Chivalry and Sorcery™



Ed Simbalist
Wilf Backhaus

FANTASY GAMES UNLIMITED

Tristan Scan

Chivalry and Sorcery™

Ed Simbalist
Wilf Backhaus

Contributors:

JOHN VRAPCENAK
RON GILLIES
WAYNE WITTAL

CONTENTS

1. Fantasy Role Playing 2
2. On Being a Gamemaster 4
3. On Being a Role Player 10
4. The Creation of Player Characters 12
5. Attributes and Body Levels 30
6. Special Character Traits (Optional) 34
7. Phobias (Optional) 35
8. Characteristics Rolls (CRs) 36
9. Character Experience Skills 38
10. Character Experience and Advancement 50

U.S. COPYRIGHT NOTICE
Copyright 1977, 1983 by Edward E. Simbalist and Wilf K. Backhaus. All rights reserved.
No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews.



U.S. COPYRIGHT NOTICE
Cover art and interior illustrations so indicated are copyright 1983 by Robert N. Charrette.
Interior illustrations so indicated are copyright 1977, 1983 by Mike Gilbert.
All rights reserved.
For information contact Fantasy Games Unlimited Inc., P.O.Box 182, Roslyn, N.Y., 11576, U.S.A.

1 Fantasy Role Playing

In your hands you are holding a fantasy role playing game. We expect that it will provide you with many enjoyable hours of gaming. But what is a fantasy role playing game? The answer to that question is contained in the very words which name the activity.

FANTASY: The term 'fantasy' conjures up worlds of high adventure and excitement, with swashbuckling heroes and despicable villains, brave deeds, danger, monsters, magick, treasure, and much more. Such worlds are very unlike our own. They offer us a chance to experience through our imaginations an alternate reality we could never enter in fact.

ROLE PLAYING: In order to be a Player in a fantasy role playing game, one must play a part in much the same way as an actor would on a stage. The Player has to develop an 'alter ego'- - another personality besides his twentieth century, everyday self. He must then operate that new personality in the fantasy world as if the Player were really the Character involved in the action.

This is the central idea of fantasy role play, and it is the most misunderstood. The subject of how to role play a character will be discussed in some detail in later sections. Beginners and veteran role players alike should devote some time thinking about and discussing what it is that they are trying to do with their Characters. In its fullest and most rewarding form, role playing is a lot more than 'rolling up' some characteristics with dice, assigning a name to the resulting 'character', and getting on with the fun.

GAME: The fantasy of the role playing has definite limits placed on it by rules and procedures. Thus the activity becomes, by definition, a 'game'. In a role playing game, Players and GameMaster alike are governed by rules that set out what can be done and how to do it. The rules also set out what cannot be done.

Rules deal with the physical abilities and mental abilities of the Characters run by the Players and by the GameMaster. Rules, also deal with things and what can be done with them- - weapons, armor, tools, magick, etc. Rules also set out the environment in which the role playing takes place and tell how that environment operates.

1.01 CHIVALRY & SORCERY

Chivalry & Sorcery is a role playing game which is designed to provide a solid background for the role play action. The worlds of a **C & S** campaign are modelled upon a real culture- - that of feudalism. We believe that it is necessary to provide a coherent world if fantasy role playing is to be a coherent activity. Feudalism stands as the basis of a great many legends and works of fantasy fiction. It has the signal virtue of being a **known** cultural pattern, easily researched by a trip to the nearest library. It also has the virtue of being a **real** way of life, existing for well over 1000 years in Europe. That means that the elements of life contained in feudalism all **worked.** They weren't simply made up in a more or less arbitrary fashion. The feudal system was a **working** culture, and thus it can be used to very good effect as a **model** on which to base a fantasy role playing culture that will also **work**, often to the finest detail.

Many role players, especially the referees who make up the fantasy world for the game, tend to misunderstand the importance of creating a logical, sensible world from the start. Because it's 'just a game', they assume they can pretty much do whatever they like. But without a firm concept of what the whole world is like, right down to its smallest parts, disaster threatens. The referees may introduce elements into their campaigns which seem imaginative and exciting at the time, but which later return to unbalance the game or introduce numerous 'exceptions' to the printed and customary rules by which the game is played. The players will also be affected by the lack of a consistent and largely predictable world. If they are going to pretend to be personalities who **live** in that world of fantasy, they have to know how their character-personalities would realistically act. It is simply impossible to do this well if the world is a jig-saw puzzle of bits and pieces that do not always fit together.

There are some who might object that they are being somehow limited from doing what they want with their fantasy world. Well, limits are needed. The question is whether you understand your own world and how it works. Few gamers have an intensive grounding in history, economics, politics, religion, sociology, psychology, or the many other fields required to make complete sense out of the numerous aspects of the real world, let alone a fantasy world created from the ground up.

A role-playing world is as good or as bad as the conceptions of the way things are that underlie its fantasy reality. We begin with a solid foundation. The price of goods, the manners of people, the laws and customs, the occupations, the social system, everything is modelled upon elements of reality. In other words, **C & S simulates** the broad nature of a feudal culture. It does not, however, attempt to re-create actual history. One could do so with the rules, if one wanted, but that is not the intent of the designers.

Nor is **C & S** 'limited' to feudal societies. We have evolved supplements which outline the features of Nordic (Viking) cultures, Celtic cultures, and Mongol cultures. These provide a lot of room for lovers of the Barbarians to play with alternatives to a Chivalric society. In **Saurians** we present a totally alien culture for warm-blooded saurian beings. But even there, close attention is paid to the 'why' of things so that one **can** effectively pretend to be a creature whose every nature is starkly different from anything mankind has ever known. Other such supplements are planned.

The rules of **C & S** are designed as **sections** which fit together so that they mesh into a functioning whole. But that does not mean that they cannot be modified to individual taste. For example, the society rules can be changed. It is conceivable that a feudal society could evolve in which the Knights and Lords had a more 'democratic' relationship to the commons. The laws and customs can be modified, too. One does not have to use everything exactly as printed. There is always room for the personal touch of a campaign referee and his players. Some sections can be disconnected from the game simply because they were intended to be optional. Others are subject to considerable modification, if needful.

C & S is therefore a set of broad **guidelines**, a handbook to assist you in your role play. If you want to do something a bit different, study how we approached a given problem in fantasy role play. It is the approach, not the final set of charts, tables, and rules, which is the key to successful role gaming. In this sense, **C & S** will stand as what we intended our rules to be- - **models** upon which individual fantasy campaigns can be built, not a kind of 'bible' which has to be followed to the last detail.

1.02 DICE ROLL CONVENTIONS

Routinely in the course of playing **Chivalry & Sorcery**, a die or set of dice must be rolled to make a random determination of the outcome of a course of action. Dice rolls may be made by Players for their Characters, or by the referee, whom we shall call the GameMaster, for Non-Player Characters and for the various effects of the environment.

The GameMaster may keep some of his rolls secret from the Players when the Player Characters would be unsure of the facts surrounding the situation in which they find themselves. To reveal the result of the dice rolls in such situations might give the Players vital information their Characters would not have in the circumstances. Other rolls may be made openly. Again, depending upon the situation, the Players could be told what the roll was for or might be left guessing for a time. As a general rule, all combat and spell-casting rolls, or any rolls which affect the current status of a Character or Non-Player Character, should be made openly. This gives the GameMaster the appearance of 'fairness' at all times, and also avoids disputes and hard feelings.

CRs: There will be a good number of characteristics and abilities which give rise to 'Characteristics Rolls . Such determinations are random 'enabling' actions which decide whether a Character can perform some activity successfully. The CR will be stated at some numerical level which the Player must roll equal to or lower in order for his Character to perform the action.

SRs: Skills Rolls are equivalent to CRs, except that expertise in specialized areas of competence determined one's chance of success in a given activity.

DMs: A DM is a 'dice modifier' value, a number with a positive or negative sign attached which is added to or subtracted from the dice result.

D6: Roll six-sided dice. If the D6 is preceeded by a number, roll the number of D6 indicated. For example, 3D6 means roll 3 x D6. If the number is separated from the D6 by a period, multiply that number by the result in a single D6 die. For example 3.D6 means 3x result on 1D6.

D10: Roll a ten-sided die, counting the numbers as running from 1 to 10 (with 0 = 10). If a number preceeds the D10 notation, follow the conventions given for D6 dice. Such dice are sometimes called 'decimal dice'.

D20: Roll a twenty-sided die. The die should have ten of the numbers (from 1 to 0/10) painted or in some other way colored so that they differ from the second set of numbers (from 1 to 0/10) also on the die. The unpainted numbers run from 1 to 10, and the painted numbers

run from 11 to 20 (add +10 to the painted number showing). If a number preceeds the D20 notation, follow the conventions given for D6 dice.

D100: Roll two ten-sided dice. One die should be different in color from the other. One die represents numbers from 1 to 10. The other represents multiples of 10. For example, if a 6 results on the unit die and a 5 results on the multiples-of-ten die, the number generated is 56. A 0 result on the multiples-of-ten die means that only the unit die counts, with a number generated from 1 to 10. If a 00 result occurs on the dice, the number is 100. Finally, if a number preceeds the D100 notation, follow the conventions given for D6 dice. The D100 dice are commonly referred to as 'percentile' dice because they are used to generate percentages.

DICE NOTATION + DM: If you see a notation like 2D6 + 3, you are being given a shorthand direction to roll 2 D6 dice, adding a DM of +3 to the result. If the DM is a negative value, as in 3D10—4, you would subtract the DM value from the result.

1.03 REQUIRED MATERIALS

The complete **C & S** game includes more than the rules. While a large number of items will prove useful or provide 'color', the following list gives the basic materials needed:

NECESSARY MATERIALS & EQUIPMENT

Chivalry & Sorcery rules.

Character Profiles: These are record sheets used to preserve the data on a Player Character. A master copy is included with the rules, and permission is given for 'fair use' photocopying by Players and GameMasters, so long as they are not offered for sale or profit.

Dice: Gamers will need a number of six-sided dice, with multiple colors being useful. Several 20-sided dice for 1—10, 1—20, and 1—100 rolls are required as well. These dice can be obtained from hobby stores or mail order houses selling role playing games and war games.

Paper: Gamers will need note paper and graph paper for record-keeping, computations, maps, etc. A good looseleaf notebook is recommended to keep permanent records and important notes. Pens/pencils are mandatory.

OPTIONAL MATERIALS & EQUIPMENT

Hex Paper: Gamers will find hexagonal grid paper useful for mapping land areas. Hex paper is available from many simulation publishers, some hobby stores, and most mail order houses specializing in war games and role playing games.

Electronic Calculator: While not essential, a calculator will speed up any computations. We strongly recommend its use to reduce the time needed to handle some game mechanics.

Miniature Figures: A great deal of 'color' and the feeling of realism is provided by the use of well-painted miniature persons, monsters, beasts, etc. A vast number of figures are available for fantasy role gaming today, and we strongly recommend their use. Alternately, some cardboard counter sets are available for role playing.

Visual 'Dungeons': There are a number of visual presentation kits to simulate actual sections of corridors, rooms, etc. These are clearly 'luxury' items, but do add to the sense of a 'real' fantasy world.

Committed gamers are alerted to the fact that the hobby produces a wide range of playing aids, with the number of such aids growing steadily. The value and quality of such aids varies greatly, and a good number can easily be passed over. Whether or not to purchase such an item depends upon the perceived needs of the GameMaster who referees a role playing campaign. The price of such items should be carefully balanced against the likely usefulness they offer as aids to play with and as sources of good ideas for adventure senarios. Many such items are now packaged in sealed wrappers. Do not buy blindly. If you have a strong interest in an item, but cannot examine its contents, ask if it might be opened for your inspection. Alternately, ask anyone you know to have such a gaming aid for his opinion, and also the chance to examine it for yourself. Anything we recommend for use with **Chivalry & Sorcery** has been checked and tested for its overall usefulness with the gaming systems. Anything else should be scrutinized carefully to see if it fits into the game.

1.04 RULES IN ROLE PLAYING GAMES

Many gamers do not quite understand the purpose and function of 'rules' in fantasy role playing games.

Rules exist to control and limit the action, so that arbitrary behavior and decisions are kept to a bare minimum. No game can be played successfully unless there are limits on the action.

Chivalry & Sorcery presents rules that fit a number of distinct categories.

Enabling Rules: Some rules clearly set out the procedures to follow when determining the effects of a chosen course of action. Such rules are hard game systems, as in the case of combat and magick systems. They also will include situations in which the knowledge, skill, and experience of the Character are required to accomplish specialized tasks. Can the Thief unlock the door? Did the Hero catch the weapon thrown to him by a friend? Is the Mage able to enchant the materials needed to make a magical item? Both Player Characters and Non-Player Characters are generally bound and limited by such rules, and cannot accomplish an action if the rules say not.

Environmental Rules: A 'world' has its own Natural Laws governing what is possible in its environment. Some of these rules will be in the form of game systems. But a great many will be 'unwritten' - - matters for plain common sense to sort out. Almost any kind of situation imaginable can occur during the course of a fantasy campaign. To try to write a rule to govern every situation is impossible - - and also unwise. When there is no rule covering an event, the Natural Law of the real world is assumed to apply. Thus the Players and the GameMaster can assume that things not specifically covered in the rules will be governed by scientific laws as we know them.

Social Rules: Role playing itself implies that a Character lives in society with others. Role playing is interaction between personalities in a social environment. In short, no true 'world' can exist without societies and rules to govern the conduct of everyone living in that society. **Chivalry & Sorcery** assumes, initially, a feudal society, with laws, customs, traditions, and a social order that allows the Players to understand just what they can and can't do. Their Player Characters **live** in that world and would **know** quite a bit about the accepted standards of conduct. Getting ahead in the 'world' is not just a matter of being able to bash a potential apponent before he bashes you. It is also knowing how to talk your way to your goals, to use the 'way things are done around here' in order to get what you want without always having to fight someone for it. Some of the more obvious rules applying to most situations are provided in **Chivalry & Sorcery**: economics, including the price of things and how to buy and sell; basic laws of the typical feudal nation; the rank, privileges, and obligations of various classes of people living in the nation; etc. But many 'rules' of this type are not stated. Thus the standard rule is, where no specific rule is stated in **C & S** or has been made or modified by the GameMaster, historical sources may be consulted for an authoritative view on how things might be done.

Rules for Things: Closely tied to 'enabling' rules and 'environmental' rules are those which set out the nature, function, and uses to which specific objects can be put. The weight and characteristics of armor, weapons, magical items, and a host of other things comes under this category.

Rules for Personalities: Role playing means dealing with personalities with some regard for the way living beings behave. Only the inexperienced or uninformed would think for an instant that a person behaves in a random and arbitrary manner, governed solely by the whim of the moment. A fully drawn personality reveals that some attitudes and beliefs are consistent. Someone who is a friend one moment does not turn on others with utter treachery a moment later- - not unless he was always an enemy and planned the treachery from the start. **C & S** sets out some guidelines for playing Characters and Non-Player Characters, Monsters, and Beasts, with an eye to their behaving 'in character' and according to some rational view of how living beings really act. Not all Goblins hate Elves, for instance, or vice versa. Or again, just because someone is basically given to evil ways doesn't mean that he cannot feel friendship, loyalty, and self-sacrifice as important and worthy goals. Only outright fanatics are incapable of acting in a reasonable manner toward those who do not share their views. Only total maniacs indulge in an orgy of blood and violence for their own sake. The vast majority act according to some code of behavior or according to their natures -- consistently and often predictably.

Rule of Common Sense: The Rule of Rules is that Players and GameMasters should exercise their own good judgement and common sense. This applies to the actual gaming and how to resolve a problem, and it applies to how they deal with each other as well. When in doubt, do what seems to be the best thing in the circumstances. Treat other gamers with respect as people and as friends. Handle difficulties arising in the game by discussing the problem quietly and without strong emotion; nobody likes being yelled at or ridiculed. If possible, consult some authoritative source to clarify a really thorny matter. Above all, remember that it's just a game which is being played for enjoyment. Fantasy role playing should never be used as a means to establishing what a 'great guy' a Player or GameMaster is, at everyone else's expense.

Gamers should understand that fantasy role playing is an activity that continuously evolves with the playing. New rules will be introduced, old ones modified, and the campaign will take on an atmosphere which the participants themselves establish. In the end, not all the rules in the world, whether written down or just understood to

apply, will do any good if someone insists on 'ego-tripping' and ignores the right of others in the game to fair and honest play.

Nor should rules intrude overmuch on the role playing itself. That is, common sense and fairness should often be used to decide situations that are not overly sensitive. GameMasters and Players who insist upon rolling dice at the drop of the hat, instead of letting things proceed more or less the way they probably would in the real world, risk wasting a lot of time flipping through rulebooks and notebooks to apply some game system or other. Dice and game systems enter the picture when a clear element of uncertainty about the outcome of some action or development is desirable.

Finally, remember that the probabilities in many game systems are generalized 'guesses' of the odds of a particular result occurring. The same odds will not always apply in all situations governed by the rule. The GameMaster may find he has to change the odds in favor or else against the person trying to perform some action or an event which is about to happen. There is never One True Answer, only better and worse ways of handling a situation. Only experience with role playing will teach the participants the difference.



2 On Being a Gamemaster

Every role playing game must have a GameMaster- - also variously known as a Referee, Dungeon Master, World Master, or StarMaster, depending on the game under discussion.

In the final analysis, everything that happens in a fantasy role playing campaign is under the management of the GameMaster, and he more than any other person bears the responsibility for any successes or failures that are encountered during the course of play.

First of all, the GameMaster must be a **master of the rules**- - both those contained in the rulebooks and the ones which he has designed himself or else modified to suit his gaming style. He has the task of acting as Referee. He must **impartially** and **fairly** apply the rules. When a dispute over the interpretation of any rule arises, he alone has the final decision as to what the rule means or how it will be applied.

Secondly, the GameMaster must be a **creator of worlds.** He must use the rules and a series of maps, charts, notes, and adventure senarios, which he has either designed himself and/or purchased to go with the game, so that he can create a fantasy world fit for effective role play. World creation is a task that depends upon the imagination, expertise, intelligence, and plain common sense of the GameMaster. Done badly from the first, fatal flaws will be built into the very fabric of the fantasy world- - flaws which will later return to haunt the GameMaster and the players.

Third, the GameMaster must be a **teacher** and **advisor.** His task is to instruct Players about his view of role playing so that they know how to conduct themselves. He must explain the broad outlines of the world in which the Player Characters 'live', so that the Players understand how to deal with it. He must present his decisions on the meaning of specific rules, clarify any rule changes or new rules he has made, and assist players whenever they have a difficulty in working with a specific rule.

