political power.

At first all of a Character's 10 G Tribute is payable to the overlord specified above. However, every time that Province (or, for Kings, Kingdom) is defeated in War, half of that Province's Tribute must then be paid to the conqueror. A conqueror may never receive more than half of the defeated Province's Tribute. The other half still goes to whomever it was due. However, if a second army comes along and conquers that Province again, that remaining half is payable to the second conqueror.

4.0 POLITICS AND ECONOMICS

Tributes are an important factor in HIDDEN KINGDOM's victory conditions for Pagan Knights & Kings, and Christian Ladies. Consult Section 3.5 for a detailed explanation of their importance.

4.9 MONTHLY DISASTERS ... Every month, the GG will make a "Monthly Disaster Roll." This will determine which Kingdoms will automatically suffer from some "God-appointed" disaster.

Roll a d20 and a d6. These numbers are then compared with the following chart:

d20	KINGDOM AFFECTED	1	2	3	4	5	6
1	LYONESSE	BP	SA	SA	SA	SA	LP
2	CORNWALL	BP	SA	SA	SA	SA	LP
3	LOGRES	BP	SA	SA	SA	SA	LP
4	EASTLAND	BP	VA	VA	FF	FF	LP
5	CAMYLARDE	BP	FF	FF	FF	VA	LP
6	SURLUSE	BP	FF	FF	FF	FF	LP
7	MUNSTER	BP	SA	SA	SA	SA	LP
8	WALES	BP	SA	SA	SA	SA	LP
9	NORTHGALYS	BP	SA	SA	SA	SA	LP
10	WEST BRITAIN	BP	FF	FF	SA	SA	LP
11	HUNDRED KNIGHTS	BP	VA	VA	FF	FF	LP
12	RED LANDS	BP	VA	VA	VA	GU	LP
13	STRANGORE	BP	VA	VA	VA	GU	LP
14	GORE	BP	SA	SA	GU	GU	LP
15	IRELAND	BP	VA	FF	FF	SA	LP
16	NORTHUMBERLAND	BP	VA	VA	GU	GU	LP
17	ULSTER	BP	VA	VA	GU	GU	LP
18	SCOTLAND	BP	SA	SA	GU	GU	LP
19	LOTHIAN & ORKNEY	BP	VA	VA	FF	FF	LP
20	OUTER ISLES	BP	SA	VA	FF	GU	LP

4.0 POLITICS AND ECONOMICS

Interpret the previous chart as follows:

BP ... BLACK PLAGUE

Affects four randomly-determined Provinces in the Kingdom. Results in a loss of (d10x100) Peasants ... roll individually for each Province.

VA ... VIKING ATTACK

Affects one randomly-determined Province with a northerly or easterly coast in the Kingdom. Results in a loss of (d12x10) Peasants, d20 Guards, and d4 Lesser Knights. Also results in a loss of 2d20 spears and d% food units.

SA ... SARACEN ATTACK

Affects one randomly-determined Province with a southerly or westerly coast in the Kingdom. Results in a loss of (d12x5) Peasants, d10 Guards, and d4 Lesser Knights. Also results in a loss of 4d20 spears and 2d% food units.

GU ... GIANTS UPRISING

Affects one randomly-determined Province with predominantly Forest or Highland Terrain in the Kingdom. Results in a loss of (d4x100) peasants, (d10x5) food units, and d20 Goldpieces stolen from the treasury.

FF ... FOREST FIRE

Affects one randomly-determined Province with predominantly Forest or Highland Terrain in the Kingdom. Results in a loss of d% Peasants and (d%+20) spears.

LP ... LOCUST PLAGUE

Affects four randomly-determined Provinces in the Kingdom. Results in a loss of (d10x100) Food Units ... roll individually for each Province.

4.0 POLITICS AND ECONOMICS

4.10 THE EFFECTS OF AGE ON A CHARACTER ... Upon the arrival of a Character's 60th birthmonth, that Character must check for effects of age (hardy people, weren't they, that they don't begin to slow down til then?). An Age Check is also made on every 60th birthmonth thereafter.

These effects are noted immediately (before First-Mode play begins) and cannot be reversed for the rest of that Character's life. Characters beginning the game aged 60 or more (remember, suggested starting date is September, 459), like King Pellinore, for instance, are assumed to already be at their adjusted values, but must make an Age Check every birthmonth that passes thereafter.

KINGS & KNIGHTS

<u>What is Changed</u>	<u>% Chance of Change</u>
*JOUST BONUS, -1	5%
UNSEATING NO., -2	10%
SWORDPLAY ROLL, +2	5%
OFFENSE BONUS, -1*	5%
DEFENSE BONUS, +1*	5%
CHIV. RATING, +2.0	80%

* Do not change if already equal to zero.

QUEENS & LADIES

<u>What is Changed</u>	<u>% Chance of Change</u>
BEAUTY RATING, -1	10%
*SWORDPLAY ROLL, -2	5%
CHIV. RATING, +2.0	80%

* Actually she gets better with age here!

4.0 POLITICS AND ECONOMICS

4.11 STARTING EQUIPMENT & PERSONAL CONSUMPTION ...
All Characters to whom a Province has been allotted automatically begin the game with (d6x10) Chargers, which can be used for War, or may be sold or traded.

All Kings begin with (d6x1000) Goldpieces in their Treasury. King Arthur (of Logres) adds 6,000 to this.

In addition, all Character Knights and Kings automatically begin with the following equipment:

A. A Personal Charger (you may name it if you wish).

B. A custom-designed Knight's Shield (large & triangular, of the specific design peculiar to his home kingdom, as shown on the Character Information Sheets), bearing the Character's own Coat-of-Arms (you may wish to draw this up yourself so that you understand what it looks like - study Section 18.0 to learn about Heraldic terminology).

C. A full suit of Chain Mail, and a Surcoat to cover it, which also bears the Character's Coat-of-Arms.

D. A Bascinet (metal skull-cap), and a Pot Helmet.

E. A Broadsword.

F. All the regular clothing and non-food accoutrements they will ever need (which will never become an issue in HIDDEN KINGDOM).

All Ladies and Queens begin with the following equipment:

A. A Personal Palfrey (you may name it if you wish).

B. A small shield (bearing her coat-of-arms).

C. A dagger.

D. All the regular clothing and non-food accoutrements they will ever need.

4.0 POLITICS AND ECONOMICS

Characters may roll a d10 to determine how much additional goldpieces they may start with. This may then be used to purchase additional equipment and/or carry along with them on their Quests.

Each Character is also assigned a Squire. Check Section 4.14 for details.

Food should be eaten (see Section 8.0), lost equipment may be replaced when possible (again, see Section 6.0), and damaged armor is automatically repaired after battles (see Section 9.11).

Transportation may be rented according to Section 4.13.

4.12 MONETARY BREAKDOWN ... Money went a long way in those days. For this game, we use a simple Base-Ten Money system. Units are Goldpieces (G), Silverpieces (S), and Copperpieces (C). The average person could make do on about 3 S per week. The luxuries of nobility would probably increase that budget.

Thus:

$$\begin{aligned} 1 \text{ G} &= 10 \text{ S} \\ 1 \text{ S} &= 10 \text{ C} \\ 1 \text{ G} &= 100 \text{ C} \end{aligned}$$

4.0 POLITICS AND ECONOMICS

4.13 SUPPLIES PRICE LIST

ARMS & ARMOR

Axe, Battle	5 G	Leather Armor	3 G
Bascinet	2 G	Mace	5 S
Chain Mail	20 G	Shield, Knight	5 G
Dagger	5 S	Shield, Small	1 G
Helmet, Pot	4 G	Surcoat	1 G
Lance, Joust	5 S	Sword, Broad	3 G
Lance, Battle	2 G	Sword, 2-hand	5 G

DOMESTIC ANIMALS

Bratchet	6 G	Mssgr. Pigeon	1 S
Charger	55 G	Hound	3 G
Draft Horse	7 G	Palfrey	6 G
Hackney	25 G	Pony	3 G

FOOD & DRINK

Day's rations	5 C	Meal, cooked	3 C
Flask of Ale	1 C	Wineskin, full	2 S
*Food Unit	1 G		

* 30 days worth of food.

LIVESTOCK

Cattle	2 G	Sheep	3 S
Chicken	4 C	Swine	5 S

TRANSPORTATION

Bark	30 G		
Galley	2500 G	Ox Cart	9 G
Long Boat	500 G	War Ship	4000 G
Merch. Ship	2000 G	Wagon	25 G

4.0 POLITICS AND ECONOMICS

4.13 (continued) TRANSPORTATION RENTAL ... It should be noted here that there is a reason for the difference in horse-prices. Draft Horses, Palfries (these are more suited to Ladies), Hackneys (basically, cheap Chargers), and Ponies (for Dwarves), all have disadvantages for the Knight-Errant. Consult Section 9.6 for details, when the time arises. Knights should be content for now with the Charger they are automatically given.

When possible (see Section 5.10), Chargers may be rented for 2 G per month. Lesser Horses rent for 1 G per month. These amounts are automatically deducted by the GG from the Character's money (in case there's any question about "holding back the rent!").

One to five men, or one horse & rider, can catch a ride on a Bark for 5 S per turn at sea or to cross an impassable river (this is total cost). Larger Groups can ride on a Longboat for 5 G per turn at sea (total cost). There are always sufficient sailors near the rivers or sea from whom a ride may be rented.

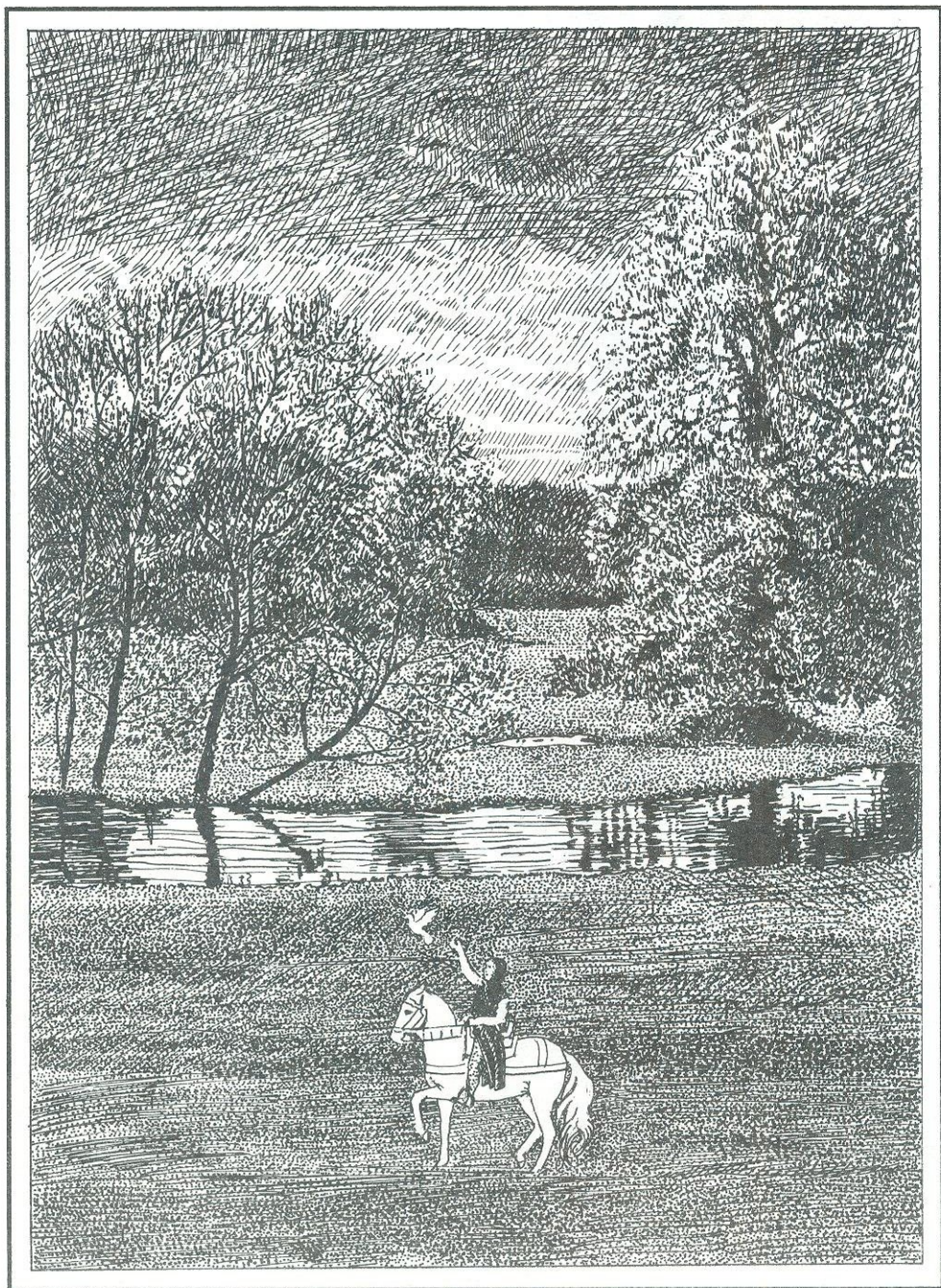
4.14 SQUIRES AND HIRELINGS ... Squires are non-Characters automatically allotted to each Character. These will carry provisions or do almost anything that does not endanger them. They already own a Hackney; these may be traded in for a Charger with the Character making up the difference in price. Consider them controlled by the GG. The GG will not allow their participation in any Combats.

Squires live off their own provisions; do not let this become an issue in the game. They also accept automatic payments for armor repairs; these payments are not retrievable.

Peasants may be individually hired to serve Characters, to whatever extent they can. Remember, they cannot ride horses. Peasants serving as hirelings are controlled by the GG. Their sizes and behavior will vary according to the information provided in Section 7.0 (PEASANTS).

"He had no friend but his horse in the forest and hills,
no man on his march to commune with but God,
till anon he drew near unto Northern Wales.
All the isles of Anglesey he held on his left,
and over the fords he fared by the flats near the sea,
and then over by the Holy Head to high land again
in the wilderness of Wirral: there wandered but few
who with goodwill regarded either God or mortal."

J.R.R. Tolkien (translator),
Sir Gawain and The Green Knight,
stanza 30 lines 5-12



5.0 TRAVEL

This section covers the "travel" aspect of First-Mode play. The First-Mode is relatively uneventful and in this section we will only be covering the various aspects of moving your Character around the British Isles (With reference to the large map(s).)

5.1 PASSAGE OF TIME WHILE TRAVELLING ... To accelerate the game, time passes in 3 hour units (or, "Turns") while the Character travels cross-country or across the waters. The distance covered depends on the way the Character is travelling.

Movement may seem slow when you consider that a fast rate in this game is about 10 miles per hour (30 miles per turn). Remember, however, that horses need rest, as do their riders, and even the best of the Roman roads were still cluttered with passing ox-carts and milling Peasants. Travel on land without roads meant fording streams, negotiating rock formations, and so on. Thus, this seemingly slow rate accounts for all of those factors.

A Character is limited to 4 turns of travel per day. The other four turns are spent sleeping, eating, telling of the day's adventures, etc. If a Character wishes to travel more than four turns per day, it affects his health. This is represented by the Character's infliction of 20 Subdual Points per turn over four travelled each day. For more details on the effect of Subdual Points, consult Section 9.14.

The GG should follow the ongoing progress of travelling Characters on the large map. Markers may be desired and certainly may be used, but progress can be more easily followed by noting the hex reference-numbers.

5.2 TERRAIN FACTORS ... The predominant Terrain on each hex will affect the rate at which the Character may travel. Travel is measured in miles per Turn. The predominant Terrain on the hex on which the Character begins his turn is considered the predominant terrain, and the player-Character goes as far as the Travel Rates allow (as listed in 5.3 following).

5.0 TRAVEL

Each hex measures 10 miles between opposite hex-sides. It takes 5 miles of movement to reach the middle of the hex, and another 5 miles to get out of it. Therefore, once a hex has been entered, it takes 5 miles of movement to clear it, even if you're "turning the corner."

5.3 WAYS TO TRAVEL ... Characters may travel by foot or on horseback (on land) or by boat (at sea). Compare the Characters way of travelling with the chart below, considering the Terrain factors:

ON LAND

Travelling:	ROAD HEX	FLAT HEX	SWAMP HEX	HIGH HEX	FOREST HEX
*On Foot	10	5	5	5	5
With an Army	5	5	5	5	5
On Draft Horse	15	10	5	5	5
On Other Steed	30	15	10	5	5

* unless encumbered; see 5.4 below

AT SEA

Craft:	OPEN-SEA HEX	DOWN- STREAM	UP- STREAM
Longboat	20	40	10
Bark	10	20	5
Larger Ships	15	30	10

Transportation may be rented, remember. Details are in Section 4.13.

5.4 LOAD CAPACITIES ... Horses' load capacities are measured in pounds. The Draft Horse can carry up to 400 lbs. Chargers can carry 300 lbs. Hackneys and Palfreys can carry 250 lbs. A Pony can only carry up to 180 lbs.

An overloaded Horse will simply refuse to move.

A man carrying 50% or more of his own weight, on foot, travels at two and a half miles per turn. He cannot travel on foot carrying more than 100% of his own weight.

5.0 TRAVEL

Weights for personal items are listed below:

ITEM	WEIGHT
Chain Mail	40
Pot Helmet	10
Bascinet	5
Leather Armor	10
2-H Sword	30
Battle-Axe	30
Any Lance	25
Dagger	1
Other Weapons	10
50 Moneypieces	1
Msgr. Pigeon	1
Chicken	5
Day's Rations	2
Food Unit	40

Any animals not listed refuse to be carried on horseback. Any items not listed are considered light enough as to be insignificant. If carried in quantities, figure 5 to the pound, or as judged by the GG.

Also, don't forget to add the Rider's weight! Characters' weights are as listed on their information sheets. Squires weigh (d4x10)+80 lbs. (with all their gear).

Let's calculate the weight loaded on a Squire's horse (a Charger) if the Squire weighed, say, 120 lbs. and was carrying the following personal items: a Battle-Axe, 6 Lances, 10 days' rations, 10 Flasks of Ale, and 50 G.

ITEM	WEIGHT
Squire	120
Battle-Axe	30
6 Lances	150
10 Days' Rations	20
10 Flasks Ale	2
50 Goldpieces	1
TOTAL WEIGHT	323!

This is too much for the poor horse! The Squire will have to drop some weight, or his Charger won't be able to go on. He should somehow get rid of at least 23 lbs. (perhaps by letting his Master carry some of it!) if he wants his steed to go anywhere.

5.0 TRAVEL

Ships, wagons, and ox-carts may be used for large quantities of things, but here the unit of measure changes to one of volume. The standard unit we will use is a man.

In volume, 1 Man = 5 Spears or 5 Food Units. The GG may use his own judgement in calculating other volumes.

<u>Vehicle</u>	<u>Load Capacity ("Men")</u>
Bark	5
Longboat	75
Galley	150
Warship	250
Merchant Ship	500
Ox-cart	6
Wagon	25

5.5 CHECKING FOR ENCOUNTERS ... For every turn travelled, the GG will check for an Encounter. Their response to these encounters will determine the further course of the game.

Disregard highways that travelling Characters might be on, and consider only the predominant surrounding terrain. The rest of the Encounter Check is relatively simple:

<u>Terrain</u>	<u>Chance of Encounter (Per Turn)</u>
Flat	20%
Swamp	22%
Highland	25%
Forest	30%
Sea	12%

If an Encounter occurs, players move on to Second-Mode in Section 6.0 & 7.0.

5.6 STOPPING TO DO THINGS ... Travellers may need or wish to do certain things without the interaction of an Encounter. Some things, such as sleeping and eating, are more or less necessary. Some do not require stopping. Be sure to check Section 8.0 for details on this.

5.0 TRAVEL

Not eating (fasting) is generally considered bad for the body (temporarily) but good for the soul. Check Section 5.11 following for details.

5.7 CHAPELS ... Chapels have been set up throughout the British Isles (see key on map). Any Character can earn a small bonus for their Chiv. Ratings for each turn (up to four) spent at a given Chapel.

Chapels are also something like Faith Generators, and so for every turn spent at one, a Christian Character can raise the success-probability on his next prayer (check Section 10.9).

Each Chapel is tended by one "Hermit," who will behave as outlined in Section 7.2.

5.8 CASTLES ... When you reach a Castle, an automatic encounter is assumed. There is one Castle for every Province, which houses a Lord King or Knight. First, find out who this Lord King or Knight is, by consulting Appendix 'C,' Section 16.0.

Castles' inhabitants will react differently to visitors. If the Lord of the Castle is listed as a Comrade, Paramour, or Family, assume "Hospitable." If an Enemy, assume "Hostile." Otherwise, roll a d12:

<u>d12 Roll</u>	<u>Castle Reaction</u>
1- 4	HOSTILE
5- 6	NOT RECEPTIVE
7- 9	HOSPITABLE
10-12	ONGOING TOURNEY

Regardless of the reaction, the GG should remember, this King or Knight isn't inclined to announce his name until the visiting Knight has given him a friendly Joust!

Castle Reactions:

HOSTILE: indicates that the Lord of the Castle, along with d6 Lesser Knights ("Retainers"), will ride out and challenge the passing Character Knight to consecutive jousts, using Battle Lances, beginning with the Lesser Knights (consult Section 7.2 for determination of their skills) and ending with the Lord of the Castle. If they outjoust the passing Character, they will take his horse and demand that he yields, so as to imprison him. If he

5.0 TRAVEL

does not, they will all combat him and try to capture and then imprison him. Ladies will be automatically targets of capture and imprisonment in a tower. If the Character defeats all of them, they become immediately respectful and act as though "Hospitable."

NOT RECEPTIVE: indicates the Castle is quiet and gates are shut. The inhabitants are 100% distrustful and will not allow entrance, regardless of the plea.

HOSPITABLE: indicates closed gates, but if entrance is requested, they will take in wayfarers. Inside the Castle, Characters can re-equip (at suggested prices; see Section 4.13) and are welcome to sleep there for the night. If the Lord of the Castle is Christian, he will offer free meals.

ONGOING TOURNEY: indicates open gates (but guarded) and basically the same openness to wayfarers as in "Hospitable" (above), with the added attraction of an ongoing Tournament between the Kings and Knights of two randomly determined kingdoms (suggest same method of Kingdom determination as is used in Monthly Disasters, Section 4.9). Regular Tournament Rules (Section 12.0) will be in effect. The King or Knight may enter the Preliminary Jousts and/or the Tournament Proper. Ladies and Queens may wager with the Lord Host as to who will win (the GG taking on the role of the wagering host).

5.9 MONASTERIES ... Monasteries are the equivalent of hospitals. The priests therein are skilled in the latest medical practices, and will turn away no one needing attention. Section 9.9 gives details on Monastic healing advantages. The Monastery will also take in wayfarers who need to hide (see Section 8.5).

5.10 TOWNS ... Towns do not have any spectacular qualities. Each Town has a Market Place where player-Characters may re-equip or rent necessities (consult Section 8.3). Also, Towns make better hiding places than out in the open (consult Section 8.5).

5.0 TRAVEL

Any Encounters made when on a Town-hex are assumed to take place on the outskirts of the Town, and never in the Town itself.

5.11 FASTING ... For every day that a Character goes intentionally without a Day's Rations (listed in Section 4.13), he/she takes 12 Subdual Points and 9 Injury Points (listed as "General" damage). After the fast is terminated restore all lost points at the rate of 10 per night (subdual) and 1 (injury). Christian Characters receive an increased success-probability on their next prayer. Check Section 10.0 for details.

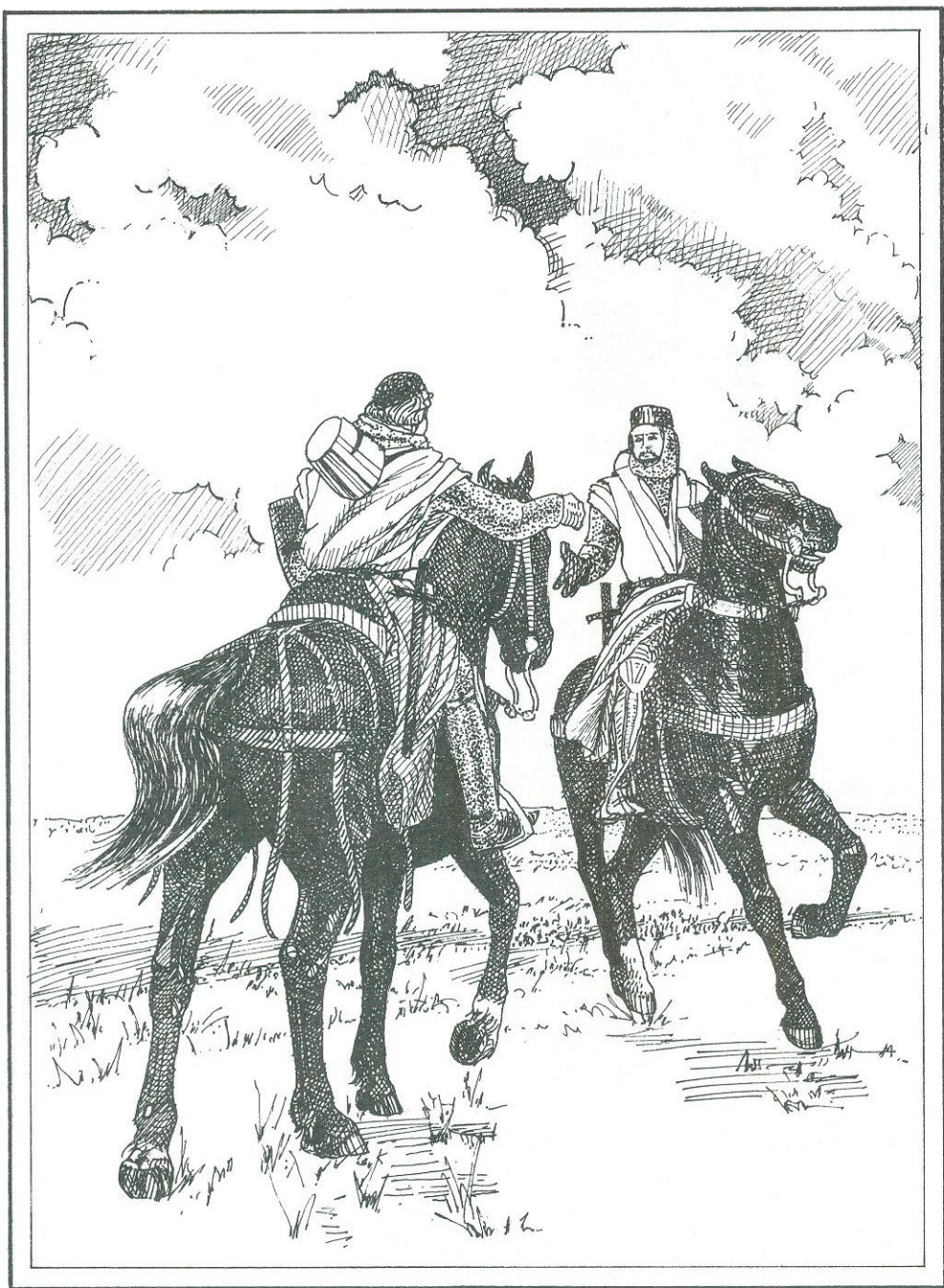
5.12 IMPASSABLE RIVERS ... A traveller on horseback may cross an "Impassable River" by renting a boat. This will cost him one Turn and 5 S, as noted in Section 4.13.

Rivers may also be used to travel Upstream or Downstream, Downstream being in a direction toward the open sea. A Downstream run in a Bark, therefore, could be faster than simply crossing, depending on where the traveller wants to go. A Downstream run in a Longboat is the fastest natural way to travel.

2nd MODE

"As iron sharpens iron,
So one friend sharpens another."

Proverbs 27:17, The Bible



6.0 ENCOUNTERS

Whenever it has been determined that while travelling a Character (or Characters) has made an encounter, they automatically enter into "Second-Mode". Here the GG discovers what has been encountered and the players decide what they're going to do about it. "Second Mode" is basically a decision-making Mode.

Section 7.0 is used in conjunction with this section as a specific reference guide. Once the general type of encounter has been determined, turn to that section for further details.

As soon as a decision has been reached, players go to Third-Mode; either Sections 8.0, 9.0, or 10.0.

6.1 "HOW CLOSE IS IT?" ... First, the GG should find out how far away the encounter is when it is first spotted. $(d12 \times 10)$ = is the distance in feet. The chart below shows how it was noticed:

10-30 feet away - springs out from behind something.

40-60 feet away - comes up over a ridge or around a bend.

70-120 feet away - spotted in the distance.

Situation-Type encounters (see 6.2 & 6.7 following) always are spotted $(d4 \times 100)$ feet away.

6.2 GENERAL TERRAIN/ENCOUNTER CHART ... (use a d12)

ENCOUNTER-TYPE	FLAT	SWAMP	HIGH- LAND	FOREST	SEA
MAN-TYPE	1-5	1-3	1-4	1-3	1-3
FAERIE-TYPE	6	4-6	5	4-5	4-6
ANIMAL-TYPE	7	7-8	6-7	6-8	7-8
MONSTER-TYPE	8	9-10	8-10	9-10	9-11
SITUATION-TYPE	9-12	11-12	11-12	11-12	12

Once the type of encounter is determined above, go to the appropriate section as follows: MAN-TYPE 6.3; FAERIE-TYPE 6.4; ANIMAL TYPE 6.5; MONSTER-TYPE 6.6; SITUATION-TYPE 6.7.

6.0 ENCOUNTERS

6.3 MAN-TYPE ENCOUNTERS ... (use d%)

MAN-TYPES	FLAT	SWAMP	HIGH	FOREST	SEA *
Bandits	1-10	1-15	1- 8	1-18	1-10
Gypsies	11-15	16-27	9-18	19-28	...
Hermit	16	28-29	19-20	29-30	11
Black Knight	17-21	30-35	21-24	31-39	...
Character Knight	22-23	36	25	40-41	...
Lesser Knights	24-30	37-42	26-32	42-50	...
Merchants	31-45	43-45	33-37	51-55	12-40
Recluse	46	46-47	38-39	56-57	41
Peasants	47-95	48-96	40-96	58-92	42-80
SLAVE-TRADERS	96-00	97-00	97-00	93-00	81-00

* Bandits are in Longboats
 Hermits & Recluses are in Barks
 Merchants are in Merchant Ships
 Peasants are out fishing in Barks
 Slave Traders are in Longboats

6.4 FAERIE-TYPES ... (use d%)

FAERIE-TYPES	FLAT	SWAMP	HIGH	FOREST	SEA *
Angels	1	1	1	1	1- 5
Brownies	2- 6	2- 3	2- 6	2- 3	...
Cyclops	7-11	4-13	7- 9	4- 5	...
Dwarves	12-21	14-18	10-29	6-17	...
Water Fays	...	19-28	...	18-19	6-35
Gargoyles	...	29-32	30-34	20-24	36-40
Hill Giants	22-31	33-34	35-46	25-26	...
Wood Giants	32-41	35-38	47-48	27-38	...
Goblins	42-51	39-50	49-56	39-43	...
Hobgoblins	52-59	51-58	57-61	44-48	...
Kilmoulis	60-62	59-62	62-65	49-51	...
Leprechaun	63-67	63-64	66-67	52-53	...
Wood Nymphs	68-69	65-66	68-72	54-68	...
Lesser Ogres	70-73	67-78	73-77	69-76	41-60
Great Ogres	74-75	79-86	78-82	77-81	61-75
Sirens	...	...	...	...	76-95
Spriggins	76-90	87-94	83-92	82-89	...
Vampire	91-95	95-96	93-95	90-91	96-00
Werewolf	96-00	97-00	96-00	92-00	...

* Ogres and Vampires will be paddling in barks.
 Gargoyles and Angels fly over the waves.
 Water Fays swim in, or walk on, the water.
 Sirens are seen on distant rocks where they sing.

6.0 ENCOUNTERS

6.5 ANIMAL-TYPE ENCOUNTERS ... (use d%)

ANIMAL-TYPES	FLAT	SWAMP	HIGH	FOREST	SEA *
Adder	1-15	1-30	1-10	1-15	1-15
Irish Deer	16-20	31-32	11-18	16-30	...
Wild Dogs	21-37	33-46	19-38	31-60	...
Wild Horses	38-62	47-51	39-46	61-62	...
Leopard	63-67	52-53	47-50	63-74	...
Lion	68-77	54-55	51-55	75-82	...
Giant Lizard	78-85	56-80	56-70	83-92	16-25
Shark	...	...	...	...	26-00
Wolves	86-00	81-00	71-00	93-00	...

* Adders, Giant Lizards, and Sharks are seen swimming.

6.6 MONSTER-TYPE ENCOUNTERS ... (use d%)

MONSTER ENCOUNTERED	FLAT	SWAMP	HIGH	FOREST	SEA *
Basilisk	1-15	1-12	1- 5	1-10	...
Caladrius	16-17	13	6- 7	11-12	...
Chimera	18-22	14-17	8-15	13-20	...
Cockatrice	23-32	18-27	16-23	21-28	...
Flying Dragon	33-39	28-35	24-33	29-36	1-11
Great Dragon	40	36-38	34-36	37	12-16
Griffin	41-50	39-43	37-48	38-47	17-21
Hippogriff	51-65	44-48	49-61	48-57	22-26
Hydra	66-67	49-53	62-66	58-62	27-29
Water Leaper	...	54-70	...	63-67	30-41
Manticore	68-72	71-75	67-74	68-77	42-51
Pegasus	73-77	...	75-82	78-80	52-56
Roc	78-80	76-77	83-87	81-83	57-66
Sea Serpent	...	...	...	...	67-85
Unicorn	81-90	...	88-92	84-85	...
Wurm	91-95	78-95	...	86-90	86-90
Wyvern	96-00	96-00	93-00	91-00	91-00

* Dragons, Griffins, Hippogriffs, Manticores, Pegasi, Rocs, and Wyverns fly over the waves.
Hydra, Sea Serpents, and Wurms swim.
Water Leapers leap out of the water.

6.0 ENCOUNTERS

6.7 SITUATION-TYPE ENCOUNTERS ... (use d%)

SITUATION- TYPES	FLAT	SWAMP	HIGH	FOREST	SEA
Battle I	1-05	1-10	1- 5	1-10	...
Battle II	6-10	11-15	6-15	11-20	...
Battle III	11-15	16-20	16-25	21-30	...
Battle IV	16-20	21-30	26-30	31-40	...
Damsel I	21-27	31-37	31-34	41-50	...
Damsel II	28-34	38-44	35-38	51-60	...
Damsel III	35-40	45-50	39-40	61-70	...
Damsel IV	...	...	...	...	1-20
Dwelling I	41-55	51-65	41-50	71-75	...
Dwelling II	56-70	66-80	51-60	76-80	...
Enchanted Vessel I	...	...	...	...	21-60
Enchanted Vessel II	...	...	...	...	61-00
Pavilion I	71-80	81-85	61-70	81-85	...
Pavilion II	81-90	86-90	71-80	86-90	...
Stone Well I	91-95	91-95	81-90	91-95	...
Stone Well II	96-00	96-00	91-00	96-00	...

"The search for the strange and exotic which found satisfaction in the marvels of Alexander legend took delight also in the wonders which had once abounded in the land of Logres, the Out Isles, and the fay-haunted forests of Broceliande - turning castles, testing horns, enchanted springs. Here were to met the Questing Beast, the Dwarf King, the Green Knight, the Loathly Damsel ... Here was food for all appetites, here were themes adopted to all moods, from naive astonishment and broad humor to idealistic passion and awed speculation on the duties and destinies of Man."

R.S. Loomis,
Epilogue, Arthurian Literature
in the Middle Ages



Section 7.0

A REFERENCE GUIDE TO MONSTERS, BEASTS AND OTHER INTERESTING SITUATIONS

Once it has been established who or what it is that has been encountered and where it is in relation to the Characters (in Section 6.0), this Reference Guide will show what is presenting itself to the players and what could happen.

7.1 SITUATION-TYPE ENCOUNTERS ... Each different Situation has six possibilities. The Game Guide should first describe the Situation to the player-Characters and then roll a d6 (secretly) to determine what will happen (depending on the player-Character's reaction to the Situation).

Often, the Situation-Type Encounter will involve Man-Type, Faerie-Type, Animal-Type, and/or Monster-Type Encounters. Find out as much about them as described, then check the individual entry in Section 7.2 for detailed specifications.

BATTLE I ...

Roll a d8, and a d12:

<u>d8 ROLL</u>	<u>d12 ROLL</u>
1 - Adder	1 - Basilisk
2 - Irish Deer	2 - Caladrius
3 - Wild Dog	3 - Chimera
4 - Wild Horse	4 - Cockatrice
5 - Leopard	5 - Flying Dragon
6 - Lion	6 - Griffin
7 - Giant Lizard	7 - Hippogriff
8 - Wolf	8 - Hydra
	9 - Manticore
	10 - Pegasus
	11 - Unicorn
	12 - Wyvern

The resultant Animal-Type (d8 roll) is engaged in mortal combat with the resultant Monster-Type (d12 roll). The fight has just begun in earnest when the player-Characters show up.

Now roll a d6:

1. Animal-Type will become a "Comrade" if helped by player-Character in its battle. Monster-Type will attack after battle is finished.

7.1 BATTLE I

2. Monster-Type will become a "Comrade" if helped by player-Character in its battle. Animal-Type will attack after battle is finished.

3. If player-Character assists one or the other, and the GG judges that it could not have won without the player-Character's assistance, it will give the player-Character one piece of helpful information regarding anything the player-Character could not have otherwise known.

4. The "underdog" combatant (judged by the GG) is a randomly determined Character Knight (must be a non-player-Character), under an enchantment. If the enchanted one is helped, it will speak of its plight after the battle. The player-Character gets credit for saving a human life if he helps him, or for striking a death blow to a human if help is given to the other; check Section 3.5D for Ratings Bonuses or Penalties. Only the kiss from a willing Lady will break the enchantment. In such a case, if the player-Characters accompany the Knight to his home province, they will receive a reward of d6 Goldpieces.

5. If player-Characters get involved in any way at all, both combatants turn and attack the player-Character(s).

6. The "underdog" combatant (judged by the GG) is the pet of an unnamed Enchantress who casts spells with a (+20%) Success Probability Bonus. She shows up just after the battle is over, or just before the player-Character leaves. If her pet is not assisted in its battle, she will cast a destructive spell (selected by the GG from Section 10.3 - 10.6) on all who neglected her pet. If it is assisted, the GG will select a helpful spell that she will use to benefit the aiding player-Character(s).

BATTLE II ...

A randomly determined Character Knight, without his steed, in mortal combat with a randomly determined monster-type (consult Section 6.6, use d%). The battle has just begun in earnest when the player-Characters show up. The Knight sees them and calls for assistance.

Now roll a d6:

1. If aided, the Character Knight will become a Comrade. If not aided, he will regard the player-Characters as Enemies and seek revenge against them, beginning his pursuit the next turn, and continuing to hound them for the next d6 months.

7.1 BATTLE II

2. The monster belongs to a randomly determined Character Lady, and is defending her from the Character Knight who seeks to take advantage of her. She is hiding behind some rocks nearby. If her pet is killed, she will reveal herself, and scold the travellers for allowing (or causing) harm to her pet, and then request that they protect her from the Character Knight. If the Character Knight is still sufficiently healthy to do battle, he will fight for her custody; otherwise he will yield and leave her, and she will be "freed" from her oppression.

3. The monster guards a nearby treasure. Only the Character Knight knows the exact location of it and will offer to divide it evenly with anyone who helps to defeat the monster. The treasure consists of d20 G, d20x10 S, and d20x100 C.

4. The monster is under the power of an Enchantress who is hiding behind some rocks nearby. Her Paramour, a Black Knight, lies totally subdued some distance away (but unseen), beaten by the Character Knight. If the player-Characters offer assistance to the Character Knight, she will cast a "Super Speed" spell on the monster, and it will use two of its three attacks per round against the travellers. If the player-Characters help the monster or stay out of the combat, she will cast a "Weapon Enchantment" spell on one of the weapons of a randomly determined member of the travelling party, becoming effective at the outset of their next combat.

5. After d8 rounds of combat, the "Character Knight" transforms into a duplicate of the monster and the two of them attack the player-Characters.

6. If the player-Characters choose to lend aid to either combatant, they both suddenly disappear, and the player-Characters each have a 75% chance of falling into a camouflaged pit. Every person and steed takes d20 Injury Points from the fall. It will take all of them d6 Turns to manage an escape from this pit.

BATTLE III ...

A small army of d20x5 Peasants, d20 Guards, and d4 Lesser Knights, accompanied and led by the Lord of a randomly determined Province, marching in a randomly determined direction. Spotting the player-Characters, one of the Lesser Knights rides toward the travelling party.

Now roll a d6:

7.1 BATTLE III

1. This small army is joining forces with the army of the next province that lies in the direction they are marching. They request the travellers to join forces with them and join the attack.

If the player-Characters do join them, they travel to the castle of the aforementioned Province and are welcomed and given all hospitality.

80% of the army of that Province (check Sections 4.4 and 11.1), along with the Lord of that Province, plus the originally encountered army, will begin their march the next morning toward another randomly determined Province (be sure it's not in the same Kingdom). If it requires crossing open sea, the necessary ships will be waiting for them at the nearest shore-hex for transport.

Check Section 11.0 for rules on conducting Large Scale Combat.

The player-Characters are free to commit themselves to battle as they wish, separate from the forces they have joined (see Sections 11.4 & 11.5); they are under no one else's command.

The Host Character Knight (High Commander of the large army) will give a reward of 1 C per enemy Peasant captured, 5 C for each enemy Guard captured, 2 S for each enemy Lesser Knight captured, and 1 G for capturing the enemy leader.

2. This small army is chasing a band of renegade Hill Giants, which have been murdering women & children in that army's home province. They have been told by locals that the Giants may be found camping ten miles away (in a randomly determined direction). The Spokesman Lesser Knight informs the player-Characters that if they be so inclined, there is a 2 G reward for each Giant's head they present to the Lord of the Province.

If they accept, they must travel to the sight where they will find the Hill Giants' camp. There are $d4+1$ of them, and they spy the army from a distance, grab their massive clubs, and charge. The leader of those Giants is bigger than the others: add 100 Damage Points to his size. The travelling player-Characters find themselves faced with one of the brutes (25% chance it is the leader); the others charge into the midst of the army and do battle with them.

7.1 BATTLE III

The army's fortune will be determined as follows: They are 90% likely to lose one Peasant, 20% likely to lose one Guard, and 5% likely to lose one Lesser Knight, per round of combat. They are 10% likely to kill one of the Giants per round of combat, but if the leader is among them, he will be the last survivor.

If the player-Characters are able to kill this Giant (the fighter who struck the death-blow claiming rights to its head) before the army finishes its battle, they may wish to assist there, assuming all surviving Giants are suffering from d% Injury Points, all surviving Peasants are suffering from d20x3 Injury Points, Guards d20 Injury Points, Lesser Knights d10 Injury Points, and the leader d10 Injury Points.

3. This small army is on its way to the small castle (uncharted) of a Pagan Powerlord Black Knight, who has kidnapped the paramour of the Character Knight leading the army (if that Character Knight has no Paramour listed, it is a nameless Damsel of whom he has become fond).

The Black Knight's small castle is located 40 miles away in a randomly determined direction. Upon arriving there, they find their foe awaiting them with his own army: d20x5 Peasants, d20 Guards, and d6 Lesser Knights.

Consult Section 11.0 for rules on conducting Large Scale Combat.

The player-Characters are free to commit themselves to battle as they wish, separate from the forces they have joined (see Sections 11.4 & 11.5); they are under no one else's command.

The Black Knight will offer his capitulation if, after 3 turns of battle, his forces stand to lose (GG's judgement).

If the Black Knight's forces are so defeated, the leader Character Knight will give rewards for those killed or captured by the travellers: 1 C per Peasant, 5 C per Guard, 2 S per Lesser Knight, and 3 G for the Black Knight himself. Also, the Damsel in his castle goes free (GG may judge to award the player-Characters Ratings bonuses for freeing her), and all are invited to accompany the victors back to their home castle for feasting and a Tournament (all Knights of that Kingdom will attend).

7.1 BATTLE III

4. Same as #3 above, except that when the two forces meet at the Black Knight's castle, the Black Knight calls out that he recognizes one of the player-Characters as a "Knight of no mean skills" and that if the named player-Character will champion the cause, they can settle it all in a one-on-one battle. The Character Knight pleads with the player-Character to undertake this challenge.

The combat will follow this schedule: First, a joust (the Black Knight is using a Battle Lance - he means business), until one of them is unhorsed. The mounted knight will demand that the fallen one yield (the Black Knight is only 30% likely to yield here). The fallen knight may counter with a request that the other dismount (the Black Knight here will only dismount if the player-Character is also a Pagan Powerlord). After that, it's all up to the combatants.

5. This small army is simply on training exercises, and has no specific purposes for the moment. If they can be of assistance to the travellers, check alignment compatibility between the player-Characters and the Character Knight leader; if they are compatible, he will offer his services.

6. This small army is on its way to Camelot, to present King Arthur with a special gift: a rare stallion (ridden by the Character Knight) who travels 5 miles faster over any terrain than other steeds, and gives its rider an additional +1 Joust Bonus. They ask the player-Characters to join them in their journey.

They then march toward Camelot. For every turn that they march, there is a 10% chance that they will be attacked by a band of d20 Great Ogres. The Character Knight, fearing for the safety of the horse, asks the travellers to take the horse and flee to Camelot with it, saying that he will stay and fight the Ogres.

If the player-Characters take the steed to Camelot and present it to King Arthur, they will receive a +3 Chivalry Rating Bonus.

If the player-Characters keep the steed for themselves, they receive a +3 Power Rating Bonus (if Pagan), or a -3 Faith Rating Penalty (if Christian).

BATTLE IV ...

A randomly determined Character Knight and a Pagan Chivalrous Black Knight, both mounted and armed with broadsword and battle lance, ready to joust.

7.1 BATTLE IV

Now roll a d6:

1. They both request that no one should interfere in their business. The "Black Knight" is actually an incognito Character Knight from the home Kingdom of one of the player-Character's (GG can use the random-determination chart for Kingdoms and Provinces). The player-Characters will only discover this after they do battle, until one yields.

2. The Black Knight shouts that the other has killed his father, and requests that the travellers assist in capturing him so that he might be brought before King Arthur for justice. What he has said is true, and if the players do not assist him, they take a -2 Chivalry Rating Penalty, for the word will spread that they do not uphold the laws of King Arthur.

3. The Black Knight tells them to stay out of it, but the Character Knight asks for their assistance. If they stay out of it and if he wins his joust with the Character Knight, the Black Knight will join them as a Comrade. If they do assist the Character Knight, they will be encountered the next turn by the Black Knight's retainers: d8 Lesser Knights, who will try to avenge their master.

4. They both ask for assistance. Whichever one is not assisted will regard the player-Characters as Enemies, and seek revenge against them.

5. They both turn to attack the player-Characters. If they defeat the travellers, they will take them to the dungeon of the Character Knight's castle and send word to the player-Characters' home castles (by messenger pigeon).

6. The "Black Knight" is actually an Enchantress (+10% Success Probability on casting spells) who always wanted to be a knight; she is now having second thoughts, and calls out (in her gruffest voice):

"Hail, good knight(s). Protect me from this varlet, for I am already weary, and yet he insists on having ado with me."

She will wait for a response: if the player-Characters help her, she will become as a Comrade to them, and reveal her secret, but if they do not assist her, she will attempt to flee, and will resort to spell-casting if they pursue her.

7.1 DAMSEL I

DAMSEL I ...

A Damsel on her Palfrey, riding willy-nilly over the countryside. As her horse passes the travelling party, she cries out for help. Her Beauty Rating is d4+3. As she rides away, another figure on horseback can be seen coming up over the horizon, obviously in pursuit. The player-Characters are situated between the Damsel and her pursuer.

Now roll a d6:

1. The figure on the horizon is her husband, a Lesser Knight. In his rage, he lowers his battle lance to warn them that he will not stop. If his charge is met and he is unhorsed, he will attack vigorously; the Damsel has escaped and will never be seen again. The player-Character engaging him in joust is credited with "Saving a Human Life." The Lesser Knight, in a heated temper, explains that she is his wife and that he means to punish her for loving another man.

If the Damsel is pursued, she will be caught at the border of the next hex (randomly determined direction). She begs for mercy and deliverance from her pursuer (who, incidentally, is not far behind) whom she claims she doesn't know. The Lesser Knight now shows up and demands that she be turned over to him, that she is his unfaithful wife, and that it is of no concern to the player-Characters.

Allowing the Lesser Knight to take his wife will cause each player-Character to be affected by a Level I Magical After-Effect (end of Section 10.3) which manifests itself in d4 days, at noon.

Otherwise, player-Characters must do battle with the Lesser Knight, whereby she will escape.

If restrained by the player-Characters, she will cry for help to anyone they may then meet, for she wants her freedom.

2. The figure on the horizon is Sir Bruce sans Pitie (unless he is an active player-Character; in which case it is Sir Malegryne or Bartelot or another Pagan Powerlord Character Knight). His aim is to capture and imprison this Damsel, and any other Ladies who might be in the travelling party. (GG Note: The Damsel is Christian Chivalrous, so defending her will win Ratings Bonuses).

She will explain this if she is pursued, and if rescued will regard the one she deems most heroic as her Paramour.

7.1 DAMSEL I

If the pursuing Character Knight is met in battle, she escapes.

3. The figure on the horizon is a Christian Renunciate Black Knight. His aim is to capture the Damsel, who is a witch, and present her to King Arthur, that he might help rid the land of evil influences. If he is met in battle, Christian player-Characters receive an automatic -2 Faith Rating Penalty. In such a case, she escapes.

If she is pursued, she will assume the worst and start casting spells against the travellers before they can say anything to her: she has a +20% Success Probability on casting spells. She will not abide captivity under any circumstances.

4. The figure on the horizon is a Lesser Ogre mounted on a wild horse. It is thirsty for human blood and means to have someone for dinner.

The Damsel is a randomly determined Character Lady. For defending her, she will reward the player-Characters with hospitality at her home castle for the duration of the month, plus a Battle Axe for each Knight as a token of her appreciation.

5. The figure on the horizon is a Pagan Chivalrous Black Knight. He is armed with broadsword and jousting lance, and he pulls up his steed when he sees the travellers. His aim is to test them; he is looking for adventurous knights with whom to travel.

The "Damsel" was only his squire, so-dressed as to see what the player-Characters would do.

If they do not appear to want to help the "Damsel," the Black Knight will scorn them and try to overthrow them all in joust. If they do demonstrate "courteous" behavior (in defending the "Damsel") he will request a joust to test them further, and whatever it's outcome, he will offer to join them in their travels.

6. The figure on the horizon is a randomly determined Character Knight. He is pursuing the Damsel because she is a Gypsy who stole all his money.

The Gypsy escapes in any event, but in his temper the Character Knight will attack vigorously anyone who tries to interfere.

7.1 DAMSEL II

DAMSEL II ...

A Damsel in torn and dirty garments staggers toward the travellers, eyes wide open and staring. She says nothing, apparently dazed. Her Beauty Rating is d6.

Now roll a d6:

1. If the player-Characters take her with them, they are spotted by an unseen scout, who reports it to her husband, a Pagan Powerlord Black Knight.

She will recover from her stupor in d20 turns and explain that she was married against her will to an evil Knight who lives nearby, and that she was shamefully treated on their honeymoon. She is Pagan Chivalrous. She requests that she be brought to the home of her sister, who lives in the castle of a randomly determined Province.

The Black Knight will overtake them in d12 days from the time the travellers found her. He will attack savagely, demanding that she be released to him. If he is defeated, GG may judge who will receive credit for "Saving a Human Life."

2. She will recover from her stupor in d20 turns. She explains she was riding along and must have hit her head against a low-hanging branch, and does not know where she is. She is Christian Chivalrous. Her father is one of the Guards at the castle of a randomly determined Province in the Kingdom where she was found. If brought home to her father, player-Characters receive a +1 Chivalry Ratings Bonus.

3. She will recover from her stupor in d20 turns. She explains, with a heavy French accent, that she was travelling with her mother and father on a visit to the castle of a randomly determined Province in the Kingdom where she was found, when they were attacked by Hobgoblins and everyone else was killed. She is Christian Renunciate, and comes to regard one of the player-Characters as a Paramour.

4. She will recover from her stupor in d20 turns. As it turns out, she is displaced in time: Seven years ago she was out a-Maying, (the celebration of "May Day" by dancing outdoors, gathering flowers, feasting etc.) when by chance she stepped into a Faerie Ring (a circle of mushrooms). She remembers being caught up in a wild and frenzied dance which seemed to last a couple of hours. In fact, it lasted seven years. And talk about circumstances! She is the very sister of one of the player-Characters who disappeared seven years

7.1 DAMSEL II

ago and was thought to have been taken by wolves. Roll a d8 to discover her name:

- | | |
|-------------|------------|
| 1 - Alice | 5 - Florie |
| 2 - Bronwyn | 6 - Iblis |
| 3 - Diane | 7 - Lilian |
| 4 - Enide | 8 - Rose |

The member of the party whose sister she is is now obliged to care for her (she may be escorted back to the player-Character's home castle). She will be of the same alignment as the player-Character.

5. She is a mute, and her wide-eyed expressions never change. If, however, she is mistreated by the travellers, she transforms before their very eyes into her true self: a radiant Angel, complete with fiery sword. This Angel then attacks them until all are totally subdued. If treated well, on the other hand, "she" will transform when the player-Characters are in need of protection or aid, attacking and subduing the foe. After this, the Angel vanishes.

6. She is a mad woman, and her strange countenance and silence are permanent fixtures. The travellers may do with her as they see fit.

DAMSEL III ...

A Dwarf on a Pony approaches the travelling party, saluting them as he approaches. He stops about a stone's throw away and explains that his Lady is held captive in a fortified tower 20 miles away (in a randomly determined direction). He asks that the player-Character lend what aid they can to help to free her. If questioned as to her identity, he replies that she is a Lady of noble birth and will prove it by rewarding the one who can help her.

Upon arriving at the tower (if the player-Characters choose to accompany the Dwarf), the Lady (d8+1 Beauty Rating) can be seen waving her sleeve from the upper window of the tower. A powerful-looking Black Knight appears at the window below hers.

(GG Note: In all cases if she is rescued, there's a 75% chance she can give a reward of d4 G upon arrival at her home castle in a randomly determined Province. There is also a 20% chance she will regard one of her rescuers as a Paramour.)

Now roll a d6:

7.1 DAMSEL III

1. The Black Knight (a Pagan Chivalrous) calls out his terms: He will release the Lady if one of the player-Characters will play and defeat him in a game of (GG choose according to availability of games): A. Backgammon, B. Chess, C. Checkers (Draughts), or D. (if none of these is available) Number-Guessing (choosing a number between one and ten; make up the rules as you go along!). If this Black Knight is defeated in the game of his choice, there is a 50% chance that he will then also demand a joust of his opponent. This accomplished, he will free the Damsel.

2. The Black Knight (a Pagan Powerlord) withdraws back into the tower, and momentarily rides out on his charger with battle lance lowered and two-handed sword in his belt.

If he overthrows his opponent in joust, he demands the fallen knight yield to him. If same does not yield, he attacks (still mounted) with his two-handed sword. If unhorsed himself, the Black Knight demands that the player-Character dismount and fight on foot. If the player-Character refuses, he attacks anyway; he never yields.

If the Black Knight is eventually vanquished, the tower doors open and the damsel is set free.

3. The Black Knight (a Pagan Chivalrous) demands that one Knight must overthrow all of his retainers (d6 Lesser Knights) and then the Black Knight himself, all without being overthrown. This is all handled as a matter of sport. If accomplished, the Black Knight will release the Lady and also ask to join the travelling party, whom he will accompany (if allowed) as a "Comrade" for the rest of that month.

4. The Black Knight (a Christian Chivalrous) calls out his terms: The player-Characters must accompany him to a cave in the closest Highland hex (GG will determine - must be at least 5 miles away) where his own Paramour, another Lady (Beauty Rating = $d8+2$), is held captive by an evil Hill Giant.

Upon arriving at the Hill Giant's lair, the brute strides out of his cave, club in hand, and attacks them savagely, aiming to kill all who remain in the vicinity.

If the second Lady is rescued, player-Characters are credited with "Saving a Human Life," and the Black Knight will not only release the first Lady but is 50%

7.1 DAMSEL III

likely to ask to join the brave travellers, whom he will accompany (if allowed) as a "Comrade" for the rest of the month.

5. The Black Knight (a Pagan Chivalrous) calls out his terms: He will joust with one of the player-Characters (if there is a Knight among them) and if he (the Black Knight) is overthrown, he will free the Lady. If he is not overthrown, or if there is no Knight amongst the travellers, he will request that they bring unto him a randomly determined Character Knight, who is his sworn enemy. This accomplished, he will ride out and attack that Character Knight, doing his best to kill him, and only when that battle is concluded will the Tower Guards release the Lady.

6. The Black Knight (a Christian Chivalrous) calls out his terms: The travellers must go to the Castle of a randomly determined Province, where the captive Lady makes her home, and there request that the Lord of that Castle relinquish the following item stolen from the Black Knight (roll a d6 to determine):

- | | |
|-----------------------|-----------------------|
| 1 - A Broadsword | 4 - A Brachet |
| 2 - A Knight's Shield | 5 - A Surcoat |
| 3 - A Charger | 6 - A Jousting Trophy |

Upon reaching that Castle, the resident Lord will acknowledge that he has it there, but there is a 50% chance that he will not relinquish it without a joust. In that case the player-Character must beat him in a joust (or, if there is no Knight, arrange for someone to beat him) before he will give back the stolen item.

When that item is presented to the Black Knight at the Tower, he will set the Lady free.

DAMSEL IV ...

A Lady (Beauty Rating = $d8 + 1$) and her Attendant (a girl, appr. 14 years old), plus one Peasant, in a Bark. The Peasant is rowing. The Lady seems to be of noble birth.

She carries a purse (contents = $d10-1$ Silverpieces). The Peasant and the Attendant never speak, but look toward the Lady when addressed.

Now roll a d6:

7.1 DAMSEL IV

1. The Lady is a Gypsy in disguise. The Attendant is her young sister and the Peasant her uncle. However, she will lie about her identity - roll a d6:

1 or 2, she pretends she is the Lady described in #2.

3 or 4, she pretends she is the Lady described in #3.

5 or 6, she pretends she is the Lady described in #6.

She attempts to gain the player-Characters' trust, travel with them for d4 days, and on that night, she and her partners steal all of the player-Characters' money and escape.

2. She is a Christian Chivalrous Lady, looking for true love. She will accompany the first male player-Character who speaks to her, regarding him as a "Paramour," and staying with him indefinitely.

She will act as a "Comrade" to a female player-Character if no man is available, but will then fall in love with the next male they meet.

3. She is a Pagan Chivalrous Lady of British birth, married to a wealthy French nobleman. Her husband mistreats her regularly and she is trying to escape. An unseen fleet of d4 fully-manned Longboats (see Section 5.4) is chasing after her, one sea-hex away (randomly determine which hex). These will overtake her Bark next Turn, at which time they will "grapple" her Bark and/or "ram" any other vessels near it (see Section 11.23 A & B). If the player-Characters' vessel is destroyed, they will be rescued from the sea, bound, and left at the nearest shore (all player-Characters' possessions are lost or destroyed in the shipwreck).

If an escape is managed, she will accompany player-Characters indefinitely, but will show no allegiance to them. If released, she will send a surprise reward of d12 Goldpieces to the player-Character's home address, arriving two weeks after her release.

4. She is a Water Fay in disguise; her "Attendant" is actually an enchanted Wolf; the "Peasant" is a disguised Lesser Ogre. The Water Fay will attempt a Hypnosis Spell (see Section 10.6) on a randomly determined male member of the party (or on a Lady if there is no male), with a (+40%) Success Probability Bonus. She will use the hypnotized player-Character to accompany her to the nearest shore-hex, where a Wood Giant holds her mother

7.1 DAMSEL IV(continued) ...

captive. She will send the hypnotized player-Character into combat with the Giant for as long as the spell lasts. If the Wood Giant is killed or subdued, she releases her hold on the player-Character and she and her party vanish.

If her spell fails, she and her companions assume their true form and attack the player-Characters.