Fourth, the GameMaster must be a **storyteller.** A fantasy role playing game is a kind of enactment of a heroic tale, and the GameMaster is the narrator who tells the story and keeps everything tied together. This begins with the design of specific adventure senarios. Well-conceived senarios will quickly excite the imaginations of the Players, who will add to the general outlines of the 'story' through role-playing their characters as the events unfold. It is the GameMaster's job to **respond** to the actions of the Players through their Characters, changing and modifying his general story line to match the effects the Players are having on the course of the action. In short, the GameMaster must be prepared to accept the fact that the Players are also 'storytellers' who can influence his own plans and ideas.

Fifth, the GameMaster must be a **role player.** He must take the part of Everyone Else in the game besides the Player Characters. All of the Non-Player Characters, Monsters, and Beasts the Player Characters meet are under the control of the GameMaster. He must quickly breathe **personalities** into his NPCs so that they acquire an identity all of their own. Role playing demands personal interactions between the personalities in the fantasy world. If the GameMaster does not allow his NPCs to evidence a 'life' of their own, complete with motivations and goals based upon their situation rather than his own 'plans', the whole activity is really a farce. Indeed, if the GameMaster really thinks about it, he will gain much enjoyment by truly role playing his NPCs and Monsters. It may be the only time he has a chance to run Characters.

Finally, the GameMaster must be a **bookkeeper** and **clean-up man.** It may sometimes seem a thankless job, but it is necessary for a successful campaign. The GameMaster has to keep track of all the important details so that everyone else knows what is going on, moment by moment.

Put in dramatic terms, the GameMaster is a combination Playwright/ Director/Stage Manager/ Producer/Actor. Put another, perhaps more frightening way, the GameMaster is Fate, God, and Everyone Else besides the Player Characters in the fantasy world. GameMastering is a great responsibility, but it is not as difficult a task as it appears if the GameMaster knows his material, is organized, and has prepared himself beforehand. Indeed, it is an immensely satisfying experience.

2.01 MASTERING THE RULES

Clearly, the first task facing any GameMaster is to come to terms with the rules. This is a task so obvious that many FRP referees actually overlook it in their eagerness to get on with planning a fantasy world and starting up that exciting role playing.

First, simply **skim** over the rules. Don't try to absorb everything at once! The purpose here is to acquire only a general impression of what is present in the rules and what they are trying to do. You cannot begin to put the whole picture together until you have an idea of what you have to work with and what you personally intend to do with your own campaign.

When you have a general overview, it is time to read the rules more carefully, this time with an eye to what will help you set up the kind of fantasy campaign you want. At the same time, you should have some idea of what you want to do.

Once you have settled upon the kind of fantasy world you wish to create, the rules will begin to fall into place for you. Consider the tasks you have as a GameMaster, and the **order** you will have to perform those tasks. If you take things in order, you will find that the problem of understanding the rules will largely resolve itself into a series of stages. In other words, you will learn and master the rules as you need them.

For example, the first stage in preparing for a fantasy role playing campaign is to design the world in broad terms- - mapping it out, giving it a 'history' and social background, and deciding what will probably happen in it. The rules required here are primarily those concerning design of feudal baronies and nations, and these covering social organization and behavior. Once you have painted in the broad details, it will be time to decide on specifics, such as what Magick User types will be allowed in the campaign (if any), which Monsters will be used or set aside, etc. Only as your view of your world becomes clearer will your need to familiarize yourself with specific areas of the rules increase. When you have to make a definite decision about a given feature in the world, that is the time to look up the relevant rules, decide how much of them you are going to use, and perhaps even draft a few modifications or new rules to suit your own fantasy world.

Or, again, the time to pay careful attention to Character Generation comes at the moment that you have to decide which Races will be allowed for Player operation in the campaign. You will assess the capabilities and roles such Character Races will have in your world. If you happen to find Haeflings (Hobbits) silly, or think that Elves are too powerful and too difficult for Players to handle properly, relegate them to NPC (Non-Player Character) status or eliminate them from the game completely. A close look at the Non-Player Character statistics/profiles will be of considerable use at this time because they give a general impression of the relative capabilities of the various Races and these can

be compared to those of the Monsters and Beasts in the Monster profiles.

When making such assessments as outlined immediately above, a general review of the combat and magick systems might also be in order, but the intent will still be to check out one's impressions- -not to absorb every detail of the systems.

By the time that you are populating your world with specific personalities, you are designing your first senario. Some NPCs will be designed from the ground up, like Player Characters, because you will want very unique and memorable NPCs for certain situations. That provides practice with the Character Generation system and any others having to bear on that NPC. You will also be taking a look now and then at the combat systems, etc., as they apply to a particular Monster or Beast you are placing somewhere along the route of the adventure- - this time with an eye to seeing that the encounter is reasonably 'balanced' and can be handled by the Players if they are skillful and careful. Again, you are reviewing the rules.

By the time you are meeting with your Players and introducing them to the game, your knowledge of the rules will be considerable. You will have thumbed through the rules enough to know where everything is, more or less, without fumbling through the table of contents each time you have to point out something.

Helping the Players to design their own Characters will once more reinforce your own understanding of the systems and assist you to make improvements in your own NPC designs. Hopefully, by this time, things have progressed to this point, you are very familiar with common actions covered by the rules- - movement, fighting, acquiring and using skills, etc.- - so that you can explain them to your Players. If a few of your Players also have acquired the rules, they can assist in helping everyone understand how things work in the game. Several practice sessions, in which combat or magick casting or enchancting are run through in order to establish standard procedures, are definitely in order before the first senario begins. Your role has now shifted to 'teacher' and 'advisor', and how well you teach the rules to the Players will determine how quickly things get off on the right foot.

You will find that such preparation will acquaint you with so many of the commonly used rules that you will rarely need to look up such things as how one listens at a door to see if anyone is on the other side. In fact, you will often handle **routine** matters without bothering to look them up at all, trusting in your **feel** for many rules to lead you to the right decisions in non-threatening situations or situations in which the outcome of an action should be pretty obvious.

At the same time, exercise common sense. When a Player Character has the risk of losing out because of your judgement calls, do not hesitate to call a momentary halt in play to look up a particular rule you feel you are unsure of or cannot remember. Never forget that many Players regard the rules as a kind of 'Bible' – a form of protection against the arbitrary behavior of other Players and the GameMaster. Stopping play for a moment to look up a contentious rule might save a lot of time later when someone points out that you were 'wrong' 10 or 20 minutes ago.

In this regard, always inform Players beforehand if you have made any changes in some basic rule in the game or have added a rule of your own. This does not mean you have to tell them that some Monster or weapon or trap not documented in the rules is lurking around the next corner. That type of 'surprise' is legitimately part of your campaign, and Players learn about them through experience. But if you have devised, for example, an alternate method of combat or a new way of casting spells, or whatver, **you must inform the Players so that they, too, know and can use the rules to their advantage.**

This last point brings up the whole question of GameMaster fairness and will be discussed under a separate heading because of its importance.

2.02 MASTERING ONESELF: PLAYING FAIR

It should be clear by now that the GameMaster has a tremendous amount of power in a fantasy role playing game. The question is whether the GameMaster has come to terms with himself before he begins to exercise that power.

What are you trying to do in your campaign? Are you attempting to entertain your friends by presenting them with a fascinating new world to explore, with a genuinely fair chance of success and glory?

Let us speak bluntly, for it is time to assess your attitude toward fantasy role playing and your sense of duty to your players.

First of all, consider the sheer power exercised by the FRP referee. He shapes the very form of the fantasy world and decides what shall be in that world, and where. He decides what rules will be applied as written, modified, or replaced by others. He conducts most of his activities in secret in order to maintain suspense and catch Players by surprise, keeping them on the edges of their chairs by the almost constant threat of disaster that can be averted only by quick, heroic, and skillful action. Consider also that he knows all of the secrets about the Player Characters- - their characteristics, abilities, the weapons and money and magick carried- - everything!

The Judge/Referee: The FRP Judge/Referee takes his role as an impartial referee quite seriously and tries to keep personal interference out of the game at all times. He regards fantasy role playing as a kind of contest, in which the Players and their Characters stand to 'earn' or 'win' something from the game. The Judge/Referee thus takes the rules very seriously and applies them equally to the Player Characters' actions and also to his own actions in the role of GameMaster or as player of NPCs and Monsters. He has the insight, skill, and common sense to know **when** and **how** to apply the game systems so that the result is generally **appropriate** to the situation developing out of the role play. He is also inventive and rarely hesitates to 'fine tune' rules and game systems by changing them slightly, or even be replacing them with others of his own design or else borrowed from other games.

Such an approach is particularly effective and appropriate to FRP campaigns that are episodic, concentrating on specific **adventure** senarios run for the sake of solving specific problems. Emphasis is placed upon player skill with the gaming systems and the ability to guage the odds in a calculated risk so that success if forthcoming. At the same time, mistakes are regarded with some disapproval. The purist Judge/Referee believes inherently in the game systems he is using, as modified to his personal view of what is fitting and right. He refuses to load the odds in favor of the Player Characters or in his own favor as operator of the fantasy world and the denizens that inhabit it. The dice are rolled, the probabilities consulted, and the event occurs as listed in the relevant chart or table.

There is something eminently fair about such an approach. The Judge/Referee often 'wings' it without consulting the rules or using the game systems to determine many things happening in the game. He knows that most routine events would likely take a certain course anyway, so he depends on his own judgement. But at all crucial points in the action, he still pulls out the rules and depends upon the dice to make the final decision. If a Player gambles and loses, and his Character is lost- - so be it!

There is absolutely nothing wrong with this view of fantasy role play. It is fair, and it does lead to much enjoyable gaming. At the same time, there are some role gamers who regard FRP as something other than just a contest. They enter the activity with the genuine desire to simulate life in an imaginary world. Such an activity looks far beyond the solving of problems and the resolution of conflicts. In a campaign run as a simulation, the impartiality of a formal game tournament is not always desirable. This leads to another type of GameMaster:

The StoryTeller/Referee: The StoryTeller combines the general approach of the Judge/Referee with the desire to spin out a rather lengthy tale of heroic proportions. Such GameMasters are lovers of role play in the most complete sense of the term.

The Story Teller sees the rules as existing only to give some objective method to predict the outcomes of various actions chosen by the Players and by himself as GameMaster. He also regards all rules as being general **guides** to play, and accepts the possibility that a rule cannot always cover what anyone is trying to do in a specific situation. He therefore reserves to himself the right to change the odds (almost always in favor of the Players when he does so) to meet what he believes to be appropriate in the circumstances.

The StoryTeller values role playing for its own sake and delights in the Players who really 'get into' their Characters and act like the people they are pretending to be. Because he has a sense of 'story', the StoryTeller often allows the Players to 'get away' with things that would be counted as fatal errors by a Judge/Referee. If an outrageous move is carried off with penache and style, he will pause and consider its value in furthering the long-range goals he has set for the senario. Often, he concedes that the idea is going to lead to something better than he himself had planned for, and allows the Character to succeed where the game systems themselves might hold out a high chance of failure. The idea is to promote fun and excitement for all. If the **role playing** is in character, and the effect of a Character's role play promises to be 'interesting,' it may take precedence over the 'rules'.

The only 'rule' we recognize is in the form of a question: 'Did the decision further the enjoyment of the group or not? Everything else is subject to the ultimate ruling of the fair-minded GameMaster.

Clearly, what is 'fair' in a role playing game depends upon the views the GameMaster himself takes toward the activity. The Judge/Referee applies the rules with some rigidity, but he at least understands **why**. 'Fair' to him means that everyone and everything is subject to the same chance under the rules. Finally, the StoryTeller agrees with the Judge;

but in addition to applying the rules evenly in most circumstances, he sees nothing wrong with 'giving the benefit of the doubt to a Character when it furthers the story and does not bestow upon the Character a significant and lasting advantage over anyone.

Put simply, the StoryTeller believes in Fate. He therefore tempers the rules with mercy. This is not favoritism, just mercy that allows a Character to be 'shaved closely' while escaping to fight yet another day. The StoryTeller accepts his almost godlike powers for what they really are. He understands that his responsibility and first duty is to his friends sitting around the table, not to a set of rules and the idiot rolls of the dice. What will entertain? What will improve on the senario? What will be best remembered and talked about later on?

Make no mistake, though. Characters are still going to die in the StoryTeller's world. They die because everything is cast at a heroic level, and true heroism demands the taking of great risks by facing dangerous adversaries. The High Art of such GameMastering is to bring Characters to the brink of extinction again and again without engineering their deaths for the slightest mistakes. That means he has to meddle with the probabilities at times because he may have gone too far himself and overmatched the Characters with too formidable opponents in order to provide the heroic atmosphere. At such times, he uses his not inconsiderable skills as a **role player** to extend to the Players a chance to 'talk their way out of trouble'. He may actually 'kill' off an entire party in a fierce combat. Only the Characters awake next gaming session and find themselves alive, bandaged, and languishing in chains. Stripped to their loincloths, deprived of all their hard-won treasures, they face enslavement in the galleys. Not at all a bad price to pay in return for continued life! At the same time, there is the prospect of the escape and recovery of their property to look forward to. And when death comes, it is the death of a true Hero, hacked to pieces with the bodies of his enemies heaped about him.

That makes for a remembered life, and a remembered death--something a Player can look back on with some pride.

Fairness, then, is really giving the Players a run for their money, the very best in excitement and entertainment that the GameMaster can deliver. Anthing less is simply not enough.

2.03 CREATING A C&S WORLD

As a GameMaster, you must create a 'world' for role play.

First, understand that all the 'rules' and 'systems' governing the creation of a feudal society in **C&S** are presented as general guides. A lot of changes can be made without doing real violence to the rules as a whole. Further, many of the 'rules' are in the form of background information and suggestions. These are intended to help the GameMaster understand how feudal societies operate, and the way in which people in feudal cultures think and act. The idea is to develop an **atmosphere** of life in the fantasy world which has a 'realistic' feel to it, not to simulate a literal feudal culture right out of history.

The Players cannot be expected to behave **in character** if the world of the fantasy campaign has no definite social and cultural elements to offer. Role playing requires atmosphere and customs, manners and traditions, and all the trappings of a society to work well.

If the GameMaster is really interested in developing this aspect of his fantasy world, he should consult a good reference on the subject of feudal life and manners. A mere history text will not do, as most tend to be sketchy on this subject and deal with broad political, economic, and military topics. We recommend William Sterns Davis' **Life on a Medieval Barony** (Harper & Row, New York: 1951). Other excellent references are also available.

The GameMaster may also have a specific work of legend or fiction in mind as the general setting for the campaign. If it is the world of Tolkein's **Lord of the Rings**, for instance, many very useful hints will be obtained by a close study of the **Rings** books and the **Hobbit**--not the least of which will be the maps and background history of Middle Earth. Alternately, the GameMaster might invent his own unique world. If he does, it is wise to make some notes to cover essential features of life in that world. These can be shown to the Players as a general introduction to the world their Characters were born in.

The world design systems in **C&S** are themselves a generalization of the basic features of most feudal societies. Indeed, no single nation in history is presented in the gaming systems. There is a strong element of historical accuracy present, but so are purely imaginative elements of such worlds as those of **King Arthur**, the **Charlemagne** epic, the **White Company**, **Ivanhoe**, and a host of others.

Whether a strongly historical or a romantic/legendary world is developed, the GameMaster must decide what period in which the campaign is set. This establishes many leads as to details of dress, weaponry, armor, equipment, and even skills might be available. Slavish concern for historical accuracy is not needed unless the GameMaster has a powerful personal interest in such matters. As a basic rule, however, DO NOT FEEL THAT YOU MUST BE ABSOLUTELY FAITHFUL TO WHAT ACTUALLY WAS. Often, you will find that much more enjoyment will be gained by attempting to depict what should have been or might have been. Even in the traditional legends, this rule was followed. King Arthur's great epic, for instance, was told by much later generations as if Arthur and his warriors were 14th century knights devoted to the ideals of Chivalry, not Romanized British Celts clinging to the last vestages of ancient civilization in the face of rising barbarism.

It might be asked at this point why **C&S** is played in a feudal setting.

First of all, the broad outlines of feudalism underlie a vast number of fantasy worlds of fiction and legend. Aquilonia of Howard's Hyborean epics bears a close resemblance to a feudal kingdom, for example--complete with massed Chivalry, restive barons chafing under the strong rule of a barbarian 'usurper' who seems to understand the need for strong central government better than his supposedly more 'civilized' vassals, loyal yeoman archers and pikemen, a frontier threatened by the barbarians who resemble stout Viking stock or wild Celtic warrors. Of course, there are a lot of elements drawn from other traditions as well, but the world of the Hyborean Kingdoms spans the equivalent of all of Europe, much of Asia, and Africa to the equator. One can expect diversity.

Also, to be truthful, the very first role playing game ever produced was built upon a set of medieval war gaming rules, and its popular successor still retains all of the elements of feudalism--complete to the armor and arms carried by the Characters.

Nor is a feudal model in any way limiting upon the imagination and creativity of the GameMaster and the Players.

Limited in what way? Howard and Tolkein, to name only two examples, built fantasy worlds in part on feudal models. So have numerous other authors. Why should an FRP game be different? Also, **C&S** has evolved many other model societies for FRP use--Nordic, Celtic, Mongol, even a totally imaginary society of intelligent Saurians whose culture is truly alien by almost any standards.

By beginning with known elements, a coherent and sensible world can be created for role playing. Earlier, it was pointed out that rules are necessary to govern any game. Rules prevent the action from getting out of hand and stop everyone--Players and GameMasters alike--from forgetting that it is a game and doing what they like simply because they want to. Without rules, there is no game.

What better set of rules for role playing imaginary people **as if** they were real can be found except in the rules that govern an entire society? The trouble is that role playing is not a simple activity. It is a lot more than rolling dice to summon up a monster or find out if a sword struck or a spell worked. Role playing means trying to become in one's imagination a totally different person. How better to do that than to pretend to be someone you can find out about? How Knights were expected to conduct themselves is a known quantity. The rules governing conduct of serfs, yeomen, townsmen, clerics--everyone in feudal society--are known and set down in plain English.

Role playing is Characters and Non-Player Characters talking with each other, doing business with each other, cooperating with each other, and sometimes fighting alongside or against each other. There have to be some rules to govern all of these activities. A lot of rules have to remain understood because there is simply no way to put them all down in gaming terms.

In many ill-conceived FRP campaigns, the referee makes up a few such rules, often as he goes along. That could be well and good, provided that the referee always knows exactly what he is doing and can predict the future consequences of his sometimes sudden pronouncements about the way things are or the way things are done in his world. But the fact is that a referee caught in this situation sometimes makes mistakes and the whole campaign suffers because he really has little more understanding of his world's nature than do his Players.

A lot of hard-won experience went into the designing of the basic **C&S** around a feudal setting. It is a **starting point** from which a purely unique fantasy world can be built. We learned at great cost that one cannot operate an entire world without a lot of background and rules to guide you. The rules we mean are the rules of society. Men, and quite a few other fantasy races as well, are social creatures who must live with others of their kind in order to be themselves and not something else so alien as not to be recognized as anything familiar. We are men. We live in a society of men. We are creatures of order and law.