5. She is an apprentice Witch, under the tutorship of Morgan le Faye. She casts spells with a (+5%) Success Probability Bonus. The "Peasant" is actually a Lesser Knight, and his shabby looking garments are enchanted so as to serve as Chainmail. A Knight's Shield and Broadsword will appear magically at the snap of the Lady's fingers.

They attempt to capture the player-Characters immediately if the odds of victory are reasonable (GG's judgement); otherwise, she pretends to be in love with the male player-Character or friendly to the female player-Character, and wait for an opportune time to do mischief.

If she succeeds in capturing them, she brings them to the dungeon of Maidens Castle in Gore.

6. She is a Christian Renunciate Lady looking for help. The attendant is her daughter. Her husband is being held for ransom at the nearest shore-hex by a Pagan Powerlord Black Knight. The Black Knight wants the daughter in exchange for the husband's life. She requests help of the player-Characters.

This Black Knight, if confronted, will be found at his pavilion with the husband tied to a nearby tree. When they arrive he threatens to kill the husband.

Player-Characters providing help to this Lady will receive a "Miracle After-Effect," whether Christian or Pagan, as outlined in Section 10.11.

DWELLING I ...

A cottage with thatched roof, mud-brick walls, somewhat larger and better constructed than a typical Peasants' shack. It is 40' wide across the front, and the only visible door is at the right-hand corner of the front face. A hackney can be seen tied to a post in back of the house. In the middle of the front face of the house is a window. The shutters are latched and bolted so that one cannot see inside. There is a similar window on the back face of the house.

7.1 DWELLING I

No one answers if you knock on the door. The door pushes open without much force.

(GG NOTE: No information on the interior is to be given unless it is physically examined) Inside the door, one sees a room 10' wide by 30' deep. The floor is stone. Standing at the doorway, one can see a curtained archway leading into another room in the far left-hand corner. 15' up the left wall, there is a chopping block. Above the door is a shelf with a few pots and pans on it. Directly to the left of the door is a coat-rack, but nothing is hanging upon it. Peering through the curtained archway, one can see half of the next room.

The Main Room is 30' by 30'. It is only attainable by going through the curtained archway in the first room. There is a 10' by 5' table at the middle of the wall separating the two rooms; a short side is against the wall and five chairs are around it. On the wall opposite the table is a fireplace/chimney; on its mantle is an hourglass, a folded sheet of linen (if examined, in it are wrapped three spikes), and a parchment in its container. A large carpet is spread across the stone floor between the hearth and the table. Just opposite the curtained archway (to the right of the fireplace) is a Damsel, bound and gagged and seated in a chair. She has a d8+1 Beauty Rating.

Now roll a d6:

1. This is a trap. Parting the curtains in the archway triggers the entire stone floor of the first room to fall away, entrapping all in that room, then springs back up, plunging them twenty feet down into total darkness. All falling into this mini-dungeon roll up two hit locations and take d10 Injury Points for each. Within moments, a light floods the pit and a smiling Pagan Powerlord Black Knight peers down at them. He informs them that he intends to hold them indefinitely. They will receive two meals a day until rescued. A notice will be sent to the Round Table informing them of the player-Characters' plight. No escape is possible, unless the Black Knight is tricked into releasing them.

Anyone in the party who does not fall into the pit will meet this Black Knight immediately upon mounting up to leave, and he will demand to do battle with them.

The Damsel is his partner in crime - it was all a set-up and they both have a good laugh about it.

Nothing else in the house has any remarkable quality.

7.1 DWELLING I

2. The Damsel is a Witch. The ropes that bind her are specially blessed such that they prevent her from using her magic, but they lose all their miraculous quality once she is released. As soon as the player-Characters enter the dwelling, her captor, a Christian Renunciate Black Knight, arrives and challenges their presence in the house. If peaceable negotiations are offered, he will announce his intentions to deliver this Witch to the Pope in Rome. Otherwise, he battles them, striking to subdue. If the Damsel/Witch is freed, she has a (+20%) Success Probability Bonus in casting spells which she will use against everyone present (she is particularly malicious), until she escapes.

Nothing in the house is of any remarkable property.

3. The Damsel is an innocent Christian Chivalrous Lady. She is held captive by a Great Ogre, who arrives and attacks as soon as all player-Characters start to leave the Dwelling. If rescued, the Damsel falls in love with a randomly determined male member of the party, regarding him as her "Paramour." If there is no male, she becomes a "Comrade" to a randomly determined Lady.

Under the hour-glass is a gold medallion worth 8 G, which has the special property of frightening away any and all Gargoyles (this property will not be known to anyone, however).

Nothing else has any remarkable quality.

4. A Great Dragon dwells in these parts, and the local Peasants have offered this virgin Damsel as a sacrifice to appease the Beast. The Great Dragon arrives and attacks the party as soon as they begin to leave the dwelling.

The virgin Damsel, if rescued, will become a "Comrade" to a randomly determined member of the party, regardless of sex.

The parchment is a pagan liturgy to be read by the priest after they bind the girl. Under the carpet is a trap door which, when opened, reveals a chest containing d20x10 Silverpieces and d20x100 Copperpieces. There is just enough room for one person in this pit, without the chest.

Nothing else in the house has any remarkable property.

7.1 DWELLING I

5. The Damsel is a disguised Angel; the spikes wrapped in the linen on the mantle are "Gadz'ooks:" the nails which pierced Jesus' hands and feet as He hung on the cross ("God's Hooks"). Touching these causes dl2x10 Injury Points instantaneously to the right arm (possibly enough to Dismember, check Section 9.10C). Christian Characters automatically take a -5 Faith Rating Penalty just from coming within 10 feet of them.

If released, the "Damsel" will warn of the dangers of Gadz'ooks. "She" will refuse to go with them, stating that she has been left to guard the relics. If molested or if the Gadz'ooks are discovered, "she" transforms into the bright, radiant Angel she really is, complete with sword, and drives off all player-Characters, alternately hitting to subdue and forcing the party 10' back until they are 50' away from the Dwelling. Once all are out and 50' away, the Dwelling and the Angel all explode in a ball of flame, leaving nothing except the Hackney in the back, which is then 25% likely to transform into a Pegasus, as a gift of God to those player-Characters; it will be as a "Comrade" to all of them, but if they fight over it for possession, it vanishes as the Dwelling did.

6. The Damsel is a Recluse. Her captors, dl0 Lesser Knights, arrive as soon as someone enters the Dwelling, or else as soon as they begin to leave. They will fight for possession of her, first challenging all player-Characters to joust one by one (randomly determine pairings if there is more than one player-Character).

If the Recluse is rescued, she refuses to accompany them but will bless them as deemed appropriate by the GG (use a randomly determined Miraculous After-Effect from Section 10.11). Of course she will give no blessing if she is molested in any way.

Would-be rescuers who are defeated by the Lesser Knights will be tied up in like manner and left to be rescued by someone else; a notice of their whereabouts will be sent to the Round Table.

DWELLING II ...

A cave with a fairly large opening (a man could just fit). A few small bones lie strewn around the entrance. The floor and surrounding area is hard-rock, with a few weeds growing from cracks.

(GG NOTE: No information on the interior is to be given unless it is physically examined) Inside, the dim light

7.1 DWELLING II

permits at first glance only that the cave is expansive, about 50' across and 40' deep; there is a dark alcove on the wall opposite the entrance; other than the unidentifiable objects on the ground, the only other thing one notices is a drak figure hunching in the darkness to the right.

As the player-Characters' eyes adjust to the dim lighting, roll a d6:

1. The figure is a she-wolf, guarding d4 cubs who huddle behind her. The player-Characters may not notice these at first, because she attacks the first one through the door, getting one free attack without reprisal. She will continue to attack until the intruders leave.

If the Wolf is killed, the killer is cursed with a Level III Magical After-Effect (consult Section 10.5). The cubs may be kept and raised, reaching full maturity in d20 months, at which time they take on all the attributes of a Wolf, plus they will be as loyal "Comrades" to their keeper.

If the Wolf is subdued, the subduer is cursed with a Level I Magical After-Effect (consult Section 10.3). Again, the cubs may be kept and raised as described above.

There is nothing else in the caves except more bones.

2. The figure is a Wyvern, and it attacks immediately with a 50% chance of getting its first attack free and without reprisal. If player-Characters leave the cave, there is a 25% chance it will pursue them.

If player-Characters survive the Wyvern, they will find in the alcove a small treasure: d20 Copperpieces, d12 Silverpieces, d6 Goldpieces, plus roll a d6 for a weapon they find in amongst the coins: 1 - A Battle Axe, 2 - A Mace, 3 - A Dagger, 4 - A Broadsword, 5 - A Battle Lance, 6 - A Two-handed Sword.

3. The figure looks like a roughly-clad Peasant; however (the GG should not tell this) he is actually a Hermit. He bids the player-Characters welcome and asks of what service he might be to them. He will treat them as hospitably as he can, but will try to keep them from knowing he is a Hermit (he will admit it if asked directly).

In the alcove is a treasure: it contains a magnificently

7.1 DWELLING II

ornamented Pot Helmet, but wrapped in linen. The "Peasant-Man" will try to divert their attentions away from this, but if they persist, he will give them a warning: "In yon linen-cloth is wrapped a Great Helmet the likes of which has never before been beheld nor worn on head of Knight. And unless ye be a pure-hearted Knight or Lady, ye might not lay hands upon it, nor remove it from its place, lest you suffer a grievous wound."

If any but a Christian Renunciate lays hands upon it, he/she receives immediately d8x8 Injury Points to a randomly determined Hit Location. Surviving this, if he/she tries to take it outside of the cave, he/she will be stricken with yet another such injury. And again, if the Helmet is placed on the head, that head will immediately suffer d8x8 Injury Points. Christian Renunciates are immune to all this injury.

Whenever this Helmet is worn in combat, it provides normal Pot Helmet protection, but also has this peculiar property: there is a 20% chance each round or segment that anyone combatting the wearer of this Helmet will be temporarily dazzled by its brightness, giving the wearer a free attack for that round.

On the floor are more small bones.

4. The figure is the skeleton of some warrior of ages past, and its clothes and ancient armor are rotted or rusted beyond effectiveness.

On the floor are thistles. If these are touched, or if the alcove is examined, these thistles transform immediately into d20 Spriggins, who attack immediately, each one with a 25% chance of getting its first attack free.

If half of these Spriggins are killed, the remainder will flee; otherwise they continue attacking.

In the alcove is a small shield bearing the coat-of-arms of a randomly determined Character Lady. If this shield is identified and returned to her, she will reward by sponsoring a tournament in honor of the player-Characters, to be held one week from the day it is returned to her. All the Character Knights in her kingdom will participate, and at a special feast (the night of the tournament) she will present the player-Characters with a special drinking horn (worth d4 Goldpieces).

7.1 DWELLING II

5. The figure looks like a roughly-clad Peasant, but (the GG should not tell this) is actually a Werewolf. He will, somewhat nervously, try to carry on a conversation with the player-Characters, and offers them hospitality.

If it is one of the first five days of the month and player-Characters spend an undue amount of time in the cave (especially trying to examine the alcove), the "Peasant-Man" will transform into the monster he really is, attacking the travelling party. Otherwise, he offers to travel with the party.

In the alcove is a rusty old Pot Helmet (unsuitable for use) but wrapped in linen.

On the floor are more small bones.

6. The figure looks like a roughly-clad Peasant, because that's exactly what he is. He is a bit nervous. He asks what he might do for such fine people as themselves. As it turns out, he was separated from his master's army on a recent campaign a few weeks prior, and has been roaming the countryside ever since. In the alcove he keeps the equivalent of two days' rations, wrapped in linen, and outside, hidden behind some bushes, is a pitchfork which he had used as a weapon (equivalent to a mace, for fighting purposes). Any Christian player-Character who escorts this Peasant back to his home province (GG will randomly determine this) will receive a +1 Faith Rating Bonus.

ENCHANTED VESSEL I ...

It is a War-Ship, but magnifi-cently rigged and slightly larger than normal. It is sailing in a randomly determined direction, but nobody seems to be on board. No answer comes when it is hailed. It can be easily boarded by crews of any size vessel. Its sails are golden, its flags and shields crimson. Its oars are lifted and inactive.

(GG NOTE: Nothing on board is to be revealed unless physically examined) On board, one sees a wide deck with no movable parts except a hatch leading below deck. The ship stops dead in the water once boarded. At the bottom of the ladder at the hatch is a large Crew's Quarters, with four double-bunks and a large chest. The rest of the below-deck is the oarsmen's area, and in the midst of this is a set of kettle-drums and two large drumsticks.

7.1 ENCHANTED VESSEL I

Now roll a d6:

1. If player-Characters board this ship and remain on deck, going no further and touching nothing, there is a 20% chance of having one randomly determined player-Character involved in an accident either by loose floorboard (causing d8 Injury Points) or by falling rigging (causing d20 Injury Points).

For every time a player-Character uses the ladder to go between decks, there is a 30% chance that he loses his balance and falls, causing d12 Injury Points (roll for hit location). Every player-Character who enters or leaves the Crew's Quarters has a 20% chance of knocking his head against the top of the doorway, causing d6 Injury Points to the head. Every player-Character opening the chest has a 30% chance of putting his/her back out of line, causing d20x3 Subdual Points, listed as "General Damage." The chest will be empty. Every player-Character venturing into the oarsmen's area has a 20% chance of tripping over a shackle, causing d6 Injury Points (roll for hit location).

However, if the kettle drums are struck, the accidents stop happening for the duration of the Turn, allowing player-Characters to get safely off this Ship of Mishap. Once everyone is off, it sails again at an unpusruable rate in a randomly determined direction.

If, however, player-Characters stay on board for more than the duration of the Turn (it is always dead in the water while player-Characters are aboard), there is a 75% chance of some major accident occuring (the GG is advised to be creative in his description thereof), causing d12x5 Injury Points to be inflicted on a randomly determined hit location.

2. Nothing about the ship is remarkable, except the kettle drums. There is a 40% chance that one of the party will notice a small sign high above the drums, proclaiming the following:

"Whither Thou Goest, I Would Know

Me Strike, and Thither Shall We Go."

If the kettle drums are struck and a destination is announced (any shore-hex), the oars automatically lower into the water and begin rowing; the sails re-set themselves; this Automatic Ship travels at twice normal speed directly to the destination. It remains at this location until all have disembarked, up to one Turn, then dissolves as though it were made of paper. All stragglers are left floundering in the water; all their arms and armour are destroyed.

7.1 ENCHANTED VESSEL I

3. If the hatch-door is opened, d12+5 Gargoyles climb out and surround the player-Characters. They attack but strike only to subdue. Once they have inflicted their first subdual point, another Gargoyle appears and hovers above the melee, and shouts this warning:

"It is thy service we require - resist no more and we will spare thee further damage. But know that ye are trespassers of the Dark Fleet, and trespassers must pay with their service!"

If player-Characters surrender, they are taken below and chained to an oar. That is the last thing they will remember until they wake up two weeks (to the day) later at the shore-hex nearest their point of capture. Their possessions are intact but their vessel is lost. They are totally subdued, minus one Subdual Point (barely conscious).

If player-Characters resist and lose, their fate is the same as if they had surrendered, except their possessions are taken by the Gargoyles for their belligerence.

If the player-Characters conquer the Gargoyles (fat chance), they will find 100 Peasants chained below who will gladly follow their saviors. If there is more than one player-Character involved in the victory, the GG will judge which one best deserves their loyalty.

4. Before it can be boarded, the ship repeatedly rams and tries to sink the player-Characters' vessel. Check Section 11.23A. This Ship of Destruction has a Hull Value of 12. The only way to avoid being sunk by this ship is to sink it first; a tough job.

Once their vessel is sunk, all possessions are lost, but their lives are saved by friendly mermaids, who transport them to the nearest shore-hex. However, male player-Characters will suffer madness for love of the mermaids for the next d8 days: every action they try to take during this time is 10% likely to be nullified by a fit of madness.

5. This ship is unmanned but fully operational. It will continue to sail at half-speed in randomly determined directions, but if a sufficient crew can be rounded up (minimum 12 oarsmen; check Section 11.14), it can be claimed as a personal possession. It has a Travel Rate of 20 Open Sea, 10 Upstream, 35 Downstream. It has a Load Capacity of 400 men, needs a maximum of 100 oarsmen, and a Hull Value of 12.

7.1 ENCHANTED VESSEL I

6. Upon boarding, the ship is caught up in a whirlpool. The result is that the ship is sucked down into the Deep and anyone who boarded it are left floundering, their personal possessions lost forever. They will be able to return to their vessel by swimming hard, but take d10x10 Subdual Points in the attempt.

ENCHANTED VESSEL II ...

A Logboat with shredded sails and in generally poor condition, dead in the water.

(GG NOTE: If boarded, it seems to be only a run-down Longboat, with nothing out of the ordinary) After one Turn, the vessel sinks and all still aboard will lose what possessions they brought aboard and take d20 Subdual Points swimming back to their vessel.

If the player-Characters approach the vessel to board it, roll a d6:

1. All who board this ship are cursed with "Toadiness" as detailed in Section 10.6: there is a 25% chance per Turn for the next 10 days that the person boarding the ship will transform into a toad, and remain as such for the duration of those ten days. Those affected will not notice any symptoms until they become toads.

2. All who board this ship are automatically effected by a "Sleep Spell" (but only after disembarking from this ship) as detailed in Section 10.4: they fall asleep for the next d4 Turns.

3. All weapons brought on board this ship become enchanted as detailed in Section 10.4: it increases its damage increment by 2 and its user adds 2 to all of his/her d20 Swordplay Rolls, lasting for d8 days (GG NOTE: player-Characters will not be aware of this enchantment, and thus Christians using their weapons after this will take Faith Rating Penalties as shown in Section 3.5).

4. All who board this ship are cursed with "Blindness" as detailed in Section 10.5: they become blind for d4 days.

5. All who board this ship become invisible, as detailed in Section 10.4: they become impossible to find when "Hiding," receive a -6 Defense Bonus, add 4 to their d20 Swordplay Rolls, and become generally silent and undetectable (although their voices may still be heard). This condition normally lasts for only d10x10 segments

7.1 ENCHANTED VESSEL II

or rounds, but this time (in this case only) it lasts for d4 Turns.

6. All suits of armor (leather or chainmail) brought on board this ship will become enchanted as detailed in Section 10.3: for the next d6 days the armor gives its wearer an additional -4 Defense Bonus.

PAVILION I ...

Under a shady tree, a pavilion, its flaps shut. Tied to one of the trees, a Charger and a Palfrey. Leaning against the tree, a Knight's Shield (but with its face turned toward the tree so that its markings cannot be seen), and six jousting lances.

The tent flaps open. Now roll a d6:

1. There appears at the opening a randomly determined Character Lady. She tells the travellers that they should leave her (GG NOTE: make up excuses - play it by ear). If the travellers do not leave, a large handsome "Knight" appears from behind her and repeats that they should leave. He is actually a Vampire, and is looking forward to having his way with the Lady. If travellers do not then leave, he attacks them in the manner of Vampires (using his fists). If he is vanquished, the player-Characters are credited with "Saving a Human Life" and (if the Lady is Christian) "Freeing a Christian Lady."

The shield leaning against the tree is permanently enchanted (thus, the bearer of same receives no Faith Rating Penalties for using it), and gives its wearer an additional -2 Defense Bonus. Its color (roll a d4):
1 - White, 2 - Gold, 3 - Black, 4 - Blue.

2. There appears at the opening a Lady, Beauty Rating d6+4. She smiles at the travellers, but then a Lesser Knight strides out, fully armed and with a Broadsword, and shouts out insults at the travellers. If there are no Knights within the party, he will attempt to capture any and all player-Character Ladies; if there is a Knight amongst them, he mounts his Charger and attacks with one of the jousting lances. His armor and broadsword have been enchanted, as per 10.3 ("Armor Enchantment") and 10.4 ("Weapon Enchantment"). The Lady is a powerful witch, but she will throw no more spells, being content to watch the ensuing battle. She will praise the player-Character Knight if he beats the Lesser Knight, and will offer the remaining five jousting lances to him as honor to his fighting prowess.

7.1 PAVILION I

These lances, however (the GG should not reveal until they are used), are cursed and subtract 5 from the user's jousting rolls.

3. There appears at the opening both a randomly determined Character Knight and a randomly determined Character Lady. They greet the travellers and explain that the Character Knight is escorting the Character Lady to her home castle (wherever that might be, as listed in Section 15.0). If the travellers choose to go with them, they will be entertained at her castle and each given a gift of friendship: one item on the Supplies List not exceeding a value of 5G (GG NOTE: this presentation should be a surprise, not a promised reward).

4. There appears at the opening a Black Knight who does not speak but immediately mounts upon his Charger, takes up his black shield and a lance. If there is a Knight among the travellers, he gestures for a joust. If there is no Knight, he gestures that they should leave. He is joined by his companion, a small but charming Damsel (Beauty Rating d8+4), who explains that her husband is a mute, and also a bit stupid, and that it would be best if they left since he has worked himself into this state. In fact, she is a Wood Nymph and has the Black Knight under some sort of a spell. If the Black Knight is unhorsed in a joust, it breaks the spell and he is free from the Wood Nymph's power. He thanks the Knight who unhorsed him and pledges service to him (check Section 8.9 for details).

5. There appears at the opening a Squire, who inquires of the travellers' intentions. Sleeping within is a randomly determined Character Knight; next to his mattress are his suit of chain mail, surcoat, bascinet and pot helm, and a battle axe. He has been on a quest for adventure (the Squire explains). He awakens at the beginning of the next Turn. If one of the player-Characters is a Knight, he demands a joust, after which is accomplished he will offer to travel with them for 14 days. If there is no Knight, he will pledge service (check Section 8.9) to the most beautiful Lady present, til the end of the month. After that, he will leave them, no matter the circumstances.

6. There appears at the opening a randomly determined Character Lady. She explains that her escort, a randomly determined Character Knight, was beaten in combat and taken to the dungeon of the fortified Tower of a Pagan Powerlord Black Knight, to be found 40 miles away in a

7.1 PAVILION I

randomly determined direction. She requests that they go and rescue him.

Upon arrival at this fortified Tower, the Black Knight will send out first his retainers (d6 Lesser Knights) to battle the travellers and finally (if necessary) he will emerge and do battle himself, using battle lance and two-handed sword. He will attempt to imprison any and all Knights; for some reason he leaves Ladies alone.

PAVILION II ...

Just discernable in the midst of some high bushes, a large grey pavilion. There is nothing around it to hint who might be staying within, if anyone.

(GG NOTE: Nothing will happen in this encounter unless player-Characters investigate the interior of the pavilion.)

Now roll a d6:

1. Inside are Merchants, Lesser Knights, a few Bandits, freemen, and Castle Guards, all in a ring. A large penned space in the middle is the center of their attention. While they talk amongst themselves, a few of them notice the player-Characters peering in at them, and gesture for them to come in. No one seems to particularly care about the player-Characters' presence.

"What'll it be, what'll it be?" says one of the Merchants, addressing the player-Characters, "Rex, or Bull?"

He goes on to explain that Rex and Bull are two brachets which are about to enter the ring and fight it out: a dog-fight. The player-Characters are encouraged to place their bets with the Merchant who addressed them. Successful bets will win 150% of the betted sum.

"Rex" and "Bull" may be regarded as "Wild Dogs;" consult Section 7.2 for fighting abilities, etc. The only possible difference between the dogs will be their weights. This may not be revealed to the player-Characters, but there is a 30% chance that the Merchant will give them a reliable tip regarding their weight (only to the extent of saying which is the heavier dog). Otherwise, there's a 30% chance he will give an unreliable tip.

7.1 PAVILION II

The first dog to sustain 90% of its weight in Injury Points is declared loser.

Only when the player-Characters have placed their bets or declared their intentions not to bet will the dogs be brought out and the fight begun.

2. Inside are d6 Slave-Traders, auctioning off slave to three Black Knights (Knight 'A,' Knight 'B,' and Knight 'C'). The latter are dressed in everyday clothing and capes; they are not wearing armor and carry only daggers in their belts. The Slave-traders have their normal weaponry (check in Section 7.2).

The slaves being auctioned are two Peasants and two Damsels. All are shackled in irons. One of the Damsels is a randomly determined Character Lady, who has been captured by these villains (and check Section 15.0 for her Beauty Rating and other important factors).

The other Damsel has a d6 Beauty Rating.

The Character Lady is currently the one being auctioned. Looking up and seeing the player-Characters looking in, she begins to whimper and then screams a plea: "Help me!"

While the head Slave-trader slaps her in the face, the others turn toward the player-Characters. Instead of panicking, they encourage the player-Characters to participate in the auction.

Each Black Knight has d6 Goldpieces with which to bid. The Slave-traders' purse contains d12 Goldpieces, d20 Silverpieces, and d20 Copperpieces.

The player-Characters may choose to participate in the auction, combat the participants, or leave.

3. Inside is a large table, and on it a large and beautiful purple mantle (cape) made of rich furs and beset with precious stones. There is nothing else.

This cape is enchanted: the wearer is empowered to recognize false disguises, enchanted objects, or enchanted persons. (GG NOTE: There is nothing to let the player-Characters know that the mantle is enchanted or what the enchantment might be).

4. Inside are two posts driven into the ground, and tied to each a Dwarf. These Dwarves, seeing the player-

7.1 PAVILION II

Characters, beg to be set free. They promise to lead the player-Characters to a place where they keep a Type-II Enchanted Broadsword (check Section 17.0).

There is a 50% chance that the owner of the pavilion, a Pagan Powerlord Black Knight (who captured the Dwarves), will return and discover the player-Characters as they leave the pavilion. He will fight to the death for possession of these Dwarves.

Assuming they get away, the Dwarves will lead the player-Characters 10 miles in a randomly determined direction. There, the player-Characters must spend one full Turn searching through an underground labyrinth where they will then find the aforementioned Enchanted Broadsword.

5. Inside is a Damsel (Beauty Rating = d6, Christian Chivalrous) chained to a bed, heavy with child and in the final stages of labor. She is attended by a peasant-woman midwife. Between screams the Damsel explains that she is the prisoner of a wicked witch, who is due to return at any moment to claim the newborn infant to use as a human sacrifice in some cruel ritual.

Using any conventional weapon, it will take six rounds to break the chains which hold her. Without a weapon, see Section 13.11 for attempting to break the chains with bare hands (assume one successful attempt needed to break all the chains).

The Witch is 10% likely to return per round. If this happens, she is accompanied by d4 Lesser Knights. Together they will do their utmost to secure the Damsel and drive off the player-Characters. The Witch has a d4 Beauty Rating and no Spell Success Probability Bonus.

If the Damsel is rescued, player-Characters are credited with "Freeing a Christian Lady" and "Saving a Human Life" (check Section 3.5).

The child will be born in d20x5 Rounds. Then roll a d6: 1-3, a male child is born; 4-6, a female. If the child is born while the mother is travelling (unless in a wagon), it dies immediately upon birth and points earned for "Saving a Human Life" are forfeited. In any case, there is a 10% chance that the Damsel will die from complications of the birth. If she survives, she explains that the child's father, a Lesser Knight, died from wounds sustained in a battle, and that his dying wishes were that his wife should find a good and

7.1 PAVILION II

honorable Knight to raise the child. (GG NOTE: If the Damsel dies from childbirth, the midwife will explain all this).

If there is no willing Knight in the travelling party, player-Characters will receive a +3 Chivalry Rating Bonus for delivering the child, mother (if alive), and midwife to a willing Knight.

A willing Knight receives a +4 Chivalry Rating Bonus for bringing the child home to his own castle. Thereafter, he receives a +1 Faith Rating Bonus per month. It will cost the player-Character Knight 1 G per month to maintain the child, and an additional 1 G per month to maintain its mother.

6. Inside is a terrible sight: bones and gore and bits of bloodied clothing strewn everywhere. Alseep in a corner - roll a d4:

1 - A Chimera, 2 - A Leopard, 3 - A Manticore, 4 - A Lion

The sleeping beast awakens and attacks, but if the player-Characters are quick (GG's judgement), they can have one free attack first.

Survivors of this battle will find, if they examine the carnage and clothing, a purse containing d6 Goldpieces and d20 Silverpieces. It also contains an Enchanted Necklace, which has the following property (roll a d4):

- 1 - Raises a Lady's Beauty Rating by 1, when worn.
- 2 - Causes d% Subdual Points, when put on.
- 3 - Repels all Monster-type Encounters, when worn.
- 4 - Causes all Man-type Encounters to regard the wearer as an Enemy.

STONE WELL I ...

A copse of small trees and high bushes, within which is a clearing. In the middle is an ancient stone well, and sleeping next to it is a wild-looking man: ungroomed, shaggy beard, torn leather clothing (be-fitting the lowest of kerns), and sporting a few minor wounds (d20 Injury Points and d20 Subdual Points). Beside him lies a rude club (equivalent to a Mace). Approaching to within 20' is 75% likely to awaken him. Looking down the well (which requires checking to see if the man awakens) will reveal a deep shaft. The bottom is too far down to be seen. A bucket and long rope sit on the wall of the well.

7.1 STONE WELL I

Now roll a d6:

1. The man is a Merchant. He was beaten and robbed by Bandits. Before they reached him, he threw his purse into the well. He now hopes to somehow regain it. He cannot trust anyone, but is glad nevertheless to see the player-Characters, who can at least take him back to civilization. He engages them in conversation so as to find out more about them, paying particular attention to their trustworthiness. The GG will judge, (by the player-Characters' responses) whether the Merchant can deem them trustworthy or not. If he trusts them, he will tell them of his plight and of the purse; he offers half its contents as a reward (contents = d12 Goldpieces, d12 Silverpieces, and d20 Copperpieces) if he is lowered down into the well to retrieve it. If no one in the party is deemed trustworthy, he offers himself as a servant (fearing for his life), and will serve in whatever capacity he can, for d6 days. On the last day of service, he escapes at night, stealing one of the party's horses (if available).

The water in the well is of no remarkable quality.

2. The man is a Peasant gone mad. He describes himself, however, as a Knight of Great Prowess from a randomly determined kingdom, who has lost his mind for the love of a Lady. He requests arms and armor, for which he would serve as a faithful bodyguard for a full month. Of course, he is only capable of fighting as a Peasant, with an Unseating Number of 10, but he will do his best. There is a 25% chance each Turn that he will be overcome in a fit of madness, whereupon he wails and moans and attacks trees and rocks and shadows, etc.

If refused arms and armor, he attacks with the club, striking to injure.

The water in the well, when drunk, causes madness: there is a 10% chance that every action taken by the mad Character will be nullified by madness; this condition lasts for d12 days.

3. The man is a Peasant gone mad, but he engages the player-Characters in conversation as if trying to find out about them. Eventually he offers himself as a servant, and will serve them for d6 days. On his last day of service, on the first active Turn of play, he attacks the party with his club (which he keeps with him), striking to injure. After d20 rounds of combat, he flees and escapes.

7.1 STONE WELL I

The water in the well, when drunk, causes the same madness as described in #2 above.

4. The man is a randomly determined Character Knight (not a player-Character), gone mad for the love of a Lady. He requests arms and armor, for which he promises service as a bodyguard for a full month. After d6 days, however, he will turn upon his companions and attack vigorously, striking to injure. After d20 rounds, he flees and escapes.

If refused arms and armor, he attacks with the club, striking to injure, until killed or subdued; but if mercy is requested, he flees and escapes.

The water in the well is of no remarkable quality.

5. The man is merely a Peasant having a nap, but fearing the worst from the player-Characters, he engages them in conversation and then offers his service, serving for d6 days, then fleeing by night and escaping.

The water in the well is remarkable: when drunk it empowers the Drinker to be extremely persuasive. For the next d8 days, requests made upon anyone by the Drinker must be granted, or a -4 Chivalry Rating Penalty is levied.

6. The man is a randomly determined Character Knight (but not a player-Character), gone mad for the love of a Lady. He engages the player-Characters in conversation, but once conversation is established, he rushes at them with his club. His madness gives him a +4 Offense Bonus. He will continue fighting until killed or subdued, but if mercy is requested, he flees and escapes.

If the bucket is lowered into the well, roll a d4 to find who dwells therein (and leaps out at them to attack!):

- 1 - d4 Water Leapers
- 2 - d4 Goblins
- 3 - 2 Lesser Ogres
- 4 - a Great Ogre

If the mad-man is still around when the well-dweller(s) attack, he grabs his club and assists the player-Characters, after which he reveals his name and accompanies them for the remainder of the month, cured of his madness.

7.1 STONE WELL II ...

STONE WELL II ...

The well is large and fully function-ing; a Damsel is lowering a bucket into it for water. She has a d6 Beauty Rating, and is Christian Chivalrous.

As the player-Characters watch her, a White Stag appears over the horizon.

Now roll a d6:

1. The Damsel is merely getting water for cooking. She has absolutely no aspirations with regards to the player-Characters.

The White Stag flees. If it is pursued for two Turns, the pursuing player-Character receives a +3 Chivalry Rating Bonus. It travels in randomly determined directions, keeping just ahead of its pursuers at all times. After two Turns, it gets so far ahead of its pursuers that it is never seen again.

2. The Damsel is getting water for cooking. If engaged in conversation by a Knight she is 60% likely to fall in love with him (regarding him as a "Para-mour").

The White Stag flees. It runs for one Turn in a randomly determined direction, keeping just ahead of its pursuers, and then suddenly transforms into a Griffin and attacks its pursuers.

3. The Damsel is getting water for her brother, who lies wounded five miles away in a randomly determined direction. She requests the player-Characters to help transport him to the nearest Monastery. If this is agreed to and carried out, Christian Characters receive a +2 Faith Rating Bonus. Failure to do so, conversely, warrants a -2 Faith Rating Penalty.

The White Stag, however, wants pursuing. A -2 Chivalry Rating Penalty is 75% likely to be levied against non-pursuers the first Turn, 50% likely the second Turn, and 25% likely the third Turn. After that, player-Characters are not obligated to pursue.

4. The Damsel is mute, and begins to run away in a randomly determined direction.

However, the White Stag stays and calls out to them in English:

"Fair Traveller(s), I beseech thee, let not that Damsel escape! For she is not a Damsel, nor am I a Stag!"

7.1 STONE WELL II

The situation is this: An enchantment (cast by an unknown witch) has caused this Damsel and this Stag to take on each other's mind, so that the Damsel has the mind of a Stag and the Stag the mind of the Damsel.

The enchantment, as the Stag explains, can only be broken if a pure-hearted Knight (Christian Renunciate) draws water from the well and gives it to the Stag to drink. The change will then take place immediately; the Stag will flee and the Damsel will regain her reason. She will thank the Knight who saved her and regard him as a "Paramour." The Knight receives credit for "Freeing a Christian Lady" (see Section 3.5D).

5. The Damsel is getting water for the Stag, which is her pet. The Stag is quite tame, and walks closer. The Damsel is proud of her pet, and walks it around for all to see.

If a Pagan Character, however, takes the White Stag from her (by force, as she would never give it or sell it), he/she receives a +2 Power Rating Bonus, and receives an additional Power Rating Bonus of +1 for every seven days that the White Stag is kept. It must be kept in the Pagan Character's presence at all times for the Ratings Bonus to apply.

The Stag will look to every opportunity to escape, so the Pagan must keep it well secured. Every Christian Knight who sees the White Stag will be "unconsciously" aware that the Stag was stolen, and will challenge the Pagan for its possession.

6. The Damsel demands that the travellers leave her, that they are trespassing on her father's land. The White Stag will attack the travellers if they do not then leave (Size=200 damage points, Strike Roll 13, Damage Increment 3, no Offense or Defense Bonuses).

What they are guarding so jealously is the water in the well. If only one drink of water is taken from this well, the drinker becomes physically strengthened: all Injury Points are immediately healed and receives an additional +2 Offense Bonus.

7.2 OTHER ENCOUNTERS ...

7.2 OTHER ENCOUNTERS ... The format for this part of the Reference Guide is explained below.

NAME OF ENCOUNTER: Tells exactly what it is.

DESCRIPTION: Suggests a way for the GG to describe it.

NUMBER APPEARING: How many are encountered (dice will determine).

SIZE (DAMAGE POINTS): Weight in lbs., or effectively, how many points of damage it can sustain (for use in Combat).

STRIKE ROLL: Same as Character's "Swordplay Roll" (we don't call it that because some encounters don't carry weapons - don't need 'em!). See Section 9.2 (for use in Combat).

DAMAGE INCREMENT: Measure of its weapon/attack effectiveness. See Section 9.4 (for use in Combat).

OFF. BON./DEF. BON.: "Offense Bonus" and "Defense Bonus." See Section 9.4 (for use in Combat).

SPECIAL FEATURES: If the encounter is a man-type, this part will show what sort of armour (if any) he is wearing. This also describes any interesting abilities or habits the thing might have, as well as showing how fast it can move in an "Adventure."

ALIGNMENT LEANINGS: This shows which of the Character's two "Ratings" (Chivalrous or Faith for Christians; Chivalrous or Power for Pagans) will be used in negotiations, if any should arise.

SPECIAL LANGUAGE: If "Unique," this means it can only speak one language, known only to its kind. If "Yes," it means it has the ability to communicate in its own special tongue, but it also understands English. If "No," it speaks only English. If no special language is listed, it means it cannot speak; such an encounter is non-intelligent.

INTERESTS: Shows what it is looking for, the likelihood of its attacking, and other useful information about the way it normally behaves.

7.2 ADDER ...

Name of Encounter: ADDER
Description: A snake in the grass, appr. 3' long
Number Appearing: d4
Size (Damage Points): 2d6x4
Strike Roll: 13
Damage Increment: 2
OFF. BON.: 0 DEF. BON.: -1
Special Features: Wounds inflicted double each turn until healed. Move maximum of 60' per segment.
 Separate Hit Location Chart:
 1 - Head
 2 - Head
 3 - Head
 4 - Neck
 5 - Neck
 6 - Body
 7 - Body
 8 - Body
 9 - Body
 10 - Tail
 11 - Tail
 12 - Tail

Alignment Leanings: none
Interests: 75% likely to attack.

Name of Encounter: ANGEL
Description: A very bright light in human form
Number Appearing: 1
Size (Damage Points): 400+d%
Strike Roll: 7
Damage Increment: 4
OFF. BON.: +4 DEF. BON.: -4
Special Features: 100% impenetrable aura. Will vanish in the presence of any other faerie-types, taking faerie-types with it. Strike only to subdue, with a fiery sword. Can perform all miracles (Section 10.9) at will. Christians encountering receive +2 on Faith Ratings, and Pagans receive -2 on Power Ratings. Move maximum of 200' per segment.
Alignment Leanings: Christian Renunciate
Special Language: Yes, plus all other languages.

7.2 ANGEL ...

Interests: Extreme interest in progress of Christians, but reluctant to visably interfere in human affairs. If asked, will lend assistance to Christians 25% of the time; never to Pagans. 50% likely to attack Pagans.

Name of Encounter: BANDITS
Description: A gang of mean-looking dudes
Number Appearing: 2d20
Size (Damage Points): (d4x10)+100
Strike Roll: 13
Damage Increment: 3 or 2
OFF. BON.: 0 DEF. BON.: 0
Special Features: Their leader rides a hackney, weighs (d4x10)+120 lbs, and has a -2 Defense Bonus. Move as normal men. They wear leather armor, and each carries a mace and a dagger.
Alignment Leanings: Pagan Powerlord
Interests: Horses and money. 100% likely to attack if either of these is evident; otherwise, 30% likely to attack.

Name of Encounter: BASILISK
Description: A large, slithering reptile
Number Appearing: 1
Size (Damage Points): (d6x10)+300
Strike Roll: 9
Damage Increment: 5
OFF. BON.: +1 DEF. BON.: 0
Special Features: 25% likely to hypnotize a human, 90% likely to hypnotize any other living thing, due to its sly gaze. Move maximum 50' per segment.
Alignment Leanings: none
Interests: 50% likely to attack a human even if it can't hypnotize.

Name of Encounter: BEAR
Description: A very large, irritable Bear!
Number Appearing: 1 or 2
Size (Damage Points): (d8x10)+350
Strike Roll: 11
Damage Increment: 5
OFF. BON.: +3 DEF. BON.: -1
Special Features: Bad temper. Move maximum of 100' per segment.

7.2 BEAR ...

Alignment Leanings:
Interests:

none
Food. The equivalent of a Food-Unit is 75% likely to dissuade them if offered. Otherwise, 85% likely to attack.

Name of Encounter:

BROWNIE

Description:

A very ugly little man, about 3' tall.

Number Appearing:

d4

Size (Damage Points):

60+d12

Strike Roll:

see below

Damage Increment:

see below

OFF. BON.: 0 DEF. BON.: 0

Special Features:

Very docile and timid, and very quick. All but one Brownie will automatically flee. If attacked, the remaining Brownie is 35% likely to get away (without damage) per segment. Move maximum of 250' per segment.

Alignment Leanings:

Chivalrous

Special Language:

Unique

Interests:

If food or kindness is offered at the outset of the encounter, (GG's judgement) they will willingly follow the Character on his journey until they reach home. At the Character's home province, it will remain to work the fields. Brownies have an especially green thumb, and cause 10% to be added to the September harvest increases.

Name of Encounter:

CALADRIUS

Description:

A white bird (about the size of a goose).

Number Appearing:

1

Size (Damage Points):

(d6x5)+20

Strike Roll:

15

Damage Increment:

1

OFF. BON.: 0 DEF. BON.: 0

Special Features:

Roll a d6. If you roll a 1-3, they don't react to your presence unless you strike them first. If you roll a 4-5, they look at you immediately and miraculously cause all injury and/or subdual points (entire party) to heal instantly! But

7.2 CALADRIUS ...

if you roll a 6, they look away, and all members of the party are automatically smitten with enough subdual points (see Section 9.14) to leave them catatonic (totally subdued). Move maximum of 180' per segment.

Alignment Leanings:

none

Interests:

When they don't react (on a roll of 1, 2, or 3), it means they are truly not interested. They will fight if cornered, but otherwise they flee.

Name of Encounter:

CHIMERA

Description:

Beast with three heads: lion's head, goat's head, and dragon's head. Body of a lion, wings of a condor.

Number Appearing:

1

Size (Damage Points):

(d6x10)+390

Strike Roll:

13 (three times)

Damage Increment:

4

OFF. BON.: +1 DEF. BON.: 0

Special Features:

All three heads can attack at once. 20% likely to be encountered flying overhead, in which case it gets its initial attack free (if it attacks - no reprisal on this attack). Move maximum of 100' per segment.

Interests:

They attack anyone 75% of the time.

Name of Encounter:

COCKATRICE

Description:

Rooster with scaly belly and snake's tail.

Number Appearing:

d4

Size (Damage Points):

d12+25

Strike Roll:

13

Damage Increment:

1

OFF. BON.: 0 DEF. BON.: -2

Special Features:

Wounds they inflict do not heal naturally, and will fester and double each day until healed by a miracle. Move maximum of 120' per segment.

Interests:

They attack 95% of the time.

7.2 CYCLOPS ...

<u>Name of Encounter:</u>	CYCLOPS
<u>Description:</u>	Large one-eyed giant.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x20)+400
<u>Strike Roll:</u>	15
<u>Damage Increment:</u>	6 or 3
<u>OFF. BON.: +4 DEF. BON.:</u>	0
<u>Special Features:</u>	They are 75% likely to be carrying a huge club with a Damage Increment of 6; otherwise, they use their fists which have Damage Increments of 3. Move maximum of 100' per segment.
<u>Alignment Leanings:</u>	Pagan
<u>Special Language:</u>	Yes
<u>Interests:</u>	They attack 90% of the time. They are 50% likely to accept bribes of large animals, food units, or gold.

<u>Name of Encounter:</u>	IRISH DEER
<u>Description:</u>	Huge deer with twelve-foot antlers.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x20)+190
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	3 or 20 (see below)
<u>OFF. BON.: 0 DEF. BON.:</u>	0
<u>Special Features:</u>	In the month of March (which is their mating season), they are 75% likely to attack. During this month, they will charge anyone they encounter and have a Damage Increment of 20. They will only charge once, and then swing their antlers, with a Damage Increment of 3. This Damage Increment is always used when they are defending themselves. Move maximum of 180' per segment.
<u>Interests:</u>	In non-mating season, they attack 25% of the time. If in March (mating season), see above.

7.2 WILD DOGS ...

<u>Name of Encounter:</u>	WILD DOGS
<u>Description:</u>	A pack of canines.
<u>Number Appearing:</u>	d20
<u>Size (Damage Points):</u>	(d4x10)+30
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	2
<u>OFF. BON.: 0 DEF. BON.:</u>	0
<u>Special Features:</u>	For every five dogs rolled, there will be d4 puppies which are never involved in fighting, but can be captured and raised as bratchets. Adult dogs will always defend them to the death, but of course can be subdued. Move maximum of 150' per segment.

Interests: They attack 60% of the time. They will stop attacking if sufficient food is thrown to them.

<u>Name of Encounter:</u>	FLYING DRAGON
<u>Description:</u>	Large four-legged serpent with wings.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d8x20)+480
<u>Strike Roll:</u>	11 or 15
<u>Damage Increment:</u>	6 or 10
<u>OFF. BON.: +2 DEF. BON.:</u>	0
<u>Special Features:</u>	These are young adult male dragons; the females live in the water (Sea Serpents), and do not fly. The Flying Dragon breathes fire to release stored up hydrogen when flying, but can also use this as a defensive measure. Flying Dragons are hard to deal with, for this reason among others: all swords that touch them will corrode so as to be unusable by the end of the day. The blood, when touched, causes Injury Points at a rate of 1 per segment, up to 30 segments (3 rounds). Blood can be stored only in enchanted flasks. Because their sweat is so acidic, they like to store gold in their lairs because it is chemically inert. They also tend to swallow some gold to aid in digestion. Thus, Flying

7.2 FLYING DRAGON ...

Dragons have d12 gold pieces in their stomachs. If encountered in their lair (in an "Adventure"), they will be guarding a hoard of d% gold. 25% likely to be encountered flying overhead, in which case if it attacks, it attacks once with fire-breath - no reprisal on this attack - and then flies away. Fire has a Strike Roll of 15, but a Damage Increment of 10. Move maximum of 90' per segment.

IMPORTANT NOTE: After 20 segments of combat, they resort to fire breathing tactics. Every segment after 20, there is a 30% chance they will breathe fire. Fire has a Strike Roll of 15, but a Damage Increment of 10. Otherwise, they attack with teeth and claws with Strike Roll of 11 and Damage Increment of 6.

Interests:

They attack 95% of the time when encountered in their lair (in an "Adventure"); otherwise, 60% of the time.

Name of Encounter:

GREAT DRAGON

Description:

Larger version of Flying Dragon.

Number Appearing:

1

Size (Damage Points):

(d6x100)+850

Strike Roll:

11 or 15

Damage Increment:

7 or 12

OFF. BON.: +4 DEF. BON.: 0

Special Features:

35% likely to be encountered flying overhead, in which case if it attacks, it attacks once with fire-breath - no reprisal on this attack - and then flies away. Fire has a Strike Roll of 15, but a Damage Increment of 12. Their blood is even more corrosive than Flying Dragons' - it inflicts Injury Points at a rate of 2 per Segment, up to 30 Segments (three Rounds), when touched. Swords tainted with the blood of a Great Dragon will last only one more

7.2 GREAT DRAGON ...

Turn and are then totally corroded. If killed, their stomachs may be found to contain (d8 + 20) Goldpieces. They move a maximum of 90' per segment.

IMPORTANT NOTE: After 20 segments of combat, they resort to fire breathing tactics. Every segment after 20, there is a 30% chance they will breathe fire. Fire has a Strike Roll of 15, but a Damage Increment of 12. Otherwise, they attack with teeth and claws with Strike Roll of 11 and Damage Increment of 7.

Large quantities of flesh and gold. They prefer a horse to a human being, for its size. Once their victims are killed, they swallow them and all of their possessions as well. They attack 95% of the time when encountered in their lair (in an "Adventure"); otherwise, 50% of the time.

Interests:

Name of Encounter:

Description:

Number Appearing:

Size (Damage Points):

Strike Roll:

Damage Increment:

OFF. BON.: 0 DEF. BON.:

Special Features:

DWARF

Stout, little bearded man, about 3' tall.

d8

(d4x10)+80

11

3

-2

35% immune to magic spells. Able to make Type I Enchanted Broadswords at a rate of one every six months; Type II Enchanted Broadswords - one every twelve months; Type III Enchanted Broadswords - one every eighteen months (consult Section 17.0 for more information on Enchanted Broadswords), but only if left alone to concentrate on that task alone, and only if they have been totally subdued first by the player-Character. They move a maximum of 100' per segment.

7.2 DWARF ...

Alignment Leanings:
Special Language:
Interests:

Pagan
Yes
They love to work, but not for humans. If subdued, however, they will serve as a loyal squire, unless the Subduer is a Christian, in which case they turn into toads and hop away. They attack 40% of the time.

Name of Encounter:
Description:

WATER FAY
Lovely little woman in scanty peasant apparel, appr. 4'06" tall.

Number Appearing:
Size (Damage Points):
Strike Roll:
Damage Increment:
OFF. BON.: 0 DEF. BON.:
Special Features:

d6
(d4x10)+60
17
1
-4
Beauty Rating = d12. Can perform all Magic Spells with a +20% Success Probability Bonus. Able to transform themselves into butterflies and then back to original form up to once per day. Cannot survive Flat or Highland Terrain for more than 2 Turns at a time; the third Turn spent on such terrain causes instantaneous death. Can swim like fish, at a Travel Rate equal to that of a Longboat. Move maximum of 120' per segment.

Alignment Leanings:
Special Language:
Interests:

Chivalrous
Yes
Never attack, but 80% likely to cast a randomly determined spell on player-Character. Regard Queen Morgan le Faye as their leader. 90% respectful to King Arthur.

7.2 GARGOYLES ...

Name of Encounter: GARGOYLES
Description: Apelike demons with cloven-hooved feet, large bat-like wings, iron-clawed hands, kid-like horns and a long barbed tail.
Number Appearing: d4
Size (Damage Points): (d6x10)+190
Strike Roll: 11
Damage Increment: 4
OFF. BON.: +2 DEF. BON.: -2
Special Features: 90% impenetrable aura. If confronted by an Angel, both Angel and Gargoyles disappear in a cloud of smoke, to do battle on another plane. Move maximum of 200' per segment.
Alignment Leanings: Pagan Powerlord
Special Language: Yes, plus all other languages.
Interests: Harrassing people. They have some respect, however, for non-Chivalrous Characters. They are only 50% likely to attack Powerlords or Renunciates. They attack Chivalrous Characters 90% of the time. They leave off their attack when the Character is within 10 Injury Points of death.

Name of Encounter: HILL GIANT
Description: Hulking humanoid, 90+d20" tall.
Number Appearing: 1
Size (Damage Points): (d6x10)+290
Strike Roll: 15
Damage Increment: 6 or 3
OFF. BON.: d4-1 DEF. BON.: 0
Special Features: 75% likely to be carrying a massive club, which has a Damage Increment of 6; otherwise, their fists do Damage as if they were Maces. When they encounter Ladies, they will try to subdue and carry off to their lair, d6x5 miles away in a randomly determined direction. Move maximum of 100' per segment.
Alignment Leanings: none
Special Language: Unique
Interests: They attack 60% of the time. 50% likely to be dissuaded from an attack by offers of something shiny; 75% likely if in the form of coins.

7.2 WOOD GIANT ...

Name of Encounter: WOOD GIANT
Description: Hulking Humanoid, 96+d20" tall.
Number Appearing: 1
Size (Damage Points): (d6x10)+340
Strike Roll: 15
Damage Increment: 6 or 3
OFF. BON.: d4-1 DEF. BON.: 0
Special Features: 80% likely to be carrying a massive club, which has a Damage Increment of 6; otherwise, their fists do Damage as if they were Maces. When they encounter Ladies, they will try to subdue and carry off to their lair, d6x5 miles away in a randomly determined direction. Move maximum of 100' per segment.
Alignment Leanings: none
Special Language: Unique
Interests: They attack 75% of the time. 50% likely to be dissuaded from an attack by offers of something shiny; 75% likely if in the form of coins.

Name of Encounter: GOBLINS
Description: Wild-looking little men, about 3' tall.
Number Appearing: d6
Size (Damage Points): (d4x10)+30
Strike Roll: 9
Damage Increment: 2
OFF. BON.: 0 DEF. BON.: -2
Special Features: 20% impenetrable aura. Move maximum of 100' per segment.
Alignment Leanings: none
Special Language: Unique
Interests: Horses and money. All riders will be challenged for their horses; if the steed is turned over they take it and do no more harm. Non-riders are 60% likely to be attacked, unless all the person's money is handed over to dissuade them. They always want something.

7.2 GRIFFIN

Name of Encounter: GRIFFIN
Description: Head, wings, and front talons of an eagle, body of a lion.
Number Appearing: 1
Size (Damage Points): (d10x10)+250
Strike Roll: 11
Damage Increment: 5
OFF. BON.: +1 DEF. BON.: -1
Special Features: Move maximum of 100' per segment.
Alignment Leanings: Chivalrous
Interests: Horsemeat. They are 95% likely to attack a free horse, 75% likely to attack a horse & rider, and 40% likely to attack a non-rider. They carry the horse away for food.

Name of Encounter: GYPSIES
Description: Colorfully dressed travellers.
Number Appearing: 2d20
Size (Damage Points): (d6x10)+90
Strike Roll: 15
Damage Increment: 2
OFF. BON.: 0 DEF. BON.: -1
Special Features: Their leader rides a Hackney, weighs (d6x10)+120 lbs., wears leather armor, and has a -3 Defense Bonus. All carry daggers, but only the leader wears any form of armor. They are usually peaceable, and when they don't attack, they offer hospitality. Unprotected Ladies are 80% likely to be the object of a "peaceable" abduction, in which case they must travel with the group in randomly determined directions until rescued. There is a 40% chance that one member of the player-Characters' party will have all his money pilfered, never to be returned. For a fee of 5 S, they will "tell a fortune," whereby Characters can be informed of the location of some Special Implement (see Section 17.0), or any other plots in the game that might concern them, if there are any

7.2 GYPSIES ...

(such revelations should be shrouded in mysterious sounding phraseology). For a fee of 1 S, they can identify any coat-of-arms.

Alignment Leanings:

Pagan

Special Language:

Yes.

Interests:

Money and women. They attack 15% of the time.

Name of Encounter:

HERMIT

Description:

Wild-looking man dressed in animal skins.

Number Appearing:

1

Size (Damage Points):

(d8x10)+90

Strike Roll:

15

Damage Increment:

3

OFF. BON.: d4-1 DEF. BON.: d4-1

Special Features:

Able to identify any given coat-of-arms, so that if you tell him what was on the shield, he can identify its owner. Animal skins he wears are sufficiently thick to be regarded as leather armor. They are usually able to perform any given miracle at will (check Section 10.10), but only once, and only if treated well. Christians meeting them are inspired and receive a +1 Faith Rating Bonus automatically. Pagans, on the other hand, receive an automatic -2 Power Rating Penalty.

Alignment Leanings:

Renunciate

Special Language:

Yes

Interests:

They attack Pagans 25% of the time; they never attack Christians.

Name of Encounter:

HIPPOGRIFFS

Description:

Head, wings, and talons of an eagle; hindquarters of a horse.

Number Appearing:

d4

Size (Damage Points):

(d6x10)+240

Strike Roll:

13

Damage Increment:

3

OFF. BON.: 0 DEF. BON.: 0

Special Features:

Nasty temper. Move maximum of 120' per segment.

Alignment Leanings:

none

Interests:

They attack 70% of the time.

7.2 HOBGOBLINS ...

Name of Encounter: HOBGOBLINS
Description: Wild-looking little men, about 4' tall.
Number Appearing: d4
Size (Damage Points): (d6x10)+40
Strike Roll: 9
Damage Increment: 3
OFF. BON.: 0 DEF. BON.: -1
Special Features: 20% impenetrable aura. Move maximum of 100' per segment.
Alignment Leanings: none
Special Language: Unique
Interests: Horses and money. All riders will be challenged for their horses; if the steed is turned over they take it and do no more harm. Non-riders are 75% likely to be attacked, unless all the person's money is handed over to dissuade them. They always want something.

Name of Encounter: WILD HORSES
Description: Wild-looking horses.
Number Appearing: d20
Size (Damage Points): (d8x20)+200
Strike Roll: 15
Damage Increment: 3
OFF. BON.: 0 DEF. BON.: 0
Special Features: Horses with more than 300 Damage Points are Charger-material; the rest are Hackney-material. If subdued, they can be ridden as a steed. Move maximum of 160' per segment.
Alignment Leanings: none
Interests: They attack 10% of the time.

Name of Encounter: HYDRA
Description: Huge, eight-headed serpent.
Number Appearing: 1
Size (Damage Points): (d10x10)+400
Strike Roll: 15 (d4 attacks per round or segment)
Damage Increment: 3
OFF. BON.: 0 DEF. BON.: 0
Special Features: These monsters get 1-4 attacks every round or segment. When one head has accumulated 50 Damage Points or more, it is out of commission (dismembered or paralyzed). Separate Hit

7.2 HYDRA ...

Location Chart:

- 1 - Head #1
- 2 - Head #2
- 3 - Head #3
- 4 - Head #4
- 5 - Head #5
- 6 - Head #6
- 7 - Head #7
- 8 - Head #8
- 9 - Chest
- 10- Chest
- 11- Tail
- 12- Tail

Move maximum of 60' per segment.

Alignment Leanings:

none

Interests:

They attack 75% of the time.

Name of Encounter:

KILMOULIS

Description:

Tiny man (appr. 4' tall) with a huge nose and no mouth.

Number Appearing:

1

Size (Damage Points):

(d6x10)+30

Strike Roll:

13

Damage Increment:

2

OFF. BON.: 0 DEF. BON.:

-2

Special Features:

This ugly little fellow eats by shoving food down through his huge nostrils. When fighting, uses a small sort of mace. Protected by a 20% impenetrable aura. 80% likely to notice traps or detect beings within 50'. Move maximum of 100' per segment.

Alignment Leanings:

Pagan

Special Language:

Unique (sign language).

Interests:

Loves to follow travellers around, in search of adventure. After attaching himself to a group, will regard all of them as "Comrades." They defend if attacked, but never initiate an attack against player-Characters. They will, however, fight to defend their newfound friends. Never stay with the same group for more than 30 days straight.

7.2 CHARACTER KNIGHT ...

Name of Encounter:

CHARACTER KNIGHT

Description:

A Knight fully armed and mounted on a Charger, bearing his own peculiar coat-of-arms (as listed); with Squire unless otherwise specified (in certain Situation-type Encounters).

Number Appearing:

1

Size (Damage Points):

as listed

Strike Roll:

as listed (SPR)

Damage Increment:

4

OFF. BON.: as listed

DEF. BON.: as listed

Special Features:

Carries a broadsword and two jousting lances. Cannot be an active player-Character (roll again if needed). All combat & jousting abilities can be found in Appendix 'A,' Section 14.0. He will not tell his name before a joust. After a joust, he is still only 50% likely to identify himself; the player-Character has only his coat-of-arms to go by (if the player-Character does not recognize it, it can be identified by a Hermit, Recluse, Gypsy, family members, or other knights of the same kingdom).

Alignment Leanings:

As listed. If alignment is "Open," roll a d4:

- 1 - Christian Chivalrous
- 2 - Christian Renunciate
- 3 - Pagan Chivalrous
- 4 - Pagan Powerlord

Special Language:

No.

Interests:

According to alignment:
Chivalrous (Christian or Pagan) 60% likely to attack other knights (in a joust); will pledge service (check Section 8.9) to a Lady (if any is present).
Powerlord 95% likely to attack other knights (in a joust); will attempt to capture any Lady present (and bring her back to his castle).
Renunciate 25% likely to attack other knights (in a joust); will offer to attempt a miracle

7.2 CHARACTER KNIGHT ...

(Level III, Self-Abdicating;
check Section 10.7) if needed.

<u>Name of Encounter:</u>	BLACK KNIGHT
<u>Description:</u>	A Knight fully armed and mounted on a Charger, wearing black surcoat and bearing a black Knight's Shield; no Squire unless otherwise specified (in certain Situation-type Encounters).
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+170
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	4
<u>OFF. BON.: d4-1</u>	DEF. BON.: (negative)d4-1
<u>Special Features:</u>	Unseating Number = d6+16, with a Joust Bonus of d4-1. They never (under any circumstances) reveal their names, but are known as "The Black Knight of (whatever province in which they are encountered)." Carry a broadsword, battle lance, and joust lance. Roll a d4: 1 - Christian Chivalrous 2 - Christian Renunciate 3 - Pagan Chivalrous 4 - Pagan Powerlord No. According to alignment: Chivalrous (Christian or Pagan) 75% likely to attack other knights (in a joust), after which they will be 30% likely to request to join the player-Characters. Renunciate 75% likely to recognize and attack any Powerlord Characters, hitting to subdue. They are never willing to join player-Characters. Powerlord 75% likely to attack player-Characters with the intention of imprisoning their victims, whom they will take to their home (a fortified Tower 30 miles away in a randomly determined direction) and will not release them until they are
<u>Alignment Leanings:</u>	
<u>Special Language:</u>	
<u>Interests:</u>	

7.2 BLACK KNIGHT ...

unhorsed in a joust by another Knight. If they do not attack, they will join the player-Characters for a fee of 5 S per day.

Name of Encounter:
Description:

LESSER KNIGHTS

Knights fully armed and mounted on Chargers; roll a d12 to determine their armorial markings:

- 1 -White surcoat, Black shield.
- 2 -Gold surcoat, blue shield.
- 3 -Blue surcoat, red shield.
- 4 -Red surcoat, White shield.
- 5 -Green surcoat, Black shield.
- 6 -Purple surcoat, Blue shield.
- 7 -White surcoat, Red shield.
- 8 -Gold surcoat, White shield.
- 9 -Blue surcoat, Black shield.
- 10-Red surcoat, Blue shield.
- 11-Green surcoat, Red shield.
- 12-Black surcoat, White shield.

Number Appearing:
Size (Damage Points):
Strike Roll:
Damage Increment:
OFF. BON.: 0 DEF. BON.:
Special Features:

d6
(d6x10)+120
15
4

Armed with broadsword and battle lance. Unseating Number = d4+12, with no Joust Bonus.

Alignment Leanings:
Special Language:
Interests:

none
No.
50% likely to ask a Knight's name before jousting with him. Always want to joust. Will attempt to capture a fallen Knight, or any Lady, and take to the nearest Castle to prove their manhood. Said Castle will always open its doors for Lesser Knights; see "Character Knight" in this section for the Lord's reaction.

Name of Encounter:
Description:

WATER LEAPERS

Frogs with wings and long tails, but no legs.

Number Appearing:
Size (Damage Points):
Strike Roll:
Damage Increment:
OFF. BON.: 0 DEF. BON.:

d12
d20
13
1
-3

7.2 WATER LEAPERS ...

Special Features:

These little horrors attack by surprise and always get an initial attack for free (without reprisal). They have an insatiable lust for blood, and will pursue as fast as anyone can flee. They heal at an amazing rate: 1 point per round.

Alignment Leanings:

none

Interests:

Blood. They attack 100% of the time, stopping only when each and every Leaper is injured (see note above re: rate of healing).

Name of Encounter:

LEOPARD

Description:

Large, spotted cat.

Number Appearing:

1

Size (Damage Points):

(d6x10)+90

Strike Roll:

9

Damage Increment:

4

OFF. BON.: +1 DEF. BON.: -2

Special Features:

Move maximum of 150' per segment.

Alignment Leanings:

none

Interests:

Horsemeat. They attack 80% of the time when horses are present; otherwise, 50% of the time.

Name of Encounter:

LEPRECHAUN

Description:

Tiny man (appr. 1' tall) in bright green clothes.

Number Appearing:

1

Size (Damage Points):

d4x10

Strike Roll:

13

Damage Increment:

2

OFF. BON.: 0 DEF. BON.: -4

Special Features:

95% impenetrable aura. If confronted by an Enchanted Broadsword (which cuts through their aura), they will disappear at the first injury inflicted upon them. They use a little shillelagh in combat. Move maximum of 120' per segment.

Alignment Leanings:

none

Special Language:

Yes.

Interests:

Wine, ale, and fun. For the wager of a full wineskin or 6 flasks of ale, they will play a

7.2 LEPRECHAUN ...

number-guessing game: the GG should secretly roll a d8. The player-Character then guesses that number. If a player-Character guesses that number, the Leprechaun sends him/her to a hex 60 miles away in a randomly determined direction where by "searching" for one full Turn, he/she will find a pot containing d% Goldpieces. If the player-Character is not correct, the Leprechaun and the wine or ale wagered disappears instantaneously. They attack 30% of the time.

<u>Name of Encounter:</u>	LION
<u>Description:</u>	Male lion with shaggy mane.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+240
<u>Strike Roll:</u>	11
<u>Damage Increment:</u>	4
<u>OFF. BON.: +2 DEF. BON.:</u>	0
<u>Special Features:</u>	If things go badly for them in a battle (GG's judgement), there is a 20% chance that a Lioness will come to aid him (same as Lion, except in size: subtract 40). Move maximum of 110' per segment.
<u>Alignment Leanings:</u>	Chivalrous.
<u>Interests:</u>	They attack 60% of the time; otherwise they take a defensive posture.

<u>Name of Encounter:</u>	GIANT LIZARD
<u>Description:</u>	A large, slithering reptile.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+290
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	4
<u>OFF. BON.: +1 DEF. BON.:</u>	0
<u>Special Features:</u>	In appearance, indistinguishable from a Basilisk. Move maximum of 60' per segment.
<u>Alignment Leanings:</u>	none
<u>Interests:</u>	Meat. The equivalent of a Day's Rations is 75% likely to dissuade them if offered. Otherwise, they attack 65% of the time.

7.2 MANTICORE ...

Name of Encounter: MANTICORE
Description: Body of a lion, wings of an eagle, face of a man.
Number Appearing: 1
Size (Damage Points): (d6x10)+340
Strike Roll: 11
Damage Increment: 4
OFF. BON.: 0 DEF. BON.: 0
Special Features: Highly intelligent and able to speak English. Move maximum of 90' per segment.
Alignment Leanings: Powerlord.
Special Language: Yes.
Interests: They enjoy negotiations, and especially love to make bargains involving human flesh. They have no use for any other food, nor money. They attack 85% of the time.

Name of Encounter: MERCHANTS
Description: Well-dressed gentlemen.
Number Appearing: d20
Size (Damage Points): (d6x10)+110
Strike Roll: 17
Damage Increment: 2
OFF. BON.: 0 DEF. BON.: 0
Special Features: If there are 5 or more Merchants, they will have with them a wagon loaded with the following:

d4 Battle Axes, d10 Bascinets, d4 Suits of Chain Mail, d20 Daggers, d8 Pot Helmets, d12 Joust Lances, d4 Battle Lances, d8 Suits of Leather Armor, d12 Maces, d4 Knight's Shields, d4 Small Shields, d12 Surcoats, d6 Broadwords, d4 Two-handed Swords, d6 Food Units, d20 Flasks of Ale, d6 Full Wineskins, d4 Hounds, d4 Brachets, and d20 Messenger Pigeons.

These items they will gladly sell at a 10% discount off market price, occasionally (GG's judgement) giving up to a 20% discount.

7.2 MERCHANTS ...

If there are less than 5, they have nothing to sell.

Each Merchant has d10 Silverpieces on his person, and there is a 10% chance he also has a small chest containing d8 Goldpieces, d20 Silverpieces, and d20x10 Copperpieces. Within their means they will buy anything for half of market price, occasionally (GG's judgement) paying up to 75% market price.

They carry daggers for protection.

Alignment Leanings:

Special Language:

Interests:

none

No.

Profit-making through sales.

They never attack.

Name of Encounter:

Description:

WOOD NYMPHS

Charming little (appr. 4' tall) women wearing scanty woven-leaf outfits.

Number Appearing:

Size (Damage Points):

Strike Roll:

Damage Increment:

OFF. BON.: 0 DEF. BON.: -2

Special Features:

d4

(d4x10)+60

19

2

Beauty Rating = d8+4. 60% impenetrable aura. Carry daggers. 90% immune to direct magical effects. They die if taken indoors. Move maximum of 120' per segment.

Pagan

Yes.

Companionship. They request many things of Knights, anything to keep them close. Leaving a Wood Nymph causes the Knight to take her entire weight in Subdual Points (if she weighs 100 lbs., he takes 100 Subdual Points). They attack women 95% of the time, but never attack men.

Alignment Leanings:

Special Language:

Interests:

7.2 GREAT OGRE ...

<u>Name of Encounter:</u>	GREAT OGRE
<u>Description:</u>	Hulking humanoid, d20+60" tall.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+240
<u>Strike Roll:</u>	11
<u>Damage Increment:</u>	4
<u>OFF. BON.: +2 DEF. BON.: 0</u>	
<u>Special Features:</u>	A slimmer version of a Giant, and only slightly more intelligent. Easy to dupe; also easy to anger. Move maximum of 100' per segment.
<u>Alignment Leanings:</u>	none
<u>Special Language:</u>	Yes
<u>Interests:</u>	Food and money (but they cannot tell a Goldpiece from a Copperpiece). The equivalent of a Day's Rations is 75% likely to dissuade them if offered; same for an offer of at least 6 coins. Otherwise, they attack 80% of the time.

<u>Name of Encounter:</u>	LESSER OGRES
<u>Description:</u>	Hulking humanoid, d12+54" tall.
<u>Number Appearing:</u>	d4
<u>Size (Damage Points):</u>	(d6x10)+190
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	4
<u>OFF. BON.: +1 DEF. BON.: 0</u>	
<u>Special Features:</u>	Easy to anger. Move maximum of 100' per segment.
<u>Alignment Leanings:</u>	none
<u>Special Language:</u>	Unique.
<u>Interests:</u>	Too stupid to understand a bribe. They attack 85% of the time.

7.2 PEASANTS ...

<u>Name of Encounter:</u>	PEASANTS
<u>Description:</u>	Slouching, shuffling, shabbily-dressed men.
<u>Number Appearing:</u>	d12
<u>Size (Damage Points):</u>	(d6x10)+100
<u>Strike Roll:</u>	17
<u>Damage Increment:</u>	1
<u>OFF. BON.: 0 DEF. BON.:</u>	0
<u>Special Features:</u>	Carry no weapons. Extremely willing to please (out of a combined sense of fear and servitude to nobility). Able to tell the traveller of any noteworthy spots in the kingdom (such as the castles of all the provinces, and chapels, monasteries, etc.) They will also take wandering knights or ladies into their humble abodes for a night's lodgings (their shacks will be located 5 miles away in a randomly determined direction).
<u>Alignment Leanings:</u>	none
<u>Special Language:</u>	No.
<u>Interests:</u>	Nothing in particular. They never attack, and only defend 75% of the time.

<u>Name of Encounter:</u>	PEGASUS
<u>Description:</u>	A white, winged horse.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+230
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	3
<u>OFF. BON.: +1 DEF. BON.:</u>	-1
<u>Special Features:</u>	If subdued, they can be ridden as a steed, and travel 50 miles per Turn, regardless of terrain. In a joust, however, they are worthless; lower the rider's 3d10 roll by 10, as well as his Unseating Number (only while riding the Pegasus). Move maximum of 200' per segment.
<u>Alignment Leanings:</u>	Chivalrous
<u>Interests:</u>	They flee 60% of the time, and take a defensive posture the rest of the time.

7.2 RECLUSE ...

<u>Name of Encounter:</u>	RECLUSE
<u>Description:</u>	Wild-looking woman dressed in animal skins.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x10)+70
<u>Strike Roll:</u>	15
<u>Damage Increment:</u>	3
<u>OFF. BON.: 0 DEF. BON.: 0</u>	
<u>Special Features:</u>	Able to identify any given coat-of-arms, so that if you tell her what was on the shield, she can identify its owner. Animal skins she wears are sufficiently thick to be regarded as leather armor. They are able to perform any given miracle at will (check Section 10.10), but only once, and only if treated well. Christians meeting them are inspired and receive a +1 Faith Rating Bonus automatically. Pagans, on the other hand, receive an automatic -2 Power Rating Penalty.
<u>Alignment Leanings:</u>	Renunciate
<u>Special Language:</u>	Yes.
<u>Interests:</u>	They attack Pagans 15% of the time; they never attack Christians.

<u>Name of Encounter:</u>	ROC
<u>Description:</u>	A colossal hawk.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	(d6x100)+900
<u>Strike Roll:</u>	13
<u>Damage Increment:</u>	10
<u>OFF. BON.: +4 DEF. BON.: 0</u>	
<u>Special Features:</u>	Traditionally, Rocs are fond of elephant-meat, which they feed to their young. Since there are no elephants in the British Isles, the local Rocs have taken to eating horses.
<u>Alignment Leanings:</u>	none

7.2 ROC ...

Interests:

Hate sea-serpents, and often (75% of the time) mistake any seagoing vessel for a sea-serpent, causing d4 points of Hull Damage before they realize its only a boat (consult Section 11.14 for discussion on "Hull Value"). They attack horses 50% of the time. If their riders try to defend, they will attack the rider until he flees or is killed, then resume its attack on the horse. When the horse is killed, they fly away with the carcass. They never attack humans on foot (thank goodness!).

Name of Encounter:

SEA SERPENT

Description:

Large, four-limbed serpent swimming in the sea.

Number Appearing:

1

Size (Damage Points):

n/a

Strike Roll:

n/a

Damage Increment:

n/a

OFF. BON.: n/a DEF. BON.: n/a

Special Features:

These are mature female dragons; they do not, however, have corrosive blood like their male counterparts. They lay eggs in the water, and the young that hatch are called, 'Wurms'.

Alignment Leanings:

none

Interests:

Savagely territorial. They attack seagoing vessels 60% of the time, causing d4 points of Hull Damage and then submerging (see Section 11.14 for discussion on "Hull Value"). If the vessel is sunk, they will attack one randomly-rolled swimmer, killing him/her, and then disappearing with the body into the deep sea.

7.2 SHARK ...

<u>Name of Encounter:</u>	SHARK
<u>Description:</u>	Big dorsal fin coming along the surface toward the vessel.
<u>Number Appearing:</u>	1
<u>Size (Damage Points):</u>	n/a
<u>Strike Roll:</u>	n/a
<u>Damage Increment:</u>	n/a
<u>OFF. BON.: n/a DEF. BON.:</u>	n/a
<u>Special Features:</u>	Sharks are, of course, dangerous to swimmers, but since swimming isn't a traditional part of the medieval curriculum, this won't play any part in the game.
<u>Alignment Leanings:</u>	none
<u>Interests: Meat.</u>	Throwing the equivalent of a Day's Rations into the sea will stop them from attacking. Otherwise, there is a 50% chance they will ram the vessel six times, each time with a 10% chance of lessening the ship's Hull Value by 1 (see Section 11.14 for a discussion of "Hull Value"). If the vessel is sunk, it will attack, kill, and eat one randomly determined swimmer, and then disappear.

<u>Name of Encounter:</u>	SIRENS
<u>Description:</u>	(Heard, not seen) An incredibly beautiful voice in song.
<u>Number Appearing:</u>	n/a
<u>Size (Damage Points):</u>	n/a
<u>Strike Roll:</u>	11 (see below)
<u>Damage Increment:</u>	6 (see below)
<u>OFF. BON.: n/a DEF. BON.:</u>	n/a
<u>Special Features:</u>	The Siren's Song is dangerous; it attacks each and every person on board the vessel simultaneously, inflicting only Subdual Points. This "attack" lasts for 10 rounds. The only defenses against it is a Miracle of Protection, or a Miracle of Dominion (whereby the Wind may be commanded to drown out the song), or by a Miracle of Tongues (whereby the Sirens may be requested to stop their song); consult Section 10.10.
<u>Alignment Leanings:</u>	Chivalrous
<u>Special Language:</u>	Unique (song-language).

7.2 SIRENS ...

Interests: They "attack" 100% of the time.

Name of Encounter: SLAVE-TRADERS
Description: Mean-looking dudes, with prisoners in irons.
Number Appearing: d4, plus d20 slaves.
Size (Damage Points): (d6x10)+110
Strike Roll: 15
Damage Increment: 3
OFF. BON.: 0 DEF. BON.: 0
Special Features: These mace-carrying, leather-armor-wearing thugs roam the countryside looking for defenseless people to capture and sell into slavery. They naturally fear Knights; also naturally they desire Ladies (who bring high prices). The slaves will be no less than 80% Peasants, the rest are Damsels. The Damsel will each have a d8 Beauty Rating. If a player-Character is captured by Slave-traders, they travel in randomly determined directions each turn until rescued.
Alignment Leanings: Powerlord
Special Language: No.
Interests: Money. They will sell their Peasant slaves for 3 S, Damsels for 1 G per point of Beauty Rating. They attack Knightless parties 90% of the time. They only attack Knights when the latter is injured, and then only 40% of the time.

Name of Encounter: SPRIGGINS
Description: Wild-looking little men, about 3' tall.
Number Appearing: d20
Size (Damage Points): (d4x10)+50
Strike Roll: 15
Damage Increment: 2
OFF. BON.: 0 DEF. BON.: -3
Special Features: 80% immune to direct magical effects, but no impenetrable aura. When sleeping (10% chance to be encountered thus), they assume the form of thistles. Use a primitive kind of spear as their weapon. Move maximum of 120' per segment.

7.2 SPRIGGINS ...

Alignment Leanings: none
Special Language: Unique.
Interests: Vandalism and gang warfare. They live to terrorize. They attack 95% of the time.

Name of Encounter: UNICORN
Description: Magnificent white horse with long horn protruding from forehead.

Number Appearing: 1
Size (Damage Points): (d10x10)+200
Strike Roll: 11
Damage Increment: 6
OFF. BON.: 0 DEF. BON.: 0
Special Features: As a steed, they travel 30 miles per Turn, regardless of terrain - but only by word of a Lady (see below). If brought within the walls of a Castle, they die immediately, and if left outside they are 45% likely to escape forever.

Alignment Leanings: Renunciate (females)
Interests: Freedom. They attack Knights 25% of the time, but will stop short of killing. Otherwise they flee, unless coaxed by a Lady. If so coaxed, they are 80% likely to submit to Christian Renunciate Ladies, 50% to Christian Chivalrous, 40% to Pagan Chivalrous, and 10% to Pagan Powerlord. Submitting, they will allow the Lady to ride and control them. They will allow a Knight on their back only at the command of their mistress.

Name of Encounter: VAMPIRE
Description: An extremely attractive man in fine clothing.

Number Appearing: 1
Size (Damage Points): (d6x10)+140
Strike Roll: 9
Damage Increment: 3
OFF. BON.: +2 DEF. BON.: -1
Special Features: 95% impenetrable aura. Reverse Beauty Rating d6+4 (by this he is able to control Ladies). He will request the most beautiful Lady encountered to come away with him. If she consents, they

7.2 VAMPIRE ...

both disappear. If she does not, she takes the appropriate Chivalry Rating Penalty, and he attacks. He uses no weapon, but his fists strike like a Mace. They strike Ladies only with Subdual Points, Knights with Injury Points. Lady victims of Vampire abduction will reappear outside the castle of a randomly determined province in d12 days (the first Turn of the day) suffering from all but 1 Injury Point (on the threshold of death).

Alignment Leanings:

Special Language:

Interests:

Powerlord.

Yes.

Blood. In certain cases (GG's judgement) negotiation may be possible. They attack Knights 80% of the time; and pursue their interests with Ladies 100% of the time.

Name of Encounter:

Description:

WEREWOLF

If during the first 5 days of the month, a huge, slaving wolf. If after the first 5 days of the month, roll a d6:

1 - Seems to be a "Merchant"

2,3 - Seems to be a "Gypsie"

4,5, or 6 - Seems to be a "Peasant"

(GG NOTE: Whatever his form, it should not be revealed that this is a Werewolf)

Number Appearing:

Size (Damage Points):

Strike Roll:

Damage Increment:

OFF. BON.: +1 DEF. BON.: -1

Special Features:

1

(d6x10)+110

11

4

(If encountered in human form): These seemingly harmless loners are actually afflicted with the terrible (and highly infectious) disease, Lycanthropy. This disease causes one to transform, at midnight before the first day of the month, into a wolf; one does not return to human form until midnight of the fifth day of

7.2 WEREWOLF ...

the month. Lycanthropy can only be healed by a Miracle of Healing; it requires 100% healing in order to be fully cleansed. All injuries caused by a Werewolf cause infection to set in, manifesting itself the first day of the next month.

Alignment Leanings:
Special Language:
Interests:

none
No.
In human form, they react cautiously but intelligently to travellers, seeking companionship but never revealing their disease (they will deny it if asked). In Wolf form, they attack 100% of the time.

Name of Encounter:
Description:
Number Appearing:
Size (Damage Points):
Strike Roll:
Damage Increment:
OFF. BON.: 0 DEF. BON.: 0
Special Features:

WOLVES
Large, thick-furred canines.
2d20
(d4x10)+40
13
2
0
For every 6 Wolves, there will be d4 cubs. These cubs, if captured, can be raised, reaching maturity in d20 months. Upon reaching maturity, they take on all attributes of a Wolf, plus they are loyal (as though a "Comrade") to their master. Adult wolves will fight to the death to save their cubs. Move maximum of 120' per segment.

Alignment Leanings:
Interests:

none
They attack lone Knights 20% of the time, lone Ladies 10% of the time, but Groups 75% of the time.

Name of Encounter:
Description:
Number Appearing:
Size (Damage Points):
Strike Roll:
Damage Increment:
OFF. BON.: 0 DEF. BON.: 0

WURMS
Slimy little serpents, appr. 2' long.

d4
d10+10
9
2
0

7.2 WURMS ...

Special Features:

If subdued, these little nasties can be raised as pets, transforming in d20 months into Basilisks, which will be 50% cooperative to their master (and never aggressive toward same). There is a 5% chance per month, however, that they will die in captivity. Move maximum of 80' per segment.

Separate Hit Location Chart:

- 1 - Head
- 2 - Head
- 3 - Head
- 4 - Neck
- 5 - Neck
- 6 - Body
- 7 - Body
- 8 - Body
- 9 - Body
- 10 - Tail
- 11 - Tail
- 12 - Tail

Alignment Leanings:

none

Interests:

Blood. They attack 100% of the time.

Name of Encounter:

WYVERN

Description:

Large, two-legged serpent with wings.

Number Appearing:

1

Size (Damage Points):

(d6x20)+300

Strike Roll:

11

Damage Increment:

5

OFF. BON.: +1 DEF. BON.: -1

Special Features:

Wounds they inflict do not heal naturally, and fester and double every ten days until healed by a Miracle of Healing. Move maximum of 120' per segment.

Alignment Leanings:

none

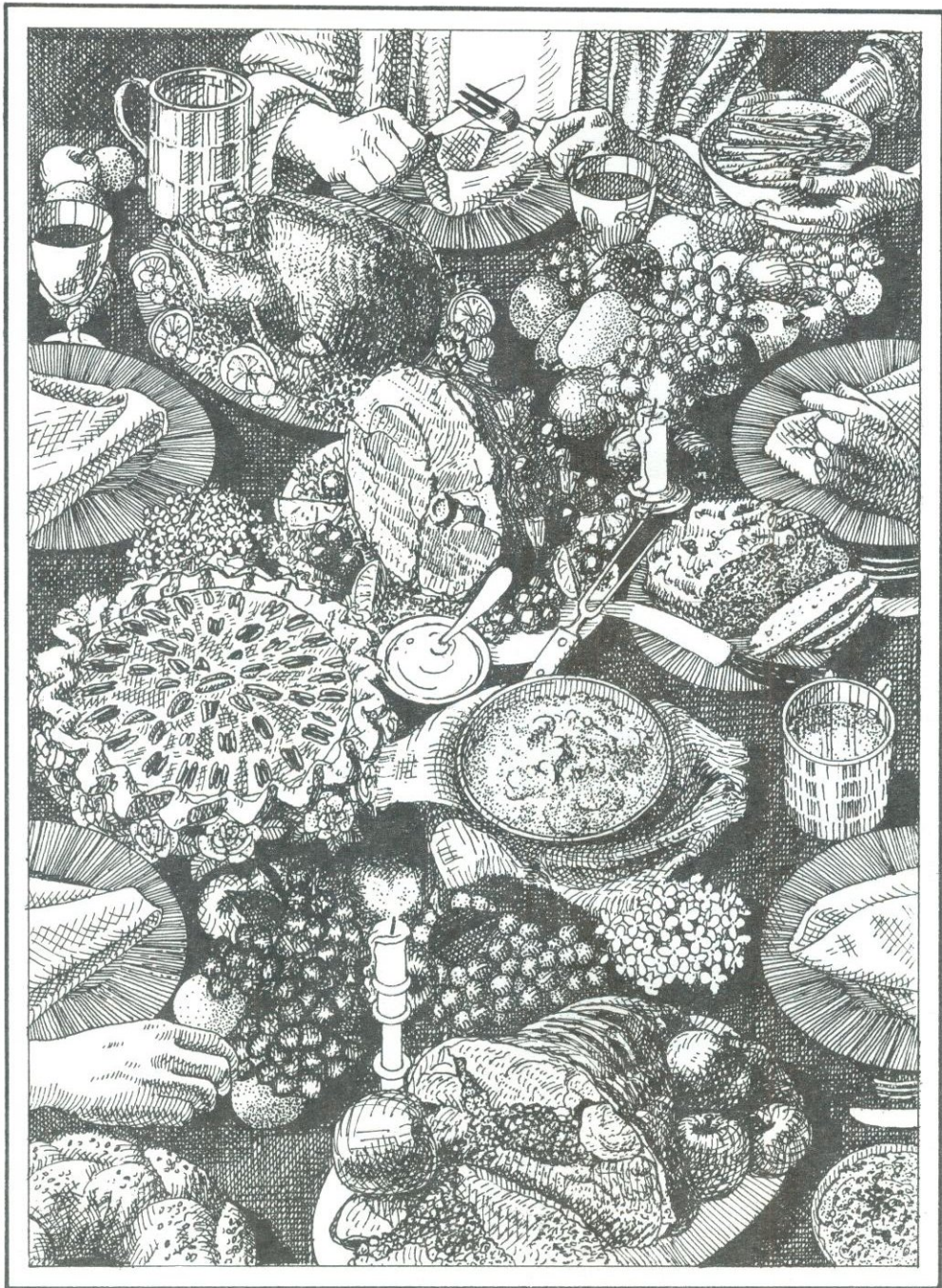
Interests:

They attack 50% of the time, otherwise take a defensive posture.

3rd MODE

"Lancelot said he had had no food either that day or the one before; so she had bread and water brought him, and he went into the chaplain's house and accepted the charity that God sent him."

P.M. Matarasso (translator),
Lancelot: The Slow Ascent,
The Quest of the Holy Grail



8.0 SUNDRY OPTIONS

This section of the rules covers a wide range of relatively simple, uncomplicated Third-Mode activity, either as a response to some Encounter, or merely to a need.

Time passage varies from activity to activity, and may not require any extra time at all.

This section shows what can be done in a castle or town, and out-of-doors; it also defines and regulates each of these possible options.

8.1 WHEN IN A TOWN OR CASTLE ... The following things can be done when the player-Character is in a Castle or Town:

- A. RE-EQUIP/RENT (8.3)
- B. SEARCH (8.4)
- C. HIDE (8.5)
- D. SEND MESSAGE (8.6)
- E. EAT (8.7)
- F. SLEEP (8.8)
- G. PLEDGE SERVICE (8.9)
- H. NEGOTIATE (8.10)

8.2 WHEN ANYWHERE ELSE ... When out-of-doors, in a monastery, chapel, dungeon or ruins (Section 13.), the player-Character can undertake any of the options listed in Section 8.1 above, except A. RE-EQUIP/RENT. The only time you can re-equip or rent in such cases is by a chance meeting with Merchants (see Section 6.0).

8.3 RE-EQUIP/RENT ... It is assumed that all Towns and Castles have a complete market place where goods may be purchased and/or travel may be rented. Rates and prices are listed in Section 4.13.

Every transaction (rental or purchase) is assumed to take one round (5 minutes).

8.4 SEARCH ... You may wish to make a thorough search of the area (the presently occupied hex). Such a search takes a whole turn (3 hours). There is a 75% chance of finding whoever or whatever you are looking for, unless it is in a Castle or Town.

If the "Search" is at Sea, there is a 90% chance of finding.

8.0 SUNDRY OPTIONS

Searching a Castle is contingent on gaining entrance to it. Consult Section 5.8. The 75% odds are still in effect.

If you are on a Town-Hex, the chance of finding is lowered to 60%.

If it is a person you are searching for and that person has already announced he/she is "Hiding," consult Section 8.5 (following) to determine the new chances of finding.

The first Search made on a given hex is considered conclusive; either the thing is found there or not. The thing may not be there (the GG shouldn't divulge this), or it may be sufficiently well-hidden.

The Searcher, however, if convinced a person is there, may wait around to see if he ever tries to escape. If he is there and escapes the hex (the next turn, or whenever), the Searcher must pay a 1S Informer's Fee to discover in which direction he went.

8.5 HIDE ... You may feel it necessary to hide from an unfriendly party, and this may be done as an alternative to travelling. Hiding lowers the odds of being found by a Searcher. (You will never be found by someone who is not "Searching.")

Your surroundings determine how well you can hide:

<u>SURROUNDINGS</u>	<u>CHANCES OF BEING FOUND</u>
Castle (Inside)	10%
Monastery (Inside)	8%
Town-hex	10%
Flat-hex	40%
Swamp-hex	35%
Highland-hex	30%
Forest-hex	20%
Sea-hex	70%

If the passing party is not Searching, you are automatically safe (when Hiding) and 95% safe even if you are not Hiding.

You may remain in Hiding as long as you wish, or you may travel on to the next hex on your next turn.

8.0 SUNDRY OPTIONS

8.6 SEND MESSAGE ... Messages may be sent via Squire, Messenger Pigeon, or anyone willing to carry. It is assumed that all Characters carry parchment, quill, and ink, at all times.

Squires will deliver messages, of course, but it must also be decided if you want him to take the equipment he is carrying, or leave it. The message then travels at whatever rate the Squire travels. Encounters will not stop him, as he always flees them.

Messenger Pigeons are handy little birds. They are incredibly well-trained so as to deliver messages to any given destination. Tie a note to its foot, whisper in its ear, "Go to the Castle at Belfast" (or whatever), and it does! It travels at 30 miles per turn, regardless of terrain, and avoids all Encounters. It will not, however, return unless sent back by the receiver.

Other message-carriers must check for Encounters.

Preparation of messages takes one round (5 minutes) per up to 100 words.

8.7 EAT ... Eating does not require stopping as long as provisions are carried along with the Traveller. Food can be consumed during the "inactive turns" (from 9PM to 9AM the next day).

The equivalent of a Day's Rations should be eaten every day to keep Characters healthy. As mentioned in Section 5.11, fasting is an exception, fasting Characters take 12 Subdual Points and 9 Injury Points per day of not eating. 10 Subdual Points and 1 Injury Point are healed off each night (see Section 9.9, Healing), leaving 2 Subdual Points and 8 Injury Points unhealed per day.

Each cooked meal eaten will lessen starvation damage to Characters by 4 Subdual and 3 Injury Points. Thus, three cooked meals provide the equivalent nutrition of a day's rations.

One Food Unit provides the equivalent of 30 day's rations.

When food provisions are not carried by the Traveller, he/she should stop at the nearest Town to buy provisions, or hope there is a Hospitable castle nearby (see Section 5.8); Christian lords will offer free meals and Pagans will sell them.

8.0 SUNDRY OPTIONS

8.8 SLEEP ... Sleeping is always assumed to take place during the "inactive turns" from 9PM to 9AM.

The Character may wish to stay active during these late-night/early-morning hours, but this causes exhaustion, represented by 20 Subdual Points per extra active turn (or fraction thereof). Thus, staying up all night is going to leave the Character extremely vulnerable the next day, with 80 Subdual Points against him!

It is also worthy to note that neither Injury nor Subdual Points will heal unless a Character has some sleep! Check Section 9.9, Healing, for details.

Sleeping out-of-doors is OK, but here Subdual Points will not heal, since the ground is too hard to get a decent night's sleep. Injury Points will heal when sleeping out-of-doors.

8.9 PLEDGE SERVICE ... A Pledge is a special form of negotiation which does not require stopping. The Pledge is of Service: the Character promises to do various things in the service of another specified Character, and becomes automatically obligated to that Character, as though that person were "Husband or Wife" (see Section 8.10A). There are various Ratings bonuses and penalties involved here, just by each day of service pledged.

A Character may only be pledged to serve one other Character at a time.

In addition, every action done while Pledged in Service to another AUTOMATICALLY YIELDS HALF-VALUE RATINGS BONUSES AND PENALTIES to the one being served. This cannot be refused by the Object of the Pledge, since it is made voluntarily!

For example, let's say Sir Galahad (a Christian Renunciate) pledges service to King Uriens (a Pagan Chivalrous). While serving him one day, Galahad takes 60 Injury Points, inflicts 150 Subdual Points, saves a human life, and encounters a Hermit. Now we consult Section 3.5 to discover the Ratings Bonuses and Penalties; for both Galahad and Uriens.

<u>FOR GALAHAD:</u>	<u>FAITH RATING</u>	<u>CHIVALRY RATING</u>
Serving a Pagan Knight, one day	+2	-1
60 Injury Points Received	0	+3
150 Subdual Points Dealt	0	+3
Saving a Human Life	+5	+2
Encounter with Hermit	+1	0
TOTAL	+8	+7
<u>FOR URIENS:</u>	<u>POWER RATING</u>	<u>CHIVALRY RATING</u>
Being Served, one day	+1	-1
60 Injury Points Received (HALF)	-1.5	+1.5
150 Subdual Points Dealt (HALF)	+1.5	+1.5
Saving a Human Life (HALF)	-1	+1
Encounter with Hermit (HALF)	-1	0
TOTAL	-1	+3

Galahad, therefore, receives the +2 Bonus for serving the Pagan knight (King Uriens) along with whatever else he earned. King Uriens gets some nice Chivalty bonuses (without having to do anything!) but his Power Rating, in this case, actually goes down a little! In other words, Galahad's service to him was (in this case) a victory over the Pagan alignment.

8.0 SUNDRY OPTIONS

Let's say, just for the fun of it, that instead, King Uriens had pledged himself to Sir Galahad's service, and accomplished the following in that day: took 60 Injury Points, inflicted 150 Injury Points while using a Magical Weapon, slew a Basilisk, and out-jousted 2 opponents. Again, looking at Section 3.5, we discover the Bonuses and Penalties involved.

<u>FOR URIENS:</u>	<u>POWER RATING</u>	<u>CHIVALRY RATING</u>
Serving a Christian Knight, 1 day	-4	+1
60 Injury Points Received	-3	+3
150 Injury Points Dealt Out	+3	+3
Using a Magical Weapon	0	0
Striking a Death-blow to Basilisk	+3	+2
2 Joust Victories	+2	+2
TOTAL	+1	+11

<u>FOR GALAHAD:</u>	<u>FAITH RATING</u>	<u>CHIVALRY RATING</u>
Being Served, One Day	+1	+1
60 Injury Points Received (HALF)	0	+1.5
150 Injury Points Dealt (HALF)	0	+1.5
Using a Magical Weapon (HALF)	-2.5	0
Striking a Death- blow to Basilisk (HALF)	0	+1

8.0 SUNDRY OPTIONS

2 Joust Victories	0	+1
TOTAL	-1.5	+6

We see that Uriens accomplished some Chivalrous deeds which also benefited Galahad, but both of them would've been better off in their Power and Faith Alignments if the service had never been pledged (it could be considered a minor victory for the Pagan alignment, however).

Thus, your alignment and the one you serve tend to determine whether a Pledge of Service will be profitable or not.

8.10 NEGOTIATE ... Negotiation is any verbal exchange of requests and responses between Character and GG, or simply among Characters. There is not much need for guidelines here, except to mention the concept of "Obligation."

Characters are sometimes obligated to fulfill the wishes of others, based on certain factors. The factors to consider are: FAMILY, COMRADE, PARAMOUR, ALIGNMENT, and with Ladies, BEAUTY.

Without any of these considerations, Characters are never under any obligation to anyone making a request, and may respond as they please.

If they are obligated by any of the above mentioned factors, they may still refuse a request but will have to take Faith or Chivalry Penalties as prescribed below (negotiations do not ever affect Power Ratings).

- A. FAMILY - This must be someone listed as "Family" on that Character's Information Sheet (as listed in Section 14.0 or 15.0).

RELATIONSHIP	CHIV.	FAITH
	RATING PENALTY	RATING PENALTY
Husband/Wife	-10	-5
Father/Mother	-5	-2
Sister/Brother	-4	0
Cousin	-2	0

8.0 SUNDRY OPTIONS

- B. COMRADE - This can be someone listed as a Comrade on the Character Information Sheet - or it can be anyone currently cooperating with that Character, as judged by the GG.

<u>TYPE OF COMRADE</u>	<u>CHIV. RATING PENALTY</u>
Listed Comrade	-2
Cooperating Comrade	-1

- C. PARAMOUR - If the Requestor's name is listed on the Requestee's Information Sheet as a "Paramour," it is a permanent relationship. A Lady may, from time to time, induce a Knight or King to become her Paramour, which establishes a mutual obligation. Both Characters then list each other as Paramours. Such relationships dissolve at the end of each month and it is up to the Lady to re-establish them.

There are some non-mutual Paramour relationships, such as with Sir Meliagrance and Queen Guenevere. He is obligated to her, but she is not obligated to him.

The male tends to be the one under heaviest obligation, due to the nature of courtship.

<u>YOUR PARAMOUR</u>	<u>CHIV. RATING PENALTY</u>
Male (You are female)	-1
Female (You are male)	-5

- D. BEAUTY - Ladies and Queens have special automatic advantages in all negotiations, because of their Beauty Ratings. All Ladies are immune to the Beauty Ratings of other women, but all Knights are under psychological obligations to many Ladies.

8.0 SUNDRY OPTIONS

Penalties for refusal of requests are levied against the Knights according to the Beauty Rating of the Lady making the request. If, for instance, her Beauty Rating is 3 and a Knight refuses her, he takes a -3 Chivalry Rating penalty.

- E. ALIGNMENT - Renunciates are obligated to other Renunciates. Powerlords are obligated to other Powerlords. Chivalrous (Christians or Pagans) are not obligated by alignment. Penalty is -1 to Faith or Power Rating.

8.11 GUIDELINES FOR NEGOTIABLE REQUESTS ... The Game Guide must not allow Characters to make unreasonable or repeated requests for the sake of punishing another Character. For instance, Queen Iseult should not be allowed to request Sir Percival to go kill his brother Sir Dornar; Sir Dornar should not be permitted to request his sister Lady Amide to joust with him.

Requesting a Knight's name is not an acceptable request, per se, but can be used as a ploy to lower another's Chivalry Rating. Examples of acceptable requests (but the GG should consider others) are as follows:

- A. Request for Mercy (if likely to be slain)
- B. Request to Dismount (when fighting on foot vs. a mounted opponent)
- C. Request for Help on a Mission
- D. Request a Joust (of a Knight)
- E. Request Prayer for a Situation (from a Christian)
- F. Request Sharing of Food

Basically, the GG should use common sense in the requests he allows.

"The good man does not look on Lancelot at all,
But presently his loud, high voice comes like the call
Of a sad horn that blows to prayer in Pagan lands:
'This is the daughter of Babylon who gnaws her hands
For thirst and hunger. Nine broad realms in distress
Are lying for the sake of one man's heedlessness
Who came to the King Fisherman, who saw the Spear
That burns with blood, who saw the Sangrail drawing near,
Yet would not ask for whom it served ..."

C.S. Lewis,
Launcelot, lines 149-157,
Narrative Poems



9.0 INDIVIDUAL COMBAT

Procedures for friendly or unfriendly combat between individuals are covered below in this section, from hand-to-hand "Swordplay" to jousting on horseback.

Individual Combat is a Third-Mode function, but from time to time it may be conducted in a Fourth-Mode setting; such as Warfare, Tournament, or Adventure.

9.1 TIME SEQUENCES IN COMBAT ... When Individual Combat is conducted as a response to a regular Encounter, time passes in "Rounds" (5 minute sequences). This may seem slow. It is assumed, however, that in such cases much stalking and sizing-up takes place, along with much bluffing and reaction-testing. The actual Combat that produces any effects through these guidelines is considered a "net result" for that period of time.

In Fourth-Mode settings, (Sections 11.0 through 13.0) however, because of the pressures of cramped space or team urgency, the time scale "slides" to measure the net results of "Segments" (30 second sequences) rather than Rounds. Thus, action speeds up.

9.2 SUBDUE OR INJURE? ... The player-Character must consider first whether Combat is for the purpose of injuring or subduing his opponent. This decision may be affected by his or her alignment. The Character should know beforehand what holds the greater reward or benefit. It may be better to capture rather than to kill.

Therefore, points of damage inflicted on an opponent may take the form of "Injury Points" or "Subdual Points." These points are subtracted from the opponent's Weight. When that figure reaches zero, the opponent is either dead or subdued.

The subdued party is considered unconscious from exhaustion or anguish. It cannot function until Subdual Points heal (see Section 9.9 following). During this time, the subdued party may be stripped of armor, bound, and/or killed - he is at his conqueror's mercy.

The combatting party is at "Full Strength" when he has no Injury or Subdual Points inflicted against him. Thus, his Weight is really just a measure of his Full Strength potential.

9.0 INDIVIDUAL COMBAT

The actual mechanics of inflicting Damage (Injury or Subdual Points) is discussed in Section 9.5 following.

Injury or Subdual Points will heal as discussed in Section 9.9. following.

9.3 SWORDPLAY COMBAT ... "Swordplay" is simply any non-jousting combat. This includes use of weapons or fists by Characters, and weapons, teeth, or claws by encounters.

The Character may use for Combat any available resources at his/her disposal. As the GG already knows, Squires cannot be considered an available resource. Hirelings and dogs are cooperative to some degree. Steeds may be used to attack (ride over, kick and/or beat an opponent with its hooves) as an alternative to using a weapon. See "Wild Horses" in Section 7.2.

Depending on how a dog or hireling has been treated by the Character, the GG may deem them up to 50% reliable per sequence of Combat. Normally, a dog or hireling will start at (dl0+5)% cooperative.

Swordplay occurs simultaneously between opponents. There is no "first strike;" the results are, remember, just a summary of the fighting for that Round or Segment. Players, of course, must conduct Combat individually, but it doesn't matter who goes first. Each Combatant gets equal opportunity. His or her abilities are what will determine the final outcome (modified somewhat by chance).

The GG will make Swordplay Rolls for all Encounters.

The order of events in Swordplay Combat are as follows:

- A. If your opponent is fighting while mounted (but not jousting), there is a chance that his steed may take an attack instead of him (the steed's "Weight" should be known at the outset). If you are also mounted, there is a 20% chance that the attack will effect your opponent's steed. If you are not mounted, the chance is 50%.
- B. Roll a d20, a d12, and a d8 simultaneously.

9.0 INDIVIDUAL COMBAT

- C. The d20 will determine whether you have struck an effective blow against your opponent. Your Character and your opponent each have an individual S.P.R. ("Swordplay Roll"). The weapon you are using must now be considered, because it may modify your basic Swordplay Roll.

<u>WEAPON</u>	<u>d20 Modifier</u>
Battle Axe	-4
2-handed Sword	-2
Broadsword	0
Mace	0
Dagger	+2
Fists	+2

If the final result is greater than or equal to your Swordplay Roll, an effective blow has been struck, and it must then be determined what part of your opponent's body has been hit and how bad the damage is. This is discussed in Sections 9.4 and 9.5 following.

- D. If the final result of that d20 is less than your Swordplay Roll, no effective blow has been struck; the attack was properly defended or dodged.

9.4 HIT LOCATION ... If an effective blow has been struck (according to Section 9.3C above), the d12 roll pinpoints the location of the injury. Your opponent will usually be one of three basic body-types: Bird-Type, Quadroped, or Human-Type.

Bird-Types include the following: Caladrius, Cockatrice, Water-Leaper, Roc, Wyvern.

Quadropeds include: Irish Deer, Wild Dogs, Wild Horses, Leopard, Lion, Giant Lizard, Wolves, Basilisk, Flying Dragon, Great Dragon, Griffin, Hippogriff, Manticore, Pegasus, Sea Serpent, Unicorn.

Human-Types include all Man-Type and Faerie-Type encounters.

Any encounters not listed as one of the above will have its own individual Hit Location Chart.

9.0 INDIVIDUAL COMBAT

Compare the d12 roll to the appropriate Hit Location Chart below:

<u>d12 roll</u>	<u>Bird-Types</u>	<u>Quadropeds</u>	<u>Human-Types</u>
1	Head	Head	Head
2	Head	Head	Head
3	Head	Head	Chest
4	L. Wing	R. Side	Chest
5	L. Wing	R. Side	Chest
6	R. Wing	L. Side	R. Arm
7	R. Wing	L. Side	Arm*
8	L. Side	R. Foreleg	Abdomen
9	R. Side	L. Foreleg	Abdomen
10	L. Leg	R. Hindleg	Abdomen
11	R. Leg	L. Hindleg	R. Leg
12	Tail	Tail	L. Leg

* If the Human-Type bears no shield, this is the left-arm. All Human-Types can be considered right-handed. Therefore, if he/she is bearing any shield, roll a d4: 1 or 2 indicates the left arm, 3 or 4 the right arm.

Remember, the object of the attack may be the horse rather than its rider (check 9.3A).

A combatant may choose to aim at a particular location of his opponent's body. In such a case, the Hit Location Charts are not used; the location specified is assumed to be the only possibility. However, go back to the modified d20 roll (Section 9.3C) and subtract four. If the result is still greater than or equal to the individual's S.P.R., then the blow has found its mark. Otherwise, it's the same as a properly defended, non-effective blow.

Please become familiar with Section 9.10 following, which deals with dismemberment.

9.5 DAMAGE INCREMENT AND ARMOR ... Once the location of the injury has been determined, you must find out the extent of the injury. This depends on FIVE factors: The d8 Roll, The Offense Bonus, The Defense Bonus, The Weapon, and The Armor.

A. The d8 Roll: The result of that d8 roll (from 9.3B) is now used as the basis for determining the extent of damage.

9.0 INDIVIDUAL COMBAT

- B. The Offense Bonus: Every Character and Encounter has an Offense Bonus, from 0 to +4. The one making the attack adds this to the d8 roll.
- C. The Defense Bonus: Likewise, every Character and Encounter has a Defense Bonus, from 0 to -4. This applies to the one being struck (your opponent). Subtract the Defense Bonus from the previous result.
- D. The Weapon: Each Weapon has a different "Damage Increment." Weapons and their Damage Increments are listed below:

WEAPON	DAM. INC.
Battle Axe	8
2-handed Sword	6
Broadsword	4
Mace	3
Dagger	2
Fists	1

- E. The Armor: If your opponent is anything but a Man-Type, it needs no armor, being sufficiently thick-skinned or whatever. However, if he or she is a Man-Type, including Characters, it must have the following equipment to prevent you from increasing your Damage Increment: Pot Helmet, Bascinet, Knight's Shield, and Chain Mail. If not, certain body locations may be vulnerable to increases in Damage Increment. Consult the following chart:

ARMOR DEFICIENCY	LOCATION EXPOSED	DAM. INC. MODIFIER
No Pot Helmet	Head	+4
No Bascinet	Head	+1
Small Shield	Chest, Abdomen, & Left Arm	+1
No Shield	Chest, Abdomen, & Left Arm	+3
Leather Armor	All except Head	+1
No Armour	All except Head	+3

Now, the modified d8 roll (from 9.5C) is multiplied by the modified Damage Increment (from 9.5E above). This shows the extent of the damage, in terms of Injury Points, or Subdual Points (whichever was specified; see Section 9.2).

9.0 INDIVIDUAL COMBAT

9.6 JOUSTING ... Jousting is a special form of Combat which requires a steed, a shield, and a lance. It involves two mounted knights galloping toward each other for the purpose of testing skill or inflicting injury.

It is a matter of etiquette that Knights and Kings never tell their name before jousting with someone they encounter. Therefore there are certain Chivalry Ratings penalties if this is not followed. Presumably the idea was: "I'll teach you not to know me by my Coat-of-Arms!"

As in Swordplay Combat, Jousting is conducted simultaneously, so it doesn't matter who rolls first. The following procedure is observed:

A. Roll 3d10.

B. If your steed is a Charger or a Draft Horse, and if your shield is a large Knight's shield, you needn't worry about Modifications. Otherwise, refer to the following chart:

JOUSTING DEFICIENCY	OPPONENT'S 3d10 BONUS	YOUR 3d10 PENALTY
Pony	+6	-4
Palfrey	+4	-2
Hackney	+2	0
Small Shield	+4	-4

C. Add your Knight's Joust Bonus (from your Character Information). This is the "Modified Joust Roll."

D. Compare this with your opponent's Unseating Number (either listed in Section 7.0 for Black Knights or Lesser Knights, or in Section 14.0 in the Character Information Appendix).

E. Consult the chart on the next page.

9.6 JOUST RESULT CHART

<u>MODIFIED JOUST ROLL</u>	<u>RESULT</u>
Less than U.N. and less than or equal to 10.	Missed him, Lance intact
Greater than 10 but less than U.N.	Lance broken
Equal to U.N.	Unhorsed him, Lance broken
Greater than U.N.	Unhorsed him, Lance intact
Greater than U.N. by 5 or more	Check for Damage (Section 9.7-9.8 following)

A broken lance is unusable. There are, however, two kinds of lances listed in the Supplies List (Section 4.12) and it is good to understand the difference.

A Jousting Lance is a relatively inexpensive Weapon which is used when the Knight only wishes to test his opponent's strength. It is blunted or padded at the tip and can only inflict Subdual Points.

A Battle Lance is a proper Weapon, and an awesome one at that! It is tipped with a sharp iron spearhead and inflicts only Injury Points. It also costs more.

The Jousting should therefore realize what his Lance will do, and whether he wants to risk breaking it.

9.7 JOUSTING DAMAGE AND FOULS ... When a Knight is unhorsed (according to 9.6E), he automatically takes d10 Subdual Points.

If his Unseating Number was exceeded by 5 or more, he takes damage from his opponent's lance.

There is a special Hit Location Chart for Jousting on the next page.

9.0 INDIVIDUAL COMBAT

JOUSTING HIT LOCATIONS

<u>d12</u>	<u>ROLL</u>	<u>LOCATION</u>
	1	Head
	2	Head
	3	Chest
	4	Chest
	5	Chest
	6	Chest
	7	Abdomen
	8	Abdomen
	9	Abdomen
	10	Abdomen
	11	L. Leg
	12	Roll d6*

* If 1, 2, or 3, hit Left Leg; 4, 5, or 6, hit Left Side of Steed (a foul - see the following).

Fouling your opponent's horse is considered highly unethical and necessitates a penalty against your Chivalry Rating (Check Section 3.5, Ratings Penalties and Bonuses). If you wish to avoid this penalty, you may announce that you have swung your lance away and missed your opponent, thus retrospectively changing your intentions and negating your 3d10 roll. Your opponent cannot then be unhorsed.

The extent of the injury is discussed in Section 9.8 following.

9.8 USE OF LANCES IN SWORDPLAY ... It is important to know that you may also use your lance in Swordplay Combat. Your steed moves sufficiently fast to back up and then charge during a 30-second "Segment" (when in Fourth-Mode), and certainly outside during a 5-minute "Round" (in Third-Mode).

When on horseback, a lance has a Damage Increment of 15. On foot, its Damage Increment is 6. Just as the Battle Axe carries a d20 Modifier of -4, the lance carries a d20 Modifier of -6, except when the injury is a result of a Joust; then the injury is automatic.

9.0 INDIVIDUAL COMBAT

Regular Swordplay Combat Procedures (Section 9.3 - 9.5) are then observed.

Where an Unseating Number has been exceeded by 5 or more, simply roll a d8 to determine the extent of the injury (bearing in mind that the Damage Increment is 15).

9.9 HEALING ... Players will inevitably be interested in how fast their Characters will heal. This depends on whether they suffer from Injury or Subdual Points, or both, and what, if any, special attention is being given to their afflictions.

Subdual Points will naturally heal at a rate of 10 per day. They heal at midnight, while the Character sleeps, unless sleeping out of doors (see Section 8.7). Subdual Points will not heal when sleeping thus exposed.

Injury Points only heal at a rate of 1 per day, at midnight, while the Character sleeps. Again, sleeping out of doors prevents such natural healing.

The GG will randomly determine which Hit Locations receive the benefit of healing.

When your weight in Subdual Points, or a combination of Subdual and Injury Points has been reached, you become Unconscious. You will not be able to actively participate until Points have been healed to bring you above zero.

When your weight in Injury Points alone has been reached, you're dead. Only a miracle of the highest magnitude will bring your Character back into play (Check Sections 10.0 and 17.0).

Healing can be accelerated in certain cases: when attended by a Lady, when resting at a Monastery, and when a Miracle is performed.

A Lady or Queen giving her full attentions to the afflicted can accelerate the healing of Subdual Points to 15 per day and the healing of Injury Points to 3 per day. She cannot use her abilities on herself and must nor herself suffer from more than 10% of her weight in damage, or she will be unfit to heal others.

9.0 INDIVIDUAL COMBAT

A stay at a Monastery will accelerate the healing of Subdual Points to 15 per day and the healing of Injury Points to 5 per day. The afflicted must remain inactive (resting) throughout his stay.

Miraculous Healing may be affected by willing Christian Characters. Check Section 10.0 for details.

9.10 DISMEMBERMENT AND PARALYSIS ... When a combatant receives 100 or more Points in any given Hit Location (as per Section 9.4 - 9.5), there results either Dismemberment (for Injury Points) or Paralysis (for Subdual Points).

A. Paralysis of the Head, Chest, or Abdomen has the same effect as total Subdual. The affected combatant drops unconscious and remains so until sufficiently healed.

Dismemberment of the Head, Chest, or Abdomen causes automatic death, on the spot.

B. Paralysis of a Leg makes the combatant unable to walk or stand. He loses his Defense Bonus and must subtract 6 from every d20 Swordplay roll, until sufficiently healed.

Dismemberment of a Leg has the same effect, only permanently. A dismembered leg can only be regenerated by a Miracle (Check Section 10.0).

C. Paralysis of Right Arm makes the combatant unable to use or hold a weapon, until sufficiently healed.

Dismemberment of Right Arm has the same effect, only permanently. The Right Arm can only be regenerated by a Miracle (Check Section 10.0).

D. Paralysis of Left Arm makes the combatant unable to hold a shield. With another Character's help, however, a shield can be strapped to the body, but the Character loses any Defense Bonus; this remains in effect until sufficiently healed.

Dismemberment of Left Arm has the same effect, only permanently. The Left Arm can only be regenerated by a Miracle (Check Section 10.0).

9.0 INDIVIDUAL COMBAT

E. Paralysis or Dismemberment of Other Parts (Non-Human) will be left up to the judgement of the GG, with regards to its effect.

9.11 ARMOR REPAIRS ... Strict rules on this would probably only complicate matters and would not enhance play, but it is only logical that injuries will result from breaking through armor. For that reason, the GG will make automatic deductions from the combatants' money to pay for post-combat armor repairs, made by the Squire or a chance spectating blacksmith. This eliminates the need for players to concentrate on armor weaknesses and/or travel to a town or castle for repairs.

Repairs cost 1C per Injury Point inflicted. Subdual Points do not necessitate repairs.

9.12 MULTIPLE COMBATS ... When a party is battling against two or more opponents, the GG will allow only one attack at a time.

For example, Sir Abellyus is surrounded by 6 wolves. The GG numbers the wolves 1 to 6 and randomly determines which wolf makes the attack against Sir Abellyus, and then which wolf is being attacked by Sir Abellyus. This is done for each attack until combat ceases.

9.13 THE DEATH OF A CHARACTER ... Depending on how his companions felt about him, the Dead Character may be buried, stripped of any or all possessions, or both.

That Character's Province is automatically put under the authority of the King of that realm, unless there is another Character of the opposite sex dwelling there.

If the Character is himself King, his wife the Queen assumes full authority. If she is also dead, the Kingdom goes to the oldest next-of-kin.

9.0 INDIVIDUAL COMBAT

9.14 CAPTURING ... Once totally Subdued (Check 9.9) or willingly submitted, you can be stripped of possession and/or bound up for possible future imprisonment. Every Provincial Castle has a dungeon and a tower for prisoners. There you may be constantly subdued (through beating or starvation), injured (or killed), or properly cared for, depending on the captor's intentions.

Binding up takes 1 segment per 20 lbs. weight of the captive. Stripping of possessions takes 1 round or segment.

9.15 FLEEING ... Now that you know the hazards of combat, you probably want to know about running away (just in case)!

Simply, announce your intention to flee to the GG. As you turn to flee, your opponent may carry out the attack for that Round or Segment.

The GG will then compare your speed (your horse's if you're riding) to the speed of your Combat opponent. If you have a higher speed, you get away without any more hassle. If your speed is the same, there is a 75% chance that your opponent will get in one more attack during the next Round or Segment, as you flee. If your opponent is faster, he always gets another attack, and there is a 50% chance you will have to try again.

After taking all due attacks, the fleeing player-Character is considered to have escaped. If in an Adventure situation (as described in Section 13.0), it takes him as far as his maximum movement rate allows. Out-of-doors, in a Travel Encounter, fleeing takes you 5 miles back in the direction whence you came.

"You will not be afraid of the terror by night,
Or of the arrow that flies by day;
Of the pestilence that stalks in darkness,
Or of the destruction that lays waste at noon.
A thousand may fall at your side,
And ten thousand at your right hand;
But it shall not approach you.
You will only look on with your eyes,
And see the recompense of the wicked.
For you have made the Lord, your refuge,
Even the Most High, your dwelling place.
No evil will befall you,
Nor will any plague come near you.
For He will give His angels charge concerning you,
To guard you in all your ways."

Psalms 91: 5-11, The Bible



10.0 SUPERNATURAL INTERVENTION

As the title of this section implies, Characters may sometimes be helped by powers beyond themselves, powers that are "Supernatural." These forces are not neutral nor do they agree with each other; some favor the Christian and some the Pagan.

The Supernatural Powers that favor the Christians seldom strengthen a Christian over others, but rather act as something of a preservative force. The powers that favor the Pagans approve of the Pagan's quest for self-promotion, and they render tremendous displays of force when called upon.

We shall differentiate between the powers available to Pagans and that available to Christians. For Pagans, it is "Magic;" for Christians, it is "Miracles." Pagans might well speak of "Christian Magic," while Christians may be amazed at the "Miracles that Pagans perform," each side viewing the other from his own perspective. But for the purposes of this game, we'll stick with the distinctions.

Section 10.1 - 10.6 deals with Magic, and Section 10.7 - 10.11 deals with Miracles.

10.1 "WHO MAY PERFORM MAGIC?" ... The answer to that question is simply, Pagans. However, the chances of success vary according to the Pagan throwing the spell, and the level of the spell being cast. Also, a given spell may never be cast twice in one day.

Some magical implements can improve Spell-casting Success Probabilities.

It should be noted that Pagan Knights and Kings receive severe Chivalry Rating penalties for even attempting Magic; the Code of Chivalry considers it uncourteous for men though acceptable for women. This "Double Standard" obviously benefits Pagan Ladies and Queens, and they receive Power Rating bonuses for successful spells cast. Knights and Kings do.

Spells do not have to be verbally announced, but can be secretly transmitted to the GG (by note or whisper). Spells cannot be cast however, without full attention to the task at hand; you may not cast a Spell while also combatting, negotiating, eating, moving, etc. It is a special Third-Mode option, like any of the others discussed in Sections 8.0 and 9.0

10.0 SUPERNATURAL INTERVENTION

Pagan Characters are hereby warned of possible Magical After-Effects. Due to the destructive nature of the Supernatural powers involved, an over-abundance of Magical Power may result in various forms of grief for the Spell-Caster.

10.2 MAGIC PROCEDURES ... These steps are followed in attempting to cast a spell:

- A. Select the Spell (remember, you can never perform the same spell twice in one day).
- B. Record Chivalry Rating Penalty (for Knights & Kings only).
- C. (This is important!) Note Time Required to Cast Spell.
- D. Roll for Success (using d%).
- E. Apply Magic (if successful).
- F. Record Power Rating Bonus (if successful, for Ladies & Queens only).
- G. Check for Possible After-Effects (if successful).