All human knowledge and research, not to mention all good fiction, has demonstrated again and again that NO SOCIETY HAS EVER EXISTED OR COULD CONCEIVABLY EXIST WITHOUT RULES OF CONDUCT.

Question: What gives any value to the imaginary treasure a Character finds in an imaginary dragon horde?

Answer: There is a society somewhere out there back of this wilder-

ness. In that society, there is a **system** of economics which places value on gold, silver and jewels and has an **accepted procedure** by which such treasures can be exchanged for other goods and services. In a society, wealth is a form of power to be used to obtain what one wants. Without a society and an economic system that works and makes sense, without a set of **rules** to govern business transactions, all that treasure is only pretty decoration.

Question: What are we going to do about that Character who keeps bullying ours because he is bigger and stronger and feels he can do anything he likes because nobody can stand up to him?

Answer: We band together. In short, we perform a **social act** by uniting in common purpose to pull him off his high horse. If we don't kill him outright, we will lay down the law and tell him exactly what we expect of him if he wishes to continue breathing.

That last situation can occur even in the social vacuum of a Dungeon campaign that lacks an outer society. It is the beginning of human (and allied) government in the face of totally selfish wilfullness to impose law and order. No group of people, however small, can live without such rules. The alternative is utter mayhem, total lawlessness marked by brutish savagery and avarice- - murder and theft in profusion. Only rabid animals act that way. Even the admittedly evil goblin races have a king, officers, and lots of rules to govern the conduct of practically everybody.

It is the task of the GameMaster to develop a world view that includes just enough of a social order that there is something to measure Player conduct by.

It should also be remembered that some of the greatest adventures in fantasy literature are often based upon the conflict of the Hero with society itself- - the most formidable of 'monsters'. Returning to Conan the Conqueror, remember that the hero is continually running afoul of the local authorities and has to flee the country, with the minions of the law hot on his heels. Imagine how boring it would really be if Conan bashed a local noble because he had grabbed and made unwelcome advances toward the bargirl that Conan was wooing, and nobody appeared to bring the barbarian to justice. But in order for that to happen, and **make sense**, there has to be someone in authority. There has to be a social order that puts nobles in a protected, privileged class, complete with laws against commoners and barbarians bashing them around. Otherwise, the whole thing is an arbitrary contrivance engineered by the writer (or the GameMaster) and makes no sense when one really thinks about it.

An enterprising GameMaster with a lot of time on his hands can, of course, develop the entire background for a nation or a bunch of nations- - complete with social structure, laws, customs, history, etc. That task, we assure you, is a monumental one because that is exactly what we did to develop **C&S** and all of its supplementary works. It is easier to start with something that already exists and modify it to personal tastes and needs.

2.04 DEVELOPING SENARIOS

Once the GameMaster has developed the background for his campaign- -which can be as diverse and detailed or as limited as he wishes, provided he builds in the capacity for growth as the campaign proceeds- he must turn to the problem of designing an adventure senario.

A 'senario' is the outline of an adventure in which a group of Player Characters will attempt to accomplish some goal. This can be fairly open or it can be a very specific task.

Perhaps the classic senario in FRP is the raid on some Place of Mystery- - a ruined tower or castle, usually haunted, is the stock setting for such adventures. The idea is, of course, to explore and penetrate the defences of the place in order to loot it of some treasure or to retrieve some important magical item without perishing at the hands of the guardians who invariably lurk in the shadows.

A second setting for the adventure senario is the trek through some wilderness, imitating such epic feats as the Fellowship in the **Rings** books or the questing of the Arthurian Knights. The adventure is far-ranging, offering unlimited opportunities for the Characters to meet a wide variety of NPCs and Monsters, both friend and foe.

A third kind of senario is what might be termed the mission approach. In such senarios, the action begins in a settled area, with the Characters all gathered together in the same place. They may be simply sitting in an inn, between adventures. Or they may be engaged in routine businesses and vocations. Suddenly, it happens! The Princess has been kidnapped and is being held for ransom. The castle is suddenly beseiged by invaders, and someone has to go for help. The King has been captured by his enemies, but his evil brother wants the throne and is blocking the collection and transport of the ransom. A dragon is terrorizing the outlying villages and is reported to be moving toward the capital. A band of robbers is carrying out its depredations on the King's Highway. A friend has been arrested by the local authorities on what appear to be trumped up charges, and he's heading for a certain hanging. We could go on and on, but the bottom line is that Someone Has to Do Something About This, and guess who has been selected for the job?

Of course, the situations will instantly be recognized as typical of a score of stories and more. The advantage to developing such senarios is that they all give the Players a definite goal to achieve. The StoryTeller GameMaster will especially love such senarios, because they give him an opportunity to write a somewhat more detailed script to guide the action. The disadvantage is that the senario cannot be tackled by the same Players twice.

Still, we do recommend the mission senario whenever possible, simply because they are far quicker to prepare than the often monumental designs needed to develop a comprehensive and long-lasting Place of Mystery senario. The classic Dungeon, for instance, can become a monster in its own right, with level after level of convoluted passageways and chambers, populated by hordes of monsters, and littered with treasure. Unfortunately, the action bogs down into a repetitious series of searches, combats, and lootings. The action can be kept going for years, but the GameMaster spends all of his time racking his brains for more and more clever and original traps, gimmicks, tricks, and monsters to keep the Players entertained and interested.

Somewhere in all that, the role playing is forgotten. The outer world pales into insignificance. Finally, the fantasy becomes only a deep, dark, damp, dangerous dungeon.

Consider how the great writers have handled such places. Tolkein presents the Mines of Moria as a place to pass through. It doesn't occupy all of the adventures' time and efforts. Le Guin presents the Tombs of Atuan as a place in which a valuable magical item is hidden- - to be retrieved and carried back to the real world so that a kingdom can be saved. Their lesson is that the world is more than a labyrinth, and the action belongs out there too.

Places of Mystery have meaning when made a part of a mission senario. They can be made simple or fairly complex, the latter being a place to revisit later for some other purpose besides the one occupying the Players at present.

One thing that GameMasters might note is that the basic **C&S** has dispensed with random appearance tables. If general tables of this type are desired for use with **C&S**, they are available in the **SourceBooks** which expand the basic world of **C&S.**

The reason for this lack of random appearance tables is that we feel that such gaming aids become an obsession with some GameMasters. We cannot possibly predict what you intend to do with your gaming senarios, so anything we design will automatically take control of your adventure. That is, our tables have NPCs, monsters, and probabilities built in which might conflict with your view of your world and the specific aims of your senario. If you feel you need such gaming aids, we recommend strongly that you develop your own limited tables of random appearance of specific creatures which are appropriate to the senario, or even the specific place in the senario, which you have designed. Better still, learn to trust and use your own good judgement and have NPCs and monsters appear where and when the action calls logically for their appearance.

2.05 RUNNING A GAMING SESSION: PREPARATION

In a way, there are no recipes or any hard and fast rules for running a successful role playing session. Each GameMaster is faced with the problem of developing a personal style of presentation with which he feels comfortable. Also, the Players themselves have a considerable effect on the gaming because the entire activity depends upon their interactions with the GameMaster and with each other.

After the world of the fantasy campaign has been designed, and an adventure senario is ready, the Players must choose their Characters for the adventure. Initially, a Character Development session will be needed, in which the GameMaster assists the Players to generate one or several Characters for the campaign. Once each Player has a Character or two, launching into the action is much more direct.

Often, the Characters available for adventuring might be restricted to those who are 'in town' or within easy call at the point in the campaign's time line (calendar) at which the adventure begins. It is likely that past history will play a part in determining which Characters would be going on the adventure. For example, Characters who had adventured together before and parted 'friends' would be most likely to band together again. 'Enemies', however, would likely not risk the chance of treachery at the hands of the other unless the stakes were very high.

At this stage of the senario, the GameMaster will provide any advance information that is forthcoming, and the selected Characters will outfit themselves according to need and the resources of their wallets. Usually, the nature of the mission is known in general terms, and some plans and informed decisions as to what equipment to take can be made.

2.06 RUNNING A GAMING SESSION: INTERACTION

Once the initial preparations are completed, the adventure begins in earnest. The adventure progresses by the GameMaster and the Players telling each other what is happening. Physical actions, maps, diagrams, and miniature figures may all be used to supplement the descriptions and make them clearer.

The GameMaster informs the Players as to what is happening around their Characters. He should **always** keep in mind what the Characters could sense and know. All too often, inexperienced and secretive referees forget that a person can take in an entire room at little more than a glance. In a time of possible danger, one's senses are heightened, and a person will be alert for anything suspicious- -which catches his attention if he could recognize it upon seeing/hearing it, etc. Thus, not everything need be described, but if something significant could be sensed and recognized as important, a Character would likely perceive it. Following this simple rule will prevent a lot of those situations in which a Character falls victim to something obvious simply because the Player had not asked a question about it. He doesn't have to; his **Character**, being in the imaginary world, might notice it instantly. If there is a chance of missing it, the GameMaster might consider a test-roll at some odds or other to determine whether or not the Character did perceive the creature or object.

The Players respond to the GameMaster (and to each other) by telling what their Characters are doing and saying in the situation at hand. Sometimes, it is advisable to have one Player designated as the Caller for the group, speaking for everyone unless there is a need for any Player to specify what his Character is up to. In a large playing group, a Caller is often essential, as no GameMaster can cope with eight or ten voices all speaking at once.

The Players are free to ask questions to obtain information about their surroundings or the events and personages confronting them. The GameMaster can answer with additional details, clues, and even irrelevant facts that are perceived by the Characters but which have no real bearing on anything important (this can confuse the issue without anything really being held back). Players should not be allowed to ask for information beyond the reach of their Characters' senses or beyond the Characters' understanding. The last is especially important in true role play: Characters are **not** their Players, and thus they may be ignorant of things the Players would know to ask about.

A fairly classic example of 'calling' in an FRP game is provided by the following situation. The adventure has taken a group of four Characters to the third floor of a ruined tower, in which a number of brigands are suspected to be hiding:

GAMEMASTER: 'As you reach the top of the stairs, you find a closed door. It is wooden, with iron bracings, and appears stout and strongly secured'.

CALLER: 'Is there anything on the other side?'

Clearly, the Players must do something through their Characters to get any kind of answer to that question. The now traditional 'Listen at the Door' procedure will succeed or fail, depending upon several possibilities. First, the Character will have to have fairly good hearing because the door is thick. Second, someone/something behind the door will have to be making some noise to be heard at all. Let us suppose that there are eight brigands in the chamber on the other side of the door. A fair bit of noise will be only logical- -some kind of conversation, arguing, gambling, cursing, or whatever.

CALLER: 'The Thief listens at the door and also examines it to see how it is secured'.

GAMEMASTER (making a 'listening' determination): 'He hears some voices from the other side. He doesn't know how many- - several at least. The lock is a simple key mechanism- - easy for him to pick'.

CALLER: 'He's picking it. Can he make out the conversation?'

GAMEMASTER (making another determination to see if the Thief picks the lock): 'He'll have it open next turn. He can only make out a few words. Something about the loot they'll get when the caravan of merchants comes along the high road tomorrow'.

Confirmation of the identity of the men on the other side of the door has been gained. Obviously brigands! The party readies for a frontal assault to take the brigands by surprise.

CALLER: 'As soon as the Thief has the lock opened, he'll step aside and kick the door in. The others have their favorite weapons out. Sir Cederic and Squire Jiles are going in first, shields advanced. Yeoman Mark has an arrow ready and will shoot his longbow at the first target he sees once into the room. The Thief will bring up the rear, his throwing knives ready.

GAMEMASTER: 'So it's a regular charge, then? With all the usual yelling and what have you?'

CALLER & PLAYERS: 'You bet! And they'd better be surprised'.

Play continues in this fashion throughout the session. Basically, nothing that is not stated verbally or in writing is assumed to have happened. This requires that the GameMaster and Players all have a strong sense of honesty and fairly good memories. For example, a Character who has a knife in each hand cannot draw his sword unless he does something with one of the knives- -either drop it or throw it. Or again, the GameMaster must watch out for the things that the Characters are doing which alter their perspective on the action. For example, if a Character turns to follow the movements of an enemy, he might not see another foe lunging at his back. In action sequences, the use of miniature figures greatly aids everyone in seeing instantly what is happening all around the Characters and others in the situation, and avoids long disputes about who could or could not see what.

Another element of role play sadly neglected by some Players and GameMasters is dialogue- - what the Characters and NPCs/Monsters actually say. If role play ever meant anything, it is here. The purists among us argue that anything a Character says must be in character and will have an effect on those overhearing his words. If one is asking some directions of another, for instance, the manner of address and the tone of voice are very important. A smart-alecky Commoner responding to the question of where the nearest inn is located might find his ears being boxed by the outraged Knight so rudely addressed, or even worse. Inexperienced Players often do not understand that ideas about equality and individual freedom are alien to most cultures besides our own. A few such lessons might teach them manners.

Some very expert groups go so far as to forbid discussion of game systems and which one should be applied, or what the odds are, etc., during the course of role playing. This form of gaming emphasizes role play to the extreme. The Players are pretending literally to be their Characters at all times. If they discuss strategy, it is in terms of what they, as imaginary personages, are going to do; never do they step out of character to plan as Players. Only when a game system is being applied will the person(s) involved speak of the odds, etc., in order to carry out the action.

Some GameMasters also forbid reference to many sections of the rules before an action is carried out by the Characters. That is, no Player is allowed to look up something to refresh his memory about a spell or monster or whatever. This approach is best used when a playing group is familiar with the rules, and it again tries to emphasize role playing in character. After all, since when does a fighter look in a rule book just before deciding which weapon to draw? Only when combat is joined will the appropriate tables and charts will be consulted.

Many GameMasters also go to real time when decisive action is required. In short, the Players have to make up their minds right now, not step out of character and discuss what they are going to do about an unsettling and rapidly developing situation.

GAMEMASTER: 'The Black Knight is lowering his lance.'

PLAYER 1: 'Geez, guys, I think we'd better figure out what to do about this.'

PLAYER 2: 'Only one of him. I'll cut loose with my heavy crossbow. That should - -'

PLAYER 3: 'No- -wait a minute. He might be bluffing. Besides, we can get into a lot of trouble if we shoot down a Knight. We're only Commoners, you know, and this is foreign territory.'

GAMEMASTER: 'He's charging across the bridge.'

PLAYER 2: 'Come on, guys. We gotta do something fast!'

PLAYER 1: 'Maybe if I cast a sleep spell. . . ?'

PLAYER 3: 'What if you fail? It's only thirty yards. I can drop him at this range. . . .'

GAMEMASTER: 'I doubt it.'

ALL: 'Why?'

GAMEMASTER: 'Because you clowns have wasted so much time, he's here already. Lance at Number One!'

The fact is that the charging Warhorse has already made it over the bridge in real time and the indecisive adventures have a mounted Knight in amongst them. This sort of thing stops the game playing and brings on the excitement and frustration of real action. Think fast, or die!

2.07 RUNNING A GAMING SESSION: ROLE PLAYING THE OTHERS

One of the most important tasks a GameMaster has is bringing the Non-Player Characters (NPCs) and the monsters 'to life'. The GameMaster plays the part of all the creatures in the campaign not under direct Player control. If he is expert, he will speak and act in character for at least the major members of the cast under his control.

Non-Player Characters fall into several categories of complexity and depth of role play, with importance and personality development which are equivalent to actors/personae on a stage.

Extras: Some NPCs have little more than walk-on parts to play. They are typically the non-combatants who populate the world and serve to deal with the Characters in small ways- - the peasant standing by the road who points the way to the castle; the wine merchant who tries to cheat the group by selling poor grade wine at vintage prices; etc. When one of these gets in harm's way, he is usually doomed.

Rabble: The Rabble are a bit more able to put up a fight and often represent the assorted cannon fodder of the men in ranks. Their main purpose is to get killed, either valiantly joining the Adventures or else fighting against them in some desperate combat. Like the Extras, they are relatively faceless personages, with limited character development except in so far as a specific trait is important to advance the action.

Minor NPCs: Such personalities function like the Player Characters and have a background and character which suits the part they must play in developing the action. Generally, the more important the part to be played, the more the GameMaster will put into designing such an NPC to help both himself and the Players understand the place the NPC has in the unfolding senario.

Personality NPCs: The major figures in the fantasy world may be developed in considerable detail and evidence qualities and talents which rival or even surpass those of the Characters. Personalities are NPCs who have achieved importance in the campaign- - great heroes, villains, lords, mages, etc., with whom the Player Characters must cope. Personalities may be allied or opposed to the Characters.

Monsters: In addition to members of the central races, the GameMaster will have to operate a wide variety of monsters. Many will have personalities, and they can be rated in much the same fashion as standard NPCs- - particularly if their are intelligent creatures. GameMasters are advised to recall their readings in fantasy fiction and legend. The Blatant Beast in **The Incompleat Enchanter**, for example, is forestalled from making a meal of De Shea by a rather uncouth and ribald poem. Again, the Orcs capturing two of the Hobbits in the **Lord of the Rings** prove to have their own worries about the Knights of Rhorrim and their own employer. GameMasters who allow motivations other than 'Kill! Kill! Kill!' to the Monsters will discover that they offer excellent and enjoyable advantages and opportunities for superb role play. Orcs, Goblins, Trolls, and related types are, for instance, potentially corruptible with gold and silver. And they get scared when the heroes are thrashing them in a stand up fight!

Beasts: The GameMaster must run all of the animals in the game. If he has some understanding of animal behavior, he should use his knowledge to direct the actions of the beasts. Not all wolves, for example, are ravening killers who attack to the last pack member. They are wiley creatures who are well able to assess the odds and can count casualties well enough to know when to break off an attack. Lions, tigers, panthers, and leopards attack from ambush with a sudden rush. Faced down, they tend to withdraw, especially if they are confronted by several yelling, aggressive opponents and have a bolt hole.

In general, the same remarks directed to Players about how to play their Characters are equally applicable to the GameMaster. The one truly unforgivable sin here is playing NPCs, Monsters, and Beasts like mindless robots who have no feeling and natures of their own except to kill the Characters. The real skill and imagination of the GameMaster is revealed in his role playing of the Others in the campaign.

2.08 RUNNING A GAMING SESSION: LONG RANGE PERSPECTIVE

Unlike most other games, role playing rarely ends after a single session. Rather, it is an ongoing activity which can span years or decades in gaming time. The main thrust of FRP gaming is to develop a biographical/autobiographical story which presents the lives of the Characters. If played with skill and luck, a Character may enjoy a long life in the campaign.

This means, plain and simple, that the GameMaster has to gauge the long-term effects of the developments of a moment. Allow a Character to acquire a superb magical weapon or magnificient magical armor, and you may have rendered him all but invincible. The Character begins to mow down his opponents with an ease that soon causes everyone to lose a bit of anxiety about his fate. What was before a fairly reasonable gamble in the face of death- - a genuinely heroic situation- - now becomes a sure thing. The duel between matched opponents degenerates into little more than a series of mindless murders.

Some role playing games have specialized in this gageteering to sensationalize the action. Unfortunately, once begun, the GameMaster is forced to introduce some impossibly fearsome opponent equal to the challenge of the super-armed hero.

At the same time, it should be recognized that Characters will tend to start out initially with relatively limited fighting/magical abilities and equipment. With time, they grow in skill and available resources, becoming more and more formidable opponents. Their challenges should



be increased proportionately, so that there is always a sense of danger and uncertainty in their minds.

In some instances, Characters will fall into situations which are clearly beyond their current ability to handle. In such instances, it is the duty of the GameMaster to exert all of his skill to make sure that a senario can be resolved through skillful play, brave and decisive action, and perhaps even a few (carefully disguised) interventions by Fate (the GameMaster). Never should a senario be devised as an almost certain deathtrap- -particularly if there is a possibility that a Character or group of Characters could fall into an impossible situation by an accidental bad roll of the dice. If such an occurrence happens, and the group does meet up with the Demon who can blot them out in a trice, a bolt hole should be built in so that they can run like hell and get away.

The sole exception to the foregoing is the senario which is very definitely **known** to be very lethal, and which is presented as a line of play which the players can **freely choose** to follow if they wish. In such instances, everyone knew more or less what he was getting into, and once accepted the challenge is then fair.

Super weapons and armor can be introduced with a condition on their use. The idea behind the magical weapon or magical device lies in the mission concept in many stories of legend and fantasy fiction. That is, some weapons exist for specific purposes, and they may be temporarily delivered into the hands of a hero in order so see him through a challenge. In the Anglo Saxon epic, **Beowulf**, the hero sees a magical sword on the wall of the undersea cavern in which the dread Sea Hag is fighting him. He slays the troll wife with the weapon, then cuts off the head of her son, Grendel. When the deeds are done, the blade of the weapon melts away with the blood of the trolls. It is a banesword- - designed to kill such terrible creatures, but destined to be destroyed even as it destroys the evil it was created to vanquish. Such magical items are the talismens of power, placed in the earth to provide aid when mere human powers are not enough. A good senario may plant a number of such items along the way, each perhaps to be won through some encounter and to be used in an **inevitable** later encounter.

Such devices, coupled with a careful eye for balanced play, can avoid the worst evils of overmatched Characters or NPCs.

2.09 RUNNING A GAMING SESSION: THE WIDER WORLD OUT THERE

Many GameMasters make the mistake of concentrating on adventure senarios or on developing involved dungeon complexes, forgetting that there is an entire world somewhere out there. That world goes on from day to day, often oblivious of the existence of the Player Characters except when their actions intrude upon the daily routine.

Put another way, as your campaign grows in scope, and your conception of the fantasy world becomes more clear and detailed, the broader events and movements in the world's history will assume a life and purpose of their own. Many of these events will seem far removed from the lives of the adventurers. There will be wars, barbarian raids, depredations of bandits or monsters, revolutions, religious movements, plagues, famines, and a host of other events, either by accident or deliberate choice on their part.

The GameMaster can provide news of new regions and facets of his world just prepared for adventuring by announcing such events. This is a dramatic method of inviting the Players to become caught up in a new adventure, with fresh opportunities for glory, loot, and whatever else they might be seeking. The more your campaign comes to encompass, the greater will be your need to develop the sense of a living, sensible world with its own stream of events happening from day to day. This is why **C&S** concentrates upon the simulation of an actual, documented segment of history and fantasy fiction- - the feudal ages. Alternative worlds are provided in supplements, as well. By having a coherent social order to build on, a believable fantasy gaming world that really works can be created.

The value such a world has for long and enjoyable FRP gaming cannot be overstated.

3 On Being a Role Player

If you are a beginner, fantasy role playing may seem a bit baffling at first. With time and experience, you will come to understand what it is that you are expected to do, and also how to do it successfully. If you are already an experienced role player, you may have acquired a view of what fantasy role playing is about which differs from the one on which **Chivalry & Sorcery** is based. Every fantasy role playing game has its own approach to role gaming, and some are radically different from the approach and philosophy embodied in these rules. The following sections set out our ideas about role playing. Beginners and veterans alike are urged to read them carefully.

3.01 THE PLAYER

The term **Player** is used exclusively to refer to the flesh-and-blood person whose task it is to pretend to be and to direct the actions of a totally imaginary person (the Player Character) who lives in the totally imaginary world of the fantasy campaign. The Player himself should master those parts of the rules which apply to his Character and the development of a personality for that Character.

3.02 THE PLAYER CHARACTER

The term **Player Character** (abbreviated PC) is used exclusively to refer to the imaginary person who lives in the imaginary world of the fantasy campaign.

We stress the imaginary aspect of the Player Character. The PC is not the Player. Rather, the PC is a role the Player assumes in the game, like an actor plays a role on the stage. The PC has his own physical and intellectual capacities, a range of specialized skills, and a personal history and social background often very different from that of the Player. In short, the PC has his own life to live, and he exists quite separate and apart from the life and personality of the Player.

3.03 POWER GAMING

There is a certain kind of Player who, because of inexperience is unable to see the solid line that separates him from his Player Character. Such a Player undergoes an almost complete identification of himself with his Character, and loses in the process the whole idea of playing a genuine role. Everything that happens to his PC he will regard as being done to him personally. Everything his PC does he regards as being his own personal feat. This is a lot more than taking simple pride in accomplishment as a gamer. It is becoming in an almost literal fashion the Player Character.

This type of Player cannot see that others may be playing their roles completely in character. He will quickly take offense at any other Player whose Character logically and naturally does anything unpleasant to his Character. He just will not see that his PC is not himself. The result is a twentieth century person, with twentieth century ideas and attitudes, playing a purely farcical and quite superficial role as a personality in another time and place. He never really gets inside the head of his Character. He never has his Character thinking, feeling, and acting like a native of the fantasy world. It's as if he put on a Holloween mask, but didn't change otherwise.

The whole purpose of fantasy role playing at its finest is to pretend that you are not there in the imaginary world. Your Player Character is there, and you must understand him and his world, sometimes forgetting your own personality and world entirely.

The Player who cannot do this will almost invariably turn into a **Power Gamer**. He has something to prove about his own superiority as a person and as a gamer, and he uses the role playing game to score points- -often at the expense of other Players. The characteristics and abilities of his PC exist in his mind only as a bunch of factors to be applied to the game systems. He is a rules fanatic, and assiduously searches the rules for every loophole. Weapons are chosen for their 'minimax' (minimum - maximum) capabilities, not for any other reason. He often discusses courses of action during an adventure solely in terms of the probabilities offered by the game systems, is constantly calculating hit points of one adversary or another, and spends all of his time trying to load the game systems in his favor. Give him a weapon or magical item of power, and he goes amok- - pushing around the Characters of other Players and annihilating just about everything in sight to build up his body count and experience levels.

Power Gaming is the natural result of a campaign that lacks any real semblance to a functioning world. The action is conducted almost exclusively in some totally lawless, often nightmarish place called a 'dungeon'. With no society, no laws, to restrain anyone, just about anything goes- - and does! Emphasis is placed exclusively on success in killing, finding, and looting treasure so that Power-tripping Players can see their Characters/Themselves rise in power through obtaining experience points. Then their more powerful Characters/Themselves can go back into the dungeon to do more killing, finding, and looting to rise still farther.

The Power Game campaign is conceived as a kind of contest between the Players to see who can become the greatest in the playing group. Bullying and treachery are the norms of behavior. After all, if one can get away with it, who is to stop them? There are no real laws, no police, etc., to prevent such behavior. Furthermore, because there is no fantasy society out there, the genuine Role Player is at a distinct advantage in a Power Game because playing firmly in character sometimes means doing things that are not the best in cold-blooded gaming terms. Thus the Referee is often responsible for Players' conduct.

Consider the following situation. A group of adventurers have come upon a vale of flowers in the middle of an enchanted forest. They are greeted by a pretty maiden who invites them to supper at her cabin nearby. Very hospitable. Also very dangerous, because anyone who knows legend also understands that a vale of flowers likely is run by a powerful Fey with great magical powers. The role-playing adventures accept the invitation, and discover that the wine they drink to the maiden's health is really laced with a Potion of Change. They are largely unaffected, except for one who is a talking frog and another who is only two inches high.

Role Players accept the situation as to be expected. Manners dictate that they accept such a gracious invitation to dinner (especially since it is late). Manners also dictate the drinking of a health to their hostess, who has cooked them a fine dinner. All this is part of the whole Chivalric tradition. Because the GameMaster plays the game too, he has his own plan in mind- - and the plan requires a talking frog and a two-inch human. Because the Players know that the GameMaster also plays the game, they trust that being fully in character will lead ultimately to the highest of adventure, not abject disaster.

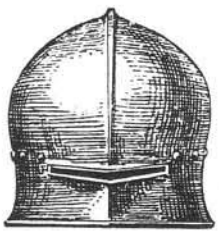
Power Gamers, on the other hand, would either decline the invitation or, upon accepting, view everything with the deepest suspicion. If the worst happened, and two of their number were altered in the manner described, swords and wands would be out and a certain young lady would end up vanquished, dishonored, and dead. Thus is, after all, the naturally paranoid reaction of a group of eternally hinted Players in a nightmare world with no laws except 'Kill the Characters' if they goof up. There is never any safe ground in a fantasy world designed for Power Gaming. This means there is little, if any, room for real role playing.

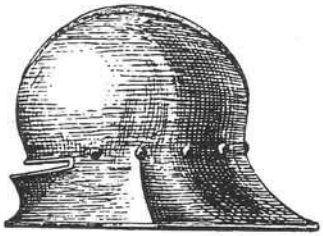
3.04 ROLE PLAYING

As a Player, your job is to create an entire life and personality for your Character. Stand back from the action a bit and attend to the mechanics of the game, but allow your Character to do his thing as well.

The Player's task is to design his PC by generating random numbers on dice to determine the PC's basic physical and mental traits, and also the basic facts about the PC's social background. Using those bits of information, it is then possible to flesh out the PC as a living personality. One can choose a career for him- -Fighter, Mage, Cleric, Thief, etc. Specific skills, fighting abilities, etc., can be determined from the basic data once the choice of career is made. Optional systems exist to provide information on the moral nature, psychological health, and physical appearance of the character. The Character generation system requires a bit of time initially. But if it is a full-bodied person you want for role playing you will indeed be able to develop a complete alternate personality with a viewpoint and goals all of his own.

The better that total Character development is done from the start, the more the PC will take on a life and style uniquely his own. As his





life in the campaign unfolds, his experiences will begin to modify his viewpoint and his aims in life. He becomes a person.

There will be Character identification in any kind of role playing. The Player will find himself saying 'I' and 'me' when speaking of what his PC said and did, or had done to him. But the Role Player will never forget for long that he is separate from his Character. This minimizes any bad feelings that might develop otherwise, when another Character does a dirty trick to a PC while staying in character. As a person, one perhaps has the right to be a bit irritated when his Character is victimized. But as a Player, one has to recognize that another PC acting in character could be expected to act that way in the game. There is nothing personal intended in any action committed by a Player Character who is acting naturally. Only if the Player operating that PC had stepped out of character and used his PC for his own ego satisfaction will one have a right to be truly angry.

Many fantasy role playing games encourage a very rapid generation of a Character. Often, this consists of rolling dice a few times, noting down the results, and then getting on with the gaming senario. Such an approach is perhaps fine for a Power Game approach. If genuine Role Playing is intended, this kind of Character 'development' is very simplistic an hardly useful to creating an alternate personality.

Many difficulties arising in role playing campaigns can be traced to friction between Players over the conduct of their Characters- -who are really the power-tripping Players themselves, only thinly disguised by a heroic name and a role label like 'Fighter' or 'Thief'. The idea started off as having fun with a game, not to turn the activity into a means of settling personal differences between Players or to work out personal frustrations and aggressions by victimizing the Characters of others. Bullies and traitors are never liked, particularly when others feel that the behavior is really directed at them. Just because its only a game does not excuse plain bad manners and bad sportsmanship. We invite such Players to straighten out right now or depart from the playing group. It's a good rule. The playing group should be composed of friends who enjoy each other's company and imagination as they work out the legitimate escapades of their Characters. We don't have time or interest in troublemakers who interfere in our enjoyment of the game.

The need for Characters to remain in character as much as possible is perhaps the chief reason why **Chivalry & Sorcery** is cast in a feudal setting. It could easily be a Barbarian society (Viking, etc.), a classical one, or one drawn from a work of fantasy fiction or even developed entirely by the GameMaster. But we do need a society to tell everyone, Characters and Players and GameMaster alike, how things are done and why.

This keeps a lot of Player feelings out of the game, encouraging everyone to concentrate on dealing with the real issues at hand. In a society, there are traditions, customs, laws, and manners to guide Players as they direct the actions of their Characters. If someone decides to do a bit of Power Gaming, there is always Someone Bigger that victimized Characters (and Non-Player Characters for that matter) can turn to to bring the offender to justice. Even the toughest superhero cannot stand up for long against the massed might of an outraged populace and its leaders. If a Player insists upon playing his Character as a villain, a perfectly legitimate activity for role play, he should have to face the same consequences as any real villain does. Setting oneself against society is to take on the entire world, and a Player shouldn't complain if the roof falls in on a villain who does not cover his tracks and act in a manner designed to conceal his wrongdoings.

Who are you? Your answer to that question could take many forms. You might give a physical description of yourself, listing weight; height; eye, hair, and skin color; distinquishing marks; and a number of prominent physical abilities or deficiencies. You could make a general assessment of your intelligence; the areas you know quite a bit about; the specific interests, hobbies, and skills you have; things you know a bit about but cannot be called an expert in; the things you simply cannot do or else do badly; etc. You could outline your value system- - how you decide what is right or wrong, good or bad, worthwhile or worthless. We could toss in religion and philosophic outlook here as well. Then you could give your view on proper manners and general conduct in public, and what should be done with people who break the rules. You could mention the different places you've been and the people you've met, drawing lessons from such experience which have changed your views and opinions and lifestyle. In short, you could assess your whole life, considering whether or not you have met your goals and describing your hopes and plans for the future in the light of your present knowledge, skills, abilities, and personal habits.

It is no different for a Player Character in a fantasy role playing game.

Some elements that make up the personality of a Character will be present from the beginning, arising from the Character generation systems. Others will arise as the Character acquires a gaming history and certain traits and tendencies emerge as the style of that personality's way of doing things.

3.06 WHO WINS IN A ROLE PLAYING GAME?

Some role playing games emphasize the competitive aspects of play, with the amassing of high totals in the body count and experience points area being the sole aim of the gaming. This is decidedly not the case in **Chivalry & Sorcery**. One could advance in experience levels- - which represent proficiency in certain areas- -but there are many ways to do it besides an eternal round of seeking, slaying, and looting.

The idea in a full-fledged role playing game is to play a role and see what happens. In short, we offer an entire world out there in which almost anything can be tried. Be a Lord. Attain Knighthood. Slay enemies, rescue fair maidens, and be a Hero. Be a villain. Do good. Do evil. Escape from the fields and become a freeman. Seek knowledge and enlightment through the pursuit of the Arcane Arts. Save souls. Damn them. Anything you set as a personal goal for a Character becomes the most important measure of success or failure in the campaign. If your Character attains his dreams, he wins. If not, well- -he died trying.

This introduces the heart and soul of fantasy role playing. One thing about such games that can confuse the new player, and which experienced Players should remember but forget, is that the games never end. There is no real way to lose except by dying. There is no real winner either, except those who survive. Indeed, to really complicate the picture, a Character's death can itself be a colossal victory if it is heroic and accomplished with style.

It is necessary for Players to understand that the essence of fantasy role playing is autobiographical. Players and GameMasters combine to tell the life stories of the Characters. We presume that the Characters are Heroic in stature. The adventures are the high points in the careers of the Characters, and months or even years in gaming time may be assumed to pass between some of them. An adventure may end, but the story never does until the Hero is slain or the campaign itself is ended. In a complete campaign, where Players have several Characters operating at the same time, the loss of one Character ends only his story. There are always many others remaining to unfold in yet another chapter of an ongoing saga of derring-do.

Being a Hero demands a campaign on an epic scale. The region in which the action occurs need not be a huge territory or need not involve a conflict of cosmic proportions. However, the challenges confronting the Heroes must be sufficient to produce high excitement and suspense on the part of everyone.

Players and GameMasters alike are urged to read some heroic- - literature- - either the traditional legends or modern fantasy fiction- - to acquire the necessary insight into what makes a true Hero. To be blunt, a Hero doesn't always weigh the odds- -unlike some hyper-competative gamers who mistake winning with rising in experience points. A Hero faces his doom bravely, defiant to the end, secure in the all-important realization that death hurts only for a moment, but Glory lives on forever.

Heroic role play demands that Players meet the high challenges, and that the GameMasters offer the opportunity for genuinely heroic deeds to be accomplished. The GameMaster has the task of matching up the opposition fairly to the skill of the Players and the general abilities of their Characters. Apply courage, cunning, and honor in equal parts, and no Character can ever really lose anything. The Player has stepped outside himself to don another personality, facing dangers and opponents unthinkable in his mundane, everyday life, until death finally takes him too- - surrounded by the heaped bodies of his enemies.

Heroic Players must be the equals of Heroic Characters. A Heroic Player knows when to let go of a favorite Character. The die is cast, a death is demanded, and his Character goes down- - swinging all the way! There is nothing so pitiful as a Player who cannot accept the glorious fate of a Hero. It demeans the example that Hero has set in his life.

True Role Players will discover that the Heroic Attitude will pervade their gaming. Stories of great adventures and magnificent deeds will be told and retold, establishing a tradition of excellence both in the campaign world and in the gaming group. This is the real pay-off in fantasy role playing. That alone is how to really win in role playing.

Thus the models for Character play should be taken right from the literature of fantasy and legend- - King Arthur and his Knights; the heroes of the Greek epics; Conan the Conqueror; the Fellowship of the Ring; and scores of dozens of others who would risk all on a very slim bet to gain glory. Even the villains should be of Heroic Stature, as should those in the grey area between- - Characters like Fafhrd and the Grey Mouser or their ilk, who often tread in the shadows between Heroic Champions and equally Heroic Villains.

The marvellous thing about fantasy role playing games is that one never really dies. Death of a Character always is succeeded by the birth of yet another Hero to take his place. The game never ends.

4 The Creation of Player Characters

We recommend that the GameMaster hold a Character Design session with his Players before the first adventure is begun in the campaign. After all, it is necessary to acquaint Players with the basic rules, clarify their questions on standard procedure, and allow Players to design at least one Character each. The nature of the world of the fantasy should be discussed at this time; for Players need to know how things work in the fantasy environment. It is impossible to get into a fantasy Character and have him behave realistically in his world if the GameMaster keeps everything about that world a secret from the Players.