Sections 10.3 - 10.6 (following) give all the necessary information for the various spells in the following format:

Chivalry Rating Penalties for Knights & Kings
Success Probability

Spell Name, Time, Range, & Effects Chart

Power Rating Bonuses for Ladies & Queens
After-effect Probability

10.3 STEALTH MAGIC (LEVEL I) ...

CHIVALRY RATING PENALTIES FOR KNIGHTS & KINGS: -20

SUCCESS PROBABILITY: 60%

SPELL NAME: Bestial Diversion

TIME/RANGE: 1 round or segment/100'

EFFECTS: Specified animal- or monster-types under 400 lbs. will be temporarily (for d4 rounds or segments) diverted, although attacking it in this state will break the spell. Useful for fleeing.

10.0 SUPERNATURAL INTERVENTION

SPELL NAME: Armor Enchantment
TIME/RANGE: 10 rounds or segments/same hex
EFFECTS: Specified armour give the wearer an additional -4 Defense Bonus for d6 days.

SPELL NAME: Warfare Stealth
TIME/RANGE: 1 turn/same hex
EFFECTS: Makes specified Character able to contribute his or her own personal LSCR in Warfare or Tournament without having to "commit" (Consult Section 11.2 - 11.10) for d12 turns.

SPELL NAME: False Valor
TIME/RANGE: 1 turn/same hex
EFFECTS: Causes any specified Character in a Warfare situation (can be specified after that army's "commitments" have been revealed), to become automatically "committed" (consult Section 11.2 - 11.10) for d4 turns.

SPELL NAME: Vale of Obscurity
TIME/RANGE: 1 round or segment/100'
EFFECTS: Gives a specified Character an automatic (-2) Defense Bonus, plus enables him to travel in absolute silence and with only a 25% chance of even being seen (per round or segment). Lasts for (d20 x 10) rounds or segments.

SPELL NAME: Magic Light
TIME/RANGE: 3 rounds or segments/10'
EFFECTS: Conjures a glowing orb which floats 10' in front of the Spell-Caster and illuminates a radius of 70'. Lasts for (d20 x 10) rounds or segments.

SPELL NAME: Sense Danger
TIME/RANGE: 2 rounds or segments/100'
EFFECTS: Gives a specified Character the ability to know when he is within 10' of potential danger (but not what the danger is or in what direction). Lasts for (d20 x 10) rounds or segments.

10.0 SUPERNATURAL INTERVENTION

SPELL NAME: Drowsiness

TIME/RANGE: 2 rounds or segments/100'

EFFECTS: Causes a specified human-, animal-, or monster-type to lose all Offense & Defense Bonuses, and raises its Swordplay or Strike Roll by 4. Also makes it 40% unlikely to comprehend Negotiations and other interactions, as judged by the GG. Lasts (d20 x 10) rounds or segments.

POWER RATING BONUSES FOR LADIES & QUEENS: nil

AFTER-EFFECT PROBABILITY: 15%

After-Effects will manifest themselves at noon, within d4 days. Roll a d6 to find out what happens. The GG should keep this a secret as to whether it happens and what will happen!

1. CATATONIC STUPOR - Spell-Caster becomes totally inactive for d4 turns.
2. VOICES - Spell-Caster begins to hear voices telling him/her to do strange things, and is unable to perform normally for the next d4 days.
3. ACCIDENT - Spell-Caster has an accident that causes d20 Injury Points.
4. PEASANT DISSENSION - (d20)% of the Peasants in the Spell-Casters Home Province suddenly move to a randomly-determined adjacent Province.
5. TREE BLIGHT - (d20)% of next month's Spear Production in the Spell-Caster's Province is lost due to the local trees being infested with Blight.
6. BIRD PLAGUE - (d20)% of next month's Food Unit Production in the Spell-Caster's Province is lost due to birds raiding the crops.

10.0 SUPERNATURAL INTERVENTION

10.4 BATTLE-MAGIC (LEVEL II) ...

CHIVALRY RATING PENALTIES FOR KINGHTS & KINGS: -30

SUCCESS PROBABILITY: 40%

SPELL NAME: Bestial Control

TIME/RANGE: 1 round or segment/100'

EFFECTS: Specified animal- or monster-type under 500 lbs. will suddenly stop whatever it was doing and freeze for (d6) rounds or segments. Attacking it in this state breaks the spell.

SPELL NAME: Weapon Enchantment

TIME/RANGE: 10 rounds or segments/same hex

EFFECTS: Specified weapon increases its Damage Increment by 2, and user gets +2 on his SPR in combat. Lasts for d8 days.

SPELL NAME: Warfare Strength

TIME/RANGE: 1 turn/same hex

EFFECTS: Enables specified Character to add on (d4 x 10)% of his personal LSCR, for Warfare purposes (consult Section 11.5) for d8 turns.

SPELL NAME: Enemy Weakness

TIME/RANGE: 1 turn/same hex

EFFECTS: Causes any specified Character to lose (d4 x 10)% of his personal LSCR, for Warfare purposes (consult Section 11.5) for d8 turns.

SPELL NAME: Invisibility

TIME/RANGE: 1 round or segment/100'

EFFECTS: Makes a specified Character both invisible and silent-moving for (d10 x 10) rounds or segments. Invisibilty gives a Character a -6 Defense Bonus and lowers his SPR by 4. Also makes him impossible to find when "Hiding" (see Section 8.5).

10.0 SUPERNATURAL INTERVENTION

SPELL NAME: Magic Beam

TIME/RANGE: 3 rounds or segments/10'

EFFECTS: Conjures a glowing orb which floats 10' in front of the Spell-Caster, illuminates a 50' radius and also throws a beam of light 150' ahead. Lasts for (d20 + 10) rounds or segments.

SPELL NAME: Detect Danger

TIME/RANGE: 2 rounds or segments/100'

EFFECTS: Gives a specified Character the ability to know when he is within 20' of potential danger, and where it is (but not what it is). Lasts for (d20 x 10) rounds or segments.

SPELL NAME: Sleep

TIME/RANGE: 2 rounds or segments/100'

EFFECTS: Causes a specified human-, animal-, or monster-type to fall asleep gradually within d8 rounds or segments. Lasts d4 turns.

POWER RATING BONUSES FOR LADIES & QUEENS: +1

AFTER-EFFECT PROBABILITY: 25%

After-Effects will manifest themselves during some active turn, within d20 turns. Roll a d6 to find out what happens. The GG should keep this a secret as to whether it happens and what will happen!

1. COMA - Spell-Caster becomes totally inactive for d8 turns.
2. WEAKNESS - Spell-Caster is inflicted with (3d10+15) subdual points for each of the next d4 days.
3. SICKNESS - Spell-Caster is stricken with (d20 + 10) Subdual Points and d6 Injury Points for each of the next d4 days.
4. PEASANT REVOLT - (d20 + 10)% of the Peasants in the Spell-Casters Home Province suddenly move to a randomly-determined adjacent Province, after killing d4 of the Guards in the Spell-Caster's Province.

10.0 SUPERNATURAL INTERVENTION

5. DRAGON RAMPAGE - A local Dragon destroys (d20 + 10)% of next month's Spear Production in the Spell-Caster's Home Province.
6. LOCAL DROUGHT - Lack of rain causes a loss of (d20 + 10)% of next month's Food Unit Production in the Spell-Caster's Home Province.

10.5 DARK MAGIC (LEVEL III) ...

CHIVALRY RATING PENALTIES FOR KNIGHTS & KINGS: -40

SUCCESS PROBABILITY: 20%

SPELL NAME: Bestial Aggression
TIME/RANGE: 1 round or segment/100'
EFFECTS: Specified animal- or monster-type under 600 lbs. will attack a specified Character for the next d20 rounds or segments, with its Strike Roll reduced by 4 (making it more dangerous).

SPELL NAME: 'Good Folk' Summons
TIME/RANGE: 5 rounds or segments/same hex
EFFECTS: Specified Character immediately receives the aid of a randomly determined Faerie-Encounter, who appears suddenly and will obey that Character for the next d20 rounds or segments, and then disappear again.

SPELL NAME: Hero-Maker
TIME/RANGE: 1 turn/same hex
EFFECTS: Enables specified Character to double his personal LSCR, for Warfare purposes (consult Section 11.5) for d10 turns.

SPELL NAME: Enemy Madness
TIME/RANGE: 2 turns/same hex
EFFECTS: Causes (d4 x 10)% of an opposing army's Peasants to desert (see Section 11.0)

SPELL NAME: Levitation
TIME/RANGE: 1 round or segment/100'
EFFECTS: Make a specified Character able to fly wherever he/she desires, silently, for (d12 x 10) rounds or segments.

10.0 SUPERNATURAL INTERVENTION

SPELL NAME: Penetrating Light

TIME/RANGE: 3 rounds or segments/10'

EFFECTS: Conjures up a glowing orb which floats 10' in front of the Spell-Caster, illuminates a 50' radius, and throws a beam of light 150' ahead which also penetrates walls and allows you to see through them. Lasts for d20 rounds or segments.

SPELL NAME: Identify Danger

TIME/RANGE: 2 rounds or segments/100'

EFFECTS: Gives a specified Character ability to sense, identify, and recognize any potential dangers, for (d20 x 10) rounds or segments.

SPELL NAME: Suggestion

TIME/RANGE: 6 rounds or segments/100'

EFFECTS: Causes a specified human-type to desire to carry out one task suggested by the Spell-Caster. This lasts for the remainder of the month.

POWER RATING BONUSES FOR LADIES & QUEENS: +2

AFTER-EFFECTS PROBABILITY: 45%

Roll a d4 to determine when After-Effects manifest themselves:

- 1 - in d20 rounds or segments
- 2 - in d10 turns (an active turn)
- 3 - in d4 days (at noon)
- 4 - in d8 days (at noon)

Roll a d6 to find out what happens. The GG should keep it a secret until it happens!

1. MADNESS - Spell-Caster becomes unpredictable and deranged, and under the control of the GG, for d12 turns.
2. DISPLACEMENT - Spell-Caster wakes up one morning (not at noon) in a randomly determined Province in a randomly determined Kingdom. He does not know where he is. The GG does not tell him!
3. BLINDNESS - The Spell-Caster becomes blind for d4 days.

10.0 SUPERNATURAL INTERVENTION

4. BURGLARY - Somebody, somehow, steals all the Spell-Caster's money (that he is carrying on his person), while he sleeps. He discovers it in the morning (not at noon).
5. FLIES - The worst plague of flies you ever saw spoils (d12 + 40)% of the Food Units for next month in the Spell-Caster's Home Province, and also raid his own personal supply of Rations, spoiling it all.
6. PEASANT DEMENTIA - Some crazy Peasant decides to start his own kingdom, enlists (d12 + 10)% of the Spell-Casters' Peasants, kills d10 guards, and takes (d20)% of next month's Spears. They are never heard from again.

10.6 HIGH SORCERY (LEVEL IV) ...

CHIVALRY RATING PENALTIES FOR KNIGHTS & KINGS: -50

SUCCESS PROBABILITY: 10%

SPELL NAME: Bestial Materialization

TIME/RANGE: 1 round or segment/100'

EFFECTS: Conjures up a randomly determined animal- or monster-type which will then act as it normally would. Does not disappear for d4 turns.

SPELL NAME: Gargoyle Summons

TIME/RANGE: 5 rounds or segments/same hex

EFFECTS: Specified Character immediately receives the aid of d4 Gargoyles, who appear suddenly and obey that Character for the next (d20 x 10) rounds or segments, and then disappear again.

SPELL NAME: Giant Summons

TIME/RANGE: 1 turn/same hex

EFFECTS: Immediately summons (d20 + 10) Hill Giants to ally themselves with a specified army. Each Hill Giant has an LSCR of 30. See Section 11.2 - 11.10.

10.0 SUPERNATURAL INTERVENTION

SPELL NAME: Enemy Panic
TIME/RANGE: 1 turn/same hex
EFFECTS: Causes (d10 x 10)% of an opposing army's total personnel to desert.

SPELL NAME: Teleportation
TIME/RANGE: 2 rounds or segments/100'
EFFECTS: Makes a specified Character able to immediately transport himself to any desired location on the map (just once).

SPELL NAME: Luminous Companion
TIME/RANGE: 3 rounds or segments/10'
EFFECTS: Conjures up a glowing orb, which illuminates a 50' radius and throws a 150' beam of light, which can also speak and explain the nature of things encountered. Lasts for (d20 x 5) rounds or segments.

SPELL NAME: Super Speed
TIME/RANGE: 2 rounds or segments/100'
EFFECTS: Gives a specified Character the ability to perform three things during the same time unit (instead of 1). In other words, he can attack 3 times, attack once and move twice, move twice and cast another spell, or whatever. This lasts for (d20 x 10) rounds or segments.

SPELL NAME: Hypnosis
TIME/RANGE: 4 rounds or segments/100'
EFFECTS: Causes a specified human-type to fall completely under the control of the Spell-Caster, for d20 turns.

POWER RATING BONUSES FOR LADIES & QUEENS: +3

AFTER-EFFECTS PROBABILITY: 75%

10.0 SUPERNATURAL INTERVENTION

Roll a d6 to determine when After-Effects manifest themselves:

- 1 - immediately
- 2 - in d% rounds or segments
- 3 - in d6 turns (an active turn)
- 4 - in d20 turns (an active turn)
- 5 - in d6 days (at noon)
- 6 - in d12 days (at noon)

Roll a d6 to find out what happens. The GG should keep it a secret until it happens!

- 1. DEMON POSSESSION - The Spell-Caster takes half his weight in Injury Points and half his weight (minus one) in Subdual Points, and loses control of himself (to the GG) for d6 daysX2.
- 2. MASS HYSTERIA - Everyone in the Spell-Caster's Province goes crazy for the rest of the month, and Food and Spear Production for next month are decreased by 3% per day.
- 3. SUICIDE - Spell-Caster takes his/her own life.
- 4. BREAKDOWN - Spell-Caster assumes the identity of an animal (specified by GG) and begins to take on all its characteristics and habits; is unable to take on all its capacity for 4 turns and loses 90% of all ratings bonuses for that month.
- 5. SELF-HATRED - Spell-Caster uses any available weapon to repeatedly inflict Injury Points on himself, until he is stopped by someone else, or until he dies. Lasts for 1 Turn.
- 6. LOSS OF IDENTITY - Spell-Caster forgets who he is, loses control of himself for the next d4 days, and loses 75% of all Rating Bonuses earned that month.

10.0 SUPERNATURAL INTERVENTION

10.7 "WHO MAY PERFORM MIRACLES?" ... The answer to that is simply, Christians.

Miracles work differently from Magic, and they are also less complicated. Again, there are four basic levels of Miracles. These do not depend on the magnitude of the Miracle but rather on whom it will benefit! The GG must use his judgement carefully here.

LEVEL I

If, in the judgement of the GG, the Miracle benefits the one performing the Miracle, it is "Self-Applied" and thus a Level I Miracle.

LEVEL II

If the GG judges the Miracle to benefit a Comrade, Family, or Paramour, it is "Self-Interested" and a Level II Miracle.

LEVEL III

If the GG judges it to benefit someone not at all concerned with the one performing the Miracle, it is "Self-Abdicating" and a Level III Miracle.

LEVEL IV

If the GG judges it to benefit an Enemy (anyone listed as an Enemy, or any Pagan Powerlord, or who has been consistently opposing the Miracle-worker), it is "Self-Sacrificing" and a Level IV Miracle.

One miraculous thing that all Christian Renunciates have going for them is a 40% Immunity to Magic Effects, a sort of barrier that spells must break through in order to work.

10.8 MIRACLE PROCEDURES ... These steps are followed in attempting to perform a Miracle:

- A. Select the Miracle.
- B. Determine the Level (as judged by the GG).
- C. (This is important!) Note Prayer Time Required.
- D. Roll for Success (using d%).
- E. Apply Miracle (if successful).
- F. Record Faith Rating Bonuses (if successful).
- G. Check for Possible After-Effects.

10.0 SUPERNATURAL INTERVENTION

Prayers do not have to be verbally announced but can be secretly transmitted to the GG (by note or whisper). Here again, it takes the Christian's full concentration to perform a Miracle, and so (for game purposes) he cannot be praying and, say, fighting at the same time.

Miracles can also have their After-Effects, but the Christian certainly needn't worry about them; in fact, he or she should look forward to them!

10.9 MIRACLE SUCCESS PROBABILITIES AND FAITH RATING BONUSES ... This varies according to the Level, as follows:

<u>LEVEL</u>	<u>SUCCESS PROBABILITY</u>	<u>FAITH RATING BONUS*</u>
Level I	20%	0
Level II	35%	+1
Level III	55%	+2
Level IV	80%	+3

* if successful

There are ways of increasing the Success Probabilities.

Fasting gives a 5% Probability Bonus (retainable until spent) for each day Fasting. Thus, fasting for 16 days would give a Christian 100% probability of performing his next Level I Miracle, if he chose to use his Fast-earned bonus on that Miracle. But that could be be very unhealthy for the Christian!

Let's take an example. Sir Bors de Ganys, a devout Christian, wants to increase the Success Probability on his next Miracle to 100%, and so he fasts for 16 days, giving him an 80% bonus. By the end of 16 days, however, he has accumulated 192 Subdual Points and 144 Injury Points (see Section 5.11 Fasting). We find that during the same period of time, the Subdual Points naturally healed at a rate of 10 per day (see Section 9.9) and the Injury Points 1 per day. That's 160 Subdual Points less, and 16 Injury Points less. It still leaves 32 Subdual Points and 128 Injury Points. Sir Bors only weighs 180 lbs! If he should get badly injured during his time, he could be in real bad trouble! So Christians should keep in mind the risks involved in Fasting.

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Another way to increase Miracle Success Probabilities is by staying at a Chapel. If a Christian stays at a Chapel for one turn (3 hours), he receives a 10% Probability Bonus on his next Miracle attempt. More time spent at the same Chapel will not increase the Probability Bonus, and so it makes sense for the Christian to move on.

10.10 MIRACLE INFORMATION ... Remember, the Level of the Miracle is dependent upon who (in the GG's judgement) it benefits.

- A. HEALING - Takes 1 turn of prayer. Heals (d10 x 10)% of all Injury Points afflicting a specified Character.
- B. REGENERATION - Takes 2 turns of prayer. Regenerates a lost leg or arm on a specified Character. This limb is paralyzed with 100 Subdual Points (automatically inflicted on the specified Character) and will regain its usefulness as it heals further (check Section 9.10B -D).
- C. PROTECTION - Takes 1 round or segment of prayer. Gives a specified Character an additional Defense Bonus of (-4) and an 80% Immunity to any Magical Influences. Lasts for (d20 x 10) rounds or segments.
- D. DOMINION - Gives a specified Character authority to command water, wind, or animal-types to do certain things within the approval of the GG (must be non-destructive). This can only last as long as it takes to do whatever is specified.
- E. TONGUES - Enables a specified Character to understand and speak any and all languages, for d6 turns.
- F. REVERSAL - Breaks any designated Spell. Takes as long as it took the Spell-Caster to throw it.
- G. PEACE - Takes 1 round of segment of prayer. Puts an end to all conflict between any 2 (or more) warring parties for d6 turns.

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- H. RESURRECTION - This is a special prayer which requires three Christians praying and fasting in the same place for 3 full days. Odds of its occurring are 50% less than usual (of course, this can never be self-applied). If it fails, you can not try again.

10.11 MIRACLE AFTER-EFFECTS ... If it has been determined that a Miracle has been successfully performed, the last step (see Section 10.8G previous) is to check for Miracle After-Effects:

<u>LEVEL</u>	<u>CHANCE OF AFTER EFFECTS</u>
Level I	10%
Level II	15%
Level III	20%
Level IV	25%

If After-Effects are indicated, roll a d8 to find out when they manifest themselves (the GG should keep all this secret, and only reveal it if and when it happens):

- 1 - immediately
- 2 - in d20 rounds or segments
- 3 - in (d20 x 10) rounds or segments
- 4 - in d4 turns (an active turn)
- 5 - in d8 turns (an active turn)
- 6 - in d20 turns (an active turn)
- 7 - in d6 days (at noon)
- 8 - in d12 days (at noon)

Roll a d6 to find out what happens, considering the level of the Miracle:

1. BLESSING ON THE LAND - Miracle-Worker's Province receives a 5% increase on everything at next Harvest Time (see Section 4.3).
2. ANGEL OF PROTECTION - An invisible Angel (check Section 7.2) will follow the Miracle-Worker for d20 turns to protect him from danger.
3. PEASANT INCREASE - A tribe of (d8 x 50) refugee Norsemen have landed in the British Isles and have made their way to the Miracle-Workers Home Castle, where they ask to be taken in, in return for regular Peasant Duties.

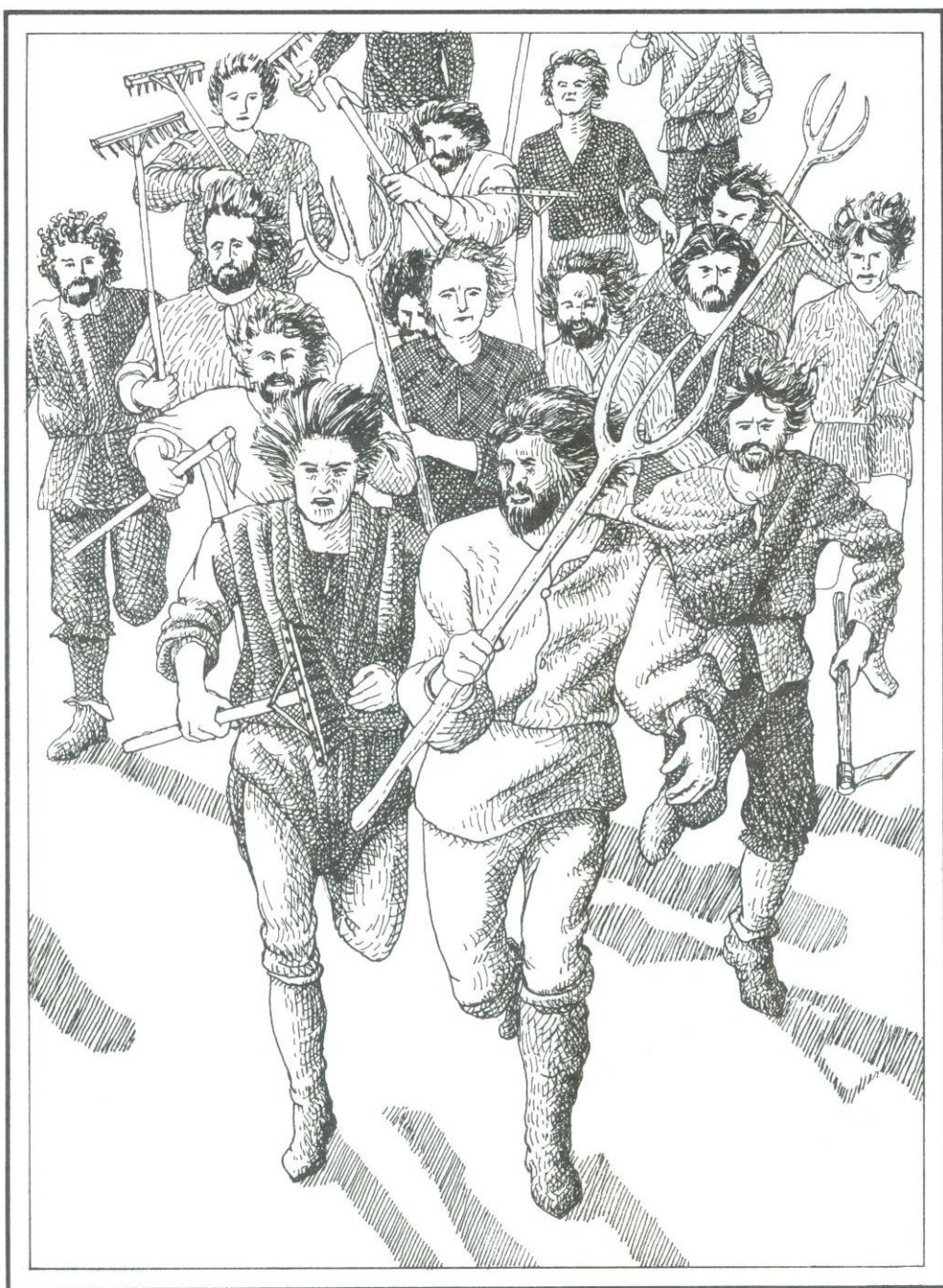
10.0 SUPERNATURAL INTERVENTION

4. STEED STAMINA - Miracle-Worker's own horse become able to go 5 more miles per turn across any Terrain, and can bear 20 more lbs. load weight. This lasts for d20 days.
5. GOOD HEALTH - Natural healing for the Miracle-Worker accelerates to 2 Injury Points per day and 20 Subdual Points per day, plus he gains 10 lbs. weight. This lasts for the rest of the month.
6. WISDOM - Gives the Miracle-Worker insights into God's ways with the creation and enables him/her to communicate with those beasts that speak no language. Animal- and monster-types are 40% likely to act as though a Comrade. This lasts for d8 days.

4th MODE

"Gawain drew his troops up in some order, and ordered them to wheel round in formation, each doing his utmost to unhorse one of the enemy. They agreed to what he proposed ... and each of them killed his man."

Geoffrey of Monmouth,
(translated by Lewis Thorpe),
The History of the Kings
of Britain, x.4



11.0 WARFARE (or, "Large Scale Combat")

It is suggested that players do not involve themselves with this Section of the Handbook until they have become familiar with the other general aspects of the game.

This section describes procedures for fighting a politically-interested war. From 11.13 on, procedures are outlined for Naval Warfare.

11.1 FORMING & MOVING ARMIES ... The purpose of Warfare is to obtain tribute, which is a measure of political allegiance. Refer back to Section 4.8. When a Warfare situation arises, armies must first be gathered together onto a single hex, hereafter referred to as "The Battleground." Armies are formed by drawing from the concerned overlord's personnel resources; i.e., the lesser knights (LK), guards (G), and peasants (P) of his province. Also, he may try to enlist the aid of friends and relatives and their subjects. Armies, once their numbers have been established, should make whatever travel movement necessary to bring about the desired Warfare procedures. One army may not want to fight an open battle and thence would do best to stay within the walls of its home castle. The aggressing army would then arrive and besiege that castle. Regular Warfare procedures would be in effect when both armies meet on an open plain and conduct all-out war.

When an invader enters an enemy castle-hex it can lay claim to a percent of that province's food units (in the fields). Roll d% to determine. The remainder is salvaged by the defenders and is what they must live off of. Each day that they are besieged, their MONTHLY FOOD PRODUCTION for the next month decreases by 3%.

Communications during Warfare may be made at any time by sending messenger pigeons (check Section 8.0).

Kings may always call on the military forces of any provinces in their kingdoms. A Character may also call for aid from provinces owing him a tribute. Such a call for aid is obligatory and carries a -10 Chiv. Ratings penalty if not fulfilled.

Armies should be properly supplied for battle. It is well advisable to bring along sufficient food units, one for every 30 men, per day, to avoid low morale.

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All armies should have a recognized leader (High Commander); i.e. a Character knight or king. Without such, all troops (LK, G, and P) will automatically desert at a rate of 10% per turn travelling. At the conclusion of movement each day, a travelling army must make a Morale Check.

A Morale Check takes into consideration certain factors which might dishearten troops and cause them to desert the cause. For each category of troops (P, G, and LK), roll d%, apply the following modifiers, and then subtract 90. This will tell you the percentage of troops that desert (for each separate category).

CONSIDERATIONS	PEASANTS	GUARDS	LESSER KNIGHTS
No food	+15	+15	+15
4 Turns Marched	+10	+10	+10
3 Turns Marched or Less	nil	nil	nil
Marching on Sunday	+25	+25	+25
Inside Home Province	-30	-30	-30
Inside Home Kingdom	-20	-20	-20
King Present ... for King Arthur, -30; for other Kings, -(LBx2).			
Character Considerations *	nil	-10	-40

* automatically applied to each category.

Finally, when any two armies have arrived at a common hex, (The Battleground), they are considered to have made an encounter involving major interaction; since the encounter is known to be another army, Second Mode Rules are assumed (and forgotten), and Third Mode Rules come into play only when Individual Combat (minor interaction) takes place.

11.0 WARFARE

11.2 ORDER OF EVENTS, TIME STRUCTURE IN WARFARE...
The following steps are followed and will be explained in detail:

- A. Roll for Battle Prerogative (11.3)
- B. Commit Personnel to Combat (11.4)
- C. Determine Battle Values and Dice Modifiers (11.5)
- D. Specify Individual Combats, if any (11.6)
- E. Withdraw Personnel, if desired (11.7)
- F. Conduct Large-Scale Combat (11.8)
- G. Conduct Individual Combat (11.9)
- H. Check Battle Morale (11.10)

These steps are then continued as many times as desired (one turn passing with each completion of Steps A-H) until one army wins or a truce is called. Conditions of victory are totally up to the High Commanders. Here again, no more than four turns of activity per day are allowed.

11.3 ROLL FOR BATTLE-PREROGATIVE ... Battle Prerogative is a simple indicator of initiative. Armies within castle walls have Battle Prerogative over their Attackers automatically. It allows an army to retreat unscathed into another hex (see ...), and also gives an army first choice in individual pairings, assuming that army wants individual pairings.

Opposing armies should roll 2d6, then add their High Commander's LB. The highest modified roll wins Battle Prerogative for that turn.

IMPORTANT NOTE: An army with Battle Prerogative that wishes to conduct a full-scale withdrawal of his personnel from The Battlefield should be sure not to commit any personnel in the following step.

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11.4 COMMIT PERSONNEL TO COMBAT ... The High Commanders secretly (in writing) commit any number of their personnel, specifying Character Knights and/or Kings, LK, G, and P. If an army is planning a retreat, it should not commit any personnel until after the other commitments are revealed. As mentioned above, if the army does have Battle Prerogative, it may retreat without such coverage, and need not commit any men. Please note, for economic purposes, that each turn when men are committed to battle, 3/4 spears per LK and 1/4 spear per G are consumed.

Once done, commitments are revealed. If the army without Battle Prerogative now wishes to retreat, the High Commander must now commit a number of Personnel equal to at least one third of the Battle Value committed by the other army (see 11.5 below). If the entire army (without Battle Prerogative) wishing to retreat has less Battle Value than one third of the opponents' committed Battle Value, it may not retreat (may be considered "surrounded").

11.5 DETERMINE BATTLE VALUES AND DICE MODIFIERS ... Both High Commanders now determine the "Battle Values" (measured in terms of "LSCR": "Large Scale Combat Rating") of only the men they have committed to battle.

Each peasant (P) has an LSCR of 1.

Each guard (G) has an LSCR of 5.

Each lesser knight (LK) has an LSCR of 25.

Each Character Knight or King must be calculated individually. This involves a series of very complex equations.

First, figure the Character's "Fighting Factor", as follows:

$$\frac{[W \times (1-DM)] + [(20-SPR) \times (1 + OB/10) \times DI \times 10]}{50}$$

Where: W = Weight
 SPR = Swordplay Roll
 OB = Offense Bonus
 DI = Damage Increment of Weapon Used
 DM = Defense Modifier

See next page for explanation of Defense Modifier.

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Defense Modifier is figured by the following equation:

$$DM = DB/10 + MF$$

Where: DB = Defense Bonus
MF = Miscellaneous Factors

Miscellaneous Factors are as follows:

Mounted	-0.2
Not Mounted	0.0
Leather Armor ..	+0.2
Small Shield ...	+0.2
No Shield	+0.4
No Armor	+0.4

Be sure you keep your plus and minus signs straight! Actually, the higher the DM (which is composed of DB/10 and MF), the worse it affects the final number.

If the Character is not mounted, the Fighting Factor is his final LSCR. If mounted, plug the "FF" into the next equation, to find his final LSCR.

$$\frac{FF \times (UN + JB + 10)}{7}$$

Where: FF = Previously calculated "Fighting Factor"
UN = Unseating Number
JB = Joust Bonus

This result, rounded off to the nearest whole number, will equal the Character's LSCR.

Let's take Sir Lancelot du Lac as an example (so you know you're doing it right!). Lance is mounted and fighting with a broadsword, chainmail, and knight's shield, and is sufficiently supplied with spears (Battle Lances).

W	= 204
SPR	= 9
OB	= +4
DI	= 4
DB	= -4
MF	= -0.2 (being mounted)
UN	= 29
JB	= +7

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First, we really have to start at the bottom and figure out his DM (Defense Modifier):

$$\begin{aligned}DM &= DB/10 + MF \\DM &= (-4/10) + (-0.2) \\DM &= (-0.4) + (-0.2) \\DM &= (-0.6)\end{aligned}$$

Now, we plug that into the big equation.

$$\begin{aligned}&\frac{[W \times (1-DM)] + [(20-SPR) \times (1 + OB/10) \times DI \times 10]}{50} \\&\frac{[204 \times (1-(-0.6))] + [(20-9) \times (1 + 4/10) \times 4 \times 10]}{50} \\&\frac{[204 \times (1 + 0.6)] + [11 \times 1.4 \times 4 \times 10]}{50} \\&\frac{[204 \times 1.6] + [15.4 \times 40]}{50} \\&\frac{326.4 + 616.0}{50} \\&\frac{942.4}{50}\end{aligned}$$

Thus, Sir Lancelot's FF is equal to 18.848, or 19.

Now, we plug this into his LSCR equation.

$$\begin{aligned}&\frac{FF \times (UN + JB + 10)}{7} \\&\frac{19 \times (29 + 7 + 10)}{7} \\&\frac{19 \times 46}{7} \\&\frac{874}{7}\end{aligned}$$

So, Sir Lancelot's final LSCR is 124.86, or 125.

It's enough to make you reconsider going to War!

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Once this is done, a Ratio of committed personnel must be determined. Round down to the nearest figure shown below and note the dice modifiers for the larger force:

<u>ARMY MODIFIER</u>	<u>DICE MODIFIER</u>
1:1	nil
3:2	+1
2:1	+2
3:1	+3
4:1	+4
5:1	+5

and so on ...

Also, any side wishing to take prisoners (instead of killing) during that turn must operate with a special -4 Dice Modifier. All Dice Modifiers pertaining are then added to that army's total available LB. This sum is called the "Total Combat Modifier" (TCM) for that army, for that turn.

11.6 SPECIFY INDIVIDUAL COMBATS, IF ANY ... Here, again, an army wishing to retreat that has Battle Prerogative must not specify any activity of this sort.

On the other hand, the High Commander with Battle Prerogative that wishes to wage War has first choice in the following matter:

Any committed Character Knights or Kings may now be separated from Large-Scale Combat and directed to normal man-to-man combat (see Section 11.0) with specified Character Knights or Kings that have been committed from the opposing army. All such skirmishes will begin with a joust, using Battle Lances (unless you're not all that serious about it!). Combat will continue as eventually one or both Characters are unhorsed and swordplay ensues. They may fight to the death, or one may yield, to be taken prisoner, as per Section 11.0 rules.

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Remember, that is all yet to come; this is simply a designating step and not the actual combat.

After the High Commander with Battle Prerogative has made his first individual combat designation, the other army may designate. And so on, High Commanders specify consecutively, until all desired pairings have been made. Once a Character has been paired off with an opponent, he may not be designated against any other Character for that turn.

Bear in mind that a Character Knight or King with any LB value (the higher the better), may in this step become the focus of such an individual attack, particularly if he also has beatable jousting/swordplay abilities! Such a Character may have been committed for the purpose of building up the committed battle value of the army, but not to engage in anything dangerous such as man-to-man combat! Thus, it may be advisable for the High Commander with Battle Prerogative to employ a less valuable Character Knight (if one is available) to engage the most likely would-be assailant. This will leave it up to the other army's next best Character, who hopefully isn't good enough.

11.7 WITHDRAW PERSONNEL, IF DESIRED ... This is the first step of actually conducting battle proceedings.

The army with Battle Prerogative may now, as is his choice, commence with a full-scale retreat, leaving The Battlefield for any adjacent hex. In such a case, the other army may not follow immediately; there is no action for that turn, and the retreated troops may continue on the next turn "travelling" (retreating) away from their opponents as per normal army movement rules (see Section 5.0, Travel).

Withdrawal without Battle Prerogative, as stated before, requires a "throw-away coverage" at least equal to a third of the opposing army's committed battle value. If this is not possible, all must stay and face their attackers!

11.8 CONDUCT LARGE-SCALE COMBAT ... Characters specified in Section 11.6 above are not affected in this step, but their LB's still apply. Both High Commanders now add their TCM's (see 11.5 above) to a 2 d6 roll. This equals the percent of casualties inflicted in the other army, either in deaths or prisoners taken (whichever the High

11.0 WARFARE

Commander desired, remembering that if he is taking prisoners he must consider that -4 Dice Modifier!). This number applies to all personnel categories: P, G, LK, and Characters not engaged in individual combat. Percentages should be rounded out to the nearest whole person.

11.9 CONDUCT INDIVIDUAL COMBATS ... As stated in Section 11.6 above, individual combats are resolved according to normal man-to-man combat rules (go to Section 9.0 for rules governing this).

First, joust with Battle Lances until one or both Characters are unhorsed.

Then, carry on with as much Swordplay Combat as is necessary to bring these individual battles to a resolution, either death or surrender (including "involuntary surrender" by being subdued, if the victor so desires).

11.10 CHECK BATTLE MORALE ... This is only different from a travelling army Morale Check in the following respect (see the end of 11.1):

ADDITIONAL CONSIDERATIONS	PEASANT	GUARD	LESSER KNIGHT
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Per Casualty That Day	+1	+1	+1
-----------------------	----	----	----

Per LB Point Lost That Day	+1	+1	+1
----------------------------	----	----	----

NOTE: In ALL instances of desertion, deserting personnel move back to their respective Home Provinces (Automatic safety guaranteed; they are looking out for Number One!) at normal "on-foot" rates.

11.11 PEACEFUL BY-PASS ... If two armies meet on the same hex, but do not wish to do battle, they still must stop and go through Warfare Procedure. It works like this: 2 non-rival armies meet. They secretly commit no troops, roll for prerogative, and withdraw in whichever direction they like. Simple.

11.12 WAR DEFEAT ... A defeated army is one whose High Commander has surrendered or been captured. In such a case, 1/2 of the defeated HC's total tribute is payable to the conquering HC.

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11.13 INTRODUCTION TO NAVAL WARFARE ... Characters also have the option of engaging battle at sea, which will be covered in the remainder of Section 11.0 rules below. Use of the big map will be handy here, since ships may end up moving all around as they flee and pursue.

11.14 KINDS OF SHIPS ... Basically, there are four kinds of vessels used in Naval Warfare: Warships, Galleys, Longboats, and Merchant Ships. Each has a specific Travel Rate (also covered in Section 5.0), Total Capacity, Maximum Oarsmen, and "Hull Value."

SHIP	TRAVEL RATE	TOTAL CAPACITY	MAXIMUM OARSMEN	HULL VALUE
War Ship	15	250	100	10
Galley	15	150	100	4
Longboat	20	75	50	1
Merchant Ship	15	500	50	2

TRAVEL RATE shows the number of miles a ship can travel within a given turn, assuming it to be on the open seas. Otherwise, check Section 5.3 for "Upstream" and "Downstream" rates.

TOTAL CAPACITY shows the number of men a given ship can carry. Part of this number must be used as "Oarsmen" to propel the craft.

MAXIMUM OARSMEN is the number of men needed to make the ship travel at its maximum rate. If there are only 50% to 99% of these, subtract 5 miles from its Travel Rate; 25% to 29%, subtract 10; 12% to 24%, subtract 15 (this will cause the larger vessels to be "dead in the water"); 11% or less, all ships are "dead in the water." A ship that is "dead in the water" may not be assigned a task (see Section 11.20 following).

HULL VALUE is a value that measures a ship's ramming strength (both offensive and defensive). See Section 11.23 following. Once a vessel's Hull Value reads zero, it is sunk.

11.15 CREWS AND BOARDING ... There must be at least one Character Knight or King per fleet of ships, plus at least 1 LK per ship as a captain. In addition, a ship must be manned by a number of oarsmen in order to accomplish assignments. Oarsman may be anybody: peasants, guards, lesser knights, or Characters. A Char-

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acter, however, acting as an Oarsman may not also act as a captain or Fleet Commander.

When a ship has been bought by a Character (as per price list 4.11), they are docked at any hex that has a coastline or river. The crews and other personnel must be marched first to the docking hex following travel rules (Section 5.0). Boarding then takes 1 turn.

11.16 MEETING AT SEA ... Opposing fleets cannot do battle until they meet on the same water hex (open sea or river). Players need not announce their fleet location.

11.17 DESIGNATE SHIP NAMES ... For easy identification in the following steps, each ship should be given a name (which may be as simple as a letter or a number). This list of ships and their names is made known to the GG and the opposing fleet.

11.18 ORDER OF EVENTS, TIME STRUCTURE IN NAVAL WARFARE
As in Regular Warfare, time passes in units of "Turns" (three hours). For each turn of Naval Warfare, the following steps are taken:

- A. Roll for Battle Prerogative (11.19)
- B. Secretly Assign Ships (11.20)
- C. Determine Engagements (11.21)
- D. "Flee/Pursue" (11.22)
- E. "Ram," "Grapple/LSC," and "Ungrapple" (11.23)
- F. "Collect Swimmers" (11.24)

11.19 ROLL FOR BATTLE PREROGATIVE ... As in Section 11.3 in Land Warfare, High Commanders roll 2d6 and add their own LB. The highest modified roll wins "Prerogative" for that turn.

11.20 SECRETLY ASSIGN SHIPS ... Both High Commanders now "assign" each ship in their own fleet to a specific task. Ships may also form "Squadrons" of two or more working together on the same assignment. Assignment Options are "Flee/Pursue," "Ram," "Grapple/LSC," "Ungrapple," and "Collect Swimmers."

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A. FLEE/PURSUE is moving out of the hex now occupied. It can be to try and escape a battle, or to pursue a ship that has already moved out of that hex. Ships cannot flee in squadrons (for instance, to prevent ramming). Details in Section 11.22 following.

B. RAM is where one ship's Hull Value is pitted against another's, for the purpose of sinking it. A ship or squadron may only Ram one opposing ship, never more. Details in Section 11.23 following.

C. GRAPPLE/LSC covers two related assignments. GRAPPLE is a lashing together of ships with ropes, in order to establish man-to-man combat between personnel. LSC stands for "Large-Scale Combat," and takes place between two currently "grappled" ships. A ship or squadron can never specify Grapple/LSC against more than one opposing ship. Details in Section 11.23 following.

D. UNGRAPPLE is cutting the ropes that hold two "grappled" ships together, in order to break off the man-to-man combat between crews of two ships. Details in Section 11.23 following.

E. COLLECT SWIMMERS can be for Rescuing or for Taking Prisoners. Details in Section 11.24 following.

EXAMPLE

For instance, two opposing fleets each have three ships. 'A' Fleet has ships called, 'A1,' 'A2,' and 'A3.' 'B' Fleet has ships called 'B1,' 'B2,' and 'B3.'

'A' Fleet makes the following assignments: A1 grapple B3, A2 & A3 ram B2.

'B' Fleet makes the following assignments: B1 ram A1, B2 flee, B3 flee.

11.21 DETERMINE ENGAGEMENTS ... Assignments are now revealed and duly noted on the Fleet Lists. Assignments for ships and squadrons that are not on the same sea-hex as opposing ships do not have to be revealed to the opposing High Commander.

The High Commander who has Battle Prerogative should now consider carefully the assignment he considers most important. The assignment which he chooses then is

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considered 'Engaged.' Any ships in the opposing fleet affected by this assignment are also Engaged, and cannot fulfill their own assignments. Of the ships and squadrons that now remain un-engaged, the other High Commander now chooses an assignment, and so on, consecutively, until all ships and squadrons are accounted for. Leftover ships and squadrons (who were, for instance, supposed to Ram an opposing ship, but the opposing High Commander engaged it in another assignment) are assumed to have missed their assignments, unless their assignments do not involve an already engaged opposing ship.

EXAMPLE

Using the previous example, let's say 'A' Fleet has initiative. The 'A' Fleet High Commander decides that his A2/A3 Squadron assignment (ramming B2) is most important, and chooses that. B2 is now considered engaged, and the 'B' Fleet High Commander decides the next most important is for his B1 Ship assignment is important to prevent it from grappling B3 (which wants to flee). So he chooses that. 'A' Fleet is now totally engaged, and so had no more assignments it can carry out. 'B' Fleet, however, still has its B3 Ship assignment which it can carry out, since it doesn't involved a previously engaged ship. So it flees to another sea-hex. All ships are now accounted for.

11.22 "FLEE/PURSUE" ... All ships that are free to flee may now do so. They leave the hex in whatever direction they choose and at whatever speed is appropriate for them.

Once they have left the sea-hex they were on, they may wish to Flee again, because the other High Commander could send ships or squadrons to Pursue. If this happens, the direction in which you flee should be kept a secret between you and the GG, so that the pursuing ship will have to guess in which direction you've gone. At any rate, once a ship is a hex away from another ship, it can keep its Assignments a secret.

In Pursuing, specify the adjacent sea-hexes you are moving into. You may want to try and guess where an opposing ship has gone. If you do end up in the same hex, you've sighted it and may try to engage it the next turn. You do not, of course, have to use all of your movement. You may enter a sea-hex, sight an Enemy ship

11.0 WARFARE

with 10 miles (or more, or less) of movement left, and stop there. If it has not already done its assignment, it can no longer keep it a secret, since it has been sighted by the Enemy.

11.23 "RAM," "GRAPPLE," AND "UNGRAPPLE" ... These are the assignments which engage opposing ships.

A. RAM - The Ramming Ship or Squadron's Total Hull Value can now be made into a ratio, compared with the Target Ship's Hull Value. Always round down. This is the R:T Ratio. Roll a d6, and then consult the following chart for results:

R:T Ratio	1	2	3	4	5	6
1:2+	R3	R2	R1	R1,T1	R1,T1	R1,T1
2:3	R2	R1	R1,T1	R1,T1	R1,T1	T1
1:1	R1	R1,T1	R1,T1	R1,T1	T1	T2
3:2	R1,T1	R1,T1	R1,T1	T1	T2	T3
2:1	R1,T1	R1,T1	T1	T2	T3	T4
3:1	R1,T1	T1	T2	T3	T4	T5
4:1	R1,T2	T2	T3	T4	T5	T6
5+:1	R1,T3	T3	T4	T5	T6	T7

'R' indicates a lessening of the Ramming Ships' Hull Value. If a Squadron, the GG will randomly determine which ships are affected and how badly.

'T' indicates a lessening of the Target Ship's Hull Value.

When any given ship's Hull Value reaches zero, that ship is considered 'Sunk.' The crew of that ship then become 'Swimmers.' Swimmers can only swim for one turn and then drown or get eaten by sharks. They may be rescued by their own fleet or taken prisoners by opposing ships. See Section 11.24 following.

B. GRAPPLE/LSC - Grappling is done for the purpose of establishing man-to-man Warfare between the crews of ships. Successfully grappled ships are tied together with ropes and a small Battlefield is established. If that ship which was grappled by an opposing ship then 'Ungrapples,' it has cut free and no man-to-man Warfare takes place. If it cannot or does not Ungrapple, LSC (Large Scale Combat) breaks out, and continues for all the turns that the two ships remain grappled. Regular Warfare procedure is then followed (see Section 11.2). NOTE: Interpret "withdrawing personnel" (Section 11.7) as jumping overboard.

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C. UNGRAPPLE - When two ships are grappled together by ropes and man-to-man Warfare is threatening or actually occurring, the crew may be able to cut the ropes which tie the ships together. If this occurs, that ship is now free to undertake other assignments in the future.

11.24 "COLLECT SWIMMERS" ... Finally, as a final step, ships who have been assigned to collect swimmers (and were not engaged by opposing ships) may now fill their ships to their specified capacities with available swimmers. Swimmers who entered the water on the present turn may be saved on the same turn, or they can swim around for another turn (three hours), but no longer, as they are either bad swimmers or too tempting for on-looking sharks.

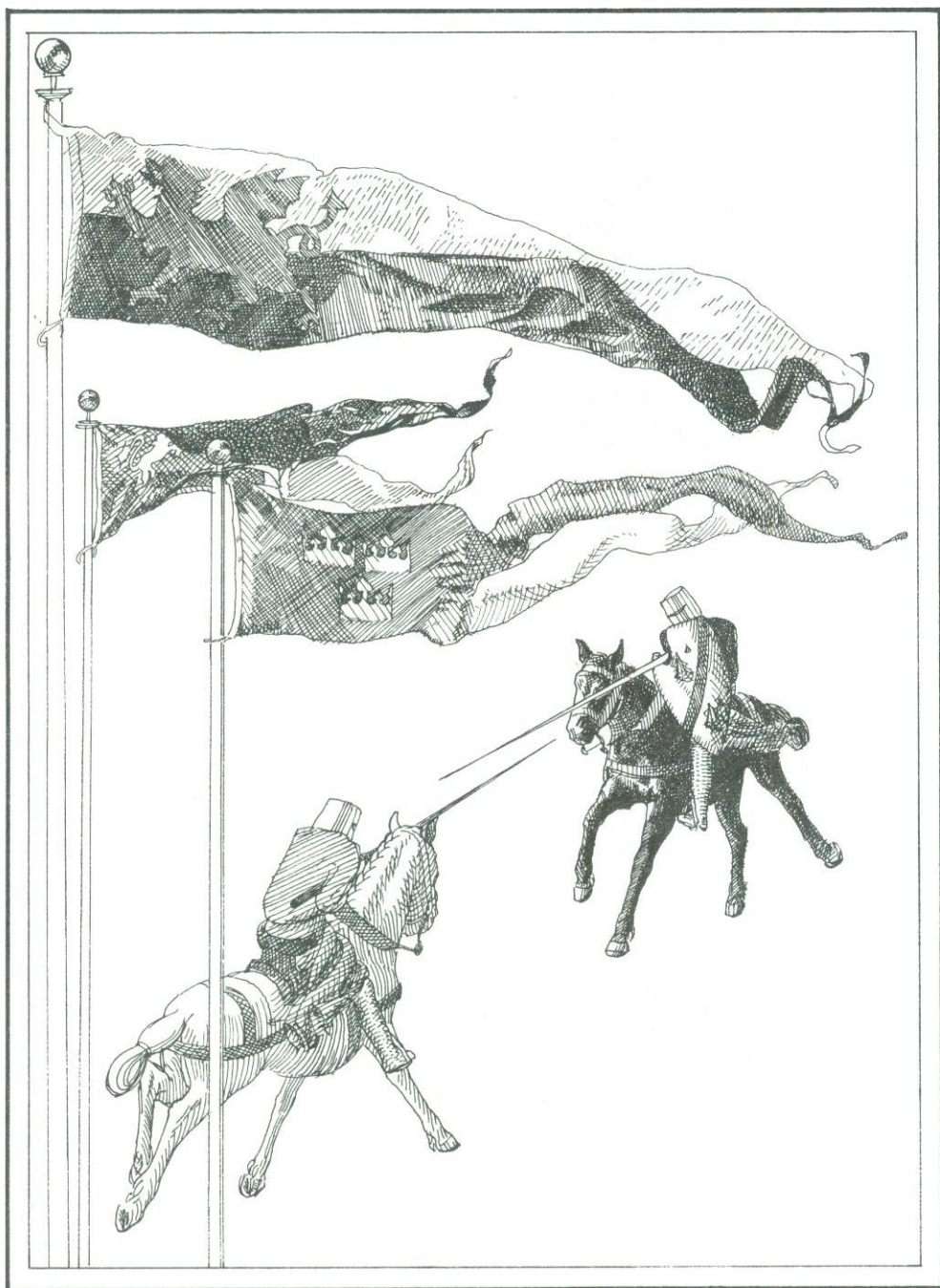
After that has been completed, it is assumed one full turn has passed, and High Commanders go back to Secret Assignments for the next round of Naval Warfare. Return to Section 11.18.

11.25 REPAIRING DAMAGED SHIPS ... Sunken ships cannot be recovered.

Ships with at least one point of Hull Value still intact can be restored to full Hull Value at a cost of 300 G per point. Work can be done at any shore-hex by mercenary French dock-workers. Time requirement is seven days per point of Hull Value restored.

"... when the tournament was over it was found that of all the companions of the Round Table bearing arms that day there were only two that (Galahad) had not unhorsed, and those were Lancelot and Perceval."

P.M. Matarasso (translator),
Departure, The Quest of the
Holy Grail



12.0 TOURNAMENT

Like Warfare, the Tournament is a special Fourth-Mode function which is similar to Warfare (Section 11.0) but is conducted as a sport rather than for political purposes.

12.1 HISTORICAL REMARKS ... A Tournament in the Days of Old was comparable to a Celebrity Golf Classic of today, except that the sport was a bit more animated. It was sponsored by some wealthy baron or king who had a castle and suitable tournament facilities. This included room for participating knights, a large flat field, and long rails set off to the side (called lists, used to separate opposing jousts).

The Day of the Tournament featured two main attractions: the Jousts, and the Tournament Proper.

The Jousts served as a preliminary attraction. These were simple one-on-one confrontations between two knights. Opponents lined up at opposite ends of the lists, with the rail on their left. Couching the lance in the right arm so that the leveled weapon crossed over the shoulder of his steed toward the oncoming foe, and raising his shield with his left arm, the Knight spurred his mighty Charger, hopefully to a gallop, until he met his opponent in the middle. The idea was to prove himself the more skillful, the better rider, the mightier warrior.

Often, one or both of the knights would miss altogether! And usually, when a hit was scored, the lance would splinter and the struck knight remained in saddle. The key factors in successful jousting were: Aim, Seating, and Forward Momentum.

AIM - Of course you could not depend on unseating your opponent if you could not hit him.

SEATING - Keeping the gluteal region down and tight in the saddle and hugging the horse's flanks tightly with the thighs were conditional for proper seating. This would keep you from falling off the horse at the slightest disturbance. A hit from your opponent could glance off or splinter; but if you were improperly seated, you would probably fall off anyway.

12.0 TOURNAMENT

FORWARD MOMENTUM - It was important that the horse be traveling at highest possible velocity. Also, spurring the horse just before impact caused the animal to lurch forward, and added that much more momentum.

Once the Jousts were over the Tournament Proper got underway. This was a mock battle between two teams of knights usually led by a king. They were intended to provide entertainment (for nobleman and commoner alike) but also for practice and training for the participating knight and for the spectating kern.

The two teams conducted a battle with as little bloodshed as possible using blunted lances and wooden broadswords. Inevitably, however, knights were injured and even killed.

Knights would charge helter-skelter at each other and do just about anything to win. In that regard it was a lot like ice-hockey. If a comrade was unhorsed, you might try to round up a stray horse and remount him.

At the end of the day's activities, prizes were awarded by the Sponsor: a Grand Prize for the winning king, and smaller prizes for the top three jousts in the preliminary event.

12.2 PREPARATIONS ... All castles in this game are considered to have sufficient tournament facilities.

The first order of business is for the Sponsor to send out invitations to selected kings. They need not be players; you can assume non-player-Character Kings will be delighted to participate! Invitations may be sent by Messenger Pigeon, Squire, or other willing person (see Section 8.6). Reservations should be confirmed by a return message.

Because an invited king may be reluctant or unable to participate (if the king invited is a player-Character; otherwise, they are assumed willing), additional invitations may have to be sent. Because time may be a factor, invitations should specify a time that the reply should be received. A typical invitation is shown on the next page.

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TYPICAL TOURNAMENT INVITATION:

"To King Leodegrance
Castle of Ely, Camylarde

From King Harmance of the Red Lands

My Dear Leodegrance:

This is a special invitation to participate in an upcoming tournament to be held at our castle on April 14th, Anno Domini 460.

A Grand Prize of 10G will be awarded to the winning team. Prizes will also be awarded for preliminary Jousting.

Please reply by April 10th or we will have to assume you are unable to participate.

Affectionately,

(the king's seal)"

The Tournament Sponsor must consider the cost of a Tournament. The average Kingdom might have 15 Character Knights, along with its King. When the Day of the Tournament arrives, guests check into the Sponsor's castle. The Sponsor spends 1S per Guest, per day. "Guests" include: (A) Participating Knights and Kings, B) Any Ladies and Queens who show up, and also (C) all of your own Knights. Thus, it is probable that Tournament accommodations alone would run about 3+ G per day. Add to that the cost of Prizes:

For the Preliminary Jousts:

The First Prize Trophy costs 5 G.

The Second Prize Trophy costs 2 G.

The Third Prize Trophy costs 1 G.

And for the Tournament Proper (awarded to the winning King):

The Tournament Trophy costs 10 G.

Thus, total Prizes cost 18 G.

12.0 TOURNAMENT

A one day Tournament with 30 Guests would cost 21 G. This represents a small loss to a King's treasury, but the Chivalry Ratings Bonus gained from sponsoring such a Tourney should compensate him (check Section 3.5).

12.3 ORDER OF EVENTS, TIME STRUCTURE ... The first order of business in a Tournament is the Preliminary Jousts. It can be assumed that no matter how many Knights participate in this, there are enough Lists (rails) that all pairings can take place in one turn (3 hours). When that contest has been finished, the Tournament Proper begins.

The order of events for the Tournament Proper is as follows:

- A. Roll for Battle Prerogative
- B. Commit Personnel to Combat
- C. Determine Battle Values and Dice Modifiers
- D. Specify Individual Combats, If Any
- E. Conduct Large-Scale Combat
- F. Conduct Individual Combats

If you have already read the Warfare rules (Section 11.0) you will have realized that this is pretty much the same order of events used in that section. In fact, you should now consult Section 11.2 through 11.9, and omit the "Withdraw Personnel" step (11.7) and the "Morale Check" (11.10). Since it's only a sport, held in the confines of a Castle, you can't withdraw troops and never get demoralized! Also, all men are assumed committed, at all times.

The only other difference is that in Tournament play, casualties are not killed, but always captured. This is not exactly the same as taking prisoners; rather, casualties are assumed unhorsed, beaten, and basically out-of-action.

After four complete turns of Tournament activity (one for the Preliminary Jousts and three for the Tournament Proper, on the first day - or four turns for the Tournament Proper on all subsequent days), the Tournament adjourns for the day and picks up where it left off at 9 AM the next day.

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12.4 THE PRELIMINARY JOUSTS ... This is a contest of individuals. Participants test their skills against members of their own team as well as those from the opposing camp.

The GG will make random matchings for all participants. He can pull names out of a hat, assign each Joust a number between 1 and 100, or whatever. Pairings of Knights should be absolutely random, though; there is no choosing your opponent. All participants are given equal opportunity to capture Prizes, and while, of course, the best Knight has the best chance of winning, less talented Knights may be able to walk away with it when the Big Guys eliminate each other.

In these Jousts, results are determined by regular Jousting Procedure (Section 9.6 - 9.7), using this Guideline for Elimination: Anyone unseated is eliminated from competition. If you both remain seated, you both remain in the competition. If you both get knocked off, you're both out.

After all Knights have Jousted, those who haven't been eliminated come back for another round. The GG makes random pairings, so that surviving Knights never know who their next opponent will be until there are only two Knights left.

The two Knights who lost to the two surviving Knights joust for Third Prize.

Then the two surviving Knights joust for First Prize. The loser takes Second Prize.

Prizes are awarded when the Tournament has finished. A Trophy is not redeemable for its gold value but rather is engraved with the Knight's name so that he can put it over his fireplace and be proud of it.

12.5 THE TOURNAMENT PROPER ... As stated before, the same procedure used in Warfare, listed in Section 11.2 - 11.9, is used for the Tournament, except without the personnel withdrawal or morale checks (see 12.3 A-F etc. above). All men are assumed committed.

12.0 TOURNAMENT

Remember also that each Character Knight and King has an individual Battle Value that has to be figured out according to the very complex equations in Section 11.5. instead you may wish to conduct the entire tournament through Individual Combats (Section 11.9), rather than spend time figuring out these Battle Values.

If you do use the Battle Value method, casualties start with the lowest valued Knights. For instance, if it is determined that one side inflicts 35% casualties against the other, and 35% works out to be 125 Battle Value, take off your lowest valued Knight (worth, say, 28), then the next lowest (two Knights both worth, say, 30 each), until you've reached the figure ($28 + 30 + 30 = 88$, the next lowest Knight is worth 35, which would put you over the 125 mark - too high). That way the more valuable Knights are saved until the last. When it becomes too time consuming to continue with the Battle Value system, we suggest Individual Combats to speed things along.