The first decision to make concerns the number of Player Characters or PCs that each Player should be running at any given moment in the campaign. Such a decision is the GameMaster's to make. We do recommend at least two PCs, as casualties invariably result during the course of the play. It is a bit unfair to leave a Player out of the action because his only Character has been extinguished.

Beginners can rarely handle more than one Character at a time in the actual role play, but they can manage the limited paperwork in maintaining one or two others in the wings, waiting for their turns on stage. Experienced role players can often handle two or three Characters at a time in actual role play.

We suggest that no more than two Characters should be allowed in play during an adventure session. This is a simple management rule which prevents a huge party of adventures avalanching down upon the hard-pressed GameMaster. Consider trying to oversee seven or eight Players, with 4 or 5 Characters each. That's at least 28 PCs to worry about, in addition to everything else! Even a superb GameMaster will overload under such conditions.

Once the general outlines of the campaign and the most relevant rules have been laid down and discussed, it is time to create the Player Characters:

4.01 DETERMINING THE OMENS AT BIRTH

In all pre-scientific societies, there is a firm belief that one's life is influenced by the favor or disfavor of powerful supernatural forces. The omens that surround one's birth would likely be found by the casting of a horoscope. Divination by observing the planets and stars is an old tradition. It was practiced by the earliest civilizations more than 6000 years ago, along the Tigris-Euphrates Rivers. That tradition spread throughout the ancient world and continued in the nations of medieval Europe and the Islamic Middle East. It is therefore a most fitting method of determining the aspects influencing the birth of a role-play character in a feudal FRP game like **C&S.**

Of course, there are other methods of divination- - the reading of flights of birds or the entrails of sacrificial animals, the casting of lots (as in the Nordic casting of the sacred Runes), and many others. The net effect is that the omens will be found and then interpreted to prophesy the future of the new-born child. That we have chosen astrology as the main vehicle for divination should not be seen as excluding other possibilities. Rather, astrology is so central to the tradition, so central to many cultures, and quite familiar to many players that it appeared to be the best one to use to provide background color while modifying the initial gaming probabilities which produce the player-character.

To determine the birth omens for a player character, roll 1d100. The result determines the Aspects of Birth:

4.02 COMPUTING CHARACTER PRIME REQUISITE POINTS (CPR)

There are 9 Character Prime Requisites- - physical and mental traits which influence many of the abilities and skills which a Character depends upon in the course of the game:

Dexterity	Intelligence	Piety
Constitution	Wisdom	Appearance
Strength	Bardic Voice	Ferocity

All Players begin with 50 CPR points plus 10 x 2d6 CPR points. Thus from 70 to 170 Character Prime Requisite points are available to purchase the Prime Requisites of the Character. Also, if a Character had a well aspected Birth Omen, an additional 10% of his total CPR points becomes available (giving a range of 77 to 187 CPR points).

Each Prime Requisite must be at minimum 04 level and cannot exceed CPRS/40 in any instance. In some cases, a particular Prime Requisite may also set minimum and/or maximum limits on certain Character Races. Other than that, Players have complete freedom in allocating CPR points to create their Characters. We suggest that Characters be designed with an eye to balance between the various Prime Requisites. Massive strengths in some areas may also lead to glaring deficiencies in others if one is not careful.

Each Prime Requisite is purchased by expending CPR points. The cost per Prime Requisite level is 1 CPR point until the CPRS is at 16. Thereafter, the cost is 2 CPR points per level above CPRS/16. Also, some Races will have specific costs assigned for exceeding limits other than the CPRS/16 limit.

For example, a Player desires that his PC have superhuman strength (STR/20+). The first 16 STR levels cost 16 CPR points. The next 4 cost 8 CPR points (double cost), for a total expenditure of 24 CPR points for STR/20.

This example will show that even a maximum 187 CPR reserve can quickly be exhausted, with 20.7 CPR points average for each Prime Requisite. Lower CPR point totals mean that a few discerning decisions will have to be made. Many Characters will average around 120 CPR points, enough to bring the Prime Requisites to an average of CPRS/13 or so. For every Prime Requisite over that average, others will be lowered.

4.03 CHOOSING A RACE & A VOCATION

Now that Players know just how much material they have to work with, in the form of CPR points with which to purchase Prime Requisites for their Characters, they can begin to consider the Race to which they wish to belong and also the vocation they want their PCs to follow.



A **Life Horoscope** may be drawn up for the player character. This divination affects the possible success or failure of the PC in various callings. It is recommended that the player choose the calling which will serve him best.

The following table is a representation of the broad effects of the **Life Horoscope**. The numbers indicate the percentage bonus or penalties assessed against experience points earned in a given field of endeavor. and are termed **Astrological Bonuses**. The sign under which the character was born, the **Aspects of Birth**, and the **Astrological Bonus** to be applied once a vocation is finally chosen, should all be recorded for future reference.

1d100 Result	Aspects of Birth
01-25	**Highly Auspicious:** The planets are well placed, and the child will enjoy a favorable life.
26-75	**Neutral:** The planets are so placed that the child does not enjoy any special advantage or disadvantage.
76-00	**Inauspicious:** The planets are badly placed at the moment of birth, and there are some dark forces acting against the child's interests.

	SIGN			Ftr.	Mag.	Cler.	Thief	Law Govt.	Craft	Guild	Farm.	Merchant Money Ch.	Other
Roll 1d100:	1-10	ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
			N	0	0	0	+10	0	0	0	0	+10	+10
			P	–5	–5	–5	+5	–5	–5	–5	–5	+5	+5
	11-18	TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
			N	0	0	0	0	0	0	+10	+15	0	0
			P	–5	–5	–5	–5	–5	–5	+5	+5	–5	–5
	19-25	GEMINI	W	+5	+25	+5	+5	+5	+5	+5	+5	+15	+5
			N	0	+10	0	0	0	0	0	0	+10	0
			P	–5	+5	–5	–5	–5	–5	–5	–5	+5	–5
	26-32	CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
			N	0	0	+10	0	0	+10	0	+10	0	0
			P	–5	–5	+5	–5	–5	+5	–5	+5	–5	–5
	33-40	LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
			N	+10	0	0	0	0	0	0	0	0	0
			P	+5	–5	–5	–5	–5	–5	–5	–5	–5	–5
	41-48	VIRGO	W	+5	+25	+5	+5	+15	+5	+15	+5	+5	+25
			N	0	+10	0	0	+10	+10	+10	0	0	+10
			P	–5	+5	–5	–5	+5	+5	+5	–5	–5	+5
	49-56	LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5
			N	0	0	+10	0	+10	+10	0	0	0	0
			P	–5	–5	+5	–5	+5	–5	–5	–5	–5	–5
	57-64	SCORPIO	W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5
			N	0	+10	0	0	0	0	0	0	0	0
			P	–5	+5	–5	–5	–5	–5	–5	–5	–5	–5
	65-72	SAG.	W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5
			N	+10	0	0	0	+10	0	0	0	0	0
			P	+5	–5	–5	–5	+5	–5	–5	–5	–5	–5
	73-80	CAPRI.	W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+25
			N	0	0	0	+10	0	0	0	+10	0	+10
			P	–5	–5	–5	+5	–5	–5	–5	+5	–5	+5
	81-88	AQUAR.	W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5
			N	0	0	+15	0	0	0	0	0	0	0
			P	–5	–5	+5	–5	–5	–5	–5	–5	–5	–5
	89-100	PISCES	W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+15
			N	+10	0	0	+10	0	+10	+10	0	0	+10
			P	+5	–5	–5	+5	–5	+5	+5	–5	–5	+5

W = Well Aspected N = Neutrally Aspected P = Poorly Aspected

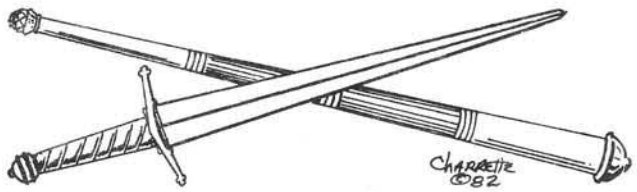
Players have a high degree of freedom in designing their PCs from the ground up. Almost every aspect is open to the Player's own preferences and assessment of what might be the most successful combination of Prime Requisites. But good Character design requires that the Players pay close attention to the vocation they choose.

First, consider the Birth Omens for the Character. These will bring significant bonuses or penalties to experience point awards. Note that each vocation has a series of percentages indicating that bonus/penalty. In part, the vocation chosen should reflect the best possible opportunity for success and advancement. One's fate is written in the stars, after all.

Second, determine the Social Class for the Character, once a firm decision on the Race has been made. The social status the PC enjoys will be a definite advantage (or sometimes a detriment) in certain fields. Also, perusing the incomes profiles for the numerous occupations/vocations itself will give Players a clearer idea of which vocation to choose for their own Characters.

Third, determine the PC's Size. This, in itself, will have a very major effect on such things as fighting potential, especially in Humans and Elves. Size and Mass are very essential in **C&S** combat, unless one has some other advantage like the solidity of the Dwarf or the agility of the Haefling.

Fourth, consider the Prime Requisites of greatest importance to the Character in his chosen vocation. These will receive the larger proportion of the CPR points available. Hopefully, less important Prime Requisites will not be left too low in filling the needs of the major ones. Again, some balance is cautioned in developing the Character.



4.04 C&S CHARACTER VOCATIONS

FIGHTERS

The Fighters are the warrior class in society, the professional soldiers, so to speak. They enjoy considerable advantages over most other Character classes in combat. They should be fairly big (small Characters have disadvantages in combat). Dexterity, Constitution, Strength, and Ferocity are of particular importance, though some stress can also be laid on Intelligence, Wisdom, and Bardic Voice if the Player desires to be a real leader.

SQUIRES/KNIGHTS

To qualify as a Squire (candidate for Knighthood) a PC must be of noble birth and should have DEX/12, STR/12, CON/12, and FER/12. Nor should he be too small in stature. PCs with lower scores can qualify for Knighthood, but they are asking for trouble. Better to choose some other calling suitable for nobles.

SERGEANTS–AT–ARMS

To qualify for Sergeantry (armored cavalry), a PC must be a freeman and must have DEX/12, CON/12, STR/12, and FER/12. Serfs can qualify if they obtain freed man status.

MAN–AT–ARMS

To be a common footsoldier (no training in horse combat), a PC must be a freeman and must have DEX/10, CON/10, STR/10, and FER/09. Barbarian Warriors also have equivalent requirements.

YEOMAN–AT–ARMS

To qualify for the Yeomanry (country militia), a PC must be born a Yeoman. He should have the minimum requirements for a Man-at-Arms but does not have to meet them. He will always be expert with a bow, quarterstaff, and boar spear.

PETIT SERGEANT

The offspring of Petit Sergeants can qualify for the country militia cavalry. He is expert with horses and knows horse combat. In effect, he is a Sergeant-at-Arms but does not have to satisfy all of the requirements for the professional at the castle or in a mercenary company. The PC must have his own horse and arms, however.

FORESTER

If using the **C&S SourceBook I**, the Forester class is available for role play. See the **SourceBook** for details.

TOWN MILITIAMAN

To qualify for the town militia, a PC must be born into a Professional Guild family (excluding Beggars and Thieves) or a Craft Guild family, with father being of Master rank in the Guild. He must have the minimum Prime Requisites of a Man-at-Arms as well and provide his own arms and armor.

MERCHANT–ADVENTURER

To qualify as a Merchant-Adventurer, a PC must be born into or else take service with one of the following vocations: Entertainer, Sailor, Merchant. Members of these classes should allocate a good number of CPR points to Dexterity, Intelligence, and Bardic Voice (Wisdom, too, if possible), as they live by their wits first, and then the sword if all else fails. They are a mixed class of Fighters.

MAGES

There are a wide range of Mages available for role play in **C&S.** What types are available is left to the GameMaster to decide. For not all types will fit into his conception of the fantasy world. Nor may he necessarily be ready to deal with all of them, as each has a degree of complexity he must master before he can deal with them effectively in the game.

All Mages should allocate a goodly number of CPR points to Intelligence, as this Prime Requisite determines how high a level of Magick they can learn, the languages they can come to know, etc. Similarly, Wisdom is a quality that should not be ignored, considering the largely intellectual nature of Magick in practice.

Mages also have a Second Requisite associated with the specific class of Magick they are practicing. The Second Requisite often spells the difference between rapid and mediocre advancement in the chosen field of Magick:

MODE OF MAGICK	SECOND REQUISITE
Primitive Talent:	Dexterity
Drug Trance:	Constitution
Dance/Chant:	Bardic Voice
Shaman:	Charisma
Medium:	Wisdom
Alchemist:	Dexterity
Artificer:	Dexterity
Diviner:	Wisdom
Hex Master:	Charisma
Evil Priest:	Low Piety, Charisma
Enchanter:	Bardic Voice
Conjuror:	Dexterity
Thaumaturgist:	Charisma
Necromancer:	Wisdom
Power Word:	Bardic Voice
Cabbala/Symbolist:	Intelligence
Sacred Square:	Wisdom

Except for Primitive Talents, who are made by pure blind luck rather than by choice, Mages are the most difficult Characters to play in **C&S.** Any Player contemplating running a Mage should look through the Magick rules carefully before making a decision.

ASSASSINS & THIEVES

Any Character can elect for a life of thievery and mayhem, although it is probably a member of the lower classes (the social dregs, so to speak) who would likely volunteer for such duty. Dexterity is the most important Prime Requisite for a Thief, followed by Bardic Voice, Intelligence, and Wisdom, in that order. If it is an Assassin one wants, the Character should meet at least the minimum requirements for a Man-at-Arms.

CLERICS

We have taken as a model for the Clerics of **C&S** the medieval Church, with Priests, Monks, and Friars as the main Character types. A fourth class, the Chivalric Fighting Orders, is actually a specialized branch of the Fighters which makes war on the enemies of the Faith. Strictly speaking, it is not a group of true Clerics, although Priests may be found in its ranks as Fighting Clerics (Knights with Clerical Powers). Priests must have high Piety levels, the higher the better so that they may perform their good works. Intelligence and Wisdom are also of use, while Bardic Voice is essential to good preaching and converting of the unbelievers.

GENERAL CHARACTER CLASSES

Characters may opt for a definite vocation in business, farming, etc., rather than one of the foregoing classes. Characters can then become innkeepers, farmers, cooks, scholars, etc., as a primary occupation. They will be classed as non-combatants and do not enjoy the best of advantages in battle. But they do have an opportunity to make an honest living and can serve many useful functions in a campaign not strictly devoted to monster bashing and dungeon looting adventures. They also provide a happy niche for Characters who are otherwise limited in their overall Prime Requisite levels.

ELVES

Elves effectively constitute their own class of Characters. All Elves are combination Characters: Fighter/Natural Magick Users or Fighter/Clerics are available to Wood Elves; and Fighter/Mage/Clerics are available to High Elves.

The Elves **must** meet the following minimum requirements: Height 5'0" to 6' 0"; DEX/12+; CON/12+; STR/11- 19; WIS/13+; IQ/12+; BV/13+; PIETY/10+; APP/13+; FER/13+. This requires at least 109 CPR points for utterly minimal qualifications.

DWARVES

Dwarves also constitute their own class of Characters. All Dwarves are Fighters, but they can also practice Magick as Artificer Weaponsmiths or Goldsmiths. If using the **C&S Swords & Sorcerers** supplement, one can also give them the opportunity to practice the full range of Nordic Rune Magick.

Dwarves **must** meet the following minimum requirements:CON/15+; STR/13- 19. It is also recommended that they have at least DEX/11 and FER/12.

HAEFLINGS

Haeflings (which include both the Hobbits and the Gnomes) **must** have DEX/12+, CON/12+, and cannot exceed STR/19. Gnomes can practice Magick like Dwarves. Hobbits have no Magick but can qualify as Clerics for their own faith (which might be that of humans). Typically, Hobbit types become specialists in Thievery.

MONSTER CHARACTERS

Provided that the GameMaster agrees, Players may run Monsters as Characters. To qualify, a Player must roll Poor Omens at birth for his PC. The GameMaster has the right to designate which of the following Monster types will be elegible as Player Character types in his campaign.

WERECREATURES: A Player may have a Werecreature PC. The nature of the beast dominates the Character's behavior and outlook once the change takes place. But in his everyday life, the Character evidences little or nothing of his Were nature. No Werecreature will practice Magick or Clerical vocations. Nor will the human form of the PC possess any Prime Requisite exceeding CPRS/19. Further, the CPR point cos. for each type of Werecreature is deducted before purchasing human PC Prime Requisites: Werewolf = 10 CPR; Wereboar = 15 CPR; Werelion = 20 CPR; Werebear or Weretiger = 25 CPR. For a Shapeshifter able to transform more or less at will, CON/19 and an additional 10 CPR points are needed.

VAMPIRES: A Player may have a Vampire PC if he has at least 158 CPR points to expend. Minimum requirements are: DEX/16+; CON/21+; STR/21+; WIS/12+; IQ/12+; BV/17+; IMPIETY/ - 10; APP/14+; and FER/20+. Nor should the PC be especially small or tall: males = 5'6' ' to 6'3' '; females = 5'0' ' to 5'10' '. Vampires do not practice Magick or Clerical vocations, but they may possess 2d6 Magical spells of Level I and II (GameMaster's choice), which they can cast at the equivalent level of a practicing Mage. Such spells should tend to be in the Command category. Vampires are rated as Chivalrics (Knights) for fighting purposes and advance only through slaying others.

KOBOLDS: Like all of the Goblin Race, Kobolds are a minimal group in some respects. A Player may have a Kobold PC if he has 98 CPR points or less to expend. A Kobold must have STR/04- 15, WIS/04- 16, and APP/04- 16 (halved for non-Goblins). Minimum cost = 32 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 66 CPR for raising of Prime Requisites. Kobolds are Fighters, but it is also possible for a PC to be a Mage instead (Shaman or Conjuror) able to practice Magick up to Level IV.

GOBLINS: A Player may have a Goblin PC if he has 98 CPR points or less to expend. A Goblin costs 3 CPR points for the Race and must have STR/04-15, WIS/04-16, and APP/04-16 (halved for non-Goblins). Minimum cost = 35 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 63 CPR for raising of Prime Requisites. Goblins are Warriors, but a PC could also practice Magick like Kobolds.

ORCS: Orcs are a superior Goblin Race. A Player may have an Orc PC if he has 62 to 98 CPR points. An Orc costs 5 CPR points for the Race and must have STR/04-15, WIS/04-16, and APP/04-16 (halved for all non-Goblins). Minimum cost = 37 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 61 CPR for raising of Prime Requisites. Orcs are Warriors, but a PC could also practice Magick like Kobolds.