12.6 AWARDING PRIZES ... When all Tournament activity has finished, one more turn (three hours) must be spent to award Prizes. Prizes are as described in Section 12.2 previous.

Prizes won give Chivalry Ratings Bonuses to Characters, as described in Section 3.5.

12.7 A SAMPLE TOURNAMENT ... A large tournament held at the castle of Camelot, by Queen Guenevere. The Kings of Eastland and of Gore were invited to enlist as many honorable Knights as they could. The following Knights gathered:

Sir Accolon, Sir Amautes, Sir Arnold of Scotland, King Arthur Pendragon, King Bagdemagus of Eastland, Sir Bedivere, Sir Bertilak, Sir Boarte le Cure, Sir Bruning, Sir Cador, Sir Cheldric, Sir Clegis, Sir Colgrevaunce, Sir Dornar de Galys, Sir Ector de Marys, Sir Egglame, Sir Galagar, Sir Galyhud, Sir Gareth of Orkney, Sir Garlot, Sir Gawaine of Orkney, Sir Gilpatrick, Sir Grummore Grummursum, King Harmance of the Red Lands, Sir Harry, Sir Helior, Sir Hewe, Sir Ironside the Red Knight, Sir

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La Cote Male Taille, Sir Lamorak de Galys, Sir Lancelot du Lac, Sir Lovel, King Mark of Cornwall, Sir Meliagrance, Sir Menaduke, Sir Nabon le Noire, Sir Outlake, Sir Ozanna le Cure Hardy, Sir Palomides the Saracen, Sir Pelleas, Sir Pertilope the Green Knight, Sir Playne le Fors, King Royns of West Britain, Sir Sagramoure les Desirus, Sir Segwarides, Sir Torre, Sir Ulbawes, King Uriens of Gore.

Lots were cast by the GG and the results of the first round of Preliminary Jousting were as follows:

Sir Meliagrance overthrew Sir Torre
Sir Harry overthrew Sir Cador
King Royns overthrew Sir Menaduke
Sir Lancelot and King Bagdemagus broke spears
Sir Segwarides overthrew Sir Accolon
Sir Cheldric and Sir Amauntes broke spears
Sir Gareth and Sir Bedivere broke spears
King Arthur overthrew Sir Boarte
Sir Garlot and Sir Helior were both unhorsed
Sir Ironside and Sir La Cote Male Taille were both unhorsed
Sir Gawaine overthrew Sir Galyhud
Sir Arnold overthrew King Harmance
Sir Lovel and Sir Nabon broke spears
Sir Bruning and Sir Dornar were both unhorsed
Sir Pelleas and Sir Ector de Marys broke spears
Sir Lamorak overthrew Sir Galagar
Sir Clegis overthrew King Uriens
Sir Ozanna overthrew Sir Egglame
Sir Sagramoure and Sir Bertilak broke spears
Sir Colgrevaunce and Sir Pertilope were both unhorsed
Sir Grummore overthrew Sir Outlake
Sir Gilpatrick overthrew Sir Playne le Fors
Sir Hewe and Sir Ulbawes broke spears
Sir Palomides overthrew King Mark

Remember: Any Knights unhorsed are eliminated, regardless of how their opponents fare. If both knights are unhorsed, both are eliminated. If they simply break spears, neither knight is eliminated.

12.0 TOURNAMENT

Lots were cast again, and the results of Round Two were as follows:

Sir Cheldric overthrew Sir Arnold
King Bagdemagus overthrew Sir Bedivere
Sir Ulbawes overthrew Sir Ozanna
Sir Bertilak and Sir Gilpatrick broke spears
Sir Meliagrance overthrew Sir Amauntes
Sir Gareth overthrew King Royns
Sir Lamorak overthrew Sir Grummore
King Arthur and Sir Pelleas broke spears
Sir Palomides overthrew Sir Ector de Marys
Sir Harry and Sir Sagramoure broke spears
Sir Nabon overthrew Sir Hewe
Sir Clegis and Sir Lovel broke spears
Sir Gawaine overthrew Sir Segwarides

Round Three went as follows:

Sir Lancelot overthrew Sir Gilpatrick
Sir Palomides overthrew Sir Harry
Sir Bertilak overthrew Sir Lovel
Sir Ulbawes and Sir Sagramoure broke spears
Sir Gareth overthrew Sir Gawaine
Sir Lamorak overthrew Sir Meliagrance
King Bagdemagus and Sir Pelleas broke spears
Sir Clegis overthrew Sir Cheldric
King Arthur overthrew Sir Nabon

In Round Four:

Sir Lancelot and Sir Bertilak broke spears
King Arthur and Sir Gareth were both unhorsed
Sir Pelleas overthrew Sir Ulbawes
Sir Lamorak overthrew King Bagdemagus
Sir Sagramoure overthrew Sir Clegis

In Round Five:

Sir Palomides and Sir Pelleas broke spears
Sir Lamorak overthrew Sir Sagramoure
Sir Lancelot overthrew Sir Bertilak

In Round Six:

Sir Lancelot and Sir Palomides broke spears
Sir Lamorak overthrew Sir Pelleas

12.0 TOURNAMENT

In the Seventh Round:

Sir Lancelot overthrew Sir Palomides

For the Third Prize Trophy:

Sir Palomides overthrew Sir Pelleas

And for the First Prize Trophy:

Sir Lancelot overthrew Sir Lamorak

The Knights and Kings who gathered aligned themselves on the following two teams (for the Tournament Proper):

(THE KING OF EASTLAND)

King Bagdemagus
Sir Amauntes
Sir Bedivere
Sir Boarte le Cure
Sir Bruning
Sir Cheldric
Sir Clegis
Sir Colgrevaunce
Sir Ector de Marys
Sir Egglame
Sir Galagar
Sir Garlot
Sir Grummore
King Harmance
Sir Harry
Sir Helior
Sir Hewe
Sir Lamorak
Sir Lancelot
Sir Lovel
Sir Menaduke
Sir Outlake
Sir Ozanna
Sir Pelleas
Sir Pertilope
Sir Playne le Fors
Sir Torre

(THE KING OF GORE)

King Uriens
Sir Accolon
Sir Arnold
King Arthur
Sir Bertilak
Sir Cador
Sir Dornar
Sir Gareth
Sir Gawaine
Sir Gilpatrick
Sir Ironside
La Cote Male Taille
King Mark
Sir Nabon
Sir Palomides
King Royns
Sir Sagramoure
Sir Segwarides
Sir Ulbawes
Sir Meliagrance

12.0 TOURNAMENT

Sir Galyhud, who had wandered by perchance (see Section 5.8) chose not to participate on either team.

There was a lot of action, taking five more turns to complete, but eventually the gallant Sir Palomides remained the lone defender for King Uriens' cause, and was finally overthrown by the mighty Sir Lancelot. King Bagdemagus took the Tournament Prize at a banquet that night, where also the Joust winners Sir Lancelot, Sir Lamorak, and Sir Palomides, were honored.

"Like many ... women, Morgan le Fay knew men's weaknesses and discounted their strengths. And she also knew that ... men believe beyond proof to the contrary ... that a beautiful woman cannot be evil."

John Steinbeck,
Gawain, Ewain, and Marhalt,
The Acts of King Arthur and
his Noble Knights



13.0 ADVENTURE

While a Knight Errant travels about the British Isles encountering what adventure may perchance come his way, a Knight involved in the sort of "Adventure" described in this section has a virtual guarantee of action and definite chances of gain through heroics. For that reason, this special "Fourth-Mode" function can be seen as an intensification of the entire game.

An "Adventure" is necessarily prepared beforehand by a player who then becomes the GG. Other players should then travel to the site of the "Adventure" (you may wish to take this opportunity to assume all necessary Characters are present for a good single-sitting variation of the game). This might be a good opportunity to try role-playing a Character you haven't tried yet.

13.1 ADVENTURE PREPARATION AND COSTS ... The player who wishes to design the Adventure becomes the GG, and should familiarize himself with those duties (read Section 2.0). He is then required to draw a map or diagram which shows the boundaries and geographical layout. He should stock it with treasure (see 13.3 following) which is hidden or guarded at various stations within the Adventure. He should build in traps, locked doors, and/or secret passages. Finally, he must populate the Adventure with people, faeries, and/or beasts as roving or stationary guardians of the treasures, so as to provide sufficient conflict.

Keep in mind that the idea is to provide player-Characters with a challenge. Too easy or too hard is not too fun.

Your first duty is to find a location for the Adventure somewhere on the map of the British Isles. No more than one adventure per kingdom should ever be allowed. It should be set away from any town or castle hex, as it should be more or less obscure (otherwise, where's the adventure in the Adventure?). The Adventure, once constructed, remains at this location.

It requires funds to construct. Where do the funds come from? The great majority of available wealth in King Arthur's realms comes from its chargers. As mentioned in Section 4.11, all Characters who are the lord of a province (males only) begin with a

13.0 ADVENTURE

personal stock of d6x10 chargers. Therefore, for the purposes of constructing and stocking an Adventure, a GG may randomly select non-player-Characters to "donate" one charger each (value = 55 G). It should then be noted for posterity that these Characters must subtract 1 from their stable if/when they become activated by a future player.

You will now need to read Sections 13.2 to 13.5 to arrive at a final cost figure. Do not be surprised if the cost is well over 2000 G (including treasures), requiring the "donation" of 40 or more chargers.

13.2 ADVENTURE MAP ... It is suggested that the GG draw a floor-plan of the Adventure using graph paper (4 or 5 squares to the inch is best). Each square represents 10'x10'.

The Adventure may be an old castle ruins, an underground dungeon or labyrinth, or a loosely-designed outdoor structure (similar, perhaps, to Stonehenge). As previously stated, it should be fairly obscure and not easily discovered.

The GG now engages his/her imagination to layout various rooms, doors (locked or otherwise), chambers, corridors, traps, and secret passages, (hopefully such as will provide explorers with mystery and intrigue) and makes notes at certain stations where men or beasts stand guard, and where (and/or how) treasures may be located.

This map is not meant to be seen by the Adventurers. It is to be related verbally to them as they explore. They may (if they wish) draw up their own interpretations of the map as it is revealed to them, so as to avoid getting lost.

The basic cost of the Adventure per 10'x10' square is 10 G. This does not include installment of secret passages, nor traps, nor treasure.

13.3 THE TREASURE ... "Treasure" may be in the form of coins (gold, silver, or copper), or magical implements (check Appendix 'D', Section 17.0, for what's available), or regular equipment (see 4.13).

Treasures should either be well-hidden or well-guarded to provide Adventurers with sufficient difficulty -- preferably in proportion to the value of the treasure. Do not, for example, have a gypsy guarding a chest full of Gold while elsewhere a Great Dragon guards a small pile of Copperpieces.

13.0 ADVENTURE

NOTE: Do not let the total value of treasure exceed the cost of constructing the Adventure.

13.4 STATIONARY AND WANDERING MONSTERS ... The people or beasts to be encountered in the Adventure is left to the discretion of the GG. They require no payment but rather are given charge of the treasures they guard. There may also be a few non-player-Characters imprisoned or trapped within these confines, which may prove rewarding if freed by Adventurers.

Besides those stationed at certain spots, the GG should make a chart of "Wandering Encounters" who show up now and then to keep Adventurers on their toes. Possibilities are listed and described in Section 7.2. These Wandering Encounters Charts may be as simple or as extensive as the GG wishes. One possibility is as follows:

<u>d12</u>	<u>Roll</u>	<u>Encounter</u>	<u>d12</u>	<u>Roll</u>	<u>Encounter</u>
1		Chimera	7		Leopard
2		Giant Lizard	8		Lion
3		Cockatrice	9		Gargoyle
4		d6 Bandits	10		d6 Wild Dogs
5		Werewolf	11		Griffin
6		d4 Lesser Knights	12		d4 Wolves

13.5 TRAPS, LOCKS, AND SECRET PASSAGES ... Traps are in the form of some device camouflaged as an ordinary part of the structure, such as a floor-stone, door-handle, or piece of furniture. The trap may harm or confine the victim. Each trap will cost 15 G to install.

A few examples are:

A. A floor-stone which triggers iron bars to fall, trapping anyone within that 10'x10' square.

B. A Goldpiece laying on the floor which triggers a ceiling-block to fall, causing d12x10 injury points.

C. A door-handle which triggers a spring-loaded needle to be shot out of the keyhole, causing the equivalent of a Cockatrice' bite.

D. A chair which triggers the entire 10'x10' square to fall away into a pit below.

13.0 ADVENTURE

Certain doors to rooms may be locked. The GG can decide whether or not to leave keys to be discovered by the Adventurers. Locked doors may only be opened by keys or by smashing them down (see Section 13.11 following). It costs 1 G to have a lock installed on a door.

Secret passages may be discovered by accidental triggering or by search. Each secret doorway costs 15 G to install.

An example is a torch-holder on the wall which triggers another area of the wall to open up into another room or corridor.

13.6 TRAVEL TO ADVENTURE SITE ... If the Adventurers are player-Characters involved in ongoing participation in THE HIDDEN KINGDOM, they must make their respective ways to the Adventure site as shown in Section 5.0. If, however, it is agreed that this will be a single-sitting game players may role-play any Character they like and assume them to be gathered at the site.

If the Adventure is a castle ruins, they should try to locate the entrance(s) of the castle; if an underground dungeon or labyrinth, they should search for the opening or stairway which leads down into it.

13.7 TIME AND MOVEMENT ... The time scale (while Adventuring) is adjusted to a faster pace. Space is limited -- movement quickened. While in normal First-Mode travel Characters move each Turn, and fight their Third Mode combats in Rounds, now all time is measured in Segments. See Section 1.5 for an explanation.

The rate of travel (in feet per segment) depends on the armor worn and whether walking or running:

Movement (Ft. per Segment)

Normal	40'
Running, Wearing Chainmail	80'
Running Normal	100'
On Horseback*	150'

*The GG will advise as whether steeds may be brought in, and whether they may be maneuvered.

13.0 DVENTURE

In groups of 6 or more, decrease movement by 10' per segment.

Check Section 13.14 (following) for possible further slow-down due to encumbrance.

13.8 LIGHTING ... Outdoor Adventures are assumed to be sufficiently well-lit during daylight hours. Indoor or underground Adventures will require artificial lighting, either supplied by its inhabitants or explorers, unless there are windows to allow sunlight.

Since this is the only time where torches will be needed, we can say here that torches can be purchased at the marketplace for 1 Copperpiece per dozen. A tinderbox will be required to light them (cost: 1S each). It takes one segment of time to light a torch.

Torches illuminate a radius of 30'. Unless a corridor or room is lit by wall-torches, anything outside the 30' radius is invisible to torch-bearers.

Be it known also that a lit torch is 90% likely (per segment) to keep animal-type encounters away. Other types are not affected.

13.9 ENCOUNTER CHECKS ... As Adventurers explore, they must check for Wandering Encounters each segment. Wandering Encounters are attracted by noise and so things you are carrying or what you are doing may affect the likelihood of an Encounter:

Normal	10%
Running or Wearing Chainmail	30%
Running and Wearing Chainmail	40%
Excessive Chattering (GG's opinion)	50%
On Horseback	50%
Breaking Down Doors	60%

If there is a combat going on, it makes as much noise as "Breaking Down Doors;" however, only Man-type Wandering Encounters will get involved in an ongoing battle, taking one side or the other (GG's discretion).

13.0 ADVENTURE

Whenever more than one Character explore together, take the noisiest of them as the basis for the group. Also, when moving in groups of 6 or more, increase the chance of encounter by 5%.

If and when an Encounter is confirmed, the GG checks his "Wandering Encounter Chart" (see Section 13.4 previous) to find out what it is.

13.10 THIRD MODE INTERACTION ... Once the Encounter has been established, normal rules of Third Mode interaction apply. Explorers may choose to negotiate, combat, flee, or call upon supernatural powers to intervene. Or they may ignore it (this probably wouldn't be wise).

Check Sections 8.0, 9.0, and 10.0 if unclear on what to do.

This is where Ratings will increase or decrease according to the player-Characters' actions.

13.11 BENDING BARS, BREAKING DOWN DOORS ... It takes a Character one segment to attempt either of these. "Breaking Down Doors" also causes a lot of noise (check Section 13.9).

Each attempt at Bending Bars or Breaking Down Doors results in the Character suffering a number of subdual points (see Sections 9.2 and 9.9), depending on his/her strength (measured by the "Offense Bonus" - every Character has one).

More than one Character may join in the attempt; in such cases their Offense Bonuses are all added together.

Roll a d4 (for subdual points sustained in the attempt) and a d12 (for success or failure) and consult the following chart:

Collective O.B.	Minimum d12 Roll Needed	Subdual Points Sustained per Attempt
0	11	(d4x10)+40
1-2	9	(d4x8)+30
3-4	7	(d4x6)+20
5-8	5	(d4x4)+10
9 or more	3	d4x2

13.0 ADVENTURE

13.12 DETECTING AND DISMANTLING TRAPS ... It takes a Character one segment to attempt to detect a trap in a given 10'x10' square. Ladies (with their "Feminine Intuition") are more likely to spot these; figure a 25% chance per attempt. Knights have only a 5% chance. If successful, the GG will confirm to the Character that there either is or isn't a trap within that 10'x10' square.

If an attempt to detect a trap is not announced, the trap always goes unnoticed.

Certain Faerie-types may be able to help to detect traps, if available and cooperative.

Also, check Section 10.0 for possible supernatural help here.

Once a trap is detected, all Characters are assumed to have the smarts required to dismantle or diffuse it. However, such action requires 30 segments to do so!

13.13 DETECTING SECRET PASSAGES ... The same rules apply as in "Detecting ... Traps" (Section 13.12 previous); however, the only thing that will open a secret passageway (even when detected) is by testing various devices in the area.

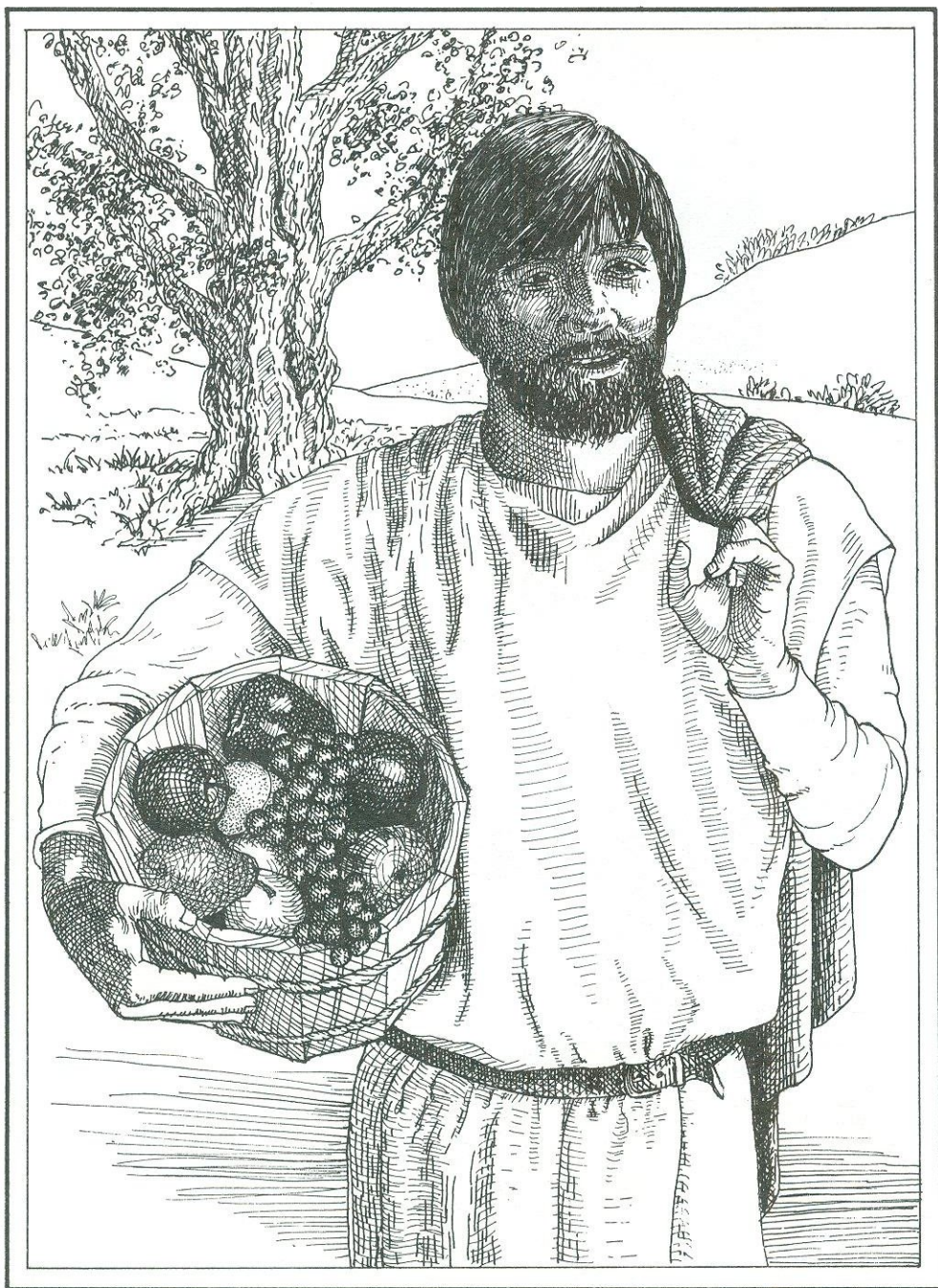
13.14 ENCUMBRANCES ... A Character can carry 100% of his/her own weight, plus Offense Bonus times ten. That is the maximum. However, once a Character is carrying 50% of his own weight, he becomes encumbered. See Section 5.4 for a list of weights. Be sure to include all armor and equipment carried, as well as treasure.

Check the following chart for how this affects movement:

% Weight Carried	Movement Modification Per Segment
50%	-10'
60%	-15'
70%	-20'
80%	-25'
90%	-30'
100+%	-40'

"To leap up on errands, to go through heat or cold, at the bidding of one's lady, or even of any lady, would seem but natural to a gentleman ..."

C.S. Lewis,
Courtly Love, The Allegory
of Love



14.0 APPENDIX 'A' Character Knights & Kings

This is an alphabetical listing of all the male Characters of the realm. Information for each Character is given in the following format:

Name: This gives the Character's name, in full.

Alignment: Either Christian Renunciate, Christian Chivalrous, Pagan Chivalrous, Pagan Powerlord, or "Open." "Open" does NOT mean no alignment. It just means the Character is sufficiently obscure that you may choose one of the four listed alignments. Consult back to Section 3.0 to learn more about alignments.

Kingdom (Province): The Character's home kingdom is always listed, and if he also has dominion over any particular province within that kingdom, it will be listed in parantheses. The castle of that province will be the Character's initial location, unless otherwise agreed by the other players. If he has no province listed, he begins in the castle of his king (which can be discovered in Section 16.0 (Appendix 'C')).

Blazon: This describes, in the language of Heraldry, what the Character's Coat-of-Arms design looks like (on his shield and surcoat). A Glossary of Heraldic terms can be found in Section 18.0 (Appendix 'E').

Born: This lists the Character's month (numerically) and year of birth.

Leadership Bonus: If the Character is in any way recognized as a military leader, he will have a leadership bonus. This is for Warfare (Section 11.0).

WT: "Weight." The Character's weight in pounds, which is really a measure of damage the Character can sustain (the higher the better).

SPR: "Swordplay Roll." For Individual Combat (Section 9.0). Shows the minimum number which must be rolled on a d20, during Swordplay Combat, in order to score an effective blow against an opponent. Basically, a measure of combat skill.

OB: "Offense Bonus." For Individual Combat (Section 9.0). This is a number which is added to the Character's d8 (Damage) roll. Basically, a measure of strength.

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DB: "Defense Bonus." For Individual Combat (Section 9.0). This is a number which is subtracted from any opponent's d8 (Damage) roll. Basically, a measure of dexterity.

UN(JB): "Unseating Number" and "Joust Bonus." For Jousting (Section 9.0). The Unseating Number is a number which must be exceeded by any opponent in order to unhorse this Character. The Joust Bonus is a number which is added to this Character's 3d10 Joust Roll to help him unhorse his opponent. Basically, a measure of special skill.

Family, Comrades, Paramour, and Enemies: Any people listed here may be important as far as the actions a Character might take that affects them in any way. The importance of Family, Comrades, and Paramours tends to be in the obligation factors that exist between the Character and the listed names. Enemies are important to Pagans for the bonuses they receive in punishing them, and to Christians for the bonuses they receive in praying for them. Most Characters listed do not have any such names listed.

Special Beginning Equipment: If the Character begins the game with any additional special equipment, it is noted here. Some of these implements necessitate checking Section 17.0 (SPECIAL IMPLEMENTS) to discover their value. Most Characters do not have any such equipment listed.

The rest of this section contains the names of the Knights and Kings (in alphabetical order) and the information about them.

Name: Abellyus
Alignment: Open
Kingdom (Province): West Britain (Coventry)
Blazon: Or, a stallion trippant gules
Born: 1/410
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)

Name: Accolon
Alignment: Open
Kingdom (Province): Gore (Cumberland)
Blazon: Argent, two doves azure between two bars gules
Born: 10/407
Leadership Bonus: +1
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(+1)
Paramour: Queen Morgan le Faye

Name: Adrawns
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: Or, a cross counter-embattled vert
Born: 1/427
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Adtherpe
Alignment: Open
Kingdom (Province): Outer Isles
Blazon: Vert, a cross argent between two plates in chief
Born: 6/389
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Aglovale de Galys
Alignment: Christian Chivalrous
Kingdom (Province): Wales (Glamorgan)
Blazon: Argent, a pall purple
Born: 9/430
Leadership Bonus: +1
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 16(+1)
Family: Father - King Pellinore;
 Brothers - Lamorak, Percival,
 and Dornar; Sister - Lady
 Amide; Half-brother - Torre

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Name: Agravaine of Orkney
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Caithness)
Blazon: Or, a chevron gules between three thistles vert
Born: 12/412
Leadership Bonus: +1
WT: 250 SPR: 13 OB: +1 DB: -1 UN(JB): 16(0)
Family: Father - King Lot; Brothers - Gawain, Gaheris, and Gareth of Orkney; Half-brother - Mordred
Enemies: Lancelot

Name: Aladuke
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a bugle-horn stringed gules
Born: 5/406
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brother - Menaduke

Name: Alardine
Alignment: Open
Kingdom (Province): Outer Isles (Isle of Lewis)
Blazon: Purpure, a bend invected argent
Born: 3/400
Leadership Bonus: 0
WT: 200 SPR: 13 OB: 0 DB: -1 UN(JB): 17(0)

Name: Alein
Alignment: Open
Kingdom (Province): Eastland (Norfolk)
Blazon: Or, a fess azure
Born: 2/396
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)

Name: Alexander the Orphan
Alignment: Christian Chivalrous
Kingdom (Province): Cornwall (Plymouth)
Blazon: Sable, a boar rampant gules
Born: 10/423
Leadership Bonus: +1
WT: 194 SPR: 11 OB: +1 DB: -1 UN(JB): 21(+2)
Enemies: King Mark and Andret

Name: Alpheus
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: Argent, a pall azure
Born: 9/409
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

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Name: Amautes
Alignment: Open
Kingdom (Province): Lyonesse (St. Joseph)
Blazon: Or, a tower gate azure
Born: 1/394
Leadership Bonus: 0
WT: 164 SPR: 15 OB: DB: 0 UN(JB): 15(0)

Name: Anaraut
Alignment: Open
Kingdom (Province): Logres (Salisbury)
Blazon: Gules, three plates
Born: 7/395
Leadership Bonus: 0
WT: 164 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)

Name: Andret
Alignment: Pagan Powerlord
Kingdom (Province): Cornwall (Dartmouth)
Blazon: Azure, a saltire argent
Born: 3/408
Leadership Bonus: +2
WT: 150 SPR: 13 OB: 0 DB: -1 UN(JB): 15(0)
Family: Cousin - King Mark
Enemies: Tristram and Alexander

Name: Anguishance, King of Ireland
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland (Dublin)
Blazon: Vert, a shamrock argent
Born: 4/385
Leadership Bonus: +7
WT: 164 SPR: 11 OB: +1 DB: -2 UN(JB): 19(+2)
Family: Wife - Queen of Ireland;
 Daughter - Queen Iseult of Cornwall

Name: Annesians
Alignment: Open
Kingdom (Province): Camylarde (East Leicester)
Blazon: Argent, a saltire gules
Born: 4/431
Leadership Bonus: 0
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Anthemes
Alignment: Open
Kingdom (Province): Ulster
Blazon: Sable, a griffin couchant vert
Born: 12/408
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Archade
Alignment: Open
Kingdom (Province): Ireland
Blazon: Per pale argent and sable, a pale vert
Born: 11/431
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Arnold
Alignment: Open
Kingdom (Province): Scotland (Glasgow)
Blazon: Azure, a boar's head erased Or
Born: 7/410
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Brother - Reynold

Name: Arrowse
Alignment: Pagan Chivalrous
Kingdom (Province): West Britain (Sherwood)
Blazon: Gules, a chief argent
Born: 5/412
Leadership Bonus: 0
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Arthur Pendragon, Emperor of the British Isles and King of Logres
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Camelot)
Blazon: Or, a dragon rampant gules
Born: 1/403
Leadership Bonus: +10
WT: 184 SPR: 11 OB: +2 DB: -2 UN(JB): 24(+4)
Family: Mother - Dame Igraine; Foster-Father - Ector de la Sauvage; Foster-Brother - Kay le Seneschal; Bastard Sons - Mordred and Boarte le Cure; Half-sisters - Queens Morgan le Faye, Morgause, and Elaine of the Outer Isles; Wife - Queen Guenevere; Cousin -Constantine;

Comrades: Gawaine, Lancelot, Dagonet, Badouine, Bedivere, Ulphius, and Brastius

Enemies: King Lot
Special Beginning Equipment: Sword Excalibur, Excalibur's Scabbard

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Name: Arystaunce
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a pale embattled vert
Born: 2/397
Leadership Bonus: 0
WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Ascamoure
Alignment: Open
Kingdom (Province): Ireland
Blazon: Per bend Or and argent, a pall nebuly azure
Born: 7/426
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Aunsyrus le Pilgrim
Alignment: Christian Renunciate
Kingdom (Province): Munster (Tipperary)
Blazon: Quarterly azure and purpure, a griffin salient sable
Born: 3/425
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

Name: Badouine
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Windchester)
Blazon: Azure, a chief sable
Born: 9/382
Leadership Bonus: +1
WT: 170 SPR: 11 OB: 0 DB: 0 UN(JB): 19(+2)
Comrades: King Arthur (his Constable)

Name: Bagdemagus, King of Eastland
Alignment: Christian Chivalrous
Kingdom (Province): Eastland (King's Lynn)
Blazon: Azure, a cross argent
Born: 3/407
Leadership Bonus: +6
WT: 194 SPR: 11 OB: +1 DB: -1 UN(JB): 24(+5)
Family: Wife - Queen of Eastland; Sons
 - Uwayne les Avoutres and
 Meliagrance

Name: Balan
Alignment: Open
Kingdom (Province): Hundred Knights (Scunthorpe)
Blazon: Per pale argent and Or, a fess vert
Born: 5/402
Leadership Bonus: 0
WT: 200 SPR: 13 OB: +2 DB: -1 UN(JB): 19(+3)
Family: Brother - Balin

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Name: Balin
Alignment: Pagan Chivalrous
Kingdom (Province): Hundred Knights (Rutland)
Blazon: Per pale argent and Or, a fess
 vert
Born: 9/400
Leadership Bonus: 0
WT: 184 SPR: 13 OB: +1 DB: -2 UN(JB): 19(+1)
Family: Brother - Balan
Special Beginning Equipment: Type I Enchanted Sword

Name: Barnard
Alignment: Open
Kingdom (Province): Logres (Canterbury)
Blazon: Per bend gules and purple
Born: 9/392
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Family: Sons - Lavayne and Tirry

Name: Bartelot
Alignment: Pagan Powerlord
Kingdom (Province): West Britain
Blazon: Gules, an eagle displayed Or
Born: 7/401
Leadership Bonus: 0
WT: 190 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+2)
Family: Brother - Bruce sans Pitie

Name: Bedivere
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Somerset)
Blazon: Checky gules and azure
Born: 6/398
Leadership Bonus: +1
WT: 154 SPR: 13 OB: 0 DB: -1 UN(JB): 17(0)
Family: Brother - Sir Lucas the Butler
Comrades: Arthur

Name: Bellaus
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: Vert, a lion couchant argent
Born: 10/436
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Bellengerus
Alignment: Pagan Powerlord
Kingdom (Province): Gore (Kendall)
Blazon: Gules, a bend wavy Or
Born: 9/413
Leadership Bonus: 0
WT: 190 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+1)

Name: Belleus
Alignment: Open
Kingdom (Province): Outer Isles (Raasay)
Blazon: Azure, on a bend argent three
 pommes
Born: 7/407
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Belliaunce
Alignment: Pagan Chivalrous
Kingdom (Province): Munster
Blazon: Argent, a saltire sable
Born: 7/411
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 18(0)

Name: Bellinger
Alignment: Open
Kingdom (Province): Logres (East Sussex)
Blazon: Gules, a chevron Or
Born: 3/417
Leadership Bonus: 0
WT: 164 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Bendalayne
Alignment: Pagan Powerlord
Kingdom (Province): Eastland (Bury St. Edmund)
Blazon: Or, a rose gules
Born: 3/414
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Berluse
Alignment: Open
Kingdom (Province): Lothian & Orkney (Monadhliath)
Blazon: Paly Or and gules, a fess
 argent
Born: 12/392
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Berraunte, King of the Hundred
 Knights
Alignment: Pagan Chivalrous
Kingdom (Province): Hundred Knights (Lincoln)
Blazon: Argent, a boar passant gules
Born: 8/397
Leadership Bonus: +6
WT: 184 SPR: 13 OB: 0 DB: -2 UN(JB): 19(0)
Family: Wife - Queen of the Hundred
 Knights

Name: Bersules
Alignment: Pagan Chivalrous
Kingdom (Province): Munster (Clare)
Blazon: Argent, an oak-tree eradicated
 gules
Born: 1/435
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Bertilak
Alignment: Pagan Chivalrous
Kingdom (Province): Gore (Riding)
Blazon: Vert, a battle-axe in bend
 argent
Born: 10/397
Leadership Bonus: 0
WT: 204 SPR: 11 OB: +3 DB: -2 UN(JB): 23(+4)
Special Ability: By the word of Queen Morgan le
 Faye, can become the Great
 Green knight for one day per
 month, whereby he becomes green
 in color and all wounds taken
 are healed at the end of the
 day, even fatal wounds, and
 none cause him to cease
 functioning.

Name: Beryl
Alignment: Open
Kingdom (Province): Ulster (Donegal)
Blazon: Argent, two stallions trippant
 purpure
Born: 3/418
Leadership Bonus: 0
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 18(0)

Name: Blaise
Alignment: Christian Chivalrous
Kingdom (Province): Northumberland (Durham)
Blazon: Azure, five mollets Or
Born: 12/380
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: -2 UN(JB): 16(0)

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Name: Blamoure de Ganys
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Hastings)
Blazon: Azure, two fleur-de-lis Or
beneath a chief argent
Born: 4/404
Leadership Bonus: 0
WT: 204 SPR: 11 OB: +1 DB: 0 UN(JB): 25(+4)
Family: Brother - Bleoberis de Ganys;
Cousins - Lancelot, Ector de
Marys, Lionel and Bors de Ganys

Name: Bleoberis de Ganys
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Kent)
Blazon: Azure, two fleur-de-lis Or
beneath a chief argent
Born: 5/407
Leadership Bonus: 0
WT: 210 SPR: 13 OB: +1 DB: -1 UN(JB): 22(+4)
Family: Brother - Blamoure de Ganys;
Cousins - Lancelot, Ector de
Marys, Lionel and Bors de Ganys

Name: Bloyas
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: Azure, a fess Or
Born: 10/413
Leadership Bonus: 0
WT: 180 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Blyaunte
Alignment: Open
Kingdom (Province): West Britain (Shrewsbury)
Blazon: Sable, a bend embattled Or
Born: 11/391
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: -1 UN(JB): 16(0)
Family: Son - Selivaunte

Name: Boarte le Cure
Alignment: Open
Kingdom (Province): Cornwall (Devin)
Blazon: Purpure, on a bend sinister Or
a dragon rampant gules
Born: 4/442
Leadership Bonus: 0
WT: 180 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)
Family: Father - King Arthur

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Name: Borre
Alignment: Open
Kingdom (Province): Logres
Blazon: Gules, a fess indented Or
Born: 2/437
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Bors de Ganys
Alignment: Christian Renunciate
Kingdom (Province): Logres (London)
Blazon: Gules, a pall argent
Born: 1/420
Leadership Bonus: +2
WT: 180 SPR: 11 OB: +1 DB: -2 UN(JB): 20(+2)
Family: Brother - Lionel; Cousins - Lancelot, Ector de Marys, Blamoure and Bleoberis; Bastard Son - Helyn le Blanc
Comrades: Galahad and Percival
Special Abilities: 90% immune to Ladies' beauty influence.

Name: Boso
Alignment: Open
Kingdom (Province): Logres (Oxford)
Blazon: Purpure, three torteaux
Born: 7/402
Leadership Bonus: 0
WT: 164 SPR: 15 OB: 0 DB: 0 UN(JB): 14(0)

Name: Brandiles
Alignment: Open
Kingdom (Province): Scotland (Islay)
Blazon: Or, an oak-tree eradicated proper
Born: 10/417
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Brandegoris, King of Strangore
Alignment: Pagan Chivalrous
Kingdom (Province): Strangore (Middlesborough)
Blazon: Vert, a crown Or
Born: 7/394
Leadership Bonus: +6
WT: 164 SPR: 13 OB: 0 DB: -1 UN(JB): 17(0)
Family: Wife - Queen of Strangore; Grandson - Helyn le Blanc

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Name: Brandon
Alignment: Pagan Chivalrous
Kingdom (Province): Scotland (Castle Douglas)
Blazon: Argent, on a cross gules a saltire vert
Born: 2/426
Leadership Bonus: 0
WT: 150 SPR: 11 OB: 0 DB: 0 UN(JB): 15(0)

Name: Brastius
Alignment: Christian Renunciate
Kingdom (Province): Logres (Windsor)
Blazon: Gules, a leopard salient Or
Born: 6/377
Leadership Bonus: +1
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+2)
Comrades: King Arthur (his Warden of the North)

Name: Brewnor
Alignment: Pagan Powerlord
Kingdom (Province): Ulster (Armagh)
Blazon: argent, three ogres
Born: 5/418
Leadership Bonus: 0
WT: 200 SPR: 13 OB: +1 DB: 0 UN(JB): 18(0)

Name: Bromell
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: Argent, two lions statant azure
Born: 4/427
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Paramour: Lady Elaine

Name: Bruce sans Pitie
Alignment: Pagan Powerlord
Kingdom (Province): West Britain
Blazon: Gules, an eagle displayed Or
Born: 4/389
Leadership Bonus: 0
WT: 174 SPR: 11 OB: 0 DB: -3 UN(JB): 21(0)
Family: Brother - Bartelot
Enemies: All Christian Characters

Name: Bruning
Alignment: Pagan Chivalrous
Kingdom (Province): Scotland (Selkirk)
Blazon: Per saltire azure and vert, a chief argent
Born: 9/432
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

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Name: Bryan of the Forest
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: Azure, a pine-tree eradicated proper between three crescents Or
Born: 11/414
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Family: Brother - Sorlus

Name: Bryan of the Isles
Alignment: Open
Kingdom (Province): Outer Isles (North Uist)
Blazon: Per fess gules and azure, four boars passant argent
Born: 4/399
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Bryaunte
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: Or, a griffin statant azure
Born: 8/414
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Burton
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: Or, a garden-lily azure
Born: 12/407
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Cadon
Alignment: Open
Kingdom (Province): Cornwall (Bodmin)
Blazon: Or, an elephant statant proper
Born: 7/395
Leadership Bonus: +1
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Cambynes
Alignment: Open
Kingdom (Province): Logres
Blazon: Sable, a bend vert
Born: 10/428
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Carados, King of Scotland
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Dolorous Tower)
Blazon: Argent, a tower-gate sable
Born: 10/397
Leadership Bonus: +7
WT: 210 SPR: 9 OB: +4 DB: -2 UN(JB): 25(+4)
Family: Wife - Queen of Scotland;
 Brother - Turquine
Comrades: King Lot
Enemies: King Arthur

Name: Car de Gomeret
Alignment: Open
Kingdom (Province): Scotland (Stirling)
Blazon: Quarterly Or and sable, a pale vert
Born: 11/423
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Cardoke
Alignment: Open
Kingdom (Province): Gore (Sheffield)
Blazon: Purpure, a fess Or
Born: 1/421
Leadership Bonus: 0
WT: 204 SPR: 15 OB: 0 DB: 0 UN(JB): 18(0)

Name: Castor
Alignment: Open
Kingdom (Province): Wales (Pembroke)
Blazon: Argent, a dragon passant gules
Born: 12/423
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Caulas
Alignment: Pagan Powerlord
Kingdom (Province): Logres (Bath)
Blazon: Azure, a cross Or
Born: 1/416
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(+1)

Name: Chalence
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney
Blazon: Or, a pall vert
Born: 11/390
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Charles of Scotland
Alignment: Open
Kingdom (Province): Scotland (Ayr)
Blazon: Lozengy Or and vert, a pallet gules
Born: 8/406
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Cheldric
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Bute)
Blazon: Quarterly gules and azure, a cross sable
Born: 4/423
Leadership Bonus: 0
WT: 190 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Clarion
Alignment: Open
Kingdom (Province): Strangore (Cleveland)
Blazon: Or, a leopard statant vert
Born: 1/419
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Clarivaunce, King of
Northumberland
Alignment: Open
Kingdom (Province): Northumberland (Gateshead)
Blazon: azure, a cross potent Or
Born: 10/395
Leadership Bonus: +6
WT: 190 SPR: 13 OB: 0 DB: -2 UN(JB): 18(0)
Family: Wife - Queen of Northumberland;
Son- Epinogres

Name: Clarrus
Alignment: Open
Kingdom (Province): Logres
Blazon: purpure, a bend argent between two lozenges Or
Born: 2/403
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Clegis
Alignment: Christian Chivalrous
Kingdom (Province): Wales (Llandovery)
Blazon: Or, a quatrefoil azure
Born: 9/410
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Cleremond
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: Or, a fess azure between two heurtes
Born: 8/406
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Clodrus
Alignment: Open
Kingdom (Province): Munster
Blazon: checky Or and argent, a lion rampant vert
Born: 7/439
Leadership Bonus: 0
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Cloudres
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (Perth)
Blazon: argent, a griffin couchant purpure
Born: 7/408
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Colgrevaunce
Alignment: Christian Renunciate
Kingdom (Province): Ireland (Tralee)
Blazon: vert, a lion couchant Or between two bars Or
Born: 7/434
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Constantine
Alignment: Christian Chivalrous
Kingdom (Province): Cornwall (St. Michael's)
Blazon: per bend Or and argent, a cross sable
Born: 10/419
Leadership Bonus: +2
WT: 164 SPR: 13 OB: 0 DB: -1 UN(JB): 16(0)
Family: Cousin - King Arthur

Name: Corsabryne
Alignment: Pagan Powerlord
Kingdom (Province): Surluse (Buckingham)
Blazon: per saltire Or and argent, a fess embattled sable
Born: 6/423
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB) 19(+2)
Enemies: Palomides

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Name: Cradilment, King of the Outer
Isles
Alignment: Open
Kingdom (Province): Outer Isles (Isle of Skye)
Blazon: Or, an anchor in bend gules
Born: 7/399
Leadership Bonus: +6
WT: 160 SPR: 13 OB: 0 DB: -2 UN(JB): 17(0)
Family: Wife - Queen of the Outer
 Isles; Father - Nentres; Wife -
 Queen Elaine

Name: Crosseleme
Alignment: Pagan Chivalrous
Kingdom (Province): Scotland (Kirkcudbright)
Blazon: purpure, a lion statant argent
Born: 10/414
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Culwych
Alignment: Pagan Chivalrous
Kingdom (Province): Northgalys
Blazon: argent, a rose gules
Born: 6/415
Leadership Bonus: 0
WT: 180 SPR: 13 OB: +1 DB: 0 UN(JB): 17(0)

Name: Cursalayne
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a stallion statant azure
Born: 6/434
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Dagonet the Fool
Alignment: Open
Kingdom (Province): Logres
Blazon: gules, a dragon dormant vert
Born: 9/404
Leadership Bonus: +1
WT: 130 SPR: 15 OB: 0 DB: 0 UN(JB): 12(0)
Comrades: King Arthur, and all of King
 Arthur's Comrades

Name: Dalan
Alignment: Open
Kingdom (Province): Munster
Blazon: argent, a rose purpure
Born: 10/433
Leadership Bonus: 0
WT: 200 SPR: 15 OB: 0 DB: 0 UN(JB): 19(0)

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Name: Damas
Alignment: Christian Chivalrous
Kingdom (Province): Cornwall (Dartmoor)
Blazon: vert, a mound Or between two
 flaunches argent
Born: 1/426
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: -1 UN(JB): 18(+1)

Name: Danome
Alignment: Open
Kingdom (Province): Lothian & Orkney (Inverness)
Blazon: argent, a bend sinister purple
Born: 8/418
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(+1)

Name: Darius
Alignment: Open
Kingdom (Province): Red Lands (Kingston)
Blazon: sable, a sword erect argent
Born: 7/437
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Darrus
Alignment: Pagan Powerlord
Kingdom (Province): Eastland (Ouse)
Blazon: vert, a saltire Or
Born: 8/400
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Degrave
Alignment: Christian Chivalrous
Kingdom (Province): Lothian & Orkney
Blazon: lozengy argent and sable, a
 cross azure
Born: 7/398
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Son - Degravaunte

Name: Degravaunte
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Elgin)
Blazon: paly wavy argent and sable
Born: 5/424
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Father - Degrave

Name: Dinadan the Humorist
Alignment: Christian Chivalrous
Kingdom (Province): Camylarde (Northampton)

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Blazon: azure, a buck springing Or
Born: 3/412
Leadership Bonus: +1
WT: 170 SPR: 11 OB: 0 DB: -3 UN(JB): 21(+1)
Family: Brother - La Cote Male Taille
Comrades: Lancelot, Trystram

Name: Dolphin
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Fife)
Blazon: per saltire gules and vert, a chevron argent
Born: 2/433
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Dornar de Galys
Alignment: Christian Renunciate
Kingdom (Province): Wales (Caerdigan)
Blazon: argent, a pall purpure
Born: 7/439
Leadership Bonus: 0
WT: 174 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)
Family: Father - King Pellinore;
 Brothers - Aglovale, Lamorak,
 Percival; Sister - Lady Amide;
 Half-Brother - Torre

Name: Duncan
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: azure, three griffins passant argent
Born: 5/414
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Dryaunte
Alignment: Open
Kingdom (Province): Gore
Blazon: argent, a pile gules
Born: 2/423
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Dynaunte
Alignment: Pagan Chivalrous
Kingdom (Province): Logres
Blazon: Or, a saltire azure
Born: 12/410
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Dynas the Senechal
Alignment: Christian Chivalrous

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Kingdom (Province): Lyonesse (Arbray)
Blazon: per fess gules and azure, a cross Or
Born: 7/404
Leadership Bonus: +3
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Ebell
Alignment: Open
Kingdom (Province): Red Lands
Blazon: argent, three roses gules
Born: 12/419
Leadership Bonus: 0
WT: 180 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Ector de la Sauvage
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Sauvage)
Blazon: gules, a leopard rampant Or
Born: 7/376
Leadership Bonus: +1
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Son - Kay; Foster-son - King Arthur
Comrades: King Pellinore, Grummore Grummursum

Name: Ector de Marys
Alignment: Christian Chivalrous
Kingdom (Province): Strangore (Pickering)
Blazon: argent, a bend gules
Born: 8/418
Leadership Bonus: +1
WT: 170 SPR: 11 OB: 0 DB: -2 UN(JB): 24(+3)
Family: Brother - Lancelot; Cousins - Bors de Ganys, Lionel, Bleoberis, Blamoure

Name: Edward of Caernarvon
Alignment: Pagan Chivalrous
Kingdom (Province): Northgalys (Caernarvon)
Blazon: Or, a cross vert between four trefoils azure
Born: 2/411
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)
Family: Brother - Hewe

Name: Edward of Orkney
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: Per bend sinister gules and vert, a pale Or
Born: 3/407
Leadership Bonus: 0

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WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

Name: Egbrict
 Alignment: Pagan Powerlord
 Kingdom (Province): Eastland (Yarmouth)
 Blazon: Or, a chief azure
 Born: 5/424
 Leadership Bonus: 0

WT: 194 SPR: 13 OB: 0 DB: 0 UN(JB): 16(+1)

Name: Egglame
 Alignment: Open
 Kingdom (Province): Northgalys (Montgomery)
 Blazon: per saltire Or and argent, two lions sejant sable
 Born: 2/430
 Leadership Bonus: 0

WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Elaf
 Alignment: Open
 Kingdom (Province): Logres (West Sussex)
 Blazon: purpure, a unicorn rampant argent
 Born: 5/422
 Leadership Bonus: 0

WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

Name: Elias
 Alignment: Pagan Chivalrous
 Kingdom (Province): Munster (Shannon)
 Blazon: sable, a chief Or
 Born: 5/419
 Leadership Bonus: +2
 WT: 170 SPR: 13 OB: +1 DB: -2 UN(JB): 20(+2)
 Enemies: King Mark

Name: Eliazar
 Alignment: Christian Renunciate
 Kingdom (Province): Wales
 Blazon: sable, on a fess Or a Latin cross gules
 Born: 4/415
 Leadership Bonus: 0
 WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)
 Family: Father - Pelles; Sister - Lady Elaine

Name: Ellis la Noire
 Alignment: Open
 Kingdom (Province): Ireland
 Blazon: argent, a cross purpure
 Born: 6/440
 Leadership Bonus: 0
 WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Elyce
Alignment: Open
Kingdom (Province): Ireland (Cavan)
Blazon: per fess azure and vert, a pale argent
Born: 5/410
Leadership Bonus: 0
WT: 194 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Emerause
Alignment: Open
Kingdom (Province): Eastland (Colchester)
Blazon: Or, a pomme between two bendlets gules
Born: 1/406
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Epinogres
Alignment: Christian Chivalrous
Kingdom (Province): Northumberland (South Durham)
Blazon: Or, a fess indented azure
Born: 11/415
Leadership Bonus: +2
WT: 190 SPR: 13 OB: +1 DB: -1 UN(JB): 22(+1)
Family: Father - King Clarivaunce;
Mother - Queen of
Northumberland

Name: Ermine
Alignment: Open
Kingdom (Province): Logres (Bridgwater)
Blazon: argent, three caltraps sable
Born: 7/422
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)

Name: Ewayne
Alignment: Open
Kingdom (Province): Lothian & Orkney (West Highlands)
Blazon: per pale gules and azure, four thistles Or
Born: 8/383
Leadership Bonus: +2
WT: 184 SPR: 11 OB: 0 DB: -2 UN(JB): 20(0)

Name: Fergus
Alignment: Open
Kingdom (Province): Lyonesse (Dragons Head)
Blazon: gules, a mollet argent
Born: 11/413
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Comrades: Trystram and Lambegus

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Name: Flaundres
Alignment: Open
Kingdom (Province): Eastland (Anglia)
Blazon: argent, four bendlets gules
Born: 4/425
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Florence
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Kinross)
Blazon: gules, a chevron argent
Born: 9/432
Leadership Bonus: +2
WT: 174 SPR: 13 OB: +1 DB: 0 UN(JB): 15(0)
Family: Father - Gawaine ; Mother -
Lady Bagnell; Brothers -
Gyngalyn and Lovel; Cousin -
Gawaine le Jeune; Grandfather -
King Lot

Name: Floridas
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a bend vert
Born: 7/426
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Floristaunce
Alignment: Open
Kingdom (Province): Scotland (Kintyre)
Blazon: per pale gules and azure, a
leopard passant Or
Born: 9/428
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Froll
Alignment: Pagan Powerlord
Kingdom (Province): Outer Isles (South Uist)
Blazon: quarterly vert and purpure, a
mound Or
Born: 2/415
Leadership Bonus: 0
WT: 194 SPR: 13 OB: +2 DB: 0 UN(JB): 19(+5)

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Name: Gaheris
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Ross & Cromarty)
Blazon: Or, a chevron gules between three thistles vert
Born: 5/415
Leadership Bonus: 0
WT: 194 SPR: 13 OB: +1 DB: 0 UN(JB): 19(+2)
Family: Father - King Lot; Mother - Queen Morgause; Wife - Lady Lynette; Brothers - Gawaine, Agravaine, and Gareth; Half-brother - Mordred; Cousin - Uwayne le Blanchmains

Name: Galagar
Alignment: Open
Kingdom (Province): Surluse (Hereford)
Blazon: bendy Or and argent, a pale azure
Born: 8/440
Leadership Bonus: 0
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - Galahaulte; Grandfather - King Galahodryn

Name: Galahad the Pure
Alignment: Christian Renunciate
Kingdom (Province): Logres (Poole)
Blazon: argent, a Tau cross gules
Born: 3/441
Leadership Bonus: +2
WT: 184 SPR: 7 OB: +1 DB: -4 UN(JB): 32(+5)
Family: Father - Lancelot; Mother - Lady Elaine; Grandfather - Pelles
Comrades: Percival, Bors de Ganys, and Lady Amide

Name: Galahantyne
Alignment: Open
Kingdom (Province): Gore (Bradford)
Blazon: gyronny of eight gules and vert, a chief Or
Born: 5/408
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Galahaulte the High Prince
Alignment: Christian Chivalrous
Kingdom (Province): Surluse (Worcester)
Blazon: quarterly vert and purple, a pale wavy argent
Born: 3/419
Leadership Bonus: +2
WT: 174 SPR: 11 OB: 0 DB: 0 UN(JB): 21(0)
Family: Father - King Galahodyn; Son - Galagar
Comrades: Lancelot and Dinadan

Name: Galahodyn, King of Surluse
Alignment: Christian Chivalrous
Kingdom (Province): Surluse (Stratford)
Blazon: vert, a bend Or between two mollets argent
Born: 8/399
Leadership Bonus: +6
WT: 150 SPR: 11 OB: 0 DB: 0 UN(JB): 18(0)
Family: Wife - Queen of Surluse; Son - Galahaulte; Grandson - Galagar

Name: Galleron of Galway
Alignment: Christian Chivalrous
Kingdom (Province): Ireland (Galway)
Blazon: vert, a chief Or
Born: 3/438
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+1)
Comrade: - Palomides

Name: Galyhud
Alignment: Open
Kingdom (Province): Lothian & Orkney (Banff)
Blazon: argent, a griffin sejant affronte azure
Born: 7/414
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Garaunte
Alignment: Open
Kingdom (Province): Scotland (Dumfries)
Blazon: per saltire Or and argent, a unicorn salient vert
Born: 2/408
Leadership Bonus: 0
WT: 194 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Gareint
Alignment: Open
Kingdom (Province): Logres (Dorset)
Blazon: sable, a bend dovetailed argent
Born: 11/413
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Wife - Lady Enid

Name: Gareth ("Beaumains")
Alignment: Christian Chivalrous
Kingdom (Province): Lothian & Orkney (Sutherland)
Blazon: Or, a chevron gules between
 three thistles vert
Born: 2/416
Leadership Bonus: 0
WT: 210 SPR: 11 OB: +4 DB: -1 UN(JB): 20(+7)
Family: Father - King Lot; Mother -
 Queen Morgause; Wife - Lady Lyonesse; Brothers -
 Gawaine, Agravaine, and Gaheris;
 Half-brother - Mordred;
 Son - Gawaine le Jeune; Cousin
 -Uwayne le Blanchmains
Comrades: Lancelot

Name: Garlot
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Thornhill)
Blazon: per saltire argent and purpure
Born: 3/424
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+1)
Special Beginning Equipment: Garlot's Battle Lance

Name: Garnish
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a fess counter-embattled
 vert
Born: 5/438
Leadership Bonus: 0
WT: 170 SPR: 11 OB: 0 DB: 0 UN(JB): 16(0)

Name: Gaudeline
Alignment: Open
Kingdom (Province): Northgalys (Berwyn)
Blazon: azure, a pall Or
Born: 8/428
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Gauter
Alignment: Open
Kingdom (Province): Logres (Exeter)
Blazon: Or, a bend purpure
Born: 2/434
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(+1)

Name: Gawaine of Orkney
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (Orkney Island)
Blazon: Or, a chevron gules between three thistles vert
Born: 12/410
Leadership Bonus: +4
WT: 200 SPR: 11 OB: +2 DB: -1 UN(JB): 21(+5)
Family: Father - King Lot; Mother - Queen Morgause; Wife - Lady Bagnell; Brothers - Agravaire, Gaheris, and Gareth; Half-brother - Mordred; Sons - Lovel, Florence, and Gyngalyn; Cousin - Uwayne le Blanchmains
Comrades: King Arthur and Lancelot
Paramour: Lady Ettarde
Enemies: anyone who grieves a member of his family (excepting Mordred)
Special Ability: Fights with a (+4) Offense Bonus during the 3rd and 4th Turns of the day (Prime and Terce)

Name: Gawaine le Jeune
Alignment: Open
Kingdom (Province): Scotland (Argyll)
Blazon: gules, a dexter hand appaume argent
Born: 8/436
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Family: Father - Gareth; Mother - Lady Lyonesse; Grandfather - King Lot; Cousins - Florence, Lovel, and Gyngalyn
Paramour: Lady Vivian

Name: Gaynes
Alignment: Open
Kingdom (Province): Ulster
Blazon: Or, a pall purpure between three heurtes
Born: 7/424
Leadership Bonus: 0
WT: 210 SPR: 11 OB: +3 DB: -1 UN(JB): 19(+2)

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Name: Gerard
Alignment: Open
Kingdom (Province): Logres (Cambridge)
Blazon: purpure, a pale
 counter-embattled argent
Born: 12/403
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 15(0)

Name: Gertus
Alignment: Open
Kingdom (Province): Gore (Skipton)
Blazon: azure, two cinquefoils argent
Born: 11/434
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Geryne le Grose
Alignment: Pagan Chivalrous
Kingdom (Province): West Britain (Manchester)
Blazon: vert, a griffin salient argent
Born: 7/417
Leadership Bonus: 0
WT: 215 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Gilbert the Bastard
Alignment: Open
Kingdom (Province): Ulster (Down)
Blazon: Or, a bend sinister embattled
 sable
Born: 7/411
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Gillimer
Alignment: Pagan Powerlord
Kingdom (Province): Ireland (Wexford)
Blazon: purpure, two plates in pale
Born: 11/414
Leadership Bonus: 0
WT: 210 SPR: 11 OB: +1 DB: 0 UN(JB): 18(+2)
Family: Son - Gillisel

Name: Gillisel
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland (Carrick)
Blazon: argent, a griffin couchant
 azure
Born: 2/433
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Father - Gillimer

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Name: Gilpatrick
Alignment: Open
Kingdom (Province): Ireland (Connaught)
Blazon: chequy gules and vert, a sun in splendour Or
Born: 7/434
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Gonoreyes
Alignment: Open
Kingdom (Province): Ireland (Leinster)
Blazon: paly Or and argent, a lion couchant gules
Born: 5/428
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Goodwyn
Alignment: Open
Kingdom (Province): Northgalys (Denbigh)
Blazon: Or, a bend invected purpure and a chief gules
Born: 2/411
Leadership Bonus: 0
WT: 154 SPR: 11 OB: 0 DB: 0 UN(JB): 15(0)

Name: Gotlake
Alignment: Open
Kingdom (Province): Logres (Gloucester)
Blazon: argent, an escallop vert
Born: 2/409
Leadership Bonus: 0
WT: 200 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Brother - Outlake

Name: Graciens
Alignment: Open
Kingdom (Province): Camylarde (Peterborough)
Blazon: vert, a pall sable between three fishes argent
Born: 3/434
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Griflet le Fils de Dieu
Alignment: Christian Chivalrous
Kingdom (Province): Cornwall (Barnstaple)
Blazon: azure, a griffin rampant regardant argent
Born: 5/405
Leadership Bonus: +1
WT: 204 SPR: 11 OB: 0 DB: -1 UN(JB): 19(+2)
Comrades: King Arthur