URUK HAI: A Player may have a Uruk Hai PC if he has 62 to 110 CPR points. A Uruk Hai costs 8 CPR points for the Race and must have CON/13+, STR/07- 15, WIS/04- 16, and APP/04- 16 (halved for all non-Goblins). Minimum cost = 52 CPR points for minimum requirements, the Race, and PIETY/0, leaving up to 58 CPR points for raising Prime Requisites. All Uruk Hai are Warriors.

HOBGOBLINS: A Player may have a Hobgoblin PC if he has 62 to 110 CPR points. A Hobgoblin costs 10 CPR points for the Race and must have CON/13+, STR/08- 17, WIS/04- 16, APP/04- 12 (halved for all non-Goblins), and IMPIETY/- 1 or worse. Minimum cost = 56 CPR points for minimum requirements and Race, leaving up to 54 CPR points for raising Prime Requisites. All Hobgoblins are Warriors.

GNOLLS: A Player may have a Gnoll PC if he has 83 to 122 CPR points. A Gnoll costs 15 CPR points for the Race and must have CON/19+, STR/12-19, WIS/04-16, APP/04-16 (halved for all non-Trolls), and FER/14+. Minimum cost = 83 CPR points for minimum requirements, the Race, and PIETY/0, leaving up to 39 CPR points for raising Prime Requisites. All Gnolls are Warriors.

CAVE TROLLS: A Player may have a Cave Troll PC if he has 102 to 134 CPR points. A Cave Troll costs 20 CPR points for the Race and must have CON/19+, STR/20-25, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/15+. Minimum cost = 102 CPR points for minimum requirements and the Race, leaving up to 32 CPR points for raising Prime Requisites. All Cave Trolls are Warriors.

MOUNTAIN TROLLS: A Player may have a Mountain Troll PC if he has from 113 to 134 CPR points. A Mountain Troll costs 20 CPR points for the Race and must have CON/19+, STR/25-30, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/ -1 or worse, and FER/16+. Minimum cost = 113 CPR points for minimum requirements and Race, leaving up to 21 CPR points for raising Prime Requisites. Mountain Trolls are Warriors.

WOOD TROLLS: A Player may have a Wood Troll PC if he has from 127 to 146 CPR points. A Wood Troll costs 20 CPR points for the Race and must have CON/19+, STR/31-35, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/ -1 or worse, and FER/17+. Minimum cost = 127 CPR points for minimum requirements and Race, leaving up to 19 CPR points for raising Prime Requisites. Wood Trolls are Warriors.

WATER TROLLS: A Player may have a Water Troll PC if he has 139 CPR points or more. A Water Troll costs 20 CPR points for the Race and must have CON/19+, STR/36-40, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/18+. Minimum cost = 139 CPR points for minimum requirements and Race. Water Trolls are Warriors.

OGRES: A Player may have an Ogre PC if he has 114 CPR points or more. An Ogre costs 15 CPR points for the Race and must have CON/19+, STR/25-30, WIS/04-16, APP/04-10 (halved for non-Ogres), IMPIETY/- 2 or worse, and FER/18+. Minimum cost = 114 CPR points for minimum requirements and Race. Ogres are Warriors.

GIANTS: A Player may have a Giant PC if he has 110 CPR points or more. A Giant costs 30 CPR points for the Race (45 CPR points if acting as a Mage), and must have STR/12-19, WIS/04-16, and FER/09+. Minimum cost = 79 CPR points (94 for Mages) for minimum requirements and Race. Most Giants are Warriors, but Mage types can be Artificers, Conjurors, or Nordic Mage types (if using **C&S Swords & Sorcerors** supplement).

4.05 DETERMINING SOCIAL CLASS

Why have a social class structure in a fantasy role playing game?

First of all, the very fact that a society exists in the game acts as a check on the excesses of Players and Game Masters alike. There is nothing worse than the Little Tin God complex which infects some Players who have superior Characters. They use their PCs to push around weaker PCs and NPCs, not fearing that any outside force such as the law or government will step in to limit their lawless behavior. Similarly, the GameMaster himself is forced to accept that there are some things beyond his powers to change at the slightest whim. He has to accept some rules, too.

Second, the idea that anyone ever starts out evenly with others in a role playing game is a myth in itself. Even the most open-ended, free-wheeling FRP games build in a tremendous inequality: the initial dice rolls used to establish a Character's Prime Requisites are a matter of pure, statistical luck. So why should one object to starting out at different levels in social rank and privilege?

For it is disturbing to some Players to find their Characters do not have a democratic chance at equal opportunity and treatment. But what makes anyone think that there ever was a time before the present where even a pretense at social equality was made? In both history and fantasy fiction, people were born unequal and lived unequal. There were few, if any, societies in which a pure accident of birth has not meant special privilege and advantage for the most fortunate.

C&S thus presents the ultimate challenge to Players: Can you rise to the pinnicle of success in spite of an unfair social system that does not give everyone an equal break? Such a success is far more praiseworthy than the mere accumulation of experience points and levels because it represents one's ability to overcome the inertia and the snobbishness of the greatest leveler of all- - society itself! It is hard to keep a good man down.

Initially in **C&S**, one's position in society will be decided by the rank and position of one's family. In **C&S**, mankind is the dominant race, but there can be provision for playing members of other races as well. The following sections can be applied to Humans, Elves, Dwarves, and Haeflings living in a human society. Some of the social Monsters, like Goblins (Kobolds, Goblins, Orcs, Uruk Hai, Hobgoblins), Trolls, and Giants have their own social organization.

4.06 HUMAN FEUDAL SOCIETIES

Human characters find their social backgrounds by rolling 1D100 to determine (1) Father's social class; (2) Character's sibling rank in the family; (3) Character's personal status in the family; and (4) Father's vocation. Roll 1D100 for each determination. Consult each of the following sections for details.

4.07 HUMAN FATHER'S SOCIAL CLASS

Most pre-democratic societies accorded the social class of the father to his legitimate and recognized offspring. A human PC is born into his father's social class. If born illegitimate and unacknowledged, a Character assumes the social class of his mother, represented by the first 1D100 social roll which establishes the class of the maternal grandfather (Mother's Father). In the last case, a second 1D100 roll can be made to find the class of the father. If he is of lower status than Mother, the Character automatically becomes a Black Sheep; if of equal or higher status, the Character rolls as usual later on for his personal status in the family.

The 1D100 rolls are modified by +10 for auspicious births and by - 10 for inauspicious births.

1D100 RESULT	FATHER'S SOCIAL CLASS
01-10	Serf
11-40	Yeoman
41-60	Townsman
61-80	Guildsman
81-95	Landed Knight/Bannerette
96-99	Titled Noble/Baron
00	Royal Blood

4.08 HUMAN CHARACTER'S SIBLING CLASS

From 1 to 6 children are assumed to exist in an average family. The eldest son stands to inherit all of the family titles, properties, businesses, and wealth if the father dies (10% chance + 5% per year the PC is in the game). Daughters inherit in order of sibling rank if there are no sons. The inheritor receives about 90% of the total estate, while the others divide the remaining 10% equally between them. If a PC is an acknowledged bastard, he stands in line of inheritance after the legitimate children. If unacknowledged, he has no legal claim upon his father's titles and wealth.

The 1D100 roll is modified by +15 for auspicious births, +05 for neutral births, and - 10 for inauspicious births.

1D100 RESULT	SIBLING RANK IN FAMILY
01-10	Illegitimate and Unacknowledged
11-20	Illegitimate but Acknowledged
21-35	6th Son/Daughter
36-50	5th Son/Daughter
51-65	4th Son/Daughter
66-80	3rd Son/Daughter
81-95	2nd Son/Daughter
96-00	1st Son/Daughter

A Character is considered to be the youngest in his family if he has siblings preceeding him. For instance, a 4th Son is the 4th and youngest child. The sex of the others can be found by rolling 1D6, with evens = male and odds = female. Thus it is possible for a younger child to be the eldest male and hence the heir. As an option, one can also use the 10% Death Rule for each of the older male siblings (10% chance of dying each year).

4.09 HUMAN CHARACTER'S FAMILY STATUS

There is a possibility that a son or daughter does something to bring disgrace to the family. Since honor is paramount in all levels of feudal society, Father will take steps to conceal the tarnish on the family's reputation. An heir can survive such wrath if he mends his ways, for he is the rightful inheritor and Father doesn't give up on him easily. All others may find themselves banished from the family.

Roll 1D100. The 1D100 roll is modified by +25 for auspicious births, +10 for neutrally aspected births, and by - 05 for inauspicious births.

1D100 RESULT	FAMILY STATUS
01-33	**Black Sheep:** Character has disgraced the family name and is banished from the household until he/she redeems the family honor. Illegitimate Black Sheep are regarded as a disgrace to Mother's family and are driven from the maternal home as well.
34-66	**Credit to the Family:** Character has fulfilled all expectations but must, for some reason, seek his/her fortunes in the world. Parents will assist such offspring by finding a suitable position or marriage for them. Noble children may remain in the household, if they are good fighters. All are welcome at home and will receive family support.
67-00	**Good Son/Daughter:** Character is the apple of the parents' eye and is welcome to stay in the household as long as desired. The PC enjoys the full and active support of his family's position and wealth, as well as a modest monthly allowance equal to 1% of Father's total income. A good position in the family business or, if noble, estates and political preference may be forthcoming as well.

4.10 FATHER'S VOCATION/RANK

In the final analysis, it is Father's vocation (maternal Grandfather's if the PC is illegitimate and unacknowledged) which really determines the prospects and social status with which a Character starts out in **C&S**. Depending upon the Social Class of the Father, consult the relevant section below.

Also given in each section are the basic monthly incomes for persons in the vocation, based in most cases upon a 25-day working month (300 work-days per year). These values will be modified by the various economic rules presented later. Incomes for all Apprentices are a flat 5 CP per day or 5 SP per month. All journeymen and Employees are denoted (E). Masters and Guild Officers are denoted (M).

4.11 SERFS

A Serf is not a slave, exactly, but he is bound to the land and is not free to leave the manor except by permission of his Lord. Any PC born into serfdom may be accepted into a higher form of vassalage by his Lord 50% of the time. Failing that, he has a 50% chance of escaping to a town where he will have spent a year and a day to acquire freed man status prior to entering the game. (We suggest playing out either an escape to a Chartered Town or else staging some situation in which the PC has a chance to win freed man status and a position in the Lord's retinue).

Roll 1D100. Players with auspicious birth omens may modify their PC's roll by 01 to 05:

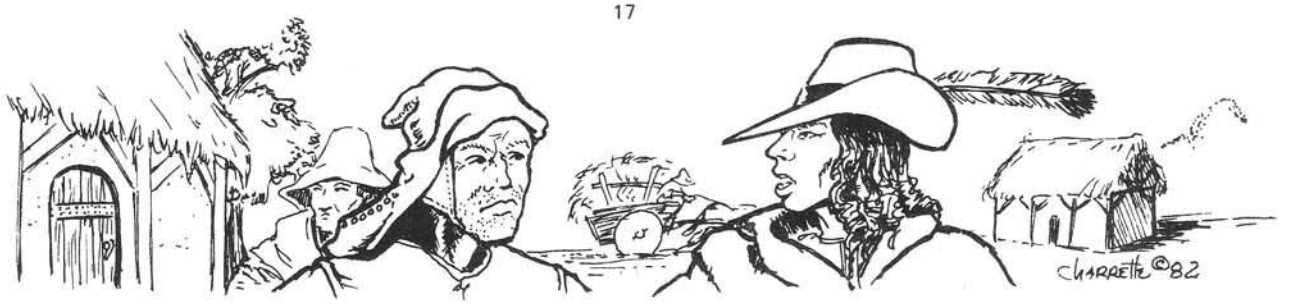
1D100 RESULT	SERF VOCATION	INCOME (SP/MO)[1]	SOCIAL STATUS[3]
01-65	Farmer	.10	1
66-75	Horse Handler	.07	1
76-80	Cowherd	.06	1
81-85	Swineherd	.06	1
86-90	Shepherd	.06	1
91-95	Castle Servant	.05	1
96	Cook's Assistant. . . .	.06	0
97	Blacksmith's Assistant	.08	0
98	Armorer's Assistant. .	.10	0
99	Hired Servant	.03[2]	0
(1)00	Hired Laborer	.03[2]	0

(1) Head of Serf household receives enough to provide for the livings of 5 persons in his family (each at 5 SP/month) and has the indicated amount in surplus.

(2) Monthly pay to single Serfs hired on by the manor household or by a local Yeoman or Businessman. They receive a living as well equal to 5 SP/month-- enough to keep themselves only.

(3) Social Status points allocated for determination of influence in society.





4.12 YEOMAN OF THE COUNTRYSIDE

Yeoman are freemen of the countryside. While many own their lands in freehold, some have taken service with a local nobleman or knight and wear his livery. They traditionally look to the nobility for leadership and are intensely loyal to their Lords, if justly treated. (Freed Serfs remaining on the manor are considered to attain liveried status).

Roll 1D100. Players with auspicious birth omens may modify their PC's roll by 01 to 05:

1D100 RESULT	YEOMAN VOCATION	INCOME (M)[1]	(SP/MO) (J/E)[2]	SOCIAL (M)[3]	STATUS (J/E)[4]
01-05	Liveried Man-at-Arms.	.30	30	5	4
06-10	Liveried Archer	.50	50	6	5
11-15	Liveried Sergeant	.125	125	8	6
16-17	Liveried Cook	.50	15	5	4
18-19	Liveried Blacksmith.	.100	15	5	4
20-21	Liveried Armorer	.175	25	6	4
22	Liveried Falconer	.75	20	5	4
23-24	Liveried Trainer	.75	20	5	4
25-35	Liveried Forester	.60	20	5	4
36-40	Rural Innkeeper.	.275	10	6	4
41-45	Carpenter	.150	25	5	4
46-50	Mason	.200	30	5	4
51-55	Forester	.100	20	5	4
56-58	Fisherman	.60	10	5	4
59-60	Freehold Miller	.250	10	7	5
61-85	Freehold Farmer	.175	10	7	5
86-95	Freehold Stockman.	.200	10	7	5
96-00	Petit Sergeant	.250	10	9	5

(1) Master of Yeoman household, with enough to provide for the livings of himself and 1D6 dependents (at 10 SP each) plus a surplus as indicated for the month. Such a position must generally be inherited (land is very hard to acquire) or else granted by a beneficent Lord.

(2) Journeyman/employee who receives enough to provide for his own living plus 1 dependent (at 10 SP each), with the amount indicated as surplus for the month. This is the situation in which mosts PCs and all hired NPCs tend to find themselves (pay plus 10 SP) until they receive land by inheritance or grant.

(3) Status points accorded a head of a Yeoman household, plus 1 Status point per experience level gained after level/6.

(4) Status points accorded Journeymen/employees, plus 1 Status point per experience level gained after level/6 up to level/10.

Incomes of Yeomen vary according to luck, experience, and prevailing conditions:

LUCK: Roll D100 twice, with one roll for good luck and the other for bad luck in a given year. Subtract the bad from the good. If a positive (+) percentage results, add it to the basic income. If a negative (—) percentage results, subtract it from the basic income. The Omens at Birth also have percentage bonuses and penalties which can be applied to further modify the Luck rolls.

EXPERIENCE: Masters of households add +3% of basic income per experience level possessed, to a maximum of +24%. Journeymen/employees add +2% of basic income per experience level possessed, to a maximum of +24%.

PREVAILING CONDITIONS: PCs in agriculture have a 25% chance of holding superior lands or having superior herds. If so, increase basic income by 3D6%. PCs with auspicious births have a 35% chance of success here. The chance exists whenever they come into property as well as applying to the family holding.

4.13 TOWNSMEN

The Townsmen are the less important members of the town populations. They are largely small businessmen or employees/laborers. If the PC's father is a Townsman, he will be a Master with his own shop, inn, stall, barrow, etc.

Roll 1D100. No DMs are applied for auspicious birth omens.

1D100 RESULT	TOWNSMAN VOCATION	INCOME (M)[1]	(IN SP) (E)[2]	STATUS (M)[3]	(E)[4]
01-05	Barrow Wight	.60	10	3	2
06-10	Tinker	.60	10	3	2
11-15	Peddlar	.65	10	3	2
16-20	Beer Peddlar	.65	10	3	2
21-25	Miner	.—	40	—	3
26-30	Mine Owner	.50D10	—	8	—
31-35	Brothelkeeper	.200	25	2	1
36-40	Ostler (Stablekeeper)	.100	10	3	1
41-45	Cobbler.	.50	10	2	1
46-50	Greengrocer	.75	10	4	2
51-55	Money Lender.	.200	15	4	2
56-60	Cartwright	.100	15	4	2
61-65	Harnessmaker	.100	15	4	2
66-70	Barber	.75	15	3	2
71-75	Butcher.	.125	15	4	2
76-80	Blacksmith.	.150	15	4	2
81-85	Baker	.125	15	4	2
86-90	Wine Merchant	.200	15	5	2
91-00	Innkeeper	.350	10	5	2

(1) Head of a household and owner of a small business, with enough to provide for the living of himself and 1D6 dependents (at 10 SP each) plus a surplus as indicated for the month.

(2) Employee of a Town small businessman, with enough to provide for his own living at 5 SP value, plus a surplus as indicated for the month: 1/2D6 years' basic income of a Master sets up a business.

(3) Status points of a Master, plus 1 Status point per experience level gained after level/6 until level/12 is reached.

(4) Status points of an Employee. Add +1 Status point after level/6. Apprentices (under 16) have 1 Status point.

Incomes of Townsmen vary according to luck and experience as given for Yeomen. See **4.12** for details.

4.14 GUILDSMEN

The Guilds dominate the life of large towns. The Guilds represent the small but important and influential class beginning to rise in feudal society. First roll 1D100 for Father's rank in his Guild:

1D100 RESULT	FATHER'S GUILD RANK
01-60	Guild member, Journeyman
61-76	Master Guildsman
77-79	Syndic of the Town Guild Council (5 per Guild)
80	Guild Master in the Town Guild (1 per Guild)
81-00	Roll again

Once the rank of the father is known, roll 1D100 to find the Guild to which he belongs. Positions marked with an asterix (*) mean that a Guild Master must come from that type of vocation, and the others signify only employee (Journeyman) positions which a PC or NPC might fill at some time in his career or else a minor craft/profession is indicated. No DMs are applied for auspicious births.