14.0 APPENDIX 'A'

Name: Gromoreson Rioure
Alignment: Open
Kingdom (Province): Lothian & Orkney (Dornoch)
Blazon: per bend sinister azure and
 purpure, a chevron Or
Born: 8/438
Leadership Bonus: 0
WT: 200 SPR: 13 OB: +1 DB: 0 UN(JB): 18(+1)

Name: Grummore Grummursum
Alignment: Christian Chivalrous
Kingdom (Province): Scotland (Roxburgh)
Blazon: Or, a pile gules
Born: 1/378
Leadership Bonus: 0
WT: 190 SPR: 11 OB: 0 DB: 0 UN(JB): 21(+1)
Comrades: King Pellinore, Palomides, and
 Ector de la Sauvage

Name: Gryngamoure
Alignment: Open
Kingdom (Province): Logres
Blazon: argent, a fess wavy gules
Born: 4/436
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Sisters -Ladies Lyonesse and
 Lynette

Name: Guivret
Alignment: Open
Kingdom (Province): Ireland
Blazon: purpure, a chief embattled Or
Born: 7/424
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Gunvasius
Alignment: Open
Kingdom (Province): Munster
Blazon: per saltire Or and argent, a
 chief embattled azure
Born: 4/430
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Gwalchmyre
Alignment: Open
Kingdom (Province): Ireland (Kildare)
Blazon: azure, two maunches argent
Born: 6/390
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Gwyarte le Petit
Alignment: Open
Kingdom (Province): Wales (Carmarthen)
Blazon: per saltire azure and purpure,
a fess Or
Born: 2/410
Leadership Bonus: 0
WT: 134 SPR: 11 OB: 0 DB: 0 UN(JB): 15(0)

Name: Gwynas
Alignment: Pagan Chivalrous
Kingdom (Province): Northgalys (Llanenddwyn)
Blazon: gules, on a bend argent four
torteaux's
Born: 2/431
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Gwyniarte
Alignment: Open
Kingdom (Province): Ireland (West Meath)
Blazon: vert, a chevron Or
Born: 4/431
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Gylmer
Alignment: Open
Kingdom (Province): Lothian & Orkney (Shetland
Islands)
Blazon: azure, in bend two leopards
rampant guardant Or
Born: 5/402
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Gyngalyn
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (East Lothian)
Blazon: gules, a chevron argent
Born: 5/437
Leadership Bonus: 0
WT: 180 SPR: 15 OB: +2 DB: 0 UN(JB): 15(0)

Family: Father - Gawaine; Mother - Lady
Bagnell; Brothers - Florence
and Lovel; Cousin - Gawaine le
Jeune; Grandfather - King Lot
Comrades: Mordred

14.0 APPENDIX 'A'

Name: Hammeral
Alignment: Open
Kingdom (Province): Munster (Limerick)
Blazon: per bend argent and sable, a stallion trippant gules
Born: 3/400
Leadership Bonus: 0
WT: 190 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Hardolph
Alignment: Open
Kingdom (Province): Lyonesse
Blazon: gules, three lozenges cojoined in fess argent
Born: 3/434
Leadership Bonus: 0
WT: 184 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Harleus
Alignment: Pagan Chivalrous
Kingdom (Province): Scotland (Carlisle)
Blazon: purpure, a cross Or
Born: 6/407
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Harluse
Alignment: Open
Kingdom (Province): Ireland
Blazon: bendy argent and vert
Born: 9/397
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Harmance, King of the Red Lands
Alignment: Open
Kingdom (Province): Red Lands (Red City)
Blazon: per saltire argent and sable, a bend nebuly gules
Born: 1/403
Leadership Bonus: +6
WT: 180 SPR: 15 OB: 0 DB: -1 UN(JB): 17(0)
Family: Wife - Queen of the Red Lands

14.0 APPENDIX 'A'

Name: Harry
Alignment: Christian Chivalrous
Kingdom (Province): Eastland (Ipswich)
Blazon: Or, a pale azure
Born: 1/431
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Comrades: Sagramoure

Name: Harygale
Alignment: Open
Kingdom (Province): Camylarde
Blazon: per fess Or and argent, a lion sejant gules
Born: 1/439
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Heathe
Alignment: Open
Kingdom (Province): Gore (Leeds)
Blazon: gules, a pale argent
Born: 3/415
Leadership Bonus: 0
WT: 180 SPR: 11 OB: 0 DB: 0 UN(JB): 15(0)

Name: Hebes les Renowne
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: argent, two cockatrices statant vert
Born: 7/407
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Hectymere
Alignment: Open
Kingdom (Province): West Britain (Tenbury)
Blazon: quarterly Or and sable, a saltire azure
Born: 1/437
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

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Name: Helake
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (Linnhe)
Blazon: per saltire Or and argent, a bend sinister sable
Born: 12/411
Leadership Bonus: 0
WT: 184 SPR: 11 OB: +1 DB: -1 UN(JB): 19(0)
Family: Brother - Helias

Name: Heliades
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney
Blazon: argent, four boars passant gules
Born: 8/425
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Helior
Alignment: Open
Kingdom (Province): Munster (Kerry)
Blazon: Or, a pall gules
Born: 1/417
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Helius
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (Lorne)
Blazon: per saltire Or and argent, a bend sinister sable
Born: 11/410
Leadership Bonus: 0
WT: 180 SPR: 11 OB: 0 DB: -1 UN(JB): 19(0)
Family: Brother - Helake

Name: Helyn le Blanc
Alignment: Christian Renunciate
Kingdom (Province): Strangore (Scarborough)
Blazon: gules, on a bend sinister argent two fleur-de-lis Or
Born: 2/441
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - Bors de Ganys;
 Grandfather - King Brandegoris

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Name: Hemyson
Alignment: Pagan Chivalrous
Kingdom (Province): Northgalys (Aberystwyth)
Blazon: per pale azure and vert, in
 fess three bezants
Born: 3/426
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Paramour: Queen Morgan le Faye

Name: Herminde de Galys
Alignment: Open
Kingdom (Province): Northgalys (Radnor)
Blazon: argent, a chevron paly vert and
 azure
Born: 9/432
Leadership Bonus: 0
WT: 220 SPR: 13 OB: +1 DB: -1 UN(JB): 19(0)

Name: Hervis de Revel
Alignment: Open
Kingdom (Province): Surluse (Cotswald)
Blazon: purpure, in pale three unicorns
 statant argent
Born: 11/407
Leadership Bonus: 0
WT: 190 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Hewe
Alignment: Open
Kingdom (Province): Northgalys (Flint)
Blazon: Or, a cross vert between four
 trefoils azure
Born: 9/433
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)
Family: Brother - Edward of Caernarvon

Name: Hewgan
Alignment: Open
Kingdom (Province): Munster
Blazon: argent, a stallion statant
 sable
Born: 8/433
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Horace
Alignment: Open
Kingdom (Province): Lothian & Orkney
Blazon: purpure, a chief dovetailed
 sable
Born: 11/428
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Ian
Alignment: Open
Kingdom (Province): Logres (Aylesbury)
Blazon: gules, a griffin sejant argent
Born: 5/421
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Idres
Alignment: Pagan Chivalrous
Kingdom (Province): Ulster (Tyrone)
Blazon: gules, a cockatrice displayed argent
Born: 1/378
Leadership Bonus: +3
WT: 164 SPR: 13 OB: 0 DB: -1 UN(JB): 17(0)
Family: Son- King Morganoure

Name: Ironside "The Red Knight"
Alignment: Pagan Chivalrous
Kingdom (Province): Red Lands (Humberside)
Blazon: gules, two flaunches argent
Born: 4/403
Leadership Bonus: +1
WT: 194 SPR: 11 OB: +1 DB: -1 UN(JB): 21(+2)

Name: Jezaraut
Alignment: Open
Kingdom (Province): Outer Isles (Harris)
Blazon: vert, a bend argent
Born: 10/418
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Jonathal
Alignment: Open
Kingdom (Province): Logres (Hampshire)
Blazon: per saltire gules and azure, a fess argent
Born: 8/435
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Jonek
Alignment: Pagan Chivalrous
Kingdom (Province): Munster
Blazon: checky gules and vert, a pile Or
Born: 3/428
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

14.0 APPENDIX 'A'

Name: Jordanus
Alignment: Open
Kingdom (Province): Ireland
Blazon: argent, a griffin passant gules
Born: 7/398
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

Name: Kardens
Alignment: Open
Kingdom (Province): Lothian & Orkney (Cairngorm)
Blazon: Or, a saltire vert
Born: 1/420
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Kay le Seneschal
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (Bristol)
Blazon: argent, on a bend gules a key
sable
Born: 10/399
Leadership Bonus: +2
WT: 184 SPR: 13 OB: +1 DB: 0 UN(JB): 19(+1)
Family: Father - Ector de la Sauvage;
Foster-brother - King Arthur

Name: Kay le Straunge
Alignment: Open
Kingdom (Province): Ulster
Blazon: vert, three bendlets Or
Born: 4/423
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Kaynes
Alignment: Pagan Chivalrous
Kingdom (Province): Scotland (Lanark)
Blazon: azure, a saltire Or
Born: 9/425
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Kehodyn
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Andredsweald)
Blazon: sable, a bend embattled Or
Born: 3/425
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: "La Cote Male Taille" (Brewnor
le Noire)
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (Surrey)
Blazon: azure, a buck springing Or
Born: 7/428
Leadership Bonus: 0
WT: 154 SPR: 9 OB: +1 DB: -3 UN(JB): 22(+4)
Family: Brother - Dinadan; Wife - Lady
Melidisande
Enemies: Kay le Seneschal

Name: Ladynas
Alignment: Open
Kingdom (Province): Ireland
Blazon: vert, a stallion trippant sable
Born: 8/414
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Lambayle
Alignment: Pagan Chivalrous
Kingdom (Province): Cornwall
Blazon: gules, a bend sinister argent
Born: 11/392
Leadership Bonus: 0
WT: 184 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Lambegus
Alignment: Christian Chivalrous
Kingdom (Province): Lyonesse (St. Agnes)
Blazon: 8/426
Born: 0
Leadership Bonus: 0
WT: 170 SPR: 13 OB: +1 DB: 0 UN(JB): 21(+4)
Comrades: Trystram and Fergus

Name: Lamonte
Alignment: Open
Kingdom (Province): Ireland (Carlow)
Blazon: argent, a fess embattled gules
and in base a pomme
Born: 10/423
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

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Name: Lamorak de Galys
Alignment: Christian Chivalrous
Kingdom (Province): Wales (Caerleon)
Blazon: argent, a pall purpure
Born: 5/432
Leadership Bonus: +1
WT: 204 SPR: 9 OB: +3 DB: -2 UN(JB): 27(+6)
Family: Father - King Pellinore; Mother - Queen of Wales; Brothers - Aglovale, Percival, and Dornar; Sister - Lady Amide; Half-brother - Torre
Paramour: Queen Morgause

Name: Lamyell
Alignment: Open
Kingdom (Province): Ireland
Blazon: azure, a pale per fess Or and argent
Born: 10/402
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Lancelot du Lac
Alignment: Christian Renunciate
Kingdom (Province): Logres (Isle of Wight)
Blazon: argent, a bend gules
Born: 12/415
Leadership Bonus: +4
WT: 204 SPR: 9 OB: +4 DB: -4 UN(JB): 29(+7)
Family: Bastard Son - Galahad; Brother - Ector de Marys; Cousins - Lionel, Bors, Bleoberis, Blamoure
Comrades: King Arthur, Galahaulte, Gawaine, and Dinadan
Paramour: Queen Guenevere

Name: Lanceor
Alignment: Pagan Powerlord
Kingdom (Province): Ireland (Tullamore)
Blazon: argent, on a bend purpure a sword gules
Born: 2/434
Leadership Bonus: 0
WT: 184 SPR: 13 OB: +1 DB: 0 UN(JB): 19(0)
Paramour: Lady Columbe

Name: Laurens
Alignment: Open
Kingdom (Province): Ireland
Blazon: sable, a leopard statant Or
Born: 11/398
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

14.0 APPENDIX 'A'

Name: Lavayne
Alignment: Christian Chivalrous
Kingdom (Province): Northumberland (Tyne)
Blazon: gules, a pile Or
Born: 6/420
Leadership Bonus: 0
WT: 164 SPR: 11 OB: 0 DB: -1 UN(JB): 21(+2)
Family: Father - Barnard; Brother - Tirry
Comrades: Lancelot

Name: Leodegrance, King of Camylarde
Alignment: Christian Chivalrous
Kingdom (Province): Camylarde (Ely)
Blazon: azure, in bend three lions rampant argent
Born: 11/393
Leadership Bonus: +6
WT: 170 SPR: 13 OB: 0 DB: -2 UN(JB): 18(0)

Family: Wife - Queen of Camylarde; Daughter - Queen Guenevere

Name: Lionel
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (Wessex)
Blazon: gules, a pall argent
Born: 9/418
Leadership Bonus: 0
WT: 190 SPR: 13 OB: +2 DB: 0 UN(JB): 20(+3)
Family: Brother - Bors de Ganys; Cousins - Lancelot, Ector de Marys, Bleoberis, and Blamoure

Name: Lorayne
Alignment: Open
Kingdom (Province): Lothian & Orkney (Dundee)
Blazon: Or, on a pile azure a torteaux
Born: 10/429
Leadership Bonus: 0
WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Lot, King of Lothian & Orkney
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (Midlothian)
Blazon: Or, a chevron gules
Born: 3/389
Leadership Bonus: +8
WT: 194 SPR: 13 OB: +1 DB: -2 UN(JB): 22(+2)
Family: Wife - Queen Morgause; Sons - Gawaine, Agravaine, Gaheris, and Gareth; Grandsons - Lovel, Florence, Gyngalyn, and Gawaine le Jeune
Comrades: Kings Uriens and Carados
Enemies: King Arthur

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Name: Loudin
Alignment: Open
Kingdom (Province): Outer Isles (Canna)
Blazon: vert, a cross argent
Born: 7/437
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Lovel
Alignment: Pagan Chivalrous
Kingdom (Province): Lothian & Orkney (West Lothian)
Blazon: gules, a chevron argent
Born: 2/436
Leadership Bonus: +1
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 19(0)
Family: Father - Gawaine; Mother - Lady
 Bagnell; Brothers - Florence
 and Gyngalyn; Cousin - Gawaine le Jeune

Name: Lucas the Butler
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Wiltshire)
Blazon: checky gules and azure
Born: 3/388
Leadership Bonus: +1
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brother - Bedivere
Comrades: King Arthur (his butler)

Name: Lyanoure
Alignment: Open
Kingdom (Province): Lothian & Orkney (Grampian)
Blazon: purpure, on a chevron argent a
 lion salient Or
Born: 10/401
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Lyonses
Alignment: Open
Kingdom (Province): Logres (West Oxford)
Blazon: per pale gules and argent, a
 cross per pale counterchanged
Born: 12/436
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Madok
Alignment: Christian Chivalrous
Kingdom (Province): Cornwall (Terraby1)
Blazon: purple, in chief two bezants
Born: 6/422
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Madore de la Port
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland (Longford)
Blazon: vert, on a cross argent five
 ogres
Born: 7/409
Leadership Bonus: 0
WT: 160 SPR: 11 OB: 0 DB: 0 UN(JB): 18(0)
Family: Cousin - Patrick

Name: Malegryne
Alignment: Pagan Powerlord
Kingdom (Province): Northgalys (Clwyd)
Blazon: Or, a heart gules
Born: 3/408
Leadership Bonus: 0
WT: 170 SPR: 9 OB: 0 DB: -1 UN(JB): 20(+2)
Comrades: Bruce sans Pitie

Name: Manessen
Alignment: Open
Kingdom (Province): Hundred Knights (Newark)
Blazon: per saltire gules and azure, a
 unicorn trippant argent
Born: 3/419
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Marhaus
Alignment: Pagan Chivalrous
Kingdom (Province): Munster (Waterford)
Blazon: vert, a lion rampant Or
Born: 3/409
Leadership Bonus: +1
WT: 220 SPR: 9 OB: +3 DB: -2 UN(JB): 25(+5)
Family: Father - King Marhaulte

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Name: Marhaulte, King of Munster
Alignment: Open
Kingdom (Province): Munster (Cork)
Blazon: gules, on a cross argent a lion rampant Or
Born: 4/378
Leadership Bonus: +6
WT: 180 SPR: 13 OB: 0 DB: -2 UN(JB): 16(0)
Family: Wife - Queen of Munster; Son - Marhaus

Name: Maris
Alignment: Open
Kingdom (Province): Ireland (Sligo)
Blazon: vert, a chief argent
Born: 11/435
Leadership Bonus: 0
WT: 160 SPR: 11 OB: 0 DB: 0 UN(JB): 18(0)

Name: Mark, King of Cornwall
Alignment: Pagan Chivalrous
Kingdom (Province): Cornwall (Tintagel)
Blazon: purpure, a lion passant Or
Born: 8/401
Leadership Bonus: +4
WT: 164 SPR: 13 OB: 0 DB: -2 UN(JB): 15(0)
Family: Wife - Queen Iseult; Sister - Queen Elizabeth; Cousin - Andret
Enemies: Trystram, Alexander, and Elias

Name: Marroke
Alignment: Open
Kingdom (Province): Lyonesse (Scilly)
Blazon: argent, a cross azure
Born: 4/420
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Marsyll
Alignment: Open
Kingdom (Province): Outer Isles
Blazon: Or, a garden-lily gules
Born: 1/414
Leadership Bonus: 0
WT: 164 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Matto le Breune
Alignment: Open
Kingdom (Province): Lothian & Orkney (Nairn)
Blazon: per chevron argent and sable, two roundels counterchanged
Born: 10/432
Leadership Bonus: 0
WT: 160 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

14.0 APPENDIX 'A'

Name: Mauron
Alignment: Open
Kingdom (Province): Logres (Southampton)
Blazon: per chevron argent and Or, a pile vert
Born: 7/424
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Meliagrance
Alignment: Pagan Chivalrous
Kingdom (Province): Eastland (Suffolk)
Blazon: quarterly argent and sable, four pommes
Born: 5/427
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - King Bagdemagus;
 Mother - Queen of Eastland; Brother - Uwayne les Avoutres
Paramour: Queen Guenevere

Name: Melias
Alignment: Open
Kingdom (Province): Camylarde (Leicester)
Blazon: per bend sable and argent, in sinister chief a plate
Born: 10/431
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Meliodas, King of Lyonesse
Alignment: Christian Chivalrous
Kingdom (Province): Lyonesse (Southern Castle)
Blazon: Or, two lions statant gules
Born: 7/392
Leadership Bonus: +6
WT: 184 SPR: 13 OB: 0 DB: -2 UN(JB): 17(+1)
Family: Queen Elizabeth; Son - Trystram

Name: Meliot de Logres
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Dorchester)
Blazon: vert, a pile inverted argent and a canton sable
Born: 4/418
Leadership Bonus: 0
WT: 164 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Menaduke
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a bugle-horn stringed gules
Born: 12/417
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brother - Aladuke

Name: Merlin
 NOTE: Because of Merlin's complex nature and his reputation in prophesy and higher forms of magic, a good portrayal of him for use in this game is not feasible. It is therefore assumed that Merlin has already been locked away in the cave by Nimue the Enchantress, where he remains to this day. For an interesting interpretation of merlin see note in Bibliography (section 19.0).

Name: Miles
Alignment: Open
Kingdom (Province): West Britain
Blazon: azure, on a bend argent four escallops Or
Born: 1/429
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Paramour: Lady Alyne

Name: Modron
Alignment: Open
Kingdom (Province): Gore (York)
Blazon: argent, a torteaux between three crosslets sable
Born: 8/431
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Mordred
Alignment: Pagan Powerlord
Kingdom (Province): Lothian & Orkney (Isle of Mull)
Blazon: argent, three bendlets sinister sable
Born: 11/421
Leadership Bonus: +5
WT: 164 SPR: 13 OB: 0 DB: -2 UN(JB): 17(0)
Family: Father - King Arthur; Mother - Queen Morgause; Half-brothers - Gawaine, Agravaine, Gaheris,

Gareth
Enemies: King Arthur

14. APPENDIX 'A'

Name: Morganoure, King of Ulster
Alignment: Open
Kingdom (Province): Ulster (Antrim)
Blazon: per bend gules and Or, two crowns counter-changed
Born: 3/406
Leadership Bonus: +6
WT: 180 SPR: 13 OB: 0 DB: -2 UN(JB): 15(+1)
Family: Father - Idres; Wife - Queen of Ulster

Name: Morians
Alignment: Open
Kingdom (Province): Logres (Swindon)
Blazon: per bend gules and azure, a fess indented Or
Born: 11/440
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Nabon
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Isle of Man)
Blazon: vert, on a cross Or a saltire gules
Born: 2/428
Leadership Bonus: 0
WT: 154 SPR: 11 OB: +2 DB: 0 UN(JB): 19(0)

Name: Naram
Alignment: Open
Kingdom (Province): Ireland (Mayo)
Blazon: vert, a pall argent
Born: 5/419
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Nenowne le Petit
Alignment: Open
Kingdom (Province): Ulster
Blazon: per saltire Or and argent, in pale two mollets gules
Born: 2/398
Leadership Bonus: 0
WT: 130 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Nentres
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Luce)
Blazon: purpure, in bend two anchors argent
Born: 1/382
Leadership Bonus: +2
WT: 164 SPR: 13 OB: 0 DB: -1 UN(JB): 17(0)
Family: Son - King Cradilment

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Name: Nero, King of Northgalys
Alignment: Pagan Powerlord
Kingdom (Province): Northgalys (Isle of Anglesey)
Blazon: argent, a wyvern displayed
sable
Born: 12/405
Leadership Bonus: +6
WT: 180 SPR: 13 OB: 0 DB: -2 UN(JB): 16(0)
Family: Wife - Queen of Northgalys; Son
- Neroveus
Comrades: King Royns

Name: Neroveus
Alignment: Pagan Chivalrous
Kingdom (Province): Northgalys (Cambria)
Blazon: azure, a fess argent and a
canton sable
Born: 2/432
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - King Nero; Mother -
Queen of Northgalys

Name: Nestor
Alignment: Christian Chivalrous
Kingdom (Province): Outer Isles (South Skye)
Blazon: azure, a chevron embattled Or
Born: 1/367
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Paramour: Dame Brisen

Name: Ossaise
Alignment: Open
Kingdom (Province): Logres (Romney)
Blazon: per chevron azure and purpure,
three bezants
Born: 11/438
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Outlake
Alignment: Open
Kingdom (Province): Logres (Portsmouth)
Blazon: argent, an escallop vert
Born: 10/406
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Family: Brother - Gotlake

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Name: Ozanna le Cure Hardy
Alignment: Christian Chivalrous
Kingdom (Province): Logres
Blazon: per pale azure and purpure, a mound argent
Born: 6/433
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 18(0)

Name: Palomides the Saracen
Alignment: Pagan Chivalrous
Kingdom (Province): Red Lands (Derwent)
Blazon: sable, in bend two crescents argent
Born: 11/420
Leadership Bonus: 0
WT: 190 SPR: 9 OB: +2 DB: -2 UN(JB): 25(+6)
Family: Brothers - Segwarides and Safere
Comrades: Grummure Grummursum
Paramour: Queen Iseult
Enemies: Trystram

Name: Patrick
Alignment: Christian Chivalrous
Kingdom (Province): Ireland (Roscommon)
Blazon: per pale Or and vert
Born: 12/426
Leadership Bonus: 0
WT: 144 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)
Family: Cousin - Madore de la Port

Name: Pelaundres
Alignment: Open
Kingdom (Province): Ulster (Fermanagh)
Blazon: per bend Or and argent, a stallion rampant gules
Born: 3/376
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brothers - Pellownes, pelogres, and Plenorius

Name: Pelleas
Alignment: Christian Chivalrous
Kingdom (Province): Gore (Westmorland)
Blazon: gules, two plates between two pallets argent
Born: 6/428
Leadership Bonus: 0
WT: 190 SPR: 13 OB: +2 DB: -2 UN(JB): 23(+2)
Paramour: Lady Ettarde
Enemies: G a w a i n e

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Name: Pelles "The Fisher King"
Alignment: Christian Renunciate
Kingdom (Province): Wales (Corbin)
Blazon: azure, a fish argent
Born: 4/376
Leadership Bonus: +1
WT: 170 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)
Family: Son - Eliazar; Daughter - Lady Elaine; Grandson - Galahad;
 Cousin - King Pellinore
Special Beginning Equipment: Shield of Evelake,
 Spear of Passion

Name: Pellinore, King of Wales
Alignment: Christian Chivalrous
Kingdom (Province): Wales (Dinas Powys)
Blazon: purpure, in pale two leopards passant Or
Born: 1/393
Leadership Bonus: +6
WT: 200 SPR: 13 OB: +2 DB: 0 UN(JB): 20(+4)
Family: Wife - Queen of Wales; Sons - Aglovale, Lamorak, Percival, and Dornar; Daughter - Lady Anide; Bastard Son - Torre; Cousin - Pelles
Comrades: King Arthur, Grummore Grummursum, and Ector de la Sauvage

Name: Pellownes
Alignment: Open
Kingdom (Province): Ulster
Blazon: per bend Or and argent, a stallion rampant gules
Born: 6/390
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brothers - Pelaundres, Pelogres, and Plenorius; Son - Persides

Name: Perarde "The Black Knight"
Alignment: Open
Kingdom (Province): Hundred Knights (Gainesborough)
Blazon: argent, a pine-tree eradicated vert
Born: 1/436
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+1)
Family: Brothers - Pertilope, Persaunte, and Perimones

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Name: Percival de Galys
Alignment: Christian Renunciate
Kingdom (Province): Wales (West Glamorgan)
Blazon: argent, a pall purpure
Born: 10/436
Leadership Bonus: 0
WT: 190 SPR: 11 OB: +1 DB: 0 UN(JB): 20(+3)
Family: Father - King Pellinore; Mother
- Queen of Wales; Brothers -
Aglovale, Lamorak, and Dornar; Sister - Lady
Amide; Half-brother - Torre
Comrades: Galahad and Bors de Ganys

Name: Perimones "The Puce Knight"
Alignment: Open
Kingdom (Province): Hundred Knights (Alford)
Blazon: argent, a pine-tree eradicated
vert
Born: 6/434
Leadership Bonus: 0
WT: 200 SPR: 13 OB: +1 DB: -1 UN(JB): 18(+1)
Family: Brothers - Perarde, Persaunte,
and Pertilope

Name: Persalunte
Alignment: Open
Kingdom (Province): Gore (Blackpool)
Blazon: Or, four pallets gules
Born: 11/423
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

Name: Persaunte "The Indigo Knight"
Alignment: Open
Kingdom (Province): Hundred Knights (Boston)
Blazon: argent, a pine-tree eradicated
vert
Born: 3/430
Leadership Bonus: 0
WT: 194 SPR: 13 OB: +1 DB: -1 UN(JB): 18(+2)
Family: Brothers - Perimones,
Pertilope, and Perarde

Name: Persides
Alignment: Open
Kingdom (Province): Ireland
Blazon: gules, a bull's face sable
Born: 12/437
Leadership Bonus: 0
WT: 154 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)
Family: Father - Pellownes

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Name: Pertilope "The Green Knight"
NOTE: Not to be confused with the "Great Green Knight," Sir Bertilak
Alignment: Open
Kingdom (Province): Hundred Knights (Grimsby)
Blazon: argent, a pine-tree eradicated vert
Born: 3/432
Leadership Bonus: 0
WT: 184 SPR: 13 OB: +1 DB: -1 UN(JB): 19(+1)
Family: Brothers - Perarde, Persaunte, and Perimones

Name: Peryne de Monte Belyarde
Alignment: Open
Kingdom (Province): Ulster
Blazon: argent, on a saltire vert a mound Or
Born: 11/410
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Petipace
Alignment: Open
Kingdom (Province): Gore (Lancaster)
Blazon: azure, four bendlets argent
Born: 5/435
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 17(0)

Name: Pharyaunce
Alignment: Open
Kingdom (Province): Logres
Blazon: per fess nebuly Or and azure, two battle-axes counterchanged
Born: 7/404
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Phelot
Alignment: Pagan Powerlord
Kingdom (Province): Northgalys (North Cambria)
Blazon: per pale azure and gules, a chief Or
Born: 5/417
Leadership Bonus: 0
WT: 240 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Enemies: Lancelot

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Name: Pinel
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (East Hereford)
Blazon: Or, in pall three pommes
Born: 2/410
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)
Enemies: Gawaine

Name: Placidas
Alignment: Open
Kingdom (Province): Ireland (Meath)
Blazon: purpure, a lion sejant affronte
Or
Born: 11/423
Leadership Bonus: 0
WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Playne le Fors
Alignment: Open
Kingdom (Province): Munster
Blazon: argent, a lozenge gules
Born: 9/424
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Plenorius
Alignment: Open
Kingdom (Province): Ulster
Blazon: per bend Or and argent, a
 stallion rampant gules
Born: 5/373
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brothers - Pelaundres,
 Pellownes, and Pelogres

Name: Priamus
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (Berkshire)
Blazon: per pale Or and argent, in
 chief three griffin's heads
 sable
Born: 9/417
Leadership Bonus: 0
WT: 164 SPR: 11 OB: 0 DB: -1 UN(JB): 19(0)
Special Beginning Equipment: One Type-I Enchanted
 Broadsword

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Name: Raynole
Alignment: Open
Kingdom (Province): Gore (Ripon)
Blazon: Or, a bend azure
Born: 12/425
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Reynold
Alignment: Open
Kingdom (Province): Scotland (Dumbarton)
Blazon: azure, a boar's head erased Or
Born: 12/413
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Brother - Arnold

Name: Richard
Alignment: Open
Kingdom (Province): Eastland
Blazon: argent, on a saltire gules five
 pommes
Born: 11/396
Leadership Bonus: 0
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Robert
Alignment: Open
Kingdom (Province): Lothian & Orkney (Aberdeen)
Blazon: gules, a fess argent between
 three plates
Born: 9/435
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Royns, King of West Britain
Alignment: Pagan Powerlord
Kingdom (Province): West Britain (Derby)
Blazon: gules, on a bend argent three
 bezants
Born: 8/405
Leadership Bonus: +7
WT: 154 SPR: 13 OB: +1 DB: -3 UN(JB): 18(+2)
Family: Wife - Queen of West Britain
Comrades: King Nero
Enemies: Kings Arthur and Leodegrance

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Name: Sadoke
Alignment: Open
Kingdom (Province): Cornwall (Tiverton)
Blazon: per pale vert and azure, a pile
sable
Born: 5/420
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Safere
Alignment: Pagan Chivalrous
Kingdom (Province): West Britain (Stafford)
Blazon: sable, in bend two crescents
argent
Born: 2/426
Leadership Bonus: 0
WT: 184 SPR: 11 OB: 0 DB: 0 UN(JB): 23(+1)
Family: Brothers - Palomides and
Segwarides

Name: Sagramoure les Desirus
Alignment: Christian Chivalrous
Kingdom (Province): Hundred Knights (North Lincoln)
Blazon: gules, a cockatrice displayed
Or
Born: 9/408
Leadership Bonus: 0
WT: 200 SPR: 13 OB: 0 DB: 0 UN(JB): 17(+1)
Comrades: Harry

Name: Sanam
Alignment: Open
Kingdom (Province): Logres (Bedford)
Blazon: purpure, a tower gate Or between
three mollets argent
Born: 8/377
Leadership Bonus: 0
WT: 150 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Sauseyes
Alignment: Open
Kingdom (Province): Gore
Blazon: Or, two flaunches vert
Born: 7/425
Leadership Bonus: 0
WT: 174 SPR: 11 OB: 0 DB: 0 UN(JB): 15(0)

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Name: Segwarides
Alignment: Pagan Chivalrous
Kingdom (Province): Eastland (West Suffolk)
Blazon: sable, in bend two crescents
 argent
Born: 2/423
Leadership Bonus: 0
WT: 194 SPR: 11 OB: 0 DB: -1 UN(JB): 21(+1)
Family: Brothers - Palomides and Safere
Enemies: Bruce sans Pitie

Name: Selivaunte
Alignment: Open
Kingdom (Province): West Britain (Mercia)
Blazon: lozengy gules and azure, in
 bend three griffins salient Or
Born: 6/416
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - Blyaunte

Name: Selyses
Alignment: Open
Kingdom (Province): Hundred Knights (Nottingham)
Blazon: vert, on a bend argent two
 pommes
Born: 1/413
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Sentrayle
Alignment: Open
Kingdom (Province): Ulster
Blazon: Or, a pall per pale vert and
 gules
Born: 10/431
Leadership Bonus: 0
WT: 190 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Servause
Alignment: Open
Kingdom (Province): West Britain (Merseyside)
Blazon: argent, on a canton azure a
 griffin rampant sable
Born: 4/415
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Severause le Breuse
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Reading)
Blazon: vert, a dragon passant
 reguardant argent
Born: 2/429
Leadership Bonus: 0
WT: 190 SPR: 13 OB: +1 DB: 0 UN(JB): 18(+3)
Comrades: Lancelot
Special Ability: Fights with a +4 Offense Bonus
 against Monster-type Encounters

Name: Sorlus
Alignment: Pagan Chivalrous
Kingdom (Province): Ireland
Blazon: azure, a pine-tree eradicated
 proper between three crescents Or
Born: 8/417
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Family: Brother - Bryan of the Forest

Name: Suppynabiles
Alignment: Open
Kingdom (Province): Northumberland (Ancroft)
Blazon: Or, on a chief gules four
 mollets Or
Born: 12/436
Leadership Bonus: 0
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 15(0)

Name: Symounde
Alignment: Open
Kingdom (Province): Ireland
Blazon: vert, a boar salient Or
Born: 4/431
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Thaddeus
Alignment: Open
Kingdom (Province): Ireland
Blazon: tierced pallwise sable, Or, and
 argent
Born: 8/411
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

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Name: Tirry
Alignment: Pagan Chivalrous
Kingdom (Province): Northumberland (Wear)
Blazon: gules, a pile Or
Born: 10/417
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - Barnard; Brother - Lavayne

Name: Tobinus Streat de Montroy
Alignment: Open
Kingdom (Province): Logres
Blazon: tierced pallwise argent, Or, and vert, a bar gules
Born: 6/433
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Torre
Alignment: Pagan Chivalrous
Kingdom (Province): Logres (St. Albans)
Blazon: sable, a bend sinister argent between two garbs Or
Born: 7/415
Leadership Bonus: 0
WT: 180 SPR: 13 OB: 0 DB: 0 UN(JB): 19(0)
Family: Father - King Pellinore; Half-brothers - Aglovale, Lamorak, Percival, and Dornar; Half-sister - Lady Amide

Name: Trian
Alignment: Open
Kingdom (Province): Scotland (Peebles)
Blazon: per bend Or and argent, two escallops gules
Born: 2/419
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)

Name: Trystram de Lyonesse
Alignment: Pagan Chivalrous
Kingdom (Province): Lyonesse (Channel Down)
Blazon: gules, a lion rampant regardant Or
Born: 1/414
Leadership Bonus: +3
WT: 210 SPR: 9 OB: +4 DB: -3 UN(JB): 28(+7)
Family: Father - King Meliodas; Mother - Queen Elizabeth; Wife - Lady Isode

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Comrades: Dinadan
Paramour: Queen Iseult
Enemies: King Mark, Andret, and
Palomides

Name: Turquine
Alignment: Pagan Powerlord
Kingdom (Province): Scotland (Cheviot)
Blazon: argent, a tower gate gules
Born: 8/400
Leadership Bonus: +1
WT: 224 SPR: 9 OB: +4 DB: -2 UN(JB): 27(+7)
Family: Brother - King Carados
Enemies: King Arthur and Lancelot

Name: Ulbawes
Alignment: Pagan Chivalrous
Kingdom (Province): Surluse (Davertry)
Blazon: Or, a maunche gules
Born: 8/412
Leadership Bonus: +1
WT: 174 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Ulphius
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Yeovil)
Blazon: per bend azure and argent, two
roundels counterchanged
Born: 1/380
Leadership Bonus: +2
WT: 154 SPR: 13 OB: 0 DB: 0 UN(JB): 18(+2)
Comrades: King Arthur (his Chamberlain)

Name: Uriens, King of Gore
Alignment: Pagan Chivalrous
Kingdom (Province): Gore (Maidens Castle)
Blazon: azure, a ram's face Or
Born: 8/395
Leadership Bonus: +7
WT: 160 SPR: 13 OB: 0 DB: -2 UN(JB): 17(+2)
Family: Wife - Queen Morgan le Faye;
Son - Uwayne le Blanchmains
Comrades: King Lot

Name: Urre of Hungary
Alignment: Christian Chivalrous
Kingdom (Province): Eastland (Wells)
Blazon: purpure, a bend indented Or
Born: 6/408
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 18(0)
Comrade: Lancelot

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Name: Uwayne le Blanchmains
Alignment: Christian Chivalrous
Kingdom (Province): Gore (Penrith)
Blazon: azure, in pale two ram's faces
Or
Born: 7/421
Leadership Bonus: +1
WT: 170 SPR: 13 OB: 0 DB: -1 UN(JB): 18(+1)
Family: Father - King Uriens; Mother -
Queen Morgan le Faye; Cousins -
Gawaine, Agravaine, Gaheris,
and Gareth

Name: Uwayne les Avoutres
Alignment: Pagan Chivalrous
Kingdom (Province): Eastland (Essex)
Blazon: quarterly argent and sable,
four pommes
Born: 1/425
Leadership Bonus: +1
WT: 160 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)
Family: Father - King Bagdemagus;
Mother - Queen of Eastland; Brother - Meliagrance

Name: Vagon
Alignment: Open
Kingdom (Province): Logres (Hertford)
Blazon: quarterly sable and Or
Born: 7/370
Leadership Bonus: 0
WT: 144 SPR: 15 OB: 0 DB: 0 UN(JB): 16(0)

Name: Valiant
Alignment: Christian Chivalrous
Kingdom (Province): Eastland
Blazon: azure, a stallion's head erased
argent
Born: 9/430
Leadership Bonus: +1
WT: 174 SPR: 9 OB: 0 DB: -2 UN(JB): 19(0)

Name: Vayne
Alignment: Open
Kingdom (Province): Lothian & Orkney (Kincardine)
Blazon: Or, a fess gules between three
heurtes
Born: 12/403
Leadership Bonus: 0
WT: 150 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

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Name: Villiards
Alignment: Open
Kingdom (Province): Ireland
Blazon: Or, a pale sable
Born: 7/423
Leadership Bonus: 0
WT: 174 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

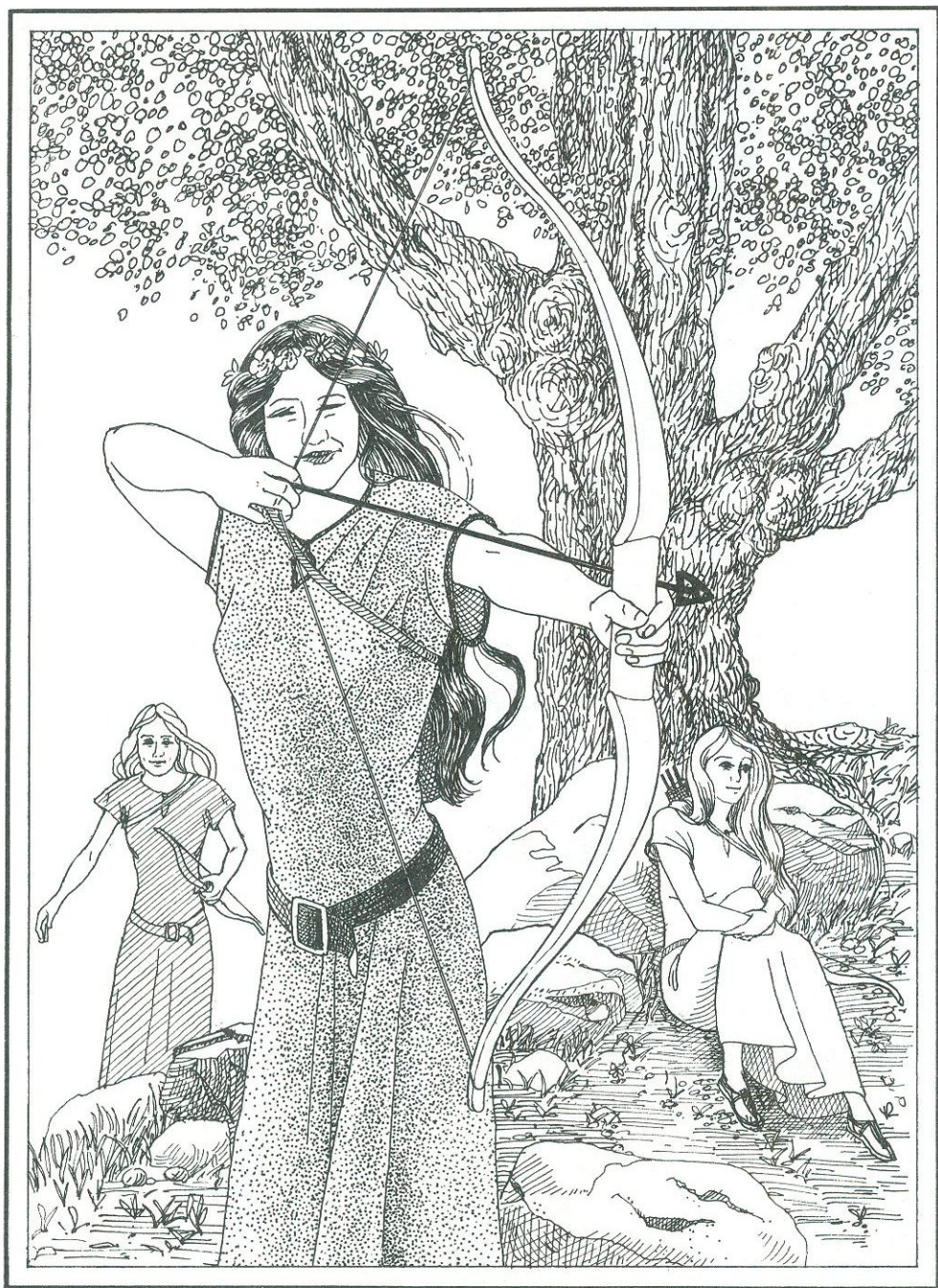
Name: Wade
Alignment: Christian Chivalrous
Kingdom (Province): Logres (Rochester)
Blazon: sable, on a pile Or a plate
Born: 10/372
Leadership Bonus: 0
WT: 164 SPR: 11 OB: 0 DB: 0 UN(JB): 19(0)

Name: Walchere
Alignment: Open
Kingdom (Province): Logres
Blazon: gules, on a canton argent an
escutcheon sable
Born: 5/395
Leadership Bonus: 0
WT: 170 SPR: 13 OB: 0 DB: 0 UN(JB): 17(0)

Name: Wysharde
Alignment: Open
Kingdom (Province): Scotland
Blazon: azure, on a saltire Or a board
rampant argent
Born: 6/410
Leadership Bonus: 0
WT: 164 SPR: 13 OB: 0 DB: 0 UN(JB): 16(0)

"I heard, as in a throb of stretched verse,
the women everywhere throughout it sob with the curse
and the altars of Christ everywhere offer the grails ... '
'Flesh knows what spirit knows,
But spirit knows it knows - categories of identity ... '
'Women's travel holds in the natural the image of the
Supernatural ... '"

Charles Williams,
Taliessin in the Rose-Garden,
The Region of the Summer Stars



15.0 APPENDIX 'B' Character Ladies & Queens

This is an alphabetical listing of all female characters of the realm. Information for each character is given in the following format:

Name: This gives her name in full.

Alignment: Either Christian Renunciate, Christian Chivalrous, Pagan Chivalrous, or Pagan Powerlord. All female characters have set alignments, as their behaviour is usually well-documented. "Pagan Powerlord" females can be considered as Witches; "Pagan Chivalrous" females are Enchantresses.

Home Castle: The Castles are ruled by the male characters listed in Appendix 'C' (Section 16.0). This castle serves as a starting location for the female character.

Blazon: This describes, in the language of Heraldry, her Coat-of-Arms design as born on her small shield). A Glossary of Heraldic Terms can be found in Appendix 'E' (Section 18.0).

Born: This lists her month (numerically) and year of birth.

WT: "Weight." Her weight in pounds, actually a measure of the physical damage she can sustain.

Beauty Rating: A measure of "irresistability." A number equal to the Chivalry Rating Penalty a Knight or King takes if he refuses her request (check Section 8.10D).

Family:, Comrades:, Paramour:, Enemies: Any people listed here will be important in matters of inter-relationships. The importance of Family, Comrades, and Paramour tends to be in the obligation factors existing between the Character and the listed names. Enemies are important to Pagans for the bonuses they receive in punishing them, and to Christians for the bonuses they receive in praying for them.

Special Ability: Lists Pagan Ladies' success probability bonuses on casting spells.

SPECIAL NOTE

FEMALE COMBAT ABILITIES: All female Characters have an SPR of 17, Unseating Number of 9, Off. Bonus 0, Def. Bonus 0, Joust Bonus 0. They may engage in any combat if desired. Females armed for battle (in any form of armor and/or carrying any sort of weapon, except for their initially allotted small shield and dagger), cannot use their Beauty Ratings in negotiations.

Name: Lady Alyne
Alignment: Christian Chivalrous
Home Castle: Dumfries in Scotland
Blazon: gyronny of eight Or and argent, on a canton sable a unicorn salient vert
Born: 1/438
WT: 100
Beauty Rating: 4
Paramour: Miles

Name: Lady Amide
Alignment: Christian Renunciate
Home Castle: West Glamorgan in Wales
Blazon: Or, a pall purpure between three cinque-foils gules
Born: 2/439
WT: 104
Beauty Rating: 4
Family: Father - King Pellinore; Mother - Queen of Wales; Brothers - Aglovale, Lamorak, Percival, and Dornar; Half-brother - Torre
Comrades: Galahad

Name: Lady Bagnell
Alignment: Christian Chivalrous
Home Castle: Orkney Island in Lothian & Orkney
Blazon: per fess Or and azure, in chief a chevron gules between three thistles vert, and in base in bend two lions rampant regardant Or
Born: 4/419
WT: 114
Beauty Rating: 3
Family: Husband - Gawaine; Sons - Florence, Lovel, and Gyngalyn

15.0 APPENDIX 'B'

Name: Dame Brisen
Alignment: Pagan Chivalrous
Home Castle: Corbin in Wales
Blazon: per pale gules and azure, in dexter a tower gate sable and in sinister a fish argent
Born: 7/388
WT: 134
Beauty Rating: 2
Comrades: Lady Elaine
Paramour: Nestor

Name: Lady Columbe
Alignment: Christian Chivalrous
Home Castle: Kildare in Ireland
Blazon: azure, on a bend wavy argent three lozenges cojoined sable
Born: 6/440
WT: 100
Beauty Rating: 4
Paramour: Lanceor

Name: Queen of Camylarde
Alignment: Christian Chivalrous
Home Castle: Ely in Camylarde
Blazon: quarterly sable and vert, four lions rampant argent
Born: 11/399
WT: 94
Beauty Rating: 6
Family: Husband - King Leodegrance;
 Daughter - Queen Guenevere

Name: Queen of Eastland
Alignment: Pagan Powerlord
Home Castle: King's Lynn in Eastland
Blazon: per saltire argent and Or, a cross quarterly gules and azure
Born: 5/398
WT: 110
Beauty Rating: 3
Family: Husband - King Bagdemagus; Sons - Meliagrance and Uwayne les Avoutres
Special Ability: (+5%) Success Probability on Casting Spells

15.0 APPENDIX 'B'

Name: Queen Elaine of the Outer Isles
Alignment: Pagan Powerlord
Home Castle: Isle of Skye, Outer Isles
Blazon: Or, in chief an anchor in bend gules and in base a dragon rampant gules
Born: 3/392
WT: 104
Beauty Rating: 5
Family: Husband - King Cradilment; Mother - Dame Igraine; Sisters - Queens Morgause and Morgan le Faye; Half-brother - King Arthur
Special Ability: (+10%) Success Probability on Casting Spells

Name: Lady Elaine
Alignment: Christian Renunciate
Home Castle: Corbin in Wales
Blazon: paly sable and azure, on a canton argent a Tau cross gules
Born: 10/428
WT: 90
Beauty Rating: 9
Family: Father - Pelles; Brother - Eliazar; Bastard Son - Galahad
Paramour: Lancelot

Name: Queen Elizabeth of Lyonesse
Alignment: Christian Chivalrous
Home Castle: Southern Castle in Lyonesse
Blazon: per fess Or and purpure, two lions passant in pale counterchanged
Born: 2/396
WT: 110
Beauty Rating: 3
Family: Husband - King Meliodas; Son - Trystram; Brother - Mark

Name: Lady Enid
Alignment: Christian Chivalrous
Home Castle: Dorset in Logres
Blazon: per saltire argent and Or, a bend dovetailed sable
Born: 3/416
WT: 100
Beauty Rating: 6
Family: Husband - Gareint

15.0 APPENDIX 'B'

Name: Lady Ettarde
Alignment: Christian Chivalrous
Home Castle: Newark in the Realm of the Hundred Knights
Blazon: gyronny of sixteen gules and azure, a unicorn trippant argent
Born: 1/425
WT: 94
Beauty Rating: 5
Paramour: Gawaine

Name: Queen Guenevere of Logres
Alignment: Christian Chivalrous
Home Castle: Camelot in Logres
Blazon: per fess Or and azure, in chief a dragon rampant gules and in base in bend three lions rampant argent
Born: 5/415
WT: 104
Beauty Rating: 8
Family: Husband - King Arthur; Father - King Leodegrance; Mother - Queen of Camylarde
Paramour: Lancelot

Name: Lady Hallews
Alignment: Pagan Powerlord
Home Castle: Peebles in Scotland
Blazon: gules, on a pile sable a hand appaume argent
Born: 7/432
WT: 120
Beauty Rating: 1
Special Ability: (+5%) Success Probability on Casting Spells

Name: Queen of the Hundred Knights
Alignment: Pagan Chivalrous
Home Castle: Lincoln in the Realm of the Hundred Knights
Blazon: gules, a boar passant argent between two pallets Or
Born: 9/402
WT: 130
Beauty Rating: 3

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Name: Dame Igraine
Alignment: Christian Chivalrous
Home Castle: Tintagel in Cornwall
Blazon: sable, a dragon rampant argent
Born: 6/378
WT: 120
Beauty Rating: 4
Family: Son - King Arthur; Daughters -
 Queens Morgause, Morgan le Faye,
 and Elaine

Name: Queen of Ireland
Alignment: Christian Chivalrous
Home Castle: Dublin in Ireland
Blazon: quarterly vert and argent, four
 shamrocks counterchanged
Born: 2/389
WT: 114
Beauty Rating: 6
Family: Husband - King Anguishance;
 Daughter - Queen Iseult

Name: Lady Isode
Alignment: Christian Chivalrous
Home Castle: Channel Down in Lyonesse
Blazon: purpure, on a bend indented argent
 a lion rampant regardant Or
Born: 12/413
WT: 120
Beauty Rating: 7
Family: Husband - Trystram
Enemy: Queen Iseult

Name: Queen Iseult the Fair, of Cornwall
Alignment: Pagan Chivalrous
Home Castle: Tintagel in Cornwall
Blazon: per fess purpure and vert, in
 chief a lion passant regardant Or
 and in base a shamrock argent
Born: 7/408
WT: 104
Beauty Rating: 10
Family: Father - King Anguishance; Mother
 - Queen of Ireland; Husband - King
 Mark
Paramour: Trystram

15.0 APPENDIX 'B'

Name: Lady of the Lake
Alignment: Pagan Chivalrous
Home Castle: Camelot in Logres
Blazon: lozengy vert and azure, two
 flaunches argent
Born: 3/397
WT: 80
Beauty Rating: 5
Paramour: Lancelot and Seveause le Breuse
Special Ability: (+20%) Success Probability on
 Casting Spells

Name: Lady Lynette
Alignment: Pagan Chivalrous
Home Castle: Ross & Cromarty in Lothian &
 Orkney
Blazon: per pale Or and argent, on a fess
 wavy vert a chevron gules
Born: 3/427
WT: 110
Beauty Rating: 6
Family: Husband - Gaheris; Sister - Lady
 Lyonesse; Brother - Gryngamoure

Name: Lady Lyonesse
Alignment: Christian Chivalrous
Home Castle: Sutherland in Lothian & Orkney
Blazon: per pale Or and argent, a fess
 wavy gules between three thistles
 vert
Born: 6/428
WT: 110
Beauty Rating: 7
Family: Husband - Gareth; Son - Gawaine le
 Jeune; Sister - Lady Lynette;
 Brother - Gryngamoure

Name: Madame Mim
Alignment: Pagan Powerlord
Home Castle: Sauvage in Logres
Blazon: per bend sable and purple
Born: 1/372
WT: 150
Beauty Rating: 1
Special Ability: (+20%) Success Probability on
 Casting Spells

15.0 APPENDIX 'B'

Name: Lady Melidisande ("Beauvivante")
Alignment: Christian Chivalrous
Home Castle: Surrey in Logres
Blazon: azure, on a fess argent a buck springing Or
Born: 3/425
WT: 114
Beauty Rating: 5
Family: Husband - La Cote Male Taille

Name: Queen Morgan le Faye of Gore
Alignment: Pagan Powerlord
Home Castle: Maidens Castle in Gore
Blazon: per fess Or and azure, in chief a dragon rampant sable and in base a ram's face Or
Born: 9/395
WT: 124
Beauty Rating: 7
Family: Husband - King Uriens; Son - Uwayne le Blanchmains; Mother - Dame Igraine; Sisters - Queens Elaine and Morgause; Half-brother - King Arthur

Paramour: Accolon and Hemyson
Enemies: King Arthur
Special Ability: (+30%) Success Probability on Casting Spells
Special Beginning Equipment: Drinking Horn of Chastity, Morgan's Mantle

Name: Queen Morgause of Lothian & Orkney
Alignment: Pagan Powerlord
Home Castle: Orkney Island in Lothian & Orkney
Blazon: per pale Or and gules, a chevron per pale counterchanged and in base a dragon rampant sable
Born: 4/390
WT: 110
Beauty Rating: 8
Family: Husband - King Lot; Mother - Dame Igraine; Sons - Gawaine, Agravaine, Gaheris, and Gareth; Bastard Son - Mordred; Sisters - Queens Morgan le Faye and Elaine; Half-brother - King Arthur

Paramour: King Arthur and Lamorak
Special Ability: (+10%) Success Probability on Casting Spells

15.0 APPENDIX 'B'

Name: Queen of Munster
Alignment: Christian Chivalrous
Home Castle: Cork in Munster
Blazon: gules, a cross argent between four crosslets Or
Born: 7/390
WT: 124
Beauty Rating: 3
Family: Husband - King Marhaulte; Son - Marhaus

Name: Lady Nimue
Alignment: Pagan Chivalrous
Home Castle: Durham in Northumberland
Blazon: bendy purple and azure, a plate
Born: 10/436
WT: 94
Beauty Rating: 8
Paramour: King Arthur
Special Ability: (+15%) Success Probability on Casting Spells

Name: Queen of Northgalys
Alignment: Pagan Powerlord
Home Castle: Isle of Anglesey, Northgalys
Blazon: argent, a fess purple between two wyverns displayed sable
Born: 4/415
WT: 120
Beauty Rating: 4
Family: Husband - King Nero; Son - Neroveus
Special Ability: (+10%) Success Probability on Casting Spells

Name: Queen of Northumberland
Alignment: Christian Chivalrous
Home Castle: Gateshead in Northumberland
Blazon: paly Or and argent, a fess indented azure
Born: 12/397
WT: 110
Beauty Rating: 3
Family: Husband - King Clarivaunce; Son - Epinogres

Name: Queen of the Red Lands
Alignment: Christian Chivalrous
Home Castle: Red City in the Red Lands
Blazon: bendy gules and Or, a saltire invected argent
Born: 5/403
WT: 110
Beauty Rating: 3
Family: Husband - King Harmance

15.0 APPENDIX 'B'

Name: Queen of Scotland
Alignment: Christian Chivalrous
Home Castle: Dolorous Tower in Scotland
Blazon: argent, on a canton gules a tower gate sable
Born: 5/412
WT: 120
Beauty Rating: 4
Family: Husband - King Carados

Name: Queen of Strangore
Alignment: Christian Renunciate
Home Castle: Middlesborough in Strangore
Blazon: per fess vert and paly Or and argent, in chief a crown Or
Born: 2/390
WT: 124
Beauty Rating: 3
Family: Husband - King Brandegoris;
 Grandson - Helyn le Blanc

Name: Queen of Surluse
Alignment: Christian Chivalrous
Home Castle: Stratford in Surluse
Blazon: vert, two mollets argent between two bendlets Or
Born: 5/398
WT: 100
Beauty Rating: 4
Family: Husband - King Galahodyn; Son - Galahaulte; Grandson - Galagar

Name: Queen of Ulster
Alignment: Christian Chivalrous
Home Castle: Antrim in Ulster
Blazon: per bend gules and Or, on a chief argent three caltraps vert
Born: 8/407
WT: 140
Beauty Rating: 3
Family: Husband - King Morganoure

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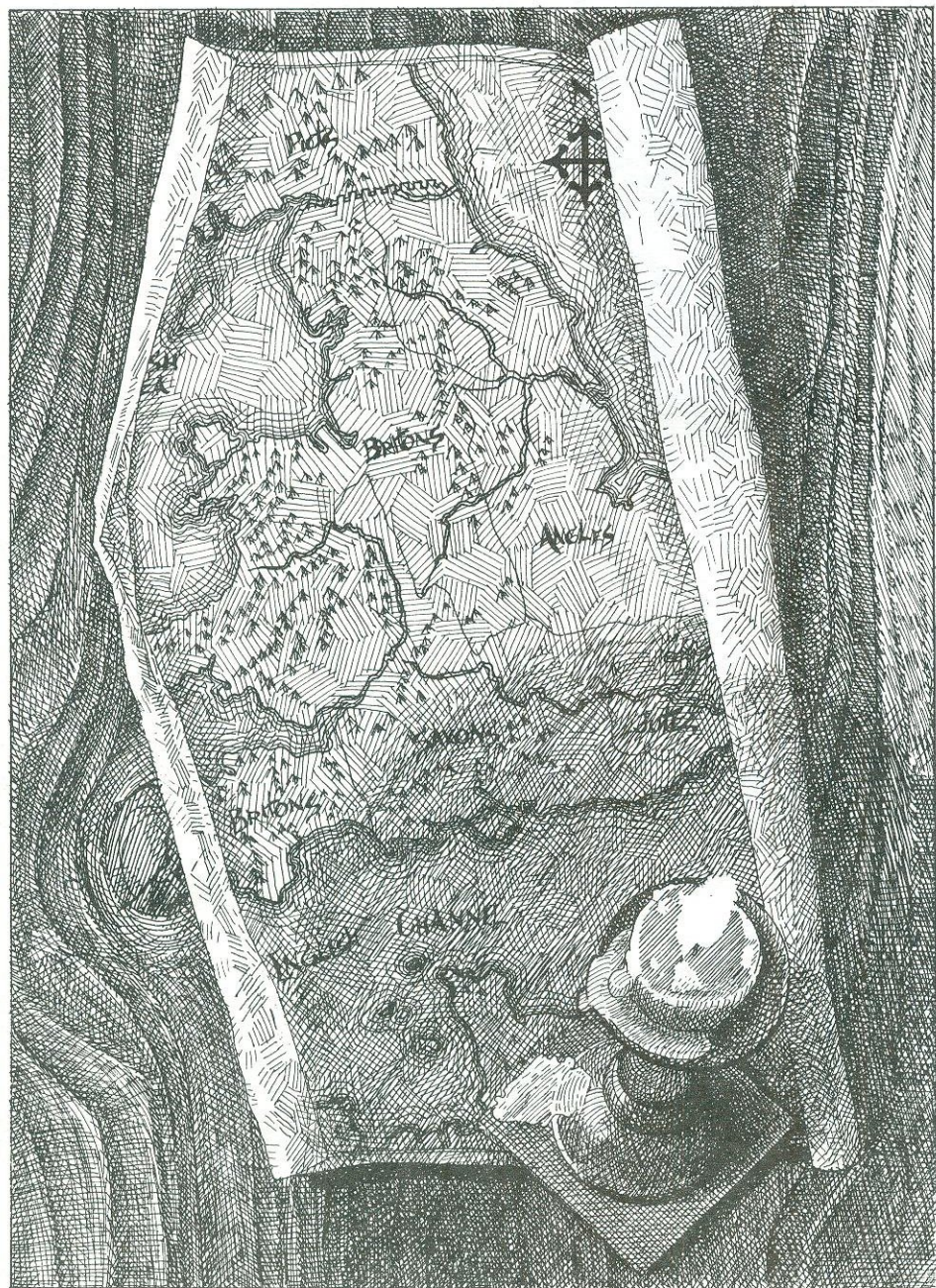
Name: Lady Vivian
Alignment: Pagan Chivalrous
Home Castle: Skipton in Gore
Blazon: per bend gules and vert, in sinister chief a hand appaume argent and in dexter base a battle-axe erect argent
Born: 5/439
WT: 104
Beauty Rating: 6
Paramour: Gawaine le Jeune
Special Ability: (+5%) Success Probability on Casting Spells

Name: Queen of Wales
Alignment: Christian Renunciate
Home Castle: Dinas Powys in Wales
Blazon: purpure, a leopard passant Or between three fleur-de-lis argent
Born: 4/410
WT: 154
Beauty Rating: 4
Family: Husband - King Pellinore; Sons - Aglovale, Lamorak, Percival, and Dornar; Daughter - Lady Amide

Name: Queen of West Britain
Alignment: Christian Chivalrous
Home Castle: Derby in West Britain
Blazon: gules, on a saltire argent five bezants
Born: 9/405
WT: 90
Beauty Rating: 5
Family: Husband - King Royns

"'Kings' and 'Kingdoms' were as thick in Britain as they had been in little Palestine in Joshua's time, when people had to sleep with their knees pulled up because they couldn't stretch out without a passport."

Mark Twain,
Morgan le Faye, A Connecticut
Yankee in King Arthur's Court



16.0 APPENDIX 'C'

KINGDOMS, PROVINCES, AND RELATED INFORMATION

This Appendix may be used to find who the Lord of a particular Province might be, or the extent of the initial monthly Food and Spear Production and the initial Peasant population (for use in Politics & Economics, Section 4.0).

FP = Monthly Food Unit Production

SP = Monthly Spear Production.

Kings are denoted with a 'K' before their names.

THE KINGDOM OF LYONESSE

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Southern Castle	K. Meliodas	15,000	21,000	30
St. Joseph	Amauntes	8,000	8,000	8
Channel Down	Trystram	10,000	10,000	10
Arbray	Lambayle	13,000	13,000	13
Scilly	Marroke	8,000	8,000	8
Dragons Head	Fergus	6,000	6,000	6
St. Agnes	Lambegus	7,000	7,000	7

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THE KINGDOM OF CORNWALL

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Tintagel	K. Mark	34,000	40,000	68
St. Michael's	Constantine	15,000	15,000	15
Bodmin	Cador	8,000	8,000	8
Dartmouth	Andret	10,000	10,000	10
Terrabyl	Madok	15,000	15,000	15
Dartmoor	Damas	8,000	8,000	8
Barnstable	Griflet	12,000	12,000	12
Plymouth	Alexander	18,000	18,000	18
Devon	Boarte le Cure	14,000	14,000	14
Tiverton	Sadoke	10,000	10,000	10

THE KINGDOM OF LOGRES

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Camelot	K. Arthur	26,000	38,000	52
Bristol	Kay (Seneschal)	17,000	17,000	17
Exeter	Gauter	14,000	14,000	14
Bridgwater	Ermine	18,000	18,000	18
Dorchester	Meliot	12,000	12,000	12
Yeovil	Ulphius	7,000	7,000	7
Somerset	Bedivere	15,000	15,000	15
Wiltshire	Lucas	13,000	13,000	13
Dorset	Gareint	10,000	10,000	10
Bath	Caulas	22,000	22,000	22
Swindon	Morians	15,000	15,000	15

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LOGRES, continued

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Salisbury	Anaraut	18,000	18,000	18
Sauvage	Ector (Sauvage)	10,000	10,000	10
Isle of Wight	Lancelot	12,000	12,000	12
Winchester	Badouine	22,000	22,000	22
Southampton	Mauron	15,000	15,000	15
Portsmouth	Outlake	9,000	9,000	9
Hampshire	Jonathal	16,000	16,000	16
Wessex	Lionel	17,000	17,000	17
Berkshire	Priamus	8,000	8,000	8
Oxford	Boso	26,000	26,000	26
West Oxford	Lyonses	10,000	10,000	10
Poole	Galahad	6,000	6,000	6
Windsor	Brastius	21,000	21,000	21
Reading	Severause	11,000	11,000	11
Gloucester	Gotlake	18,000	18,000	18
London	Bors de Ganys	32,000	32,000	32
East Hertford	Pinel	10,000	10,000	10
Andredsweald	Kehodyn	12,000	12,000	12
Aylesbury	Ian	16,000	16,000	16
West Sussex	Elaf	14,000	14,000	14
East Sussex	Bellinger	14,000	14,000	14

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LOGRES, continued

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Hastings	Blamoure	13,000	13,000	13
Romney	Ossaise	9,000	9,000	9
Kent	Bleoberis	12,000	12,000	12
Canterbury	Barnard	18,000	18,000	18
Surrey	La Cote Male Taille	20,000	20,000	20
Rochester	Wade	24,000	24,000	24
Bedford	Sanam	10,000	10,000	10
Cambridge	Gerard	10,000	10,000	10
St. Albans	Torre	18,000	18,000	18
Hertford	Vagon	26,000	26,000	26

THE KINGDOM OF EASTLAND

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
King's Lynn	K. Bagdemagus	20,000	20,000	40
Suffolk	Meliagrance	18,000	18,000	18
Essex	Uwayne les Avoutres	20,000	20,000	20
Ouse	Darras	13,000	13,000	13
Colchester	Emerause	14,000	14,000	14
Wells	Urre	10,000	10,000	10
Bury St. Edmund	Bendalayne	13,000	13,000	13
West Suffolk	Segwarides	10,000	10,000	10
Ipswich	Harry	8,000	8,000	8
Yarmouth	Egbrict	12,000	12,000	12
Norfolk	Alein	11,000	11,000	11
Anglia	Flaundres	15,000	11,000	15

16.0 APPENDIX 'C'

THE KINGDOM OF CAMYLARDE

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Ely	K. Leodegrance	25,000	27,000	50
Peterborough	Graciens	19,000	19,000	19
Northampton	Dinadan	10,000	10,000	10
Huntingdon	Harygale	5,000	5,000	5
East Leicester	Annesians	4,000	4,000	4
Leicester	Melias	5,000	5,000	5

THE KINGDOM OF SURLUSE

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Stratford	K. Galahodyn	15,000	25,000	30
Cotswald	Hervis de Revel	14,000	14,000	14
Buckingham	Corsabryne	10,000	10,000	10
Hereford	Galagar	6,000	6,000	6
Daventry	Ulbawes	10,000	10,000	10
Worcester	Galahaulte	15,000	15,000	15

THE KINGDOM OF THE RED LANDS

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Red City	K. Harmance	17,000	17,000	34
Kingston	Darius	11,000	11,000	11
Humberside	Ironside	9,000	9,000	9
Derwent	Palomides	12,000	12,000	12

THE KINGDOM OF WALES

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Dinas Powys	K. Pellinore	23,000	29,000	46
Caerleon	Lamorak	19,000	19,000	19
Glamorgan	Aglovale	17,000	17,000	17
West Glamorgan	Percival	12,000	12,000	12
Caerdigan	Dornar	11,000	11,000	11
Llandovery	Clegis	9,000	9,000	9
Pembroke	Castor	12,000	12,000	12
Corbin	Pelles	8,000	8,000	8
Carmarthen	Gwyarte	13,000	13,000	13

THE KINGDOM OF NORTHGALYS

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Isle of Anglesey	K. Nero	14,000	14,000	28
Caernarvon	Edward	14,000	14,000	14
Denbigh	Goodwyn	9,000	9,000	9
Montgomery	Egglame	15,000	15,000	15
Berwyn	Gaudeline	9,000	9,000	9
Radnor	Herminde	6,000	6,000	6
Llanenddwyn	Gwynas	6,000	6,000	6
Aberystwyth	Hemyson	8,000	8,000	8
Clwyd	Malegryne	9,000	9,000	9
Flint	Hewe	8,000	8,000	8
Cambria	Neroveus	7,000	7,000	7
North Cambria	Phelot	5,000	5,000	5

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THE KINGDOM OF WEST BRITAIN

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Derby	K. Royns	27,000	31,000	54
Chester	Dodynas	24,000	24,000	24
Stafford	Safere	13,000	13,000	13
Mercia	Selivaunte	12,000	12,000	12
Manchester	Geryne le Grose	15,000	15,000	15
Merseyside	Servause	8,000	8,000	8
Shrewsbury	Blyaunte	6,000	6,000	6
Coventry	Abellyus	5,000	5,000	5
Sherwood	Arrowse	8,000	8,000	8
Tenbury	Hectymere	8,000	8,000	8

THE KINGDOM OF STRANGORE

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Middlesborough	K. Brandegoris	12,000	19,000	24
Scarborough	Helyn le Blanc	12,000	12,000	12
Pickering	Ector de Marys	6,000	6,000	6
Cleveland	Clarion	3,000	3,000	3

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THE KINGDOM OF THE HUNDRED KNIGHTS

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Lincoln	K. Berraunte	24,000	27,000	48
Newark	Manessen	5,000	5,000	5
Rutland	Balin	4,000	4,000	4
Gainesborough	Perarde	7,000	7,000	7
Scunthorpe	Balan	6,000	6,000	6
Boston	Persaunte	7,000	7,000	7
Grimsby	Pertilope	8,000	8,000	8
Alford	Perimones	3,000	3,000	3
North Lincoln	Sagramoure	15,000	15,000	15
Nottingham	Selyses	8,000	8,000	8

THE KINGDOM OF NORTHUMBERLAND

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Gateshead	K. Clarivaunce	12,000	19,000	24
Ancroft	Suppnabiles	8,000	8,000	8
Tyne	Lavayne	15,000	15,000	15
Wear	Tirry	10,000	10,000	10
South Durham	Epilogres	9,000	9,000	9
Durham	Blaise	9,000	9,000	9

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THE KINGDOM OF GORE

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Maidens Castle	K. Uriens	18,000	20,000	36
Sheffield	Cardoke	10,000	10,000	10
York	Modron	18,000	18,000	18
Bradford	Galahantyne	7,000	7,000	7
Ripon	Raynole	5,000	5,000	5
Westmorland	Pelleas	5,000	5,000	5
Blackpool	Persalunte	2,000	2,000	2
Penrith	Uwayne le Blanchmains	10,000	10,000	10
Riding	Bertilak	3,000	3,000	3
Skipton	Gertus	3,000	3,000	3
Lancaster	Petipace	15,000	15,000	15
Kendall	Bellengerus	4,000	4,000	4
Leeds	Heathe	3,000	3,000	3
Cumberland	Accolon	5,000	5,000	5

THE KINGDOM OF SCOTLAND

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Dolorous Tower	K. Carados	9,000	9,000	18
Isle of Man	Nabon le Noire	10,000	10,000	10
Cheviot	Turquine	4,000	4,000	4
Selkirk	Bruning	10,000	10,000	10
Dumfries	Garaunte	10,000	10,000	10
Kirkcudbright	Crosseleme	3,000	3,000	3
Castle Douglas	Brandon	8,000	8,000	8

16.0 APPENDIX 'C'

SCOTLAND, continued

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Roxburgh	Grummore Grummursum	6,000	6,000	6
Peebles	Trian	11,000	11,000	11
Stirling	Car de Gomeret	5,000	5,000	5
Islay	Brandiles	7,000	7,000	7
Carlisle	Harleus	11,000	11,000	11
Thornhill	Garlot	4,000	4,000	4
Ayr	Charles	3,000	3,000	3
Glasgow	Arnold	10,000	10,000	10
Dumbarton	Reynold	8,000	8,000	8
Argyll	Gawaine le Jeune	7,000	7,000	7
Lanark	Kaynes	2,000	2,000	2
Kintyre	Floristaunce	7,000	7,000	7
Luce	Nentres	9,000	5,000	9
Bute	Cheldric	3,000	3,000	3

THE KINGDOM OF LOTHIAN & ORKNEY

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Midlothian	K. Lot	15,000	15,000	30
East Lothian	Gyngalyn	9,000	9,000	9
West Lothian	Lovel	8,000	8,000	8
Fife	Dolphin	8,000	8,000	8
Kinross	Florence	10,000	10,000	10
Perth	Cloudres	9,000	9,000	9

16.0 APPENDIX 'C'

LOTHIAN & ORKNEY, continued

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Lorne	Helius	6,000	6,000	6
Linnhe	Helake	5,000	5,000	5
West Highlands	Ewayne	8,000	8,000	8
Monadhliath	Berluse	6,000	6,000	6
Dundee	Lorayne	8,000	6,000	6
Aberdeen	Robert	12,000	12,000	12
Dornoch	Gromoreson Rioure	7,000	7,000	7
Elgin	Degravaunte	11,000	11,000	11
Cairngorm	Kardens	7,000	7,000	7
Grampian	Lyanoure	8,000	8,000	8
Banff	Galyhud	9,000	9,000	9
Nairn	Matto le Breune	10,000	10,000	10
Inverness	Danome	10,000	10,000	10
Kincardine	Vayne	9,000	7,000	9
Orkney Island	Gawaine	13,000	13,000	13
Caithness	Agravaine	7,000	7,000	7
Ross & Cromarty	Gaheris	8,000	8,000	8
Isle of Mull	Mordred	10,000	10,000	10
Sutherland	Gareth	7,000	7,000	7
Shetland Islands	Gylmer	4,000	2,000	4

16.0 APPENDIX 'C'

THE KINGDOM OF THE OUTER ISLES

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Isle of Skye	K. Cradilment	19,000	22,000	38
South Skye	Nestor	13,000	13,000	13
North Uist	Bryan (Isles)	7,000	7,000	7
South Uist	Froll	7,000	7,000	7
Isle of Lewis	Alardine	9,000	9,000	9
Harris	Jezaraut	8,000	8,000	8
Canna	Loudin	10,000	10,000	10
Raasay	Belleus	5,000	5,000	5

THE KINGDOM OF ULSTER

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Antrim	K. Morganoure	21,000	21,000	42
Armagh	Brewnor	12,000	12,000	12
Donegal	Beryl	15,000	15,000	15
Fermanagh	Pelaundres	11,000	11,000	11
Tyrone	Idres	18,000	18,000	18
Down	Gilberd	14,000	13,000	14

16.0 APPENDIX 'C'

THE KINGDOM OF MUNSTER

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Cork	K. Marhaulte	17,000	17,000	34
Clare	Bersules	7,000	7,000	7
Waterford	Marhaus	10,000	10,000	10
Limerick	Hammeral	14,000	14,000	14
Tralee	Colgrevaunce	5,000	5,000	5
Kerry	Helior	12,000	12,000	12
Tipperary	Aunsyrus	11,000	11,000	11
Shannon	Elias	9,000	4,000	9

THE KINGDOM OF IRELAND

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Dublin	K. Anguishance	17,000	17,000	34
Connaught	Gilpatrick	8,000	8,000	8
Mayo	Naram	7,000	7,000	7
Galway	Galleron	11,000	11,000	11
Sligo	Maris	6,000	6,000	6
Cavan	Elyce	5,000	5,000	5
Roscommon	Patrick	7,000	7,000	7
Longford	Madore	4,000	4,000	4
Carrick	Gillisel	6,000	6,000	6
Tullamore	Lanceor	4,000	4,000	4
Meath	Placidas	9,000	9,000	9
West Meath	Gwyniarte	6,000	6,000	6
Kildare	Gwalchmyre	8,000	8,000	8

16.0 APPENDIX 'C'

IRELAND, continued

<u>PROVINCE</u>	<u>CHARACTER-LORD</u>	<u>PEASANTS</u>	<u>FP</u>	<u>SP</u>
Carlow	Lamonte	7,000	5,000	7
Leinster	Gonereyes	7,000	3,000	7
Wexford	Gillimer	8,000	4,000	8

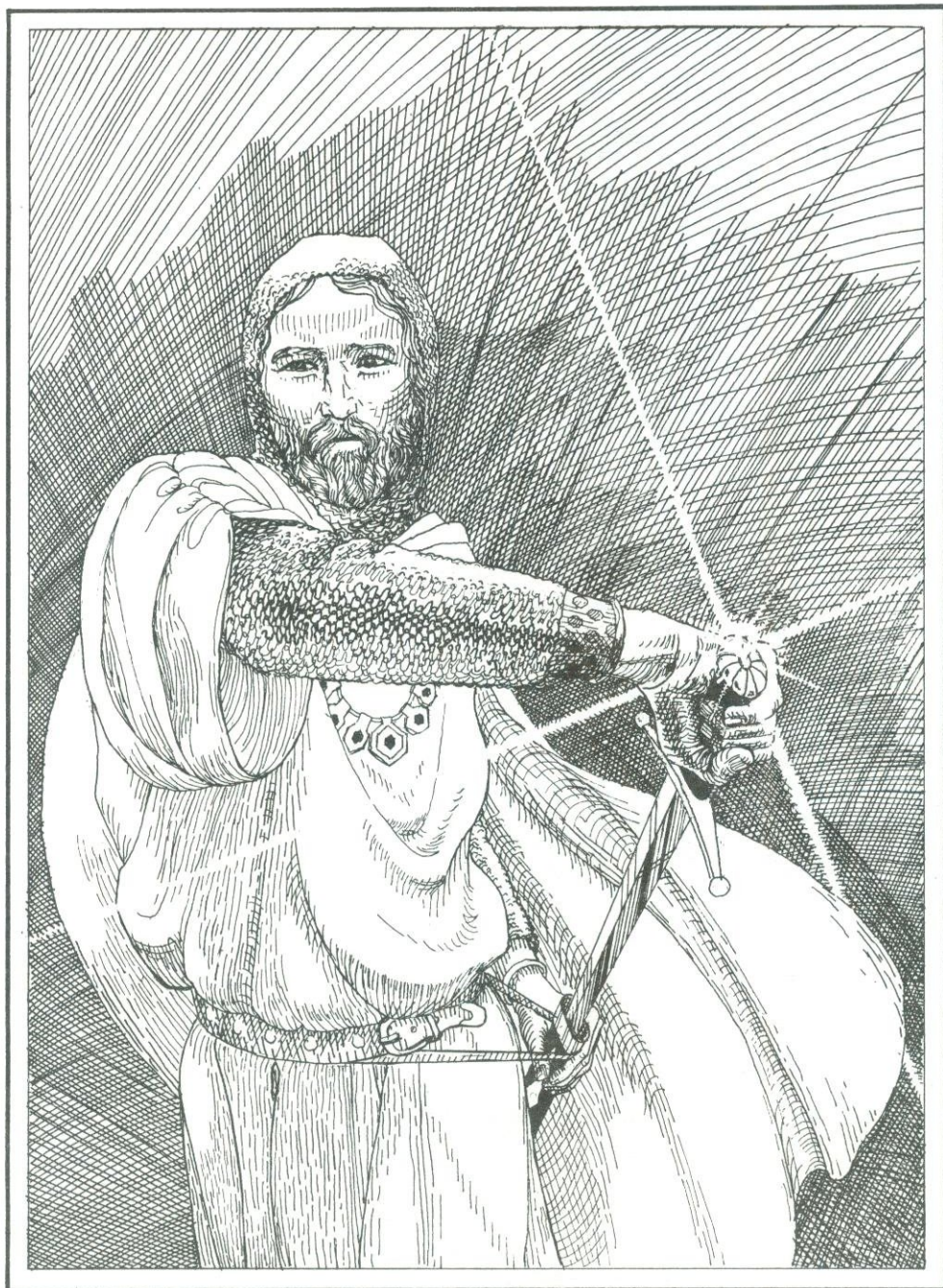
"... I will institute a sort of order of chivalry. I will not punish the bad knights ... but will try to get them into our Order ... I shall make the oath of the Order that Might is only to be used for Right. Do you follow?"

T.H. White,
Chapter VI, The Once and
Future King

"The three knights set out at dusk; Arthur was clad in his jazerant and basinet, and carrying his broadest shield ... and when they arrived at the small promontory, they all dismounted and Arthur ordered his companions to await his return. Alone, he strode up the craggy hillside ..."

"The giant was crouching by the fire to warm his haunches; he was entirely naked, and chewing on a man's leg. As the widow had described it, the children were being roasted on spits turned by captive maids."
"You murderous freak!" Arthur shouted ..."

Thomas Malory,
(translated by Keith Baines),
The Tale of King Arthur and
Emperor Lucius,
Le Morte D'Arthur



17.0 APPENDIX 'D' Encyclopaedia of Special Implements

The things listed in this section are items which are found in limited quantities on the British Isles, possess some remarkable quality, and sometimes belong to certain individuals. When the latter is true, these implements should be assumed to be in the care of their owners at the beginning of play, and cannot be taken away unless that Character is "in play" (currently being role-played); they keep these implements hidden until their players decide to reveal them.

The efficient Game Guide will familiarize himself with these implements, as their presence and/or usage can serve to make the game more interesting.

BROADSWORDS, ENCHANTED. These are not weapons that have been enchanted by normal magic (as in "Weapon Enchantment," Section 10.4), but rather are specially made by those blacksmiths of the Faerie-realm, the Dwarves. There are no Faith Rating penalties for using these enchanted weapons (unlike weapons enchanted by magic as per Section 10.4). If a Dwarf is encountered, it is sometimes possible to induce him to make you an Enchanted Broadsword; otherwise, there are only six in existence at the start of play.

Sirs Priamus and Balin each possess a Type-I Enchanted Broadsword. Besides those, there is one other Type-I, two Type-II's, and one Type-III in existence. The GG may hide these anywhere on the British Isles, to be discovered and won by adventurous travellers. They make excellent treasures to be won in an Adventure (see Section 13.0).

NOTE: When GG duties are passed from one to another, the Enchanted Broadswords hidden by the first GG disappear and the new GG may relocate them.

Type-I Enchanted Broadswords have the magical property of being able to cut through any magical auras, and injury points inflicted by them will not heal at all, except through miraculous supernatural intervention.

Type-II Enchanted Broadswords have all the magical properties of a Type-I, plus they do not corrode when touched by dragon's blood.

17.0 SPECIAL IMPLEMENTS

Type-III Enchanted Broadwords have all the magical properties of a Type-II, plus they have a device in the hilt which will render both the sword and its user invisible. In practical terms, invisibility gives a fighter a -6 Defense Bonus and lowers his SPR by 4. It also makes him impossible to find when "Hiding" (see Section 8.5).

This is too Pagan and invites superstition in regards to the faith.

DRINKING HORN OF CHASTITY. Evil Queen Morgan le Faye devised and owns this horn. It is "richly inlaid with gold, and has the property that only women who are innocent of adultery may drink from it without spilling any of the wine.

Aside from being a hit at social functions, this Horn is worth 200 G.; not a bad trophy if you're up to fighting the Queen of Darkness for it!

EXCALIBUR. This is a special two-handed sword made for the Lady of the Lake by powers unknown. The Lady of the Lake gave Excalibur, with its Scabbard, to Arthur as a gift in order to help him in the administration of his empire. It proved very handy in helping to quell the rebellion of the Kings of the North -- for as Arthur wielded it, he was practically invincible.

Damage Increment is 6, as per any normal two-handed sword, but while it is a large and cumbersome-looking weapon, it fairly swings itself in battle and therefore carries no User-Modifier (see Section 9.3); it is as easy to strike with as a Broadsword.

It penetrates any and all magical auras, and will not corrode when touched by dragon's blood.

Excalibur gives its user five times normal LSCR in warfare situations (see Section 11.5). It also gives its user an additional +5 Leadership Bonus.

Excalibur is owned by King Arthur at the start of play.

EXCALIBUR'S SCABBARD. Malory gives an interesting account of Arthur and Merlin examining Excalibur and its Scabbard for the very first time:

"Whether liketh you better, said Merlin, the Sword or the Scabbard?

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"Me liketh better the sword," said Arthur.

"Ye are unwise," said Merlin, "for the Scabbard is worth ten of the Swords, for while ye have the Scabbard upon you, ye shall never lose blood, be you ever so sorely wounded."

Anyone wearing the Scabbard of Excalibur gets an additional -4 Defense Bonus. Also, all Injury Points scored against its wearer are automatically converted into Subdual Points.

King Arthur owns the Scabbard at the start of the game.

GARLOT'S BATTLE LANCE. Somehow, crafty Sir Garlot was able to get a Dwarf to install one of those crazy "Invisibility Devices" (see Type-III Enchanted Broad-swords) into a battle lance of his, and, needless to say, it is his prize possession (at the start of play).

When invisible, the user has a -6 Defense Bonus, an additional +4 Joust Bonus, and his Unseating Number is raised by 6.

NOTE: The user's steed does not become invisible.

HOLY GRAIL. The famous Search for the Holy Grail is what contributed most significantly to the downfall of King Arthur's Camelot. For that reason alone (there are others as well) we would like to keep its appearance in this game well under control!

Logres would not be Logres, however, without an occasional appearance by the Holy Grail. Legend has it that the "Grail" was either the Chalice from which Christ drank the wine at The Last Supper, or the Bowl from which He and the Apostles partook of the paschal lamb on that same occasion. Legend further has it that the Grail was brought to England by Joseph of Arimathea.

In Arthur's day, Christian belief was that authentic relics, such as the Grail, possessed special powers which would aid Christians in their battle against the forces of evil. Though such beliefs are foreign to Biblical Theology they do have some merit. Most Christians would probably become (more or less) "inspired" in their faith upon encountering some such authentic artifact from the time of Christ. And, as all true believers know - God is God, and can act in any way He sees fit, even accomodating Himself to the imaginations of mere mortals!

17.0 SPECIAL IMPLEMENTS

And so, the Grail appeared, as it were, to various people, in various places, and at various times. The legends grew, the flames of the imagination were fanned and the great quest began!

The GG shall, once a month, randomly determine a kingdom, province, and hex where the Grail will manifest itself. The Grail will immediately appear to the next party entering that hex. Whether a party enters that hex that month or not, it will relocate for the next month in the same fashion.

Its appearance follows this ceremony: First, there is loud thunder which shakes the countryside. Next, a beam of light shines down from the heavens, accompanied by a few stray doves. Then, the Grail itself appears, draped in white linen, and it hovers in full sight of the travelling party.

Travellers are affected according to alignment, physical status, and/or sex.

ALL PAGAN CHARACTERS - Struck blind for d12 Turns (and not being able to see, their SPR's are raised by 6).

ALL CHIVALROUS CHARACTERS - Subtract 15% from all "Encounter Checks" (see Section 5.5) for the rest of the month. For example, if the Chivalrous Character is moving through a "Swamp" hex, his odds (per Turn) of encountering anything drop from 22% to 7%.

ALL CHRISTIAN RENUNCIATES - Add 5.0 to their Faith Rating.

ALL CHRISTIAN LADIES AND QUEENS - Add 3.0 to their Beauty Ratings (this Bonus only lasts til the end of the month).

ALL INJURED OR SUBDUED CHARACTERS - Fully healed of all Injury and Subdual Points.

ALL CHARACTERS - Provided (miraculously, instantaneously) with one Food Unit ("whatsoever they desire," not that it matters).

The Holy Grail appears once per month to only one party of travellers. It then disappears, only to be seen again (if ever) next month.

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MORGAN'S MANTLE. Another of Morgan le Faye's little tricks, this is a luxurious purple fur mantle, "wrought throughout with precious stones."

Unfortunately, the precious stones cannot be removed and the Mantle has no real monetary worth, as it causes its wearer to immediately burst into flames, causing 12x10 Injury Points. The Mantle itself, however, does not burn.

At the beginning of play, Morgan le Faye owns it, so beware!

ROUND TABLE. This huge, circular Table was given to King Arthur by Guenevere's father, King Leodegrance, as a wedding present. It is now an immovable piece of furniture at Arthur's court in Camelot, and from it the King governs his empire.

It has room for 50 seats, and occupying a seat at the Round Table is considered a prestigious office.

Each of the twenty kings has a permanent seat at the Table. Beyond that, it is up to King Arthur alone (the player-Character) to fill the others by appointment.

The 30 Knights most traditionally recognized would be: Aglovale, Agravaine, Badouine, Bedivere, Blamoure, Bleoberis, Bors, Dinadan, Ector de la Sauvage, Ector de Marys, Gaheris, Galahad, Gala-haute, Gareth, Gawaine, Griflet, Kay le Seneschal, La Cote Male Taille, Lamorak, Lancelot, Lucas, Mordred, Palomides, Pelleas, Percival, Sagramoure, Torre, Trystram, Ulphius, and Uwayne le Blanch-mains.

None of the above names are guaranteed a seat by these rules - it is by King Arthur's personal appointment only. There is one seat, however, that deserves consideration: The "Siege Perelous." This chair will only safely seat one particular person. (Read more about the Siege Perelous later in this section.)

Whenever an appointment to the Round Table is made, that Character's name magically appears in gold at the seat at which he will sit (courtesy of an old spell of Merlin's).

SHIELD OF EVELAKE. This shield is emblazoned, "Argent, a crucifix proper." It belongs to Sir Pelles "The Fisher King" at the beginning of play. It figures in with the history of the Holy Grail, Joseph of Arimathea, and a king named Evelake.

17.0 SPECIAL IMPLEMENTS

For our purposes, it is an indestructable shield which gives its user a -4 Defense Bonus.

In non-combat situations, it can be used to heal wounds, but only when administered by a Christian Renunciate. Those who touch the shield ("in faith") in such circumstances will be healed of half their Injury Points. It will work thusly only once per day, on one Character.

SHIP OF ADVENTURE. This is an Enchanted Longboat, with wide and beautiful sails, and ornately decorated, and inscribed on its hull with ancient Chaldean hieroglyphics.

It has an indestructable hull and holds up to 75 men, but cannot be steered or maneuvered in any way; rather, it is moved by "powers unknown" (the GG). It will never enter into any Naval Conflict, though it may pass through such a conflict if one happens to be along its course.

The GG will randomly determine an initial location (at some randomly-determined coast hex on the map) where it will wait indefinitely until discovered and boarded.

Once discovered and boarded by all who intend to do so (within one day), it will begin to travel toward another randomly determined coast hex, at the normal "Longboat" travel rate (see Section 5.3) until it has reached its mysterious destination. There sailors can disembark.

It makes one such journey per month.

SIEGE PERELOUS. This is a specially enchanted seat at King Arthur's Round Table. It is assigned for one knight and one knight only to ever safely sit. That one knight is Sir Galahad the Pure.

The magic gold lettering above it flashes alternately:

"HE OUGHT TO SITTE HYRE"

"HERE OUGHT TO SITTE HE"

"THYS YS THE SYEGE OF SIR GALAHAD"

and

"FOUR HONDRED WYNTIR AND FOUR AND FYFFTY

ACOMPLYSSED AFTIR THE PASSION OF

OURE LORDE JESU CRYST

OUGHTE THIS SYEGE TO BE FULFYLLED"

17.0 SPECIAL IMPLEMENTS

If any but Galahad dares to sit in this seat they are cursed with the following curse for the following three months (it should be duly noted by the GG):

For every Injury or Subdual Point dealt by this Character, they receive double that amount against their own person! And for every point of improvement in their Chivalry Rating, they lose double the points in their Power or Faith Rating.

SPEAR OF PASSION. This looks like an ordinary battle lance, but if used as such in battle or joust, it causes instantaneous and total subdual to the user. According to legend this was the spear that pierced the side of Jesus as He hung on the Cross.

It belongs (naturally) to Pelles at the beginning of play.

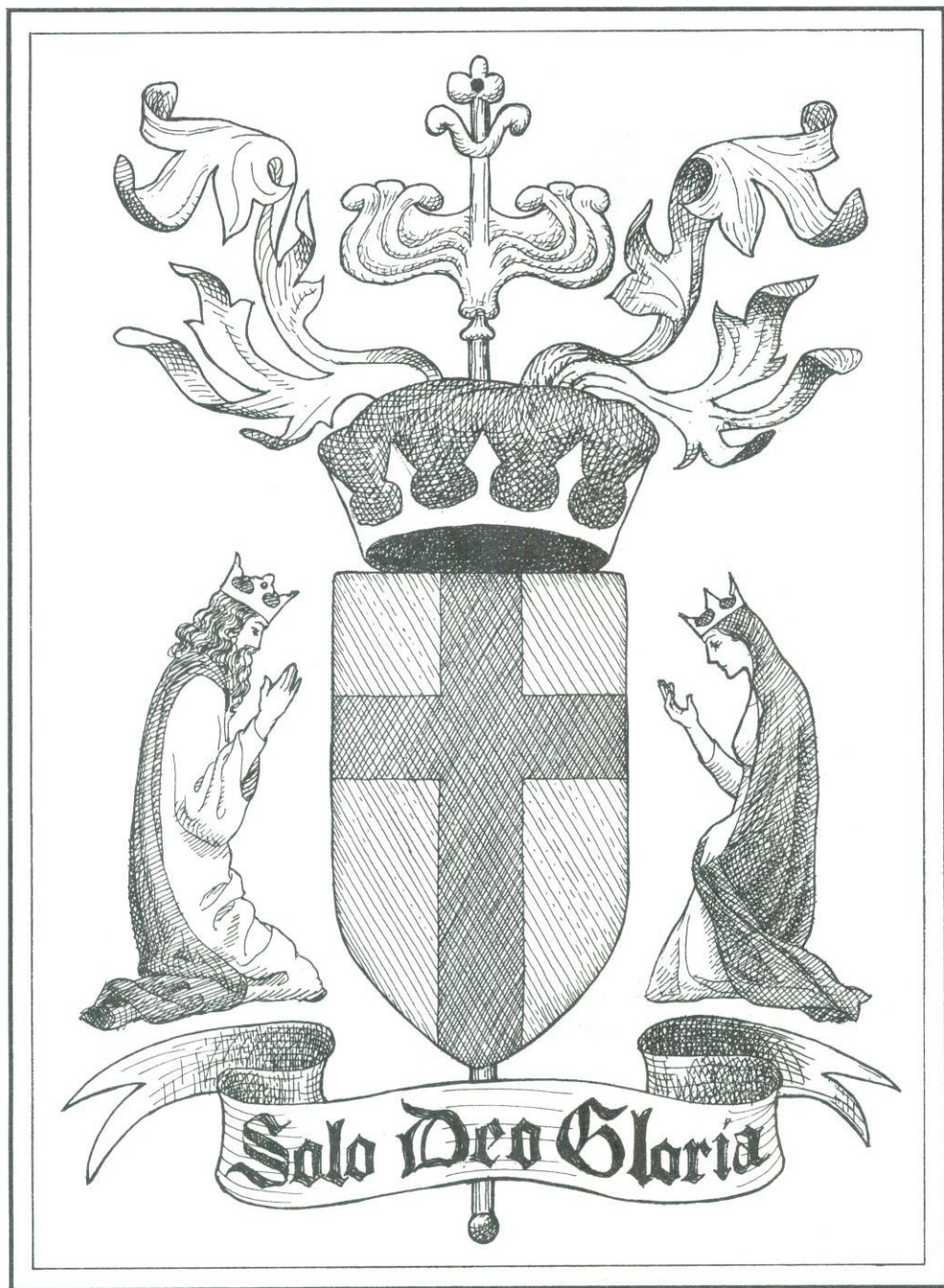
WATER, HOLY. Holy Water is obtainable only at roadside chapels. Each chapel will issue one flask of Holy Water per month, to the first asker. The water remains "Holy" only up to the end of the month, whereupon it becomes normal water.

One flask of Holy Water may be used only once, for one of the following uses:

- A. Heal d6x10 Injury Points.
- B. Cancel a designated magic spell or enchantment (except for implements listed in this Appendix).
- C. Nourish a person as if it were a Day's Rations.
- D. Repel any Faerie-type Encounter for d12 Rounds.

"Every knight in the country who was in any way famed for his bravery wore livery and arms showing his own distinctive colour; and women of fashion often displayed the same colours."

Geoffrey of Monmouth,
(translated by Lewis Thorpe),
The History of the Kings
of Britain, ix. 13



18.0 GLOSSARY OF HERALDIC TERMS

This is by no means all there is to know about heraldry, nor does this contain all of the terms, but it does contain all you will need to know about heraldry for this game. The only other thing you will need to know is the formula for reading a blazon; basically, it is this: FIELD, CHARGE(S). If there is no comma in the blazon, then there are no charges and the Coat of Arms will be a two- or three-colored shield. The word "Or" has been capitalized whenever it refers to the heraldic metal, to avoid confusion.

AFFRONTE (a-front') Attitude of an animal charge depicting the body turned toward us.

ANCHOR An anchor-shaped charge, with the long bow-like end typically on the bottom.

APPAUME (a-palm') Attitude of a hand charge depicting the palm side of the hand facing us.

ARGENT (ar'-jent) The metal silver, or white.

AZURE (az'-yoor) The tincture blue.

BAR A charge, the diminutive form of a fess; a thin horizontal stripe.

BARRY Where the field is entirely made up of bars of two colors.

BASE The lowermost third of the shield.

BATTLE AXE A battle-axe-shaped charge, typically shown with the head of the axe at the top.

BEND An ordinary charge, a thick diagonal stripe running from dexter chief to sinister base.

BEND SINISTER An ordinary charge, a thick diagonal stripe running from sinister chief to dexter base; a bend sinister generally signifies illegitimacy of birth.

BENDLET A charge, the diminutive form of a bend; a thin diagonal stripe running from dexter chief to sinister base.

BENDLET SINISTER A charge, the diminutive form of a bend sinister; a thin diagonal stripe running from sinister chief to dexter base.

18.0 GLOSSARY OF HERALDIC TERMS

BETWEEN Term used in describing the positional relationships of two charges or sets of charges.

BEZANT (bi-zont') A golden roundel; a roundel of the metal Or.

BLAZON (blay'-zon) The words describing any Coat of Arms (i.e. Or, a bend vert)

BOAR An animal charge, the boar.

BUGLE-HORN A curved horn-shaped charge, with a carrying strap attached to it.

CALTRAP (kol'-trap) A caltrap-shaped charge; a four-pronged device used to slow down pursuing steeds, as no matter how they are thrown, one point will be sticking up and three down.

CANTON (kan'-ton) An ordinary charge; a square charge occupying the dexter chief region unless otherwise specified.

CHARGE Any design appearing over the field of a Coat of Arms.

CHECKY Where the field is entirely of a checker-board pattern of two colors.

CHEVRON (shev'-ron) An ordinary charge, a thick upside-down-V-shaped charge where the point ends in the center of the shield.

CHEVRONEL (shev-ra-nel') A charge, the diminutive form of a chevron.

CHIEF 1. The uppermost region of the shield. 2. An ordinary charge, a thick horizontal stripe occupying the uppermost region of the shield.

CINQUEFOIL (sink'-foil) A symmetrical, five-petaled charge, the petals pointed, and with a hole in the center.

COCKATRICE (kock'-a-tris) An animal charge, the cockatrice; a rooster with scaly chest and serpentine tail.

CO-JOINED Regarding simple charges: joined laterally.

18.0 GLOSSARY OF HERALDIC TERMS

COUCHANT (kow'-chent) Attitude of an animal charge depicting the body sitting back on its haunches (facing toward dexter).

COUNTERCHANGED Where the field is divided in half, or two tinctures, a charge appears over each half and mirrors the tincture or metal of the opposite half.

COUNTER-EMBATTLED Regarding ordinary charges, having a look of battlements on both sides of the charge.

CRESCENT A crescent-shaped charge, with a center line running through it.

CROSS An ordinary charge, an overlapping pale and fess, in the shape of a cross.

CROSSLET A cross-shaped charge where each limb of the cross is equal in length and itself crossed near the extremity.

CROSS POTENT A cross-shaped charge where each limb is equal in length and ends with a perpendicular T-shape.

CROWN A crown-shaped charge, horizontal at the base with three points.

DEXTER (deks'-ter) The right half (from the shield-bearer's standpoint); thus, the left half of the shield as we face it.

DISPLAYED Attitude of a bird charge or any winged animal charge depicting the wings spread out and the body facing us.

DORMANT (dor'-ment) Attitude of an animal charge depicting the body reclined and head down, eyes closed.

DOVE A bird charge, the dove, shown in perched position, wings folded, unless otherwise specified.

DOVETAILED Regarding ordinary charges, having one side patterned with a series of fanned, flat-ended projections, much like the tail of a dove.

18.0 GLOSSARY OF HERALDIC TERMS

DRAGON An animal charge, the dragon. The dragon has four legs, a long serpentine neck and tail, and two wings.

EAGLE A classic bird charge, the eagle.

EMBATTLED Regarding ordinary charges, having a look of battlements on one side (the side facing toward dexter or chief).

ERADICATED Attitude of a tree charge, depicting the tree having been pulled from the earth, roots and all; the roots are attractively and geometrically arranged.

ERAZED Attitude of an animal-head charge, depicting a side view of the head (facing toward the dexter), the neck cut off at the shoulders and hanging fur attractively and geometrically arranged.

ESCALLOP A scallop-shaped charge, typically shown fanning upwards.

ESCUTCHEON (es-kuch'-en) A shield-shaped charge.

FESS 1. The middle third of the shield. 2. A ordinary charge, a thick horizontal stripe occupying the middle third of the shield.

FIELD The background of the Coat of Arms.

FISH An animal charge, a common-looking fish, shown in an attitude of jumping out of the water, back arched, unless otherwise specified.

FLAUNCHE (flawnch) A sub-ordinary charge; a semi-circle protruding from the dexter and/or sinister side of the shield.

FLEUR-DE-LIS (floor'-dee-lee) A fleur-de-lis shaped charge: three large spear-shaped petals on top, the petals on either side curling downward; bundled at the middle, and three small leaves at the bottom pointing down. This is typically a charge of the French.

GARB A charge shaped like a tied stack of wheat.

GARDEN LILY A lily-shaped charge: three petals, the petals on either side curled downward, with a stem, two leaves at the base, and five stamens issuing from the top.

18.0 GLOSSARY OF HERALDIC TERMS

GRIFFIN An animal charge, the griffin. The griffin has the haunches, rear legs, and tail of a lion; and the head, front talons, and wings of an eagle.

GUARDANT (gard'-ent) Secondary attitude of animal charge, depicting the head turned and facing us; this must be used in conjunction with some other term describing the attitude of the rest of the body (as in, "passant guardant").

GULES (goolz) The tincture red.

GYRON (ji'-ren) A wedge shaped charge, with its point ending in the center of the shield, having a side common to the side of the shield.

GYRONNY (ji'-ren-ee) Where the field is entirely made up of gyrons of two colors.

HAND A charge shaped like a man's hand; it must be specified as either a dexter hand or a sinister hand.

HEART A heart-shaped charge, point down.

HEURTE (hert) A blue roundel; a roundel of the azure tincture.

INDENTED Regarding ordinary charges, where the charge zig-zags, having at least four upward and downward points.

INVECTED Regarding ordinary charges, where the charge has an appearance of being tucked in at regular intervals.

INVERTED Regarding any charge, where the charge is upside down.

KEY A key shaped charge, typically shown with the handle of the key down, the neck stretching upwards.

LANCE A spear-shaped charge, typically shown the spear-head or point up.

LATIN CROSS A charge shaped like a cross, the lower limb being at least twice as long as the other three.

18.0 GLOSSARY OF HERALDIC TERMS

LEOPARD An animal charge, the leopard.

LION An animal charge, the lion.

LOZENGE (loz'-inj) A diamond-shaped charge.

LOZENGY (loz'-inj-ee) Where the field is entirely made up of lozenges of two colors.

MAUNCHE (mawnch) A sleeve-shaped charge; the Medieval sleeves were wide and flowing; hence, this is actually hard to recognize as anything but a mass of curling projections. However, there is a definite shape to a maunche.

METAL Any heraldic color representing the precious metals silver or gold; these are argent and Or, respectively.

MOLLET (mol'-it) A five-pointed star-shaped charge, one point at the top.

MOUND Also called an orb, this is a globe-shaped charge; the globe is double-belted and tilted with a cross projecting from the belt at the top.

NEBULY (neb'-u-lee) Regarding ordinary charges, where the sides of the charge curve sharply in and out at regular intervals.

OAK TREE A tree charge, the oak tree; the stereotypic, lush, thick-trunked tree, often shown with acorns hanging from the branches to prove its identity.

OGRE A black roundel; a roundel of the tincture sable.

ON Term used in describing the superimposition of the last charge over the first (i.e. "on a bend gules three pommes").

OR The metal gold, or yellow.

PALE An ordinary charge, a thick vertical stripe through the center of the shield.

PALL An ordinary charge, a Y-shaped design; actually, three thick (same width as a bend or fess, etc.) stripes joining at the center and originating from the three corners of the shield (dexter chief, sinister chief, and base).

18.0 GLOSSARY OF HERALDIC TERMS

PALLET A charge, the diminutive form of a pale; a thin vertical stripe.

PALY Where the field is entirely made up of pallets of two colors.

PASCHAL LAMB (pas'-kel lam) An animal charge, a lamb, usually white, and with a halo above its head, always in a trippant attitude, but with the dexter foreleg holding the pennon of the Christian Church; the paschal lamb traditionally represents Christ the Lamb of God.

PASSANT (pass'-ent) Attitude of an animal charge, depicting the body in the act of walking, the dexter foreleg raised and the other three on the ground; this term does not apply, however, to hooved animals such as stallions. In such cases the term "trippant" is used.

PER Divided, indicating a division of the field or a charge, according to the lines described by the following word (i.e. "per bend" shows a division diagonally, "per chevron" a division along the upside-down-V lines of the chevron).

PILE A wedge-shaped ordinary charge issuing from the top of the shield, unless otherwise specified.

PINE TREE A tree charge, the pine-tree; the stereotypic Christmas tree, trunk mostly hidden by hanging bows.

PLATE A white roundel; a roundel of the metal argent.

POMME (pom-may') A green roundel; a roundel of the tincture vert.

PROPER According to the charge's natural coloration. In the case of trees, green with a brown trunk; a leopard proper would be yellow with black spots.

PURPURE (per-poor') The tincture purple.

QUARTERLY Where the field is divided per cross; i.e. in quarters.

QUATREFOIL (kwah'-tre-foil) A four-petaled charge, the petals pointed, and with a hole in the center.

18.0 GLOSSARY OF HERALDIC TERMS

RAM An animal charge, the ram.

RAMPANT (ram'-pent) Attitude of an animal charge, depicting the body raised and standing on the sinister hindleg; above that comes the dexter hindleg, then the sinister foreleg, and finally the dexter foreleg.

REGUARDANT (re-gard'-ent) Secondary attitude of an animal charge, depicting the head turned completely around and thus facing the sinister side of the shield; this must be used in conjunction with some other term describing the attitude of the rest of the body (as in, "rampant regardant").

ROSE A rose-shaped charge, it has five short broad petals and five tiny leaves issuing from the gaps between the petals, and with a circular center.

ROUNDEL (rown-del') A circular charge. Roundels are usually called by specific names according to their color: a roundel Or is a bezant; a roundel argent, a plate; gules, a torteaux; azure, a heurte; sable, an ogre; vert, a pomme. Roundels purple are not used in this game, and rarely at all otherwise.

SABLE The tincture black.

SALIENT (sal'-yent) Attitude of an animal charge, depicting the body raised and standing on its two hindlegs, with the dexter foreleg raised above the sinister.

SALTIRE (salt'-er) An ordinary charge, a combined bend and a bend-sinister, thus in the shape of an X.

SEJANT (see'-jent) Attitude of an animal charge, depicting the body in a sitting position: haunches down but forelegs straight and vertical and supporting the head and chest.

SHAMROCK A shamrock-shaped charge, much like the trefoil but with doubled petals, rather than pointed.

SINISTER (sin'-i-ster) The left half (from the shield-bearer's standpoint); thus, the right half of the shield as we face it.

18.0 GLOSSARY OF HERALDIC TERMS

SPRINGING Attitude of a hooved animal charge, depicting the body leaping from the ground (toward dexter chief).

STALLION An animal charge, the stallion.

STATANT (stat'-ent) Attitude of an animal charge, depicting the body standing with all four feet on the ground.

STRINGED Regarding the bugle-horn charge, depicting its strap tied in a neat bow and as though hanging from a peg.

SUN IN SPLENDOR The stereotypic smiling face of the sun, with wavy spear-like beams issuing from it, as a charge.

SWORD A sword-shaped charge.

TAU CROSS A charge shaped like the Greek letter "tau;" like a latin cross with no top limb, but the ends of the limbs are usually splayed.

THISTLE A thistle-shaped charge; the thistle flower, between two ragged leaves.

TIERCED (teerst) In this game, divided in three, pallwise.

TINCTURE (tink'-cher) Any heraldic color other than a metal. The basic tinctures are: gules, azure, sable, vert, and purpure. There are others, but we need not worry about them, as they are rarely used in Heraldry, and not at all in this game.

TORTEAUX (tor-to') A red roundel; a roundel of the tincture gules.

TOWER GATE A charge in the shape of a castle's tower, shown with one window, and battlements at the top.

TREFOIL (treh'-foil) A three-petaled charge, much like a shamrock, with the stem, but where the petals are pointed.

TRIPPANT (trip'-ent) Attitude of a hooved animal charge, the same as "passant."

18.0 GLOSSARY OF HERALDIC TERMS

UNICORN (yu'-ni-korn) An animal charge, the unicorn; a great horse with a single lance-like horn protruding from its forehead.

VERT (vert) The tincture green.

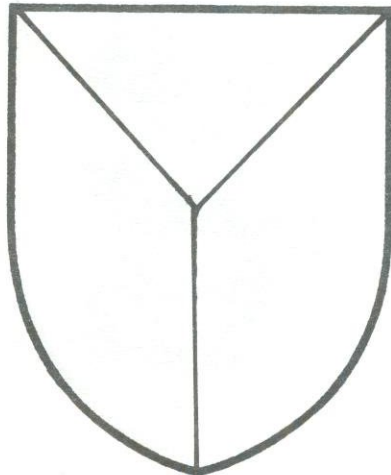
WAVY (way'-vee) Regarding ordinary charges, where the charge curves back and forth or up and down at regular intervals.

WOLF (wulf) An animal charge, the wolf.

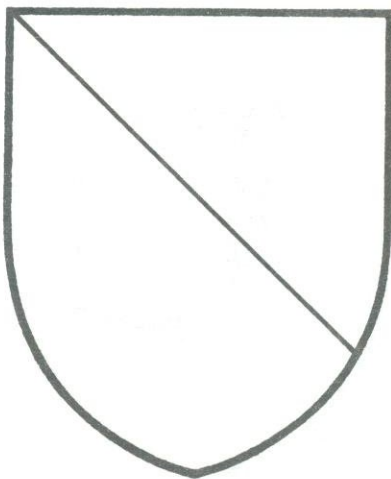
WYVERN (wi'-vern) An animal charge, the wyvern; it is shown in the same attitude as birds. The wyvern is much like the dragon, but with two legs instead of four.



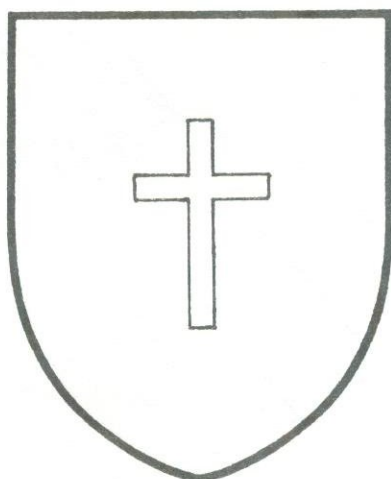
A Buck Springing.



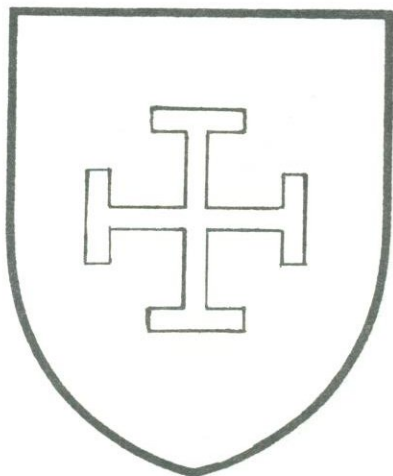
Tierced Pallwise.



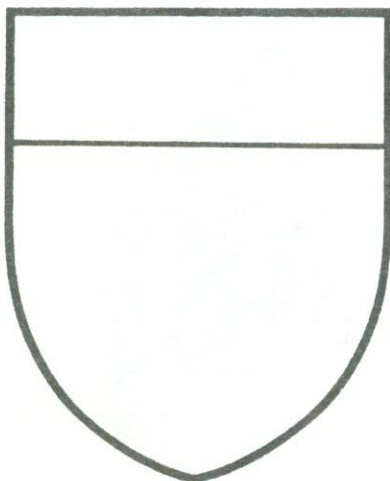
Per Bend.



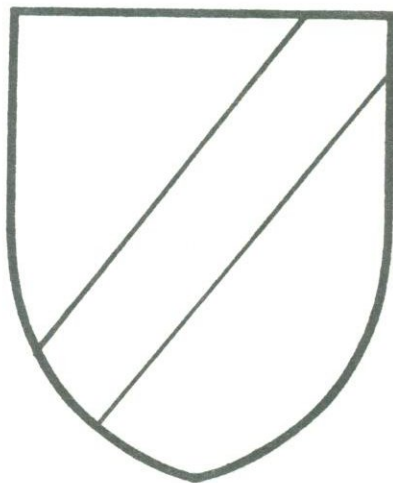
A Latin Cross.



A Cross Potent.



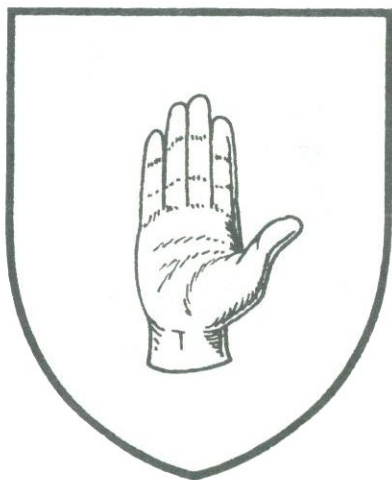
A Chief.



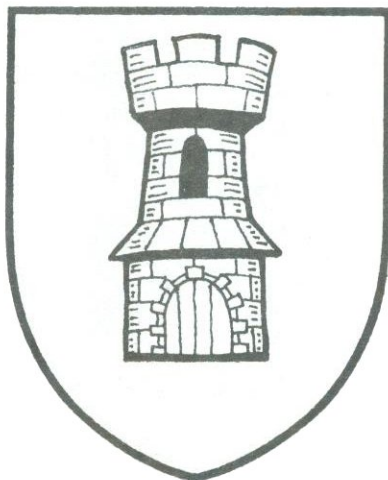
A Bend Sinister.



A Unicorn's Head Erased.



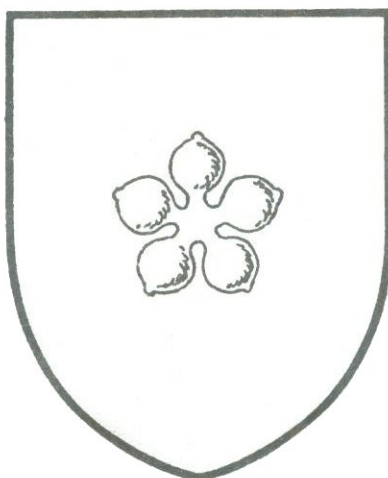
A Dexter Hand Appaume.



A Tower Gate.



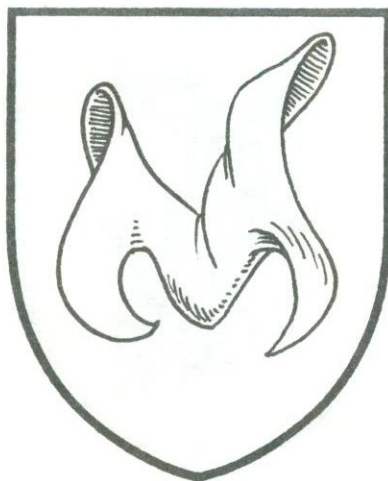
A Pine-Tree Eradicated.



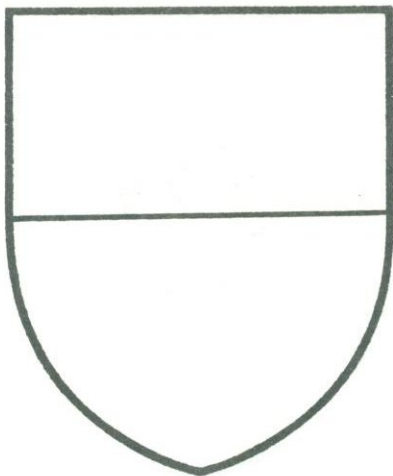
A Cinquefoil.



A Dragon Salient.



A Maunche.



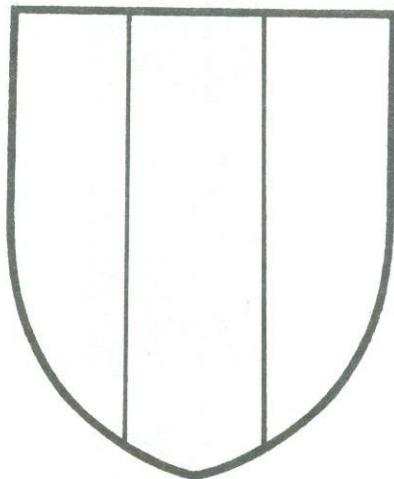
Per Fess.



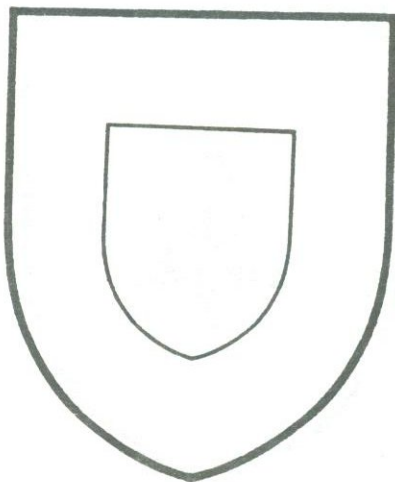
A Boar Statant.



A Thistle.



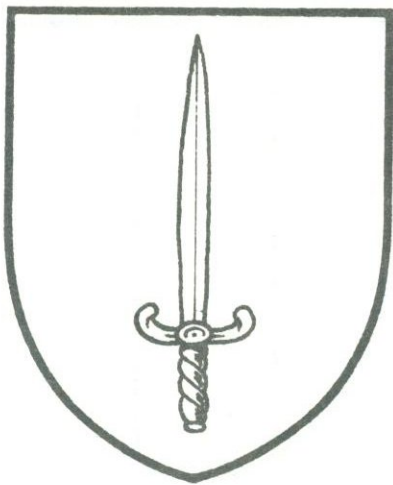
A Pale.



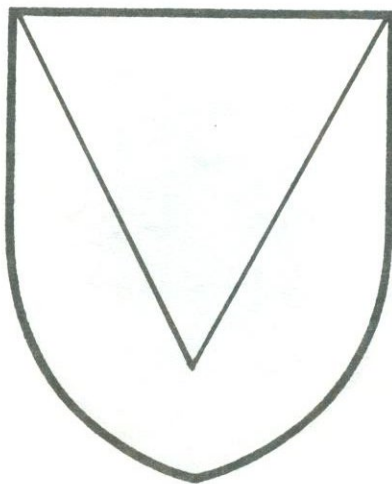
An Escutcheon.



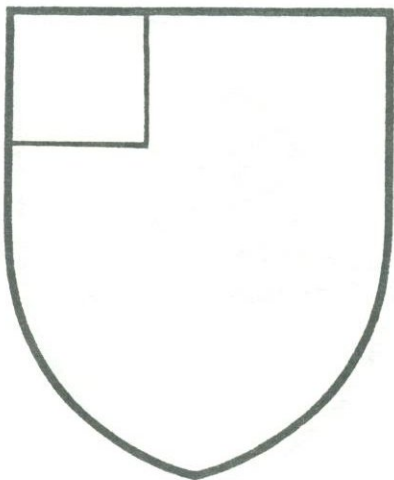
A Lion Couchant Guardant



A Sword Erect.