1D100 RESULT	GUILD VOCATION	INCOME (M)[1]	(IN SP) (J)[2]	SOCIAL (GM)[3]	(GS)[4]	STATUS (M)[5]	(J)[6]
	ENTERTAINERS' GUILD	—	—	+7	+5	—	—
01-03	*Musician	100	20	—	—	4	2
04-06	*Dancer	100	20	—	—	4	2
07-10	*Jongleur	100	20	—	—	4	2
11-15	*Troubadour	120	20	—	—	5	2
16-17	*Actor	100	20	—	—	4	2
	ARTISTS' GUILD	—	—	+7	+5	—	—
18	*Sculptor	175	25	—	—	5	2
19	*Painter	150	25	—	—	5	2
20	*Poet/Bard	150	25	—	—	5	2
21	CABINETMAKERS' GUILD	150	40	—	—	6	2
22-23	GUILD DE CHEFS	150	35	+7	+5	5	2
24	FOUNDRYMANS' GUILD	300	35	+7	+5	5	2
	ARMORERS' GUILD	—	—	+8	+5	—	—
25	*Weaponsmith Mage	750	60	—	—	7	3
26	*Armorer	375	50	—	—	6	3
	SHIPBUILDERS' GUILD	—	—	+7	+5	—	—
27	*Shipbuilder	500	45	—	—	7	3
28	Cordage Maker	125	25	—	—	5	2
29	Sailmaker	125	25	—	—	5	2
	SHIPMEN'S GUILD	—	—	+8	+5	—	—
30	*Captain-Owner	750	—	—	—	7	—
31	*Captain	125	125	—	—	5	—
32	*Pilot-Navigator	100	75	—	—	5	3
33	Mate	—	65	—	—	—	4
34	Ship's Carpenter	—	50	—	—	—	2
35	Ship's Cook	—	50	—	—	—	2
36	Sailor	—	40	—	—	—	2
	BUILDERS' GUILD	—	—	+8	+6	—	—
37	*Builder-Architect	750	50	—	—	7	3
38-39	*Stonemason	300	50	—	—	6	3
40-41	*Brickmason	250	50	—	—	5	2
42-43	*Carpenter	225	50	—	—	5	2
	CLOTH GUILD	—	—	+10	+8	—	—
44	*Wool/Cloth Merchant	3000	50	—	—	7	3
45-46	*Weaver	500	40	—	—	6	3
47	*Dyer	500	40	—	—	6	2
48	*Tailor	200	25	—	—	5	2
49	*Tanner	200	25	—	—	5	2
50	PERFUMERS' GUILD	—	—	+8	+6	6	3
	GLASSBLOWERS' GUILD	—	—	+7	+6	—	—
51	*Glassblower	300	50	—	—	6	2
52	*Glazier	300	50	—	—	6	2
	JEWELSMITHS' GUILD	—	—	—	—	—	—
53	*Jewelsmith-Mage	750	60	—	—	7	3
54	*Goldsmith	500	50	—	—	6	3
55	*Silversmith	400	50	—	—	6	3
56	*Jewelcutter/Appraiser	400	65	—	—	6	3
	BANKERS' GUILD	—	—	+12	+10	—	—
57	*Banker	5000	50	—	—	8	4
58	*Moneylender	1000	50	—	—	6	3
59	Moneychanger	250	40	—	—	5	2
60	POTTERS' GUILD	200	40	+6	+5	4	2
	MERCHANTS' GUILD	—	—	+10	+8	—	—
61	*Merchant	2000	50	—	—	6	3
62-64	Merchant-Adventurer	500	50	—	—	5	2
65	BEGGARS' GUILD	100	20	+4	+3	3	1
66	THIEVES' GUILD	225	40	+10	+7	4	1

	GUILD OF MERCENARIES	—	—	+10	+7	—	—
67	*Military Engineer	.500	90	—	—	+3	+1
68	*Captain (Kt.-Errant)	.400	—	—	—	15	—
69	*Knight-Errant	—	225	—	—	10	—
—	Squire-at-Arms	—	60	—	—	—	6
70	Sergeant-at-Arms	—	125	—	—	—	5
71	Longbowman	—	70	—	—	—	4
72	Heavy Crossbowman	—	70	—	—	—	4
73	Light Crossbowman	—	60	—	—	—	4
74	Man-at-Arms	—	50	—	—	—	4
	GUILD OF PHYSICIANS	—	—	+10	+8	—	—
75	*Physician	.400	50	—	—	8	3
76	Surgeon-Barber	.250	40	—	—	6	2
77	Apocathary	.325	40	—	—	7	2
	GUILD OF ARCANE LORE	—	—	+12	+10	—	—
78	Drug-Trance Mage	.200	25	—	—	6	3
79	Dance-Chant Mage	.200	25	—	—	6	3
80	Shaman	.275	25	—	—	6	3
81	*Alchemist	.1000	25	—	—	7	3
82	Medium	.300	25	—	—	9	3
83	Mechanician-Artificer	.650	25	—	—	7	3
84	*Astrologer	.1000	25	—	—	12	3
85	Diviner	.275	25	—	—	6	3
86	*Hex-Master	.500	25	—	—	8	3
87	*Conjuror	.500	25	—	—	8	3
88	*Enchanter	.1000	25	—	—	11	3
89	Necromancer	.650	25	—	—	9	3
90	*Thaumaturgist	.750	25	—	—	10	3
91	*Cabbalist	.1000	25	—	—	12	3
92	*Power Word Mage	.850	25	—	—	12	3
93	*Magick Square Mystic	.850	25	—	—	12	3
	GUILD OF SCRIBES/SCHOLARS	—	—	+12	+10	—	—
94	*Philosopher-Sage	.500	75	—	—	9	4
95	*Scholar	.425	75	—	—	8	3
96	*Sage	.350	75	—	—	7	3
97-98	*Scribe	.300	75	—	—	6	3
99	*Paper & Ink Maker	.275	60	—	—	6	3
00	GUILD OF BARRISTERS	.350	60	+9	+7	6	3

(1) Master Guildsman who owns his own establishment. He earns enough to provide for the living of himself and 1D6 dependents (at 15 SP each) plus a surplus as indicated for the month. To become a Master, a Journeyman must have 1+ 1/2D6 years' his basic income on hand to rent and equip a shop, and to pay Guild fees and license requirements for Master's papers to operate in the realm. The specific town also requires him to pay annual fees equal to 4% + 1D6% of his basic annual income as a Master Guildsman.

(2) Journeyman accredited to do Guild work at Guild rates of pay. A Journeyman earns enough to provide for the living of himself and 1/2D6 dependents (at 10 SP each) plus a surplus as indicated for the month. To become a Journeyman, an Apprentice must have experience level/4 or else be 16 years old, whichever comes first. He will either be employed by a Master Guildsman or else may seek employment with some feudal Lord (at liveried rates, which are generally 75% of Guild rates). Journeyman Mages must have experience level/6 before they are promoted from Apprentice rank.

(3) Guild Master, who earns four times the income of a Master. Add the Status points for the office to the Status points for a Master in the Guild, plus 1 Status point for each experience level gained after level/6.

(4) Guild Syndic, who earns twice the income of a Master. Add the Status points for the office to the Status points for a Master in the Guild, plus 1 Status point for each experience level gained after level/6.

(5) Master, who has the Status points indicated, plus 1 Status point per experience level gained after level/6.

(6) Journeyman, who has the Status points indicated, plus 1 Status point per experience level gained after level/6 until he reaches level/10. Apprentices have 1 Status point.

Incomes of Guildsmen vary according to luck and experience as given for Yeomen. See **4.12**. Also, the size of the town can affect income:

POPULATION	BONUS
1500	—
2000	+1%
2500	+2%
3000	+3%
4000	+4%
5000	+5%
6000	+6%
7000	+7%
8000	+8%
9000	+9%
10,000	+10%
12,500	+12%
15,000	+15%
17,500	+17%
20,000	+20%
25,000	+25%
30,000	+27%
40,000	+30%

GUILD OFFICER

A PC can try to obtain election to a Guild Office if he has been a Master for more than two years. A Guild Syndic (member of the governing council of his Guild) earns double the income of a Master in his Guild because of his ability to use his position to personal advantage.

GUILD MASTER

A PC can try to become GuildMaster for his Guild if he has held office as a Guild Syndic for 3 terms (not necessarily consecutively). A GuildMaster earns quadruple the income of a Master in his Guild.

ELECTION TO GUILD OFFICES

Election to the governing council of one's Guild is an exercise in pure bribery, plain and simple. Elections are annual, and a candidate must risk 10% + 3D10% of his gross income as a Master on election-

eering (Guild Hall dinners, bribes, etc.) to build popular support amongst his Guild Brothers. We assume that 5 positions are open for election, with 6 + 1D6 candidates. Roll 1D100 for each candidate. If the PC is in the top 5, he is elected. He may attempt to exert his Charisma to the full, paying +1% of his annual income per CHA point he has up to his full CHA score, gaining +1 DM on the 1D100 roll per CHA point he has paid for. Election to Grand Mastership of the Guild is conducted in the same fashion, with 6 candidates assumed- - and only one winner. This time, the base income considered is that of a Guild Syndic- who are the only ones considered for this high office.

ELECTION TO TOWN COUNCIL OFFICES

Guildsmen of Master rank and Guild Officer rank are also entitled to run for offices in the town government. Offices are held for 3 years, and a procedure identical to that for Guild Office elections is used, except that the number of positions available (in brackets) varies. Elections are held only in towns with Royal Charters giving them independence from direct feudal control. The offices of Lord Mayor and Lord Justice of the town are confirmed by the King and bring a Baronetcy and a seat in the Most Loyal Order of Grand Sergeants of the Throne Room:

OFFICE	RANK REQUIRED	STATUS	TERM	NO.	MONTHLY INCOME[3]	CANDIDATES
Lord Mayor	GuildMaster	+8 pts[1]	3 yr.	(1)	150 SP	6 + 1D6
Lord Justice	Guild Syndic	+8 pts[1]	3 yr.	(1)	100 SP	6 + 1D6
Town Councilor	Guild Syndic	+7 pts[1]	3 yr.	(5)	100 SP	5 + 1D6
Chief Clerk	Master Guildsman	+5 pts[1]	3 yr.	(1)	50 SP	3 + 1/2D6
Chief Scribe	Master Guildsman	+2 pts[1]	3 yr.	(1)	50 SP	1 + 1/2D6
Tax Collector	Master Guildsman	+2 pts[1]	3 yr.	(2)	50 SP	2 + 1/2D6
Militia Captain	Guild Syndic	+5 pts[2]	3 yr.	(1)	75 SP	5 + 1D6

(1) Add +1 status pt. per 2500 population over 5000 people.
(2) Add +1 status pt. per 250 men in Militia forces.
(3) Per 1000 population.

4.15 THE CHIVALRIC CLASS

The Chivalrics are the Knights, Knights-Bannerette, and lesser Barons of the land. They all have the signal advantage of having their livings and those of their immediate family, armed retainers, and servants taken care of by the production and rents of the manor. The incomes listed below represent the monthly surplus available. In the case of the Lord's family, 2 + 1D6 persons are assumed to be present (at 25 SP each per month). If a PC has fewer in his family than 8, he adds +1 GP per person less.

1D100 ROLL	CHIVALRIC	HOLDING[1]	STATUS LORD[1]	LADY[2]	HEIR[3]	CHILD[4]
01-06	Knight	Interior SFMH 1	15	10	8	5
07-12	Knight	Interior SFMH 2	16	10	8	5
13-18	Knight	Interior SFMH 3	17	11	9	5
19-24	Knight	Interior LFMH 4	18	12	9	5
25-30	Knight	Interior LFMH 5	20	13	10	6
31-36	Knight	Interior Cas. 1	23	15	12	7
37-42	Knight	Frontier SFMH 1	17	11	9	5
43-48	Knight	Frontier SFMH 2	17	11	9	5
49-54	Knight	Frontier LFMH 3	19	12	10	6
55-60	Knight	Frontier SK 4	22	14	11	7
61-66	Knight	Frontier SK 5	24	16	12	8
67-72	Knight	Frontier Cas. 1A	26	17	13	8
73-78	Bannerette	Frontier Cas. 1A	31	21	15	10
79-84	Bannerette	Frontier Cas. 1B	34	23	17	11
85-89	Baron	Frontier Cas. 1C	40	27	20	13
90-94	Baron	Frontier Cas. 1D	42	28	21	14
95-98	Baron	Frontier Cas. 1E	44	29	22	15
99-00	Baron	Frontier Cas. 1F	46	31	23	15



CHIVALRIC CLASS	CLASS OF HOLDING	FIEF*	VASSALS*	TOTAL*
Knight	Interior SFMH 1	30 GP	—	30 GP
Knight	Interior SFMH 2	40 GP	—	40 GP
Knight	Interior SFMH 3	50 GP	10 GP	60 GP
Knight	Interior SFMH 4	60 GP	25 GP	85 GP
Knight	Interior LFMH 5	125 GP	40 GP	165 GP
Knight	Interior Cas. 1	150 GP	50 GP	200 GP
Knight	Frontier SFMH 1	35 GP	—	35 GP
Knight	Frontier SFMH 2	40 GP	—	40 GP
Knight	Frontier LFMH 3	60 GP	10 GP	70 GP
Knight	Frontier SK 4	70 GP	20 GP	90 GP
Knight	Frontier SK 5	125 GP	40 GP	165 GP
Knight	Frontier Cas. 1A	150 GP	50 GP	200 GP
Bannerette	Frontier Cas. 1A	150 GP	50 GP	200 GP
Bannerette	Frontier Cas. 1B	150 GP	80 GP	230 GP
Baron	Frontier Cas. 1C	150 GP	130 GP	280 GP
Baron	Frontier Cas. 1D	150 GP	160 GP	310 GP
Baron	Frontier Cas. 1E	150 GP	175 GP	325 GP
Baron	Frontier Cas. 1F	150 GP	190 GP	340 GP

* Monthly surplus income.

(1) Holdings are rated for interior or frontier manor military and economic status. The Lord's Status points are for Knighthood (10) plus the status of his manor. Add +1 Status point per experience level possessed by the Lord.

(2) The Lady of the manor is either the Lord's wife or else his widow or female heir if he is dead. Add +1 Status point per experience level possessed by the Lady. She has her husband's status if he is alive.

(3) Heirs have 1/2 the Status of the manor. Knighthood (+10) and experience (+1 per level) are additional.

(4) Children other than the Heir have 1/3 the Status of the manor. Knighthood (+10) and experience (+1 per level) are additional.



4.16 ROYAL BLOOD

The Royal Family is the most powerful and prestigeous line of nobles in the land. Whether related by blood or marriage, a PC born in close relationship to the King has a decided advantage. Members of the Blood Royal may always have an escort of Knights and troops of the Household Guard. They also have fairly free access to the King so long as they are not entirely out of favor. All other relations of the King tend to enjoy some Royal Favor if they are not outright political rivals or have not done some dishonorable or disgraceful act earning the Royal displeasure.

If a Character is rated as of Noble Birth but is not related to the Royal Family, the same table is used. A Landed Knight/Bannerette result = Baron of the Realm as if 41-60 were rolled on 1D100. A result of 00 = Duke with Royal Holdings!

Wife had 85% of husband's status, as do offspring of a Lord.

1D100 RESULT	CHIVALRIC OR BARONIAL RANK	BASIC STATUS	FEUDAL HOLDING	FIEF***	VASSALS***	TOTAL***	ROYAL BLOOD RELATION TO KING	STATUS BONUS
01-20	Landed Knight	26	Frontier Cas. 1A	150 GP	50 GP	200 GP	Cousin	+5
21-40	Bannerette	34	Frontier Cas. 1B	150 GP	80 GP	230 GP	Cousin	+5
41-60	Baron	46	Frontier Cas. 1F	150 GP	190 GP	340 GP	Cousin	+5
61-64	Baron	50	Interior Cas. 2	250 GP	440 GP	590 GP	Bro-in-Law	+10
65-69	Baron	58	Frontier Cas. 2	250 GP	310 GP	560 GP	Uncle	+12
70-74	Baron	58	Interior Cas. 3	300 GP	565 GP	865 GP	Fthr-in-Law	+18
75-79	Count/Earl	65	Interior Cas. 3	300 GP	565 GP	865 GP	Cousin	+5
80-84	Count/Earl	78	Frontier Cas. 3	300 GP	465 GP	765 GP	Bro-in-Law	+10
85-89	Count/Earl	90	Interior Cas. 4	400 GP	835 GP	1235 GP	Uncle	+12
90	Count/Earl	115	Frontier Cas. 4	400 GP	910 GP	1310 GP	Fthr-in-Law	+18
91	Marquis/Duke	95	Interior Cas. 4	400 GP	835 GP	1235 GP	Cousin	+5
92	Marquis/Duke	120	Frontier Cas. 4	400 GP	910 GP	1310 GP	Bro-in-Law	+10
93	Marquis/Duke	126	Interior Cas. 5	550 GP	1450 GP	2000 GP	Uncle	+12
94	Marquis/Duke	155	Frontier Cas. 5	550 GP	1320 GP	1870 GP	Fthr-in-Law	+18
95	Count/Earl*	33	Interior Cas. 1A**	150 GP	50 GP	200 GP	5th Brother	+15
96	Count/Earl*	47	Interior Cas. 1C**	150 GP	130 GP	280 GP	4th Brother	+16
97	Count/Earl*	51	Interior Cas. 1E**	150 GP	175 GP	325 GP	3rd Brother	+17
98	Count/Earl*	58	Interior Cas. 3**	300 GP	565 GP	865 GP	2nd Brother	+18
99	Duke*	126	Interior Cas. 5**	550 GP	1450 GP	2000 GP	1st Brother	+20
00	King*	150	Interior Cas. 6 & Frontier Cas. 6	800 GP 800 GP	2565 GP 2150 GP	3365 GP 2950 GP	King	+25

* If a member of the Royal Family; Nobles are Marquis/Duke with Frontier Cas. 5, as in 94.

** Held directly from the King for life. These are Royal Castles. The personal holdings of the brothers are equivalent to those of a lesser Baron. To be blunt, the King assures himself that revolt is not going to succeed easily: the Royal Castles are still held by Royal Constables, even if the Princess of the Blood enjoy the revenues.

*** Revenues in surplus per month.

4.17 ELVISH SOCIETY

The Elves have a social order in which the Wood Elves correspond to Yeoman Foresters. All High Elves are of titled rank and are treated as such in their own lands and abroad. Wood Elves enjoy the status of Landed Knights in human lands.

4.18 DWARVISH SOCIETY

The Dwarves are very tribal and clannish. All Dwarves of a particular Fold are vassals of their King. Dwarvish commoners are invariably craftsmen (Guild Equivalents), while all nobles are Mages of the Artificer Class (Goldsmith, Weaponsmith, Mechanician):



1D100 RESULT	DWARVISH RANK	HOLDING	STATUS FATHER	STATUS CHILD
01-90	Guildsman: Roll for Guild	Guild Rank	Guildsman	Guildsman
91-95	Earl Commander of the Host	Host of 1000	50	25
96	Earl: Cousin of the King	Host of 1000	60	30
97	Earl: Brother-in-Law	Host of 1000	65	33
98	Earl: Uncle of the King	Host of 1000	75	38
99	Earl: Brother of the King	Host of 1000	100	50
00	His Royal Highness	Folk of 25,000	200	100

Incomes are fairly standard. Earls all have a monthly income of 1000 GP, while the King has an income of 25,000 GP per month.