A Pile.



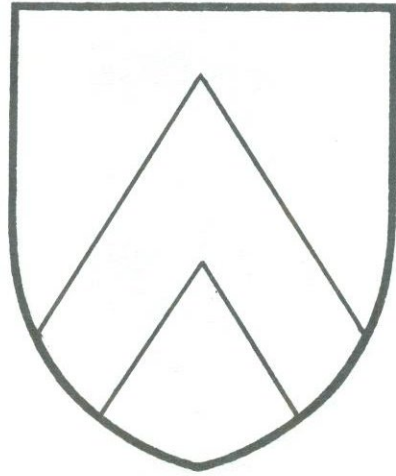
A Canton.



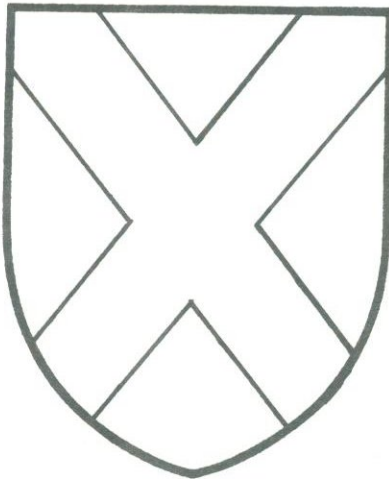
A Caltrap.



A Leopard
Passant Reguardant.



A Chevron.



A Saltire.



An Eagle Displayed.



A Wolf Rampant.



An Anchor.

"Oh for a book and a shady nook,
Either in door or out;
With the green leaves whispering overhead,
Or the street cries all about.
Where I may read all at my ease,
Both of the new and old;
For a jolly good book whereon to look,
Is better to me than gold."

John Wilson,
Lines written as a motto to
a second-hand books catalogue,
Pleasures of life, (ed.1887)



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THE ABOVE BOOKS WILL BE VERY HELPFUL FOR UNDERSTANDING
THE LEGENDS OF KING ARTHUR.

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Arthurian Literature in the Middle Ages, ed. by R.S. Loomis, (Oxford University, 1959) 574 pages

From Ritual to Romance, Jessie L. Weston, (Anchor, 1957) 217 pages

Mythology, C.K. Hillegas, (Cliff Notes, 1973) 210 pages

NOTE: For a surprise and revolutionary understanding of Merlin, read C.S. Lewis Space Trilogy. The surprise, however, doesn't appear until the third book: That Hideous Strength, (Macmillan, 1979)

THE ABOVE BOOKS ARE FOR THE MORE INTUITIVE PLAYERS.

"... all sat motionless in their places as though frozen and the great hall was silent and waiting ... Arthur was king, the Round Table existed, and its fellowship of courage and courtesy and honor sat each in his place ... King Arthur and his knights quiet and waiting in the great hall of Camelot."

John Steinbeck,
The Acts of King Arthur
and his Noble Knights

"For when the One Great Scorer comes
To write against your name,
He marks -- not that you won or lost --
But how you played the game."

Grantland Rice, 1880

20.0 A SAMPLE SITTING

The following describes how Rob and his friends broke into THE HIDDEN KINGDOM; hopefully it will help you to do the same.

20.1 ORGANIZING THE SITTING ... As soon as Rob opened up his HIDDEN KINGDOM game, he was eager to play, but a bit taken aback by the thick rulebook and extensive charts.

However, being pretty adept at following directions, he picked up the rulebook and started reading from the beginning.

Skipping over the Preface (a lot of "Rah-Rah," he thought to himself), he moved on to the Introductory Section 0.0. From that he gathered that a player chooses a role as one of the Knights or Ladies from traditional Arthurian literature, and acts out that role with the help of another person as a "Game Guide."

He then read about the four different "Modes" of play; this seemed simple enough.

Section 1.0 was helpful, getting him acquainted with the strange new dice, showing him how to choose Characters and where to find their names and abilities (etc.) listed, where Characters begin play, and how the time system in the game works.

As he started reading through Section 2.0 ("Duties of the Game Guide"), he realized that he would probably have to be the Game Guide at first, to help his friends get used to the game.

All in all, he was glad he took the time to read over the "Pre-Mode" sections of the rulebook. With a sense of excitement he rounded up three of his friends to play.

20.2 PREPARING TO PLAY ... Ellen, Max, and Ray sat around the table while Rob read through some of the important rules to them. Each took a "Character Information Sheet" and decided on their respective roles. Max, who had some interest in Arthurian literature already, decided he would take the role of Sir Trystram de Lyonesse, whom he knew to be a great knight.

"You oughta be Sir Dinadan," said Max to Ray.

20.0 A SAMPLE SITTING

"Why's that?" asked Ray.

"Dinadan was a clown just like you!"

Ellen, being an avid fan of water sports, took the role of The Lady of the Lake. And so the three roles were decided.

'Dinadan' and Trystram' (being Knights) were found listed in Appendix 'A,' Section 14.0. The Lady of the Lake' was listed in Appendix B,' Section 15.0. The three of them copied the information listed onto their Character Information Sheets.

"Better use a pencil," suggested Ellen.

"Don't forget to do both sides," said Rob.

"What's this about 'Blazon?'" asked Ray.

"Just write your 'Blazon' down," said Max.

"But I don't know what it means! 'Azure, a buck springing Or.' A buck springing OR WHAT?!"

"Don't worry about it," said Rob, "Just write it down."

"Look," said Ray, "It says here I'm supposed to draw my 'Blazon' on my 'appropriate shield shape.' I can't draw!"

"There's an illustration of a buck springing in the Heraldic Glossary," said Rob. "You can check out Section 18.0 and just copy the picture."

"Here," said Ellen, "I'll draw it for you. I gotta find out what a 'flaunche' is anyway."

"Whatever you do, let's not waste too much time on it," said Rob, who was anxious to get the game underway.

Finally their Character Information Sheets were all completed.

"OK, now what?" asked Ray.

"Get ready for a quest, I guess," said Rob. "Let's see. First you've got to write down all your starting equipment. Now where did it say what Characters start with ..." He scanned the Rules Outline.

20.0 A SAMPLE SITTING

"Here it is: 'Starting Equipment & Personal Consumption.' Section 4.11." He turned to the appropriate page.

"It says, 'all Characters to whom a Province has been allotted automatically begin the game with (d6x10) Chargers ...' Dinadan and Trystram, you guys roll a six-sided die."

"What about me?" asked Ellen.

"You're not the Lord of a Province," answered Rob.

"Chauvinist," she grumbled.

Dinadan rolled a 3.

"That's thirty Chargers for you, Sir Dinadan."

"What am I gonna do with thirty Chargers?"

Trystram rolled a 2, and so entered '20' in his Chargers, At Home column.

"Trystram and Dinadan, you each get your own personal Charger. That's in addition to the others you just rolled. Plus you get a custom-designed knight's shield, a suit of chain mail and a surcoat, a bascinet, pot helmet, and broadsword. Plus a Squire. Lady, you get a Palfrey, a small shield, a dagger, and a Squire. Now, for money you roll a ten-sided die."

Lady rolled a '0' ("That's ten," Rob advised), while Trystram and Dinadan each rolled a '1.'

"Women's luck," muttered Max. "Well, I'm spending my goldpiece for a couple of joust lances. A knight has to have a lance." That left him flat broke.

"What about food?" Rob reminded.

"I'll rough it," said Max.

"Not me," said Ray, "How much can I get for one of my Chargers?"

"Um ... well, it depends on who you sell it to. Gaul will buy it for 10% less than market value. You've got to make trade arrangements for that, and it would take a long time. Tell you what. There's a glue factory on the outskirts of Northampton" (Dinadan's home province) "that'll buy one off you at

20.0 A SAMPLE SITTING

half-price. Take it or leave it." Rob was, after all, the Game Guide, and the Game Guide is often called upon in the game to make judgements.

"Well, rip me off! OK, gimme the money."

Market price of a Charger being 55 Goldpieces (as listed in Section 4.13), that worked out to 27 Goldpieces and 5 Silverpieces that he could add to his 1 Goldpiece originally rolled. Dinadan then purchased two joust lances, a battle lance, 10 days' rations, and 10 flasks of ale. That ran up a bill of 3 Goldpieces and 6 Silverpieces, leaving Dinadan with 24 Goldpieces and 9 Silverpieces.

Lady was content to buy a full wineskin and 20 days' rations, totalling 1 Goldpiece and 2 Silverpieces, leaving her with 8 Goldpieces and 8 Silverpieces.

"After all," she said, "My magic should get me out of most of the tight spots. I have a +20% Success Probability on casting spells."

They were ready to go.

20.3 DECIDING ON A QUEST ...

"By the way, where are we going?" asked the Lady of the Lake.

"Well," said Rob, "You're not really even supposed to be in communication with each other. Why don't we assume you've all sent each other messages to meet somewhere?"

"Fine," she said, "Now where's a central location." They all looked to the Main Map.

"Actually," said Max to Ellen, "You're in the central location: Camelot. That's about the same distance from Channel Down" (Trystram's starting location) "as it is from Northampton."

"Well I'm not gonna sit around and wait for you guys to show up. Can I just go on a quest of my own?"

"Sure," said Rob. "I just hope nothing bad happens."

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"Aren't you the chivalrous one?! Don't you worry about me, deary. We ladies have ways of taking care of ourselves!"

It was then agreed. The Lady of the Lake would go for a short quest while Trystram and Dinadan made their way to Camelot.

20.4 THE FIRST TURN ... Mounted upon her palfrey, the Lady of the Lake decided to head east on the highway that ran past Camelot (Camelot is on hex 4031, Main Map). The Travel Rate on a "Road Hex" being 30 miles per Turn, she got as far as the center of hex 4332: 5 miles to clear hex 4031, 10 miles in and out of hex 4132 (following the road), 10 miles in and out of hex 4231, and the 5 remaining miles took her to the center of hex 4332. Rob checked for an encounter: the predominant terrain being Flat, the chances for an encounter were listed at 20% (on the Basic Charts Folder and Section 5.5); he rolled percentile dice (d%) and got a 58 - higher than 20, thus no encounter. Her first Turn consisted of uneventful travel.

Trystram departed from his estate at Channel Down, located on hex 1705 of the Inset of the Main Map, and headed for Camelot. The terrain around Channel Down being predominantly Swamp, he could only travel 10 miles on his Charger; 5 miles took him out of hex 1705, and the remaining 5 miles took him to the center of 1805. Rob checked for an encounter: chances in Swamp terrain are listed at 22%. Rob rolled a 14 - less than 22, thus positive for an encounter! Again, looking to the Basic Charts Folder (or Section 6.2), he checked to discover the type of Encounter. He rolled a twelve-sided die (dl2) and got an 11 - a Situation-Type Encounter.

"What is it?" asked Max (Trystram) anxiously.

"Hold your horses," said Rob, glancing at the Situation-Type Encounter chart on the Basic Charts Folder (or Section 6.7). He rolled d% and got a 74, and looked under the 'Swamp' column. The result: 'Dwelling II.'

He pulled out the rulebook and consulted Section 7.1 (which deals exclusively with Situation-Type Encounters), and as he read, he described the Encounter to Sir Trystram:

20.0 A SAMPLE SITTING

"You see a cave with a fairly large opening - you could just fit yourself, Sir Trystram. There are a few small bones strewn around the entrance. The floor and surrounding area is hard rock, with a few weeds growing from the cracks."

As Rob read further, he found that he should reveal nothing else at this point.

"So," he said, "What are you going to do?"

Max thought for a moment.

"I'll dismount and draw my sword. Rob, will my Charger stay put if I leave him for a few minutes?"

"Oh, I suppose so."

"Fine. I'm near the cave entrance, right? Can I see anything inside?"

"Hmm," said Rob, "I think not. Too dark."

"Well, there's nothing like adventure! But first, I call out: Hello in there!"

(The rules for this encounter state that no information is to be given unless the cave is actually physically examined, so Rob told him there was no answer to his call.)

"Nobody home, eh?" said Max.

"Or maybe bad acoustics, said Rob.

"OK, so I'm ready with my sword and shield, and I'm peering into the cave. Cautiously!"

"The dim light permits, at first glance, only that the cave is expansive," read Rob, "about 50 feet across and 40 feet deep, and there's a dark alcove on the wall opposite the entrance. There are some unidentifiable objects on the ground, and a dark figure hunching off to the right."

"A dark figure!" said Ray.

"Careful!" said Ellen.

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"Hey!" yelled Max, "What is it?! Tell me! I'm looking at this dark figure!"

Rob rolled a six-sided die (as prescribed).

"Your eyes aren't quite adjusted to the dark ..."

He rolled a 1.

"Hmm! Says here it's a she-wolf, and she attacks you!"

"I'm swinging my sword!"

"Says here she gets her first attack for free. Must've jumped while your eyes were adjusting."

Rob then consulted Section 7.2 to find out about Wolves. From the 'Wolf' paragraph he determined that this wolf could take 50 Damage Points, injured on 13 on a d20 roll (Strike Roll), with a Damage Increment of 2.

Having already scanned Section 9.0 on Combat, Rob explained how the fight is conducted with three dice: one eight-sided, one twelve-sided, and one twenty-sided.

The wolf's roll was as follows:

d8:	4
d12:	1
d20:	17

"Wha' happened?" asked Max, a bit frantic by now.

"Well," explained Rob, "The 17 on the d20 means she got you, since it's greater than or equal to her Strike Roll. The 1 on the d12 means she got you in your Head. And the 4 on the d8 would normally be multiplied by her Damage Increment to show the number of Injury Points you get, but because you, Sir Trystram, have a Defense Bonus of -3, you subtract that from the d8 roll, giving a 1. That is now multiplied by her Damage Increment (2), so you only take 2 Injury Points in the Head."

"OK, so now it's my turn," said Max.

"Now it's both your turns," corrected Rob. "That was her free attack. Since I've still got the dice, we'll see what the wolf does first."

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He rolled the three dice again: d8: 5
 d12: 8
 d20: 14

"Got you again! This time in the Chest, for 4 Injury Points!" (Again, Rob had subtracted Trystram's Defense Bonus from the d8 roll).

"Lemme at her!"

Max rolled: d8: 5
 d12: 5
 d20: 7

"Your SPR" (Swordplay Roll) "is 9, so since 7 is less than 9, it means you've missed her. The other dice don't matter. Let's see how the wolf does again."

The wolf's roll: d8: 1
 d12: 1
 d20: 5

Thus, no hit.' Trystram's second roll:
 d8: 8
 d12: 6
 d20: 16

"Congratulations," said Rob, "You finally hit her. In the Left Side. Now, you, Sir Trystram, have a +4 Offense Bonus, so you add that to your d8 roll (which was 8) so that's 12. Times broadsword Damage Increment (which is 4) gives 48 points! Injury or Subdual, Trystram?"

"Injury! I'm gonna kill that thing!"

"You just about did ... she's in pretty bad shape! Oh, by the way," said Rob, choosing this moment to reveal another bit of information, "The she-wolf is guarding 4 cubs."

(Rob had rolled a d4 as prescribed in the 'Dwelling II' description, and got a 4.)

"Is she attacking again?"

"Yep."

20.0 A SAMPLE SITTING

"Well, I guess I'll subdue her then. It wouldn't be right to kill a mother protecting her young."

Well said, Sir Knight. OK, here's her attack."

d8: 7
d12: 9
d20: 15

Thus, Trystram was wounded again, in the Abdomen, for 8 Injury Points.

Trystram's roll: d8: 7
d12: 7
d20: 8

A miss. The wolf's roll: d8: 3
d12: 7
d20: 4

A miss. Trystram's roll: d8: 3
d12: 9
d20: 19

A hit to the wolf's Left Foreleg, for 28 Subdual Points.

"She drops. That's it. She's had it," said Rob.

"Alright. Now, can I tie her down?"

"No, there's no rope in this game. Look, she'll stay put for at least a day. What are you going to do?"

"I'm checking out the interior of the cave. I've still got my sword and shield ready."

Rob did not reveal to Trystram that if he had killed the wolf, he would've been cursed with a Level III Magical After-Effect. He also did not tell him that because he did subdue the wolf, he is cursed with a Level I Magical After-Effect. He casually thumbed to Section 10.3 (as prescribed) and rolled a d6, getting a 6. That indicated a Bird plague that would wipe out 7% (determined by a d20) of the next month's Food Unit Production. He made a note to reveal that to Trystram in October.

20.0 A SAMPLE SITTING

He continued revealing the interior of the cave to Sir Trystram: "There's nothing else in the cave except more bones and four helpless li'l cubs."

"OK," said Max, thinking, "I'm dragging the mother back in to the cave and leaving her with the cubs. And I'm gonna camouflage the entrance, so nobody will find her."

"A noble gesture," said Rob. He didn't tell Trystram that one of the wolf-cubs might have made an excellent pet.

(Rob calculated the time used up in this encounter: he figured one round to dismount and investigate, four rounds of combat, and two round to carry out the rest of what Sir Trystram had proposed to do; a total of 7 rounds (representing 35 minutes).)

"How long will it take me to heal?" asked Trystram.

Rob looked at the Rate of Healing Chart on the Basic Charts Folder. "Fourteen Injury Points takes fourteen days at the normal rate. By the way, it will also cost you 14 Copperpieces (or 1 Silverpiece and 4 Copperpieces) to have your Squire repair your armor. He can work while you travel on your next turn."

Trystram noted the financial deduction, putting him 14 Coppers in the red, since he had no money with him. Armor repairs, as stated in Section 9.11, are an automatic transaction.

Now they reviewed the events and checked for Ratings Bonuses & Penalties.

For the 76 (48 Injury plus 28 Subdual) Points he dealt to the wolf, Trystram received a +1 Chivalry Rating Bonus. (+1 per 40 dealt, so he will have another +1 when he deals out 4 more).

For the 14 Injury Points received from the wolf, he gets no Ratings change, but 6 more will bring him up to 20, for which he will receive a +1 Chivalry Rating Bonus and a -1 Power Rating Penalty.

20.0 A SAMPLE SITTING

But now our story takes us to Sir Dinadan. Dinadan left his castle at Northampton (Main Map, hex 4823) and after due consideration, decided to head north to pick up the highway that leads to Camelot; but since he began the turn on hex 4823, he can only travel 15 miles on the Flat terrain, because there is no road on that hex. 5 miles took him out of 4823, 5 more took him to the center of 4822, and then following the highway the 5 remaining miles took him to the northwest edge of 4822, about to enter 4722. Encounter chances on Flat terrain being 20%, Rob rolled a 26. No encounter.

The first Turn was completed for all three player-Characters, taking them to the second active Turn of the day.

20.5 THE SECOND TURN ... Back to the Lady of the Lake. She continued along the highway headed east, beginning where she left off at the center of 4332 and ending up at the center of 4630. The terrain around the highway was Forest (but she still takes advantage of the Road Hex Travel Rate); the chances for an encounter however are increased to 30%.

Rob rolled a 10. Positive for an encounter!

On a d12, he rolled a 2 and checked under the 'Forest' column: a Man-Type Encounter. Checking the Man-Type Encounters chart, he rolled d% and got a 20. A Black Knight!

"So? What's happening here?" asked Ellen.

"Hang on," said Rob, looking up 'Black Knight' in Section 7.2 of the rulebook.

He determined first the Knight's physical attributes: 230 lbs (a biggy!), Strike Roll 13, Damage Increment 4 (unless using his lance, which would subtract 6 from his Strike Roll), Offense Bonus +1, Defense Bonus 0, Unseating Number 18, Joust Bonus +3. He then determined the knight's alignment (in order to gauge his behavior towards the lonely lady). A roll of 4 on a d4 gave him the answer: a Pagan Powerlord! Rob cringed.

"What's up?" demanded Ellen.

20.0 A SAMPLE SITTING

"You are met on the road by a knight fully armed and mounted on a Charger, bearing a black surcoat and shield. He's pretty big, too."

"Yeah? Well, gimme a look at the spells I can cast on him."

"Why don't you use your good looks instead," suggested Ray, "I mean, is the dude necessarily bad?"

"Not necessarily," said Rob.

"Never hurts to be prepared," said Ellen, flipping through Section 10.0 wildly.

Meanwhile, Rob was checking to see if the fellow was going to attack; there was a 75% chance. He rolled a 59. Yes, the Black Knight was attacking her with intent to capture and imprison.

At this point, Rob felt it might be good to check how far away the Black Knight was. He checked Section 6.1, rolled a d12, and found that he was 120' away.

"OK," said Ellen, "I'm concealing my dagger but having it ready. I say: Good day, Sir Knight!"

"Sir Knight, he don't say nuthin', but he jest come a'ridin' toward you with his sword drawn."

"His sword drawn?! YAH! What are my options, what are my options?"

Rob quickly reviewed her options: Stand and fight, try to negotiate, flee, cast a spell, or do nothing. Negotiation seemed out of the question.

"Flee! I'm fleeing!"

Rob consulted Section 9.15. He judged that since the Black Knight was so far away at the outset of the encounter, he would not have reached her before she turned to flee, and so would not get the customary attack; but since their steeds were equal in speed, he had to give the Black Knight one attack before she escaped. His attack roll:

d8: 4
d12: 2
d20: 3

20.0 A SAMPLE SITTING

Luckily for Lady, a miss, and so she escaped. Her flight took her back to the southwest border of hex 4630.

"Chicken," taunted Max.

"You might notice," returned Ellen, "that I have come out of my encounter unscathed, while you, Sir Cowboy Wolf-Killer, are looking at two weeks recuperation!"

Trystram continued his trek along the peninsula of Lyonesse, beginning at the center of hex 1805 and ending in the Highlands of 1906. Rob checked for an encounter: chances in Highlands are 25%. He rolled an 87: no encounter.

Sir Dinadan, now on the highway, continued his journey. 5 miles took him into the center of 4722, 5 more to the northwest border of same, 5 miles took him to the intersection at the center of 4621, 5 more took him to the south border of same (as he was headed for Camelot), and the remaining 10 miles took him to the southwest border of 4622. Rob rolled a 43 on the d%: too high for an encounter in any terrain.

"Hey, that's cool. I don't wanna meet up with nothing til I got somebody ridin' with me!"

"Spoken like the true Sir Dinadan!" laughed Max.

So ended the second active Turn of the day.

20.6 THE THIRD TURN ... Ellen now wanted to know if she would meet up with that Black Knight again if she went back in the direction she was originally heading. Since the rules make no specific provisions regarding this, Rob answered coyly: "Never can tell, can you?"

She decided to brave it. Forward she rode, ending up at the northwest border of 4930. There, in Flat terrain, her chances for an encounter were 20%. Rob rolled an 18. Another encounter!

"Oh brother. Big Boy's after me again."

20.0 A SAMPLE SITTING

"Not necessarily," said Rob. This time it was a Monster-Type; specifically, it was three 'Wurms.'

"I'll throw a 'Bestial Control Spell.' That oughta hold 'em," said the Lady.

The base probability for success on this Level II spell is 40%. The Lady of the Lake adds another 20% to that, giving her a probability of 60%. It takes one round to chant the spell. In that time, the Wurms get off an attack. Checking Section 9.12 (because she is confronted by multiple attackers) and noting in Section 9.3A that an unmounted attacker vs. a mounted object of attack results in a 50% likelihood of the steed being affected by each attack instead of the rider, Rob rolled for the Wurms:

d8: 8
d12: 11
d20: 1

A miss. Now the Lady of the Lake rolled for success on her spell: a 6! Just missed out! As she cast her (unsuccessful) spell, the Wurms had another try:

d8: 7
d12: 3
d20: 14

A hit! A 50 or less on d% would indicate the horse taking the attack instead of the Lady; Rob rolled a 25. The 3 on the d12 indicated an injury to the horse's head. The 7 on the d8 is multiplied by 2 (Wurm's Damage Increment) to give 14 Injury Points. Lady noted this on her Character Information Sheet.

"That does it!" she yelled, "I'm getting out of here! Let's try a Level IV Teleportation spell!"

Base probability on that one is 10%, so the Lady of the Lake had a 30% chance.

In the meantime, the Wurms were attacking while she was chanting:

d8: 8
d12: 2
d20: 4

A miss. Now Lady was ready to roll for success again, but Rob stopped her.

"Where are you teleporting to?" he asked, gramatically incorrect.

20.0 A SAMPLE SITTING

"Maybe I'll join Sir Dinadan."

"But how could you know where he is? You only know he's on his way to Camelot. You wouldn't know exactly where he is," said Rob.

"So I'll go somewhere halfway between his castle and Camelot. Um ... " she glanced at the map. "Make it the castle at West Oxford."

"OK. Roll."

She rolled an 18.

"Bingo!"

"You are whisked away from the Wurms, and you find yourself in the courtyard of the castle of West Oxford. Incidentally, you've lost your horse and provisions. Your squire will see that they are returned to your home in Camelot."

Now Rob had a couple of things to get straight. First, he had to remind Lady that she got a +3 Power Rating Bonus for successfully casting that Level IV spell. Second, he had to check for possible Magical After-Effects: Level IV is likely to render same. He rolled a 01: definitely positive for Magicaal After-Effects! A d6 roll determined how soon: in 18 Turns (he rolled the 18' on a d20). Another d6 roll determined what the after-effect would be. He rolled a 5.

"Hmmm," Rob thought to himself, "Self-Hatred ... Spell-caster uses any available weapons to repeatedly inflict Injury Points on himself, until he is stopped by someone else, or until he dies." Hope she meets up with Sir Dinadan by then. He'll stop her."

(Rob also noted that by now it had taken four rounds of interaction with the Wurms, and the Lady of the Lake still had some encountering to do.)

He found in Section 16.0 that, West Oxford being in Logres, the Lord of that province was one Sir Lyonses. In Section 14.0 he noted Sir Lyonses' personal information; there wasn't much to know, as he was a knight of mediocre fighting skills and open alignment. Using the alignment-determination shown for Character Knights in Section 7.2, Rob determined him to be a Christian Renunciate. But he did not inform the Lady of the Lake of any of this.

20.0 A SAMPLE SITTING

(Since there is nothing in the rules to govern a castle's reaction to entrance gained by magic, Rob ad-libbed.)

"You are surrounded by wide-eyed Peasants. A few of the castle Guards notice the commotion, and move in to investigate."

Thinking fast, the Lady of the Lake exclaimed, "Hail, good men and women of West Oxford! It is I, the Lady of the Lake, the same Lady that did give to King Arthur his wondrous sword Excalibur! Be not afraid; I have come to bear glad tidings to the lord of this province, whomever he might be!"

Rob played along: "'Ah!' says one of the Peasants, 'That'd be our good master, Sir Lyonses.' Now one of the Guards pushes his way through and says, 'See here, what's all the hub-bub? Ah, forsooth! A Lady fair! Here, is this any way to treat a Lady? Move along, move along! Go on about your business!'"

"I thank you for your courtesy, Sir," said the Lady, "They were a bit annoying, I must say."

"He bows and asks, 'What is my Lady's pleasure?'"

"Take me to Sir Lyonses, for I bear him glad tidings."

"OK," said Rob, "so he takes you into the Castle, and there in the Great Hall you meet Sir Lyonses. He bows and bids you welcome. The Guard leans over and whispers something in his ear. 'So,' says Lyonses, 'What are these glad tidings thou bearest?'"

Ellen wracked her brain and came up with this one: "My lord King Arthur wishes for thee, Sir Lyonses, to accompany me back to Camelot, where he would send thee upon a marvelous quest. He says there is no knight but thee who is fit for this adventure."

"'Me, Sir Lyonses?! That is strange! for does not King Arthur have the finest and bravest knights at his command? Yet for the love of him will I go.'"

Ellen breathed a sigh of relief.

20.0 A SAMPLE SITTING

"'But come,' says Sir Lyoneses, 'it is getting late in the day. Should we not make ready for the journey, and then leave on the morning?'"

"As you wish," said the Lady of the Lake.

Thus ended her third Turn!

Sir Trystram continued his slow trek across the highlands of Lyonesse. The Highland Travel Rate being only 5 miles per Turn, he could only make it to the southwest border of hex 2005 (on the Inset). Still in Highland, his chance for an Encounter was 25%. Rob rolled a 98; no Encounter.

Sir Dinadan's 30 miles of travel (on the highway) took him from the southwest border of 4622 to the southern border of 4525.

"Hmm," said Rob, "You're getting pretty close to where the Lady of the Lake is staying. Not that you're supposed to know that."

He checked for an Encounter - Flat Terrain, 20% chance. He rolled a 32. Again, no Encounter for Sir Dinadan.

"Wouldn't you know, the Lady's getting all the action today," said Ray.

The third Turn was completed.

20.7 THE FOURTH TURN ... Before they began the "Vespers" Turn, Rob made an announcement.

"It's getting dark now. This is the last active Turn of the day. You Knights had better start thinking about where you're going to sleep tonight. It's especially important for Sir Trystram, since he's without provisions. Sir Dinadan, assuming you are not hit with any subdual points this Turn, it won't matter if you sleep under the stars, because you have provisions. Lady, you seem to have your night's lodgings all worked out."

Ellen made arrangements for the trip the following morning. Sir Lyoneses graciously supplied her with a Charger from his own stables (on loan, until they

20.0 A SAMPLE SITTING

get to Camelot), and fed her well that evening; but she had to buy her own rations for the journey.

"You know, so far this Lyonses fellow doesn't seem too bad a sort," Ellen mused. "Does he continue to behave well? Any shifty looks? A lady would notice these things, after all."

"He seems to be a true gentleman," said Rob. "Maybe he likes you."

She still had her dagger, small shield and money. The rations she purchased in Lyonses' castle (this time only 5 days worth) set her back 2 S and 5 C. After due consideration, Rob allowed that Sir Lyonses would also supply her with another Squire, until they reached Camelot.

Sir Lyonses also had to ready himself for the journey. Rob filled out a separate Character Information Sheet for him. He got the standard starting equipment: Squire, Charger, shield, mail, surcoat, bascinet, pot helmet, and broadsword. On a d10, he rolled a 7 (for money). With his 7 G he bought 5 joust lances and 10 Days' Rations, plus a Messenger Pigeon (total cost: 3 G, 1 S), leaving him with 3 G, 9 S.

It was all settled. They would begin the next morning. Ellen had no objections.

"Heck, it's dangerous out there!" she said.

(Now our story tells of the continuing saga of Sir Trystram. Trystram decided he would try to gain entrance to the Castle of Scilly, which he would just be able to reach that Turn at the center of hex 2005, Inset.)

Rob consulted Section 16.0 and found that the Castle of Scilly was lorded by Sir Marroke. Since Sir Marroke does not list Trystram (or anyone else) as a Comrade or Family (or Enemy), Rob had to roll to see what the gatekeeper's reaction would be. On the Basic Charts Folder, and in Section 5.8 of the rulebook, there is a chart for Castle Reactions. A d12 is used. Rob rolled a 5, indicating 'Not Receptive.' He thumbed to 5.8 for an explanation. When he had read (the sad news) he turned to Max.

20.0 A SAMPLE SITTING

"The Guard at the gate opens a little shutter and says, 'Who goes there?'"

"It is I," said Max, "Sir Trystram de Lyonesse, son of King Meliodas, and -"

"Yeah, and I'm Merlin the Magician. What do you want?"

"I am seeking shelter for the night."

"Sorry," says the Guard, 'Castle's closed for the night.'"

Max was furious.

"Closed!? I want to speak to your lord!"

"Make an appointment.' He shuts the shutter."

"Open that gate! My father will see thee hanged for this! Open that gate at once!"

"There's no response."

Sir Trystram had to sleep on his shield. One Injury Point healed that night (Rob determined it to be a point off his abdominal injury), but because he had nothing to eat that day, Trystram was further stricken with 9 Injury Points and 12 Subdual Points.

"You're the one who wanted to rough it!" said Ray.

Sir Dinadan determined that he would try for entrance at the next castle he came to along the highway. By complete coincidence, this happened to be the Castle of West Oxford, where stayed the Lady of the Lake! Since Rob already knew everything about the lord of that castle (Sir Lyonses), he knew that Sir Dinadan would also have to roll for a Castle Reaction. This time Rob rolled a 3 - a Hostile Reaction.

"Lady, while you have been preparing for your journey, a Guard comes running in and says to Sir Lyonses, 'My lord, my lord, there is a great knight outside who wants to get in!' 'Well,' says Sir Lyonses, 'we had better see what this knight is

20.0 A SAMPLE SITTING

made of. For it may be that the Good Lord has sent this knight to test me for my quest. To arms! And make ready -!" (here Rob rolled a d6) "' - five of my knights!"

"Mind if I watch from the battlements?" asked Ellen.

"Hey!" said Ray, "All I wanted was a bed for the night!"

Rob determined the markings and jousting skills of the Lesser Knights (Lyonses' "retainers"), using a d12 for their markings and a d4 for their jousting strengths (this all prescribed in Section 7.2, "LESSER KNIGHTS");

<u>KNIGHT</u>	<u>SURCOAT/SHIELD</u>	<u>UNSEATING NO.</u>
#1	Red/White	16
#2	White/Red	13
#3	Black/White	15
#4	Black/White	13
#5	Green/Red	13

"OK, Dinadan, out of the Castle gate ride six knights (including Sir Lyonses). All are fully armed and carrying battle lances."

"If they're using battle lances, I'm using battle lances!"

"The first one wears a red surcoat and bears a white shield. Are you ready?"

"Ready Freddy."

Rob rolled 3d10 for the first Lesser Knight: a 16. Not high enough to unseat Sir Dinadan, whose Unseating Number is 21 (this procedure is explained in Section 9.6). Now Ray rolled, and got a 19. To this he adds 1 (his Joust Bonus). Regardless, it was higher than Knight #1's Unseating Number.

"Ba-Boom!" said Rob, "Down he goes!"

"Bring on the next clown," shouted Ray.

"Knight #2 is wearing white with a red shield. Here he comes!"

20.0 A SAMPLE SITTING

He rolled a 20: not quite enough. Dinadan rolled a 12, plus 1 for his Joust Bonus, equals 13. Just enough to unseat Knight #2.

"Unfortunately, Sir Dinadan, your battle lance broke." (since it was exactly equal to the knight's Unseating Number)

"Darn! Maybe I'll take one from one of those guys I just beat."

"Uh, theirs are broken, too. But here comes Knight #3!"

"OK, so can I get another lance from my Squire?"

"Yes, a jousting lance."

Knight #3 (black surcoat, white shield) rolled a big one - 27! Dinadan (on his way down) rolled 11. Even with his Joust Bonus, it was not enough to unseat Knight #3. It was enough, however, to break his jousting lance.

"OK," said Rob, "You take d10 Subdual Points for being overthrown. Also, since he beat your Unseating Number by more than 5, you'll have to take some Injury Points."

On a d10 he rolled a 10.

"Great," said Ray. That meant 10 Subdual Points.

Consulting the Joust Hit Location Chart (Basic Charts Folder or in Section 9.7), Rob rolled a d12 (for location) and a d8 (for extent of injury). He got an 11 and a 5, indicating 75 Injury Points into Sir Dinadan's left leg.

"Now," said Rob, "Sir Lyonses rides up and demands you yield."

"I yield, already!"

"Take him to the dungeon," says Sir Lyonses.

"As long as it's a bed," said Ray.

20.0 A SAMPLE SITTING

"What is thy name, Sir Knight?"

"Sir Mud, methinks," said Ray.

"Ha ha! That is well said! By thy jesting I would take thee for the King's fool, Sir Dagonet, but by thy deeds I would say you are a much more worthy knight."

"Sir Dinadan, at your service."

At this point Ellen asked if she could say something to Sir Lyonses.

"Oh yeah," said Rob, "You're watching from the battlements of the Castle, aren't you? OK, say your piece."

"I call out: Sir Lyonses! What did the knight say his name was?"

"He says he is Sir Dinadan."

"What, Sir Dinadan!? That is the very knight I was to meet with you in Camelot!"

"Then I shouldn't throw him in the dungeon?"

"Heaven forbid! Art thou a Christian knight?"

"Yes."

"Then pray for his healing, and repent your treatment of him, for he was sent as a help to thee, and not as a test."

Everybody applauded Ellen's quick and resourceful thinking, and Rob agreed that the good Sir Lyonses would try for a Miracle of Healing, as outlined in Section 10.10, since it had already been established that Lyonses was a Christian Renunciate, rather prone to prayer in any case. Rob further judged it to be a Level III Miracle ("Self-Abdicating"); for even though Dinadan would be travelling with them in the morning, he had come as a wayfarer with whom Sir Lyonses had had no previous dealings. Besides, Rob reasoned, the mere coincidence that they should meet in this way must have meant God was in favor of it. The odds for

20.0 A SAMPLE SITTING

success in this prayer were 55%. Rob rolled a 54.

As specified in Section 10.10, Rob then rolled a d10 to determine the percentage of Injury Points that would be instantaneously healed. He got a 5, indicating 50%. So they took 37 points off of Dinadan's leg wound.

(This, incidentally, took one full Turn of prayer, representing 3 hours.)

It was decided afterwards that Dinadan would also be a guest of Sir Lyoneses for the night, and that they would all depart together for Camelot in the morning. Ellen said that the Lady of the Lake would give her full attentions to his wound that night, which raised Dinadan's healing rate to 3 Injury Points and 15 Subdual Points per night (as detailed in Section 9.9). Thus, Sir Dinadan would begin the next morning with 35 Injury Points in his left leg; his Subdual Points (from the jousting fall) would be totally healed.

Sir Dinadan also had to pay 75 C (7 S, 5 C) for armor repairs, based on his 75 point leg injury.

For his two joust victories, Sir Dinadan received a +2 Chivalry Rating Bonus. For his jousting injury he took a -1 Chivalry Rating Penalty, but for the extent of it he got another +3 Chivalry Rating Bonus, and will get another +1 if/when he receives another 5 Injury Points. All up, that gave him a +4 Chivalry Rating for the day's work.

20.8 THE CONTINUATION ... By now you should have a fairly good idea of how the game is played. It requires imaginative players and a Game Guide with good judgement.

If you're wondering what happened to Trystram, Dinadan, the Lady of the Lake, and Lyoneses as they continued their journey to Camelot, why not find out for yourself? It would be good practice, before starting with your own characters.

20.0 A SAMPLE SITTING

Here are the important details to remember:

A. The Lady of the Lake has, so far, earned +3 Power Rating Bonus (for her teleportation trick). But, she will be consumed with a desire to kill herself on the morning of the fourth day of September (that being the next active Turn after it was determined it should affect her, 18 Turns after her spell was cast); she will indeed kill herself unless stopped by someone else. She begins in the Castle of West Oxford, Main Map, hex 4527. Her own Squire will meet her in Camelot with her Palfrey, full wineskin, and 20 days' rations (the items she lost when she teleported). In the mean time, she will ride a Charger (lent her by Sir Lyoneses) and is accompanied by another Squire (also lent). Her equipment: a dagger, a small shield, and 5 days' rations. Her money: 8 G, 5 S, and 5 C. She may, if she wishes, continue to attend to Sir Dinadan's leg wound every night (thus helping him to heal faster). Sir Lyoneses has agreed to accompany her to Camelot, on the premise that he will be assigned to some great quest by King Arthur himself. All of her personal information can be found in Section 15.0, Appendix 'B.'

B. Sir Trystram de Lyonesse has earned +1 Chivalry Rating Bonus and +1 Power Rating Bonus so far. He will receive another +1 Chivalry and -1 Power if/when he receives another 6 Injury Points. He will receive another +1 Chivalry and +1 Power if/when he deals another 4 damage points to foes. Other than his starting equipment, he has only two joust lances. He also has twenty Chargers at home. Financially he is 1 S 4 C in the red because of armor repairs. He is suffering from 2 Injury Points to the head, 4 to the chest, 7 to the abdomen, and 9 from not eating (a total of 22 Injury Points). He is also suffering from 12 Subdual Points from not eating. He is camped under the stars, just outside the Castle of Scilly, Main Inset, hex 2005. He is probably holding a grudge against the lord of that castle (whose name he does not know). In October, his province's Food Unit production will be down 7% as a result of a curse for subduing the mother-wolf. He is headed for Camelot, where he is to meet with Dinadan and the Lady of the Lake. All of his personal information can be found in Section 14.0, Appendix 'A.'

20.0 A SAMPLE SITTING

C. Sir Dinadan the Humorist has earned +4 Chivalry Rating Bonus so far. He will receive another +1 Chivalry if/when he receives another 5 Injury Points. He begins in the Castle of West Oxford, the guest of Sir Lyonses, along with the Lady of the Lake. All three are headed for Camelot. Dinadan is suffering from 35 Injury Points in his left leg. Other than starting equipment, he has one joust lance, 10 days' rations, and 10 flasks of ale. He also has 29 Chargers at home. His money: 24 G, 1 S, 5 C. All of his personal information can be found in Section 14.0, Appendix 'A.'

D. Sir Lyonses was not originally in the story, but has become involved at the behest of the Lady of the Lake, who promised (falsely) that King Arthur would assign him some glorious quest when they got to Camelot. His retainers (5 Lesser Knights) encountered Sir Dinadan just outside his castle, and after they had injured him, Sir Lyonses, at the request of the Lady of the Lake, prayed and partially healed him. If he were a player-Character, that would earn him a +2 Faith Rating Bonus (it is established that Sir Lyonses is a Christian Renunciate). There is also a 20% chance of his being blessed with some Miracle After-Effect (check Section 10.11 if someone is going to assume his role in the game). All of his personal information can be found in Section 14.0, Appendix 'A.'

There you have the makings of a story!

20.9 CAMELOT CLUB ... Get more involved in Arthurian literature. Become more knowledgeable of the ways of the knights and ladies. This can only serve to heighten your enjoyment of the game.

Chronicle your adventures. You should find that your quests through HIDDEN KINGDOM make a fascinating story!

Another thing you can do is begin a club, made up of people who will meet regularly to play the game. Slowly but surely, the numbers will grow. And the more, the merrier!

The main thing is to have fun. If you do that, then we will consider the years spent in making this game have not been wasted.

PERMANENT INFORMATION

Character Information Sheet

GENERAL

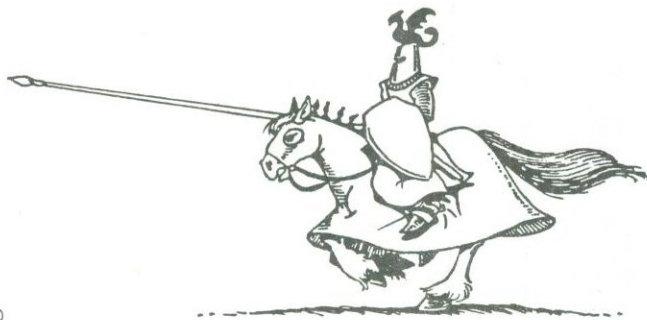
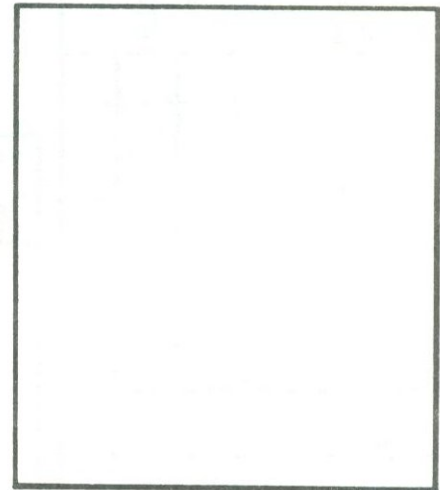
NAME: _____

ALIGNMENT: _____

BORN: _____

KINGDOM: _____

PROVINCE: _____



Trace your appropriate shield-shape from the Basic Charts Folder (consult the regional diagram below) and then draw your Blazon thereon (see the Heraldic Glossary, Section 18.0).

BLAZON: _____

COMBAT ABILITIES

Weight: _____ Swordplay Roll: _____

Offense Bonus: _____ Defense Bonus: _____

Unseating Number: _____ Joust Bonus: _____

Beauty Rating (Ladies only): _____

Leadership Bonus (Knights only): _____

Family: _____

Comrades: _____

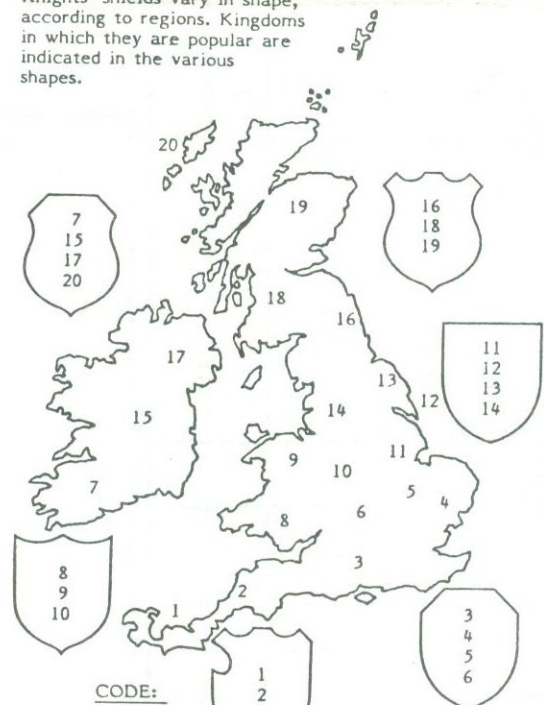
Paramour: _____

Enemies: _____

Special Abilities or Other Notes: _____

OTHER INFORMATION

Knights' shields vary in shape, according to regions. Kingdoms in which they are popular are indicated in the various shapes.



CODE:

- | | |
|------------------|----------------------|
| 1. Lyonesse | 11. Hundred Knights |
| 2. Cornwall | 12. Red Lands |
| 3. Logres | 13. Strangore |
| 4. Eastland | 14. Gore |
| 5. Camylarde | 15. Ireland |
| 6. Surluse | 16. Northumberland |
| 7. Munster | 17. Ulster |
| 8. Wales | 18. Scotland |
| 9. Northgalys | 19. Lothian & Orkney |
| 10. West Britain | 20. Outer Isles |

PERMANENT INFORMATION

Character Information Sheet

GENERAL

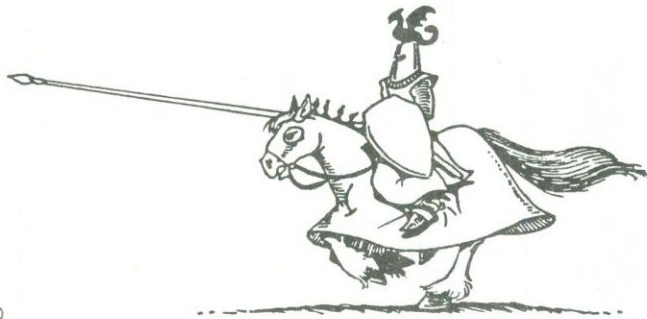
NAME: _____

ALIGNMENT: _____

BORN: _____

KINGDOM: _____

PROVINCE: _____



Trace your appropriate shield-shape from the Basic Charts Folder (consult the regional diagram below) and then draw your Blazon thereon (see the Heraldic Glossary, Section 18.0).

BLAZON: _____

COMBAT ABILITIES

Weight: _____ Swordplay Roll: _____

Offense Bonus: _____ Defense Bonus: _____

Unseating Number: _____ Joust Bonus: _____

Beauty Rating (Ladies only): _____

Leadership Bonus (Knights only): _____

Family: _____

Comrades: _____

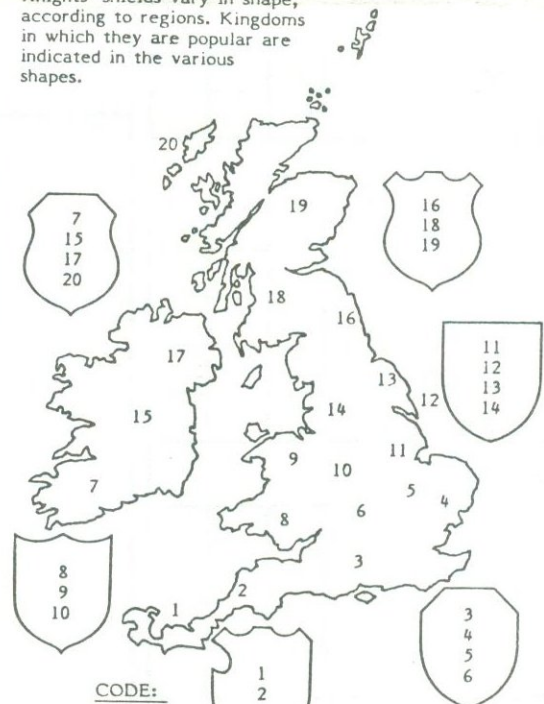
Paramour: _____

Enemies: _____

Special Abilities or Other Notes: _____

OTHER INFORMATION

Knights' shields vary in shape, according to regions. Kingdoms in which they are popular are indicated in the various shapes.



CODE:

- | | |
|------------------|----------------------|
| 1. Lyonesse | 11. Hundred Knights |
| 2. Cornwall | 12. Red Lands |
| 3. Logres | 13. Strangore |
| 4. Eastland | 14. Gore |
| 5. Camylarde | 15. Ireland |
| 6. Surluse | 16. Northumberland |
| 7. Munster | 17. Ulster |
| 8. Wales | 18. Scotland |
| 9. Northgalys | 19. Lothian & Orkney |
| 10. West Britain | 20. Outer Isles |

PERMANENT INFORMATION

Character Information Sheet

GENERAL

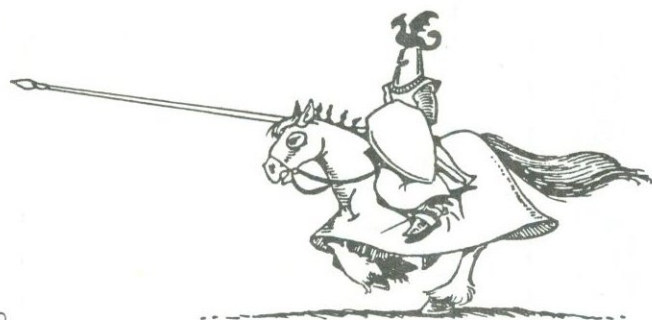
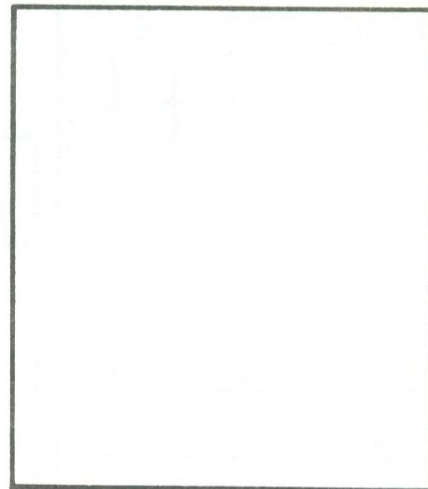
NAME: _____

ALIGNMENT: _____

BORN: _____

KINGDOM: _____

PROVINCE: _____



Trace your appropriate shield-shape from the Basic Charts Folder (consult the regional diagram below) and then draw your Blazon thereon (see the Heraldic Glossary, Section 18.0).

BLAZON: _____

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PERMANENT INFORMATION

Character Information Sheet

GENERAL

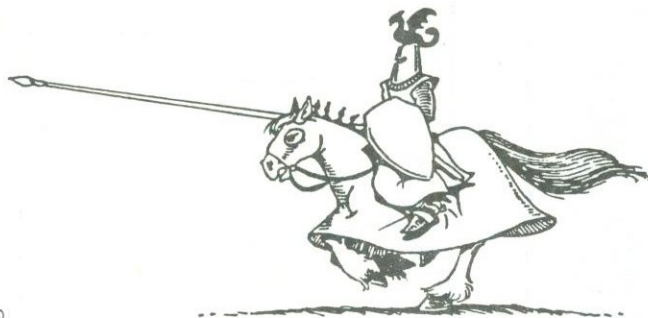
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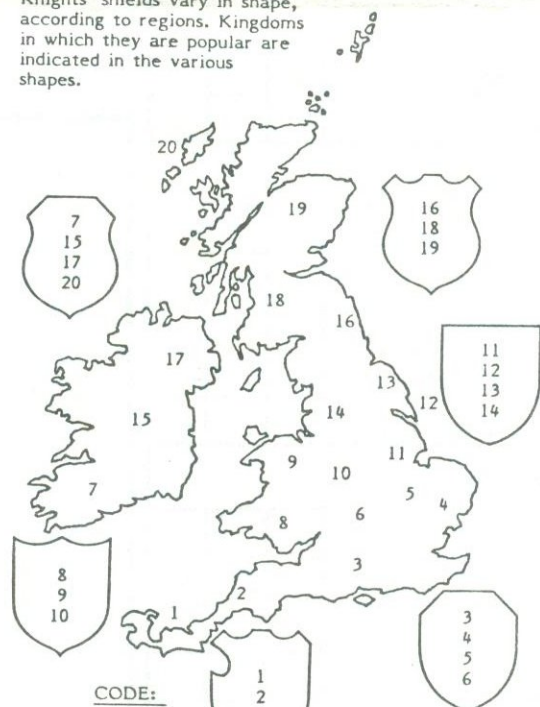
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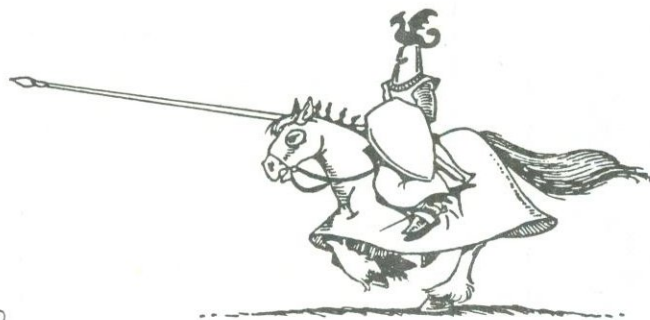
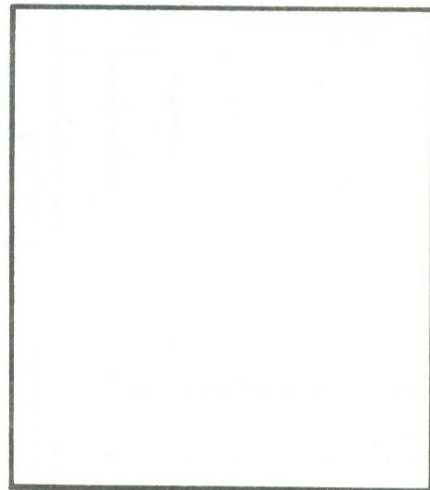
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ONGOING INFORMATION

(permission granted to make photocopies)

MONTH: _____

YEAR: _____

Starting Location: _____

DAY	PROGRESS
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PHYSICAL STATUS:

Injury Pts. Subdual Pts.

RATINGS:

Chivalry

HOME
SQUIRE
SELF

WEAPONS:

Battle Axe

Dagger

Joust Lance

Battle Lance

Mace

Broadsword

Two-Hand Sword

ARMOR:

Bascinet

Chainmail

Pot Helmet

Leather Armor

Knight's Shield

Small Shield

Surcoat

STEED:

Charger

Draft Horse

Hackney

Palfrey

Pony

FOOD & DRINK:

Day's Rations

Flask Ale

Food Unit

Cooked Meal

Full Wineskin

OTHER:

MONETARY:

Goldpieces

Silverpieces

Copperpieces

ONGOING INFORMATION

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PHYSICAL STATUS:

Injury Pts. Subdual Pts.

MONTH: _____

YEAR: _____

Starting Location: _____

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SELF

ONGOING INFORMATION

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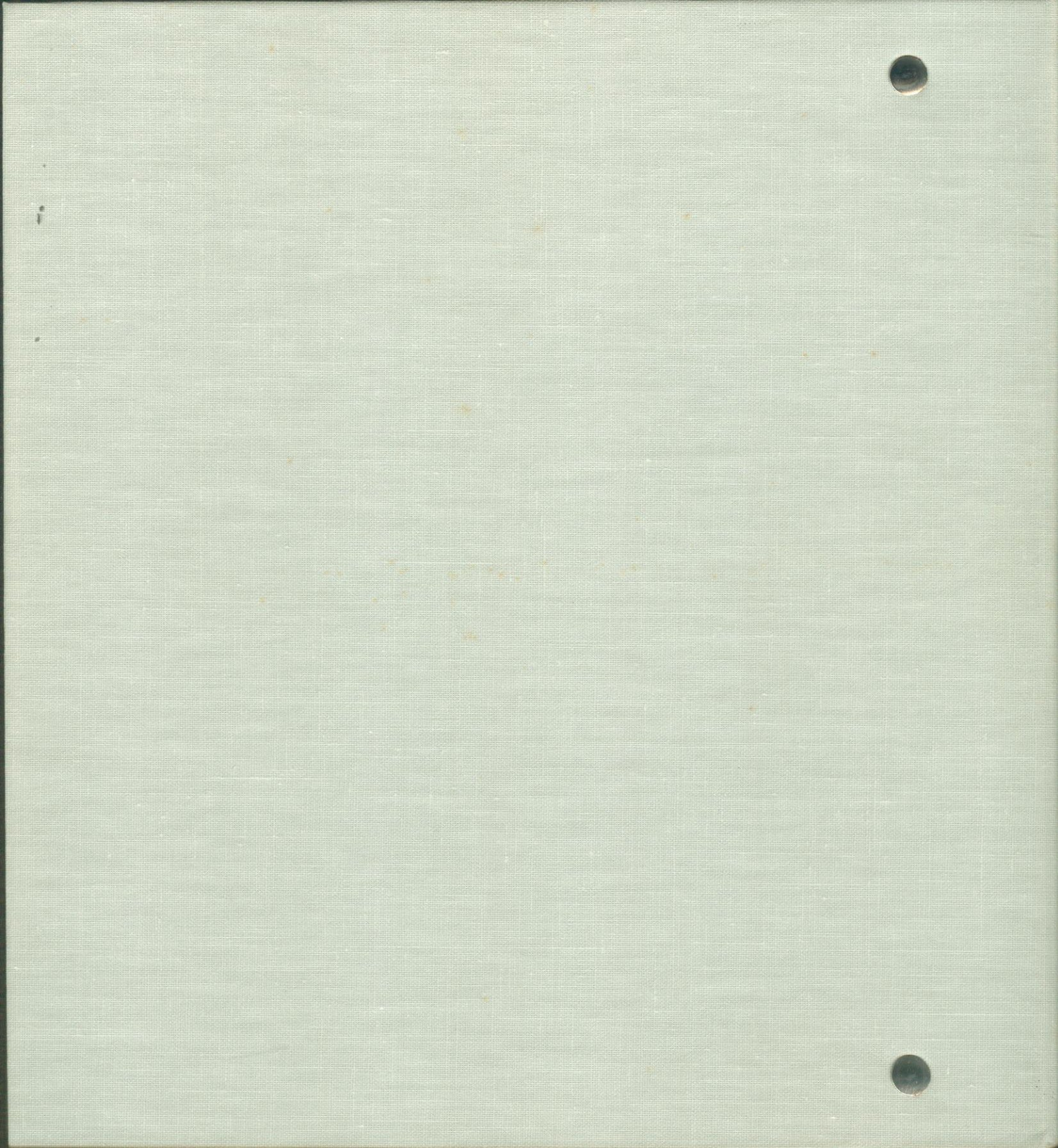
MONETARY:

Goldpieces

Silverpieces

Copperpieces

HOME
SQUIRE
SELF



ENTER THE WORLD OF HIDDEN KINGDOM...

A unique adventure game that combines the most exciting elements of three popular gaming systems: fantasy-role playing, historical simulation, and strategic conflict.

HIDDEN KINGDOM is set in the turbulent age of King Arthur -- a world rich in diversity and conflict. It is an age of passion, chivalry, and faith -- of heroes and schemers. There are skirmishes of vengeance and wars to unify the kingdom. Monsters stalk the hinterlands while Christians and Pagans vie for the hearts and souls of men! Sainthood and naked power walk side by side and the Code of Chivalry attempts to reconcile them both.

HIDDEN KINGDOM captures the noble ideals of Arthur, the legends and romance of Camelot, and the high adventure of the knights and ladies of the Round Table!

- Game set includes:
- * sturdy 3-ring binder & slip-cover
 - * complete rules & referee guide
 - * character information on over 300 characters
 - * character information sheets
 - * 2-part color hex map (large)
 - * basic charts folder
 - * three 10-sided dice
 - * two 6-sided dice
 - * one (each) of 4,8,12, & 20-sided die

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For males & females; ages 10 - 99!