Status increases +1 per experience level.

4.19 GNOME SOCIETY

The Gnome social order is similar to that of the Dwarves, except that the King commands a Folk of only 5000 (Status 125) and has an income of 5000 GP per month.

4.20 HAEFLING SOCIETY

The Haeflings (Hobbits) are all commoners with a remarkable tendency toward democratic life styles:

1D100 RESULT	HAEFLING RANK
01-75	Human Yeoman equivalent
76-85	Human Townsman equivalent
86-00	Human Professional/Craft Guild equivalent

4.21 GOBLIN SOCIETY

Goblin society is structural along the lines of a military raiding party, with ranks and racial type determining status:

1D100 ROLL	GOBLIN RANK	HOLDING	STATUS[1]	INCOME (IN SP)
01-50	Warrior	none	1	6
51-70	Commander-of-10	unit of 10	3	25
71-85	Commander-of-20	unit of 20	6	50
81-95	Commander-of-100	unit of 100	10	250
96-99	Warband Leader	unit of 500	25	1250
100	Warlord (King)	unit of 5000	60	6250

(1) Increase status in Goblin society by +1 every experience level gained. Also add the following values for Goblin racial type:

Kobold: +0
Goblin: +2
Orc: +4
Uruk-Hai: +15
Hobgoblin: +20

Advancement in the Goblin society is strictly on merit-- that is, a PC has to eliminate his superior without appearing to be indulging in open mutiny. This means assassination or duels of honor are in order.

4.22 TROLL SOCIETY

Strictly speaking, Trolls do not have a society as such. However, when associated with Goblins, they tend to assume command.

1D100 ROLL	TROLL RANK	HOLDING	STATUS[1]	INCOME (IN SP)[2] CAVE	MTN.	WOOD	WATER
01-75	Family Group	1D6 Trolls	10	10	15	15	50
76-90	Warband	500 Goblins	25	(3)	(3)	(3)	(3)
91-00	Warlord	5000 Goblins	60	(4)	(4)	(4)	(4)

(1) Increase status by +2 every experience level gained. Also add the following values for Troll racial type:

Cave Troll: +25
Mtn. Troll: +30
Wood Troll: +35
Water Troll: +40

(2) The Family Group income is in SP per month x experience level. Cave, Mountain, and Wood Trolls are essentially raiders/bandits. Water Trolls may run bridges, which carry a toll to cross.

(3) As for Goblin Warband each month.

(4) As for Goblin Warlord each month.

4.23 GIANT SOCIETY

Giants in the basic **C&S** campaign are regarded as wandering types. However, if using the **C&S** Supplement, **Swords & Sorcerers**, they may be treated as equivalent to Nordics. Giants of the wandering variety earn about 15-25 SP per month x experience level through the usual robbing and raiding.

4.24 FEUDAL HOLDINGS

Details on feudal holdings will be provided later in section 11.13. Players are also referred to the **C&S Sourcebook** and to the **C&S** playing aid, **Life on the Manor** for detailed treatments of feudal holdings and economics.

4.25 DETERMINING THE PRIME REQUISITES

Now that the PC's Birth Omens and Social Class have been established, and the Player has a fairly good idea of which vocation he wishes to follow--of which Race itself may well play a part--the time has arrived to flesh out the PC.

Before starting off on the Character generation procedure. Players can decide whether their Characters will be male or female. We do not discriminate over-much with regard to the sex of a PC: females have been granted about the same degree of freedom and opportunity that a male would have had in a feudal society. This is to facilitate comfortable Character play by female Players, who might well prefer to run members of their sex rather than males. Also, there is a bit of a Warrior Maid tradition in fantasy fiction and some legends.

At the same time, we note that there was considerable repression of women in feudal society--where females were generally viewed as a form of chattel or property to be managed and controlled first by their fathers, then by their husbands. All NPCs could be put more or less in that category-- male-- dominated and not so fortunate as the emancipated female Player Characters.

Amongst the Trolls, there seems to have been something of a tradition that the females were worse than the males– witness the dread Sea Hag of the **Beowulf** saga. Dwarvish and Haefling/Hobbit women will be relatively rare, the Dwarves because there are few women, and the Haeflings because the women are stay-at-homes.

4.26 CHARACTER SIZE

All beings in **C&S** possess height and weight. The following tables are used to create the basic physical body of the Characters.

FRAME

The Frame of the Character influences his weight. Roll 1D20 and consult the following table:



01-02	=	Very Light Frame: reduce Body weight by 1D10% + 20%.
03-07	=	Light Frame: reduce Body weight by 1D10% + 10%.
08-15	=	Average Frame: Body Weight as indicated for height.
16-19	=	Large Frame: increase Body weight by +1D10% + 10%.
20+	=	Massive Frame: increase Body weight by +1D10% + 20%.

Frame DMs modifying the 1D20 roll are:

Female =	- 2
Human =	+0
Elf =	- 1
Dwarf =	+2
Haefling =	+1
Kobold =	+0
Goblin =	+1
Orc =	+2
Uruk Hai =	+2
Hobgoblin =	+3
Gnoll =	+3
Ogre =	+3
Cave Troll =	+2
Mtn.Troll =	+3
Wood Troll =	+1
Water Troll =	+2

Giants are all rated at +3 DM to Frame rolls, irregardless of the type.

SIZE

Once the Frame has been found, ROLL 1D100 and consult the table following which applies to the PC/NPC. Basic body weight is given in dr. (pound-equivalent), and will be modified by the Frame. The height is given in standard feet and inches. The Body Level initially enjoyed by the Character is based upon the weight of the Character, as modified by his Frame. Characters who have weights below or above the 01 or 00 rolls have the Body Level indicated for the weights at either extremes of the scale.

HUMAN **MALE**

1D100 RESULT	HEIGHT	WEIGHT	BODY
(–)	–	57	5
(–)	–	60	6
(–)	–	70	7
01	4'6"	82	8
02	4'7"	86	8
03	4'8"	90	9
04	4'9"	94	9
05	4'10"	98	9
06-07	4'11"	102	10
08-10	5'0"	106	10
11-14	5'1"	110	11
15-19	5'2"	115	11
20-24	5'3"	120	12
25-29	5'4"	125	12
30-34	5'5"	130	13
35-39	5'6"	135	13
40-44	5'7"	140	14
45-49	5'8"	145	14
50-59	5'9"	150	15
60-69	5'10"	156	15
70-78	5'11"	163	16
79-84	6'0"	170	17
85-88	6'1"	177	17
89-91	6'2"	185	18
92-94	6'3"	194	19
95-96	6'4"	204	20
97	6'5"	215	21
98	6'6"	230	23
99	6'7"	245	24
00	6'8"	260	26
(+)	–	270	27
(+)	–	280	28
(+)	–	290	29
(+)	–	300	30
(+)	–	310	31
(+)	–	320	32
(+)	–	330	33

HUMAN **FEMALE**

1D100 RESULT	HEIGHT	WEIGHT	BODY
(–)	–	54	5
(–)	–	60	6
(–)	–	70	7
01	4'5"	78	7
02	4'6"	82	8
03	4'7"	86	8
04	4'8"	90	9
05-06	4'9"	94	9
07-09	4'10"	98	9
10-13	4'11"	102	10
14-18	5'0"	106	10
19-24	5'1"	110	11
25-31	5'2"	113	11
32-39	5'3"	116	11
40-47	5'4"	120	12
48-55	5'5"	124	12
56-65	5'6"	128	12
66-72	5'7"	132	13
73-78	5'8"	136	13
79-83	5'9"	140	14
84-87	5'10"	144	14
88-90	5'11"	148	14
91-92	6'0"	153	15
93-94	6'1"	158	15
95	6'2"	164	16
96	6'3"	170	17
97	6'4"	180	18
98	6'5"	190	19
99	6'6"	200	20
00	6'7"	210	21
(+)	–	220	22
(+)	–	230	23
(+)	–	240	24
(+)	–	250	25
(+)	–	260	26
(+)	–	270	27

ELVES are found on the Human tables, except that +2 is added to a male Elf's Body Level, and +1 to a female Elf's Body Level. No Female Elf will have a Large or Massive Frame.



DWARF

1D100 RESULT	HEIGHT	WEIGHT	BODY
(–)	–	58	7
(–)	–	60	8
(–)	–	70	9
01-15	3'6"	82	10
16-30	3'7"	85	11
31-40	3'8"	88	11
41-50	3'9"	91	11
51-60	3'10"	94	12
61-70	3'11"	97	12
71-80	4'0"	100	13
81-85	4'1"	105	13
86-90	4'2"	110	14
91-94	4'3"	115	15
95-97	4'4"	120	16
98-99	4'5"	125	17
00	4'6"	130	18
(+)	–	140	19
(+)	–	150	20
(+)	–	160+	21

KOBOLD

1D100 RESULT	HEIGHT	WEIGHT	BODY
(–)	–	28	3
(–)	–	30	4
01-10	3'0"	40	5
11-20	3'1"	43	5
21-30	3'2"	46	5
31-40	3'3"	49	6
41-50	3'4"	52	6
51-60	3'5"	55	6
61-70	3'6"	58	6
71-80	3'7"	62	7
81-85	3'8"	66	7
86-90	3'9"	70	8
91-95	3'10"	75	8
96-00	3'11"	80	9
(+)	–	90	10
(+)	–	100	11
(+)	–	101+	12

HAEFLING/GNOME

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	41	5
(—)	—	45	6
(—)	—	50	6
01-10	3'6"	59	7
11-20	3'7"	62	7
21-30	3'8"	65	7
31-40	3'9"	68	7
41-50	3'10"	72	8
51-60	3'11"	76	8
61-70	4'0"	80	9
71-80	4'1"	84	9
81-85	4'2"	88	9
86-90	4'3"	92	10
91-95	4'4"	96	10
96-98	4'5"	100	11
00	4'6"	105	12
(+)	—	110	13
(+)	—	120	14
(+)	—	130+	15

GNOLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	152	16
(—)	—	170	18
01-10	5'10"	190	20
11-20	5'11"	200	21
21-30	6'0"	210	22
31-40	6'1"	220	23
41-50	6'2"	235	24
51-60	6'3"	250	26
61-70	6'4"	265	27
71-80	6'5"	280	29
81-90	6'6"	300	31
91-95	6'7"	320	33
96-97	6'8"	340	35
98-99	6'9"	360	37
00	6'10"	380	39
(+)	—	400	41
(+)	—	420	43
(+)	—	440	45
(+)	—	460	47
(+)	—	480	49
(+)	—	494	50

GOBLIN/ORC

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	63	7
(—)	—	70	8
(—)	—	80	9
01-10	4'0"	90	10
11-20	4'1"	94	10
21-30	4'2"	98	10
31-40	4'3"	102	11
41-50	4'4"	106	11
51-60	4'5"	110	12
61-70	4'6"	114	12
71-80	4'7"	118	12
81-90	4'8"	122	13
91-95	4'9"	126	13
96-98	4'10"	130	14
99-00	4'11"	135	14
(+)	—	140	15
(+)	—	150	16
(+)	—	160	17
(+)	—	170+	18

OGRE

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	200	25
(—)	—	225	27
01-10	6'4"	250	30
11-20	6'5"	270	32
21-30	6'6"	290	34
31-45	6'7"	310	36
46-60	6'8"	335	38
61-70	6'9"	360	41
71-80	6'10"	390	44
81-90	6'11"	420	47
91-95	7'0"	450	50
96-97	7'1"	480	53
98	7'2"	510	56
99	7'3"	540	59
00	7'4"	570	62
(+)	—	600	65
(+)	—	650	70
(+)	—	700+	75

URUK HAI/HOBGOBLIN

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	112	12
(—)	—	120	13
(—)	—	130	14
01-10	5'6"	140	15
11-20	5'7"	145	15
21-30	5'8"	150	16
31-40	5'9"	156	16
41-50	5'10"	163	17
51-60	5'11"	171	18
61-70	6'0"	180	19
71-80	6'1"	190	20
81-90	6'2"	201	21
91-95	6'3"	212	22
96-97	6'4"	225	23
98-99	6'5"	240	25
00	6'6"	255	26
(—)	—	270	27
(—)	—	285	28
(—)	—	300	29
(—)	—	315	30
(—)	—	330+	31

MTN. TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	260	36
(—)	—	275	38
(—)	—	300	40
01-10	6'0"	320	42
11-25	6'2"	360	46
26-40	6'4"	400	50
41-55	6'6"	440	54
56-65	6'8"	480	58
66-75	6'10"	530	63
76-80	7'0"	580	68
81-85	7'2"	640	74
86-90	7'4"	680	78
91-95	7'5"	730	83
96-00	7'6"	780	88
(+)	—	850	95
(+)	—	900	100
(+)	—	1000+	110

WATER TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	240	36
(—)	—	280	42
(—)	—	300	45
01-10	6'0"	320	48
11-20	6'2"	360	54
21-35	6'4"	400	60
36-50	6'6"	450	68
51-65	6'8"	500	75
66-80	6'10"	550	83
81-85	7'0"	600	90
86-90	7'2"	650	98
91-92	7'4"	700	105
93-94	7'6"	750	113
95-97	7'8"	800	120
98-99	7'10"	850	128
00	8'0"	900	135
(+)	—	1000	150
(+)	—	1050	158
(+)	—	1100	165
(+)	—	1150+	175

CAVE TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	240	34
(—)	—	270	37
01-10	6'0"	300	40
11-20	6'1"	325	43
21-35	6'2"	350	45
36-50	6'3"	375	48
51-65	6'4"	400	50
66-80	6'5"	425	53
81-90	6'6"	450	55
91-95	6'7"	475	58
96	6'8"	500	60
97	6'9"	525	63
98	6'10"	550	65
99	6'11"	575	68
00	7'0"	600	70
(+)	—	650	75
(+)	—	700	80
(+)	—	750+	85

WOOD TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	210	36
(—)	—	225	38
(—)	—	250	40
01-10	6'0"	280	43
11-20	6'2"	320	47
21-35	6'4"	360	51
36-50	6'6"	400	55
51-65	6'8"	450	60
66-75	6'10"	500	65
76-80	7'0"	550	70
81-90	7'2"	600	75
91-92	7'4"	650	80
93-94	7'6"	700	85
95-96	7'8"	750	90
97-98	7'10"	800	95
(+)	—	900	110
(+)	—	1000+	125

GIANT

1D100 RESULT	HEIGHT	WEIGHT	BODY
(—)	—	770	46
(—)	—	900	54
(—)	—	1000	60
01-10	10'0"	1100	66
11-20	10'4"	1200	72
21-30	10'8"	1300	78
31-40	11'0"	1400	84
41-50	11'4"	1500	90
51-60	11'8"	1600	96
61-70	12'0"	1700	102
71-75	12'4"	1800	108
76-80	12'8"	1900	114
85-90	13'0"	2000	120
91-92	13'4"	2125	128
93-94	13'8"	2250	135
95-96	14'0"	2375	143
97-98	14'4"	2500	150
99	14'8"	2650	159
00	15'0"	2800	168
(+)	—	3000+	175



4.27 ALLOCATING CPR POINTS FOR PRIME REQUISITES

The Player is now fully committed to the Race he selected. Where there are definite requirements for a Race, these must be met first before any other Prime Requisites can be designed.

Deduct the CPR points from the total which are needed to product minimum Prime Requisite scores for the Race. Enter those minimums on the Character Profile sheet in pencil, as they might be raised later if any surplus CPR are left. Now allocate the remaining CPR points to purchase Prime Requisites as desired.

4.28 DEXTERITY CPRS

Dexterity is the measure of a Character's ability to perform acts of agility and coordination. It also gives rise to certain skills and enabling factors:

DEX SCORE	DESCRIPTION	DEX CR	MOVE SILENT	HIDE	PICK POCKET	DISARM TRAP	PICK LOCK
04	All Thumbs	04	–30%	–20%	–30%	–20%	–05%
05	Uncoordinated	05	–27%	–15%	–25%	–17%	–05%
06	Clumsy	06	–25%	–10%	–20%	–15%	–
07	Awkward	07	–20%	–05%	–15%	–12%	–
08	Unhandy	08	–15%	–	–10%	–10%	–
09	Average	09	–10%	–	–05%	–07%	–
10	Average	10	–05%	–	–	–05%	–
11	Average	11	–	–	–	–	–
12	Average	12	–	–	–	–	–
13	Skillful	13	+05%	+05%	+03%	+03%	+05%
14	Deft	14	+07%	+07%	+05%	+05%	+05%
15	Dexterous	15	+10%	+10%	+07%	+07%	+10%
16	Nimble	16	+12%	+15%	+10%	+10%	+10%
17	Adroit	17	+15%	+20%	+12%	+12%	+15%
18	Agile	18	+17%	+25%	+15%	+15%	+15%
19	Quick	19	+20%	+30%	+17%	+17%	+20%
20	Masterful	19	+21%	+31%	+20%	+20%	+25%
21	Masterful	19	+22%	+32%	+21%	+21%	+25%
22	Masterful	19	+23%	+33%	+22%	+22%	+25%
23	Masterful	19	+24%	+34%	+23%	+23%	+25%
24	Masterful	19	+25%	+35%	+24%	+24%	+25%
25+	Masterful	19	+25%*	+36%*	+25%*	+25%*	+25%*

* +01% per DEX level above DEX/25

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their Dexterity CPRS:

ELVES must have at least DEX/12.
HAEFLINGS must have at least DEX/12.
MONSTERS have DEX/04 -16 and pay triple cost thereafter.

4.29 CONSTITUTION CPRS

Constitution is the measure of a Character's health and life force--the capacity of the body to endure hardship and suffering. It also gives rise to a number of enabling factors and affects the Character's Carrying Capacity and Fatigue Levels.

CON SCORE	DESCRIPTION	CON CR	RECOVERY RATE BODY	RECOVERY RATE FATIGUE	RESIST DISEASE	CHANCE TO RESURRECT	CON FACTOR
04	Scrawny	04	01%	05%	–15%	20%	0.0
05	Puny	05	01%	05%	–12%	25%	0.0
06	Feeble	06	01%	06%	–10%	30%	0.0
07	Weak	07	02%	07%	–07%	35%	0.0
08	Average	08	02%	08%	–05%	40%	0.0
09	Average	09	02%	09%	–	45%	0.0
10	Average	10	02%	10%	–	50%	0.0
11	Average	11	03%	11%	–	55%	0.1
12	Average	12	03%	12%	+01%	60%	0.2
13	Fit	13	03%	13%	+02%	65%	0.3
14	Healthy	14	03%	14%	+03%	70%	0.4
15	Sturdy	15	03%	15%	+04%	75%	0.5
16	Hardy	16	04%	16%	+06%	80%	0.6
17	Robust	17	04%	17%	+08%	85%	0.7
18	Vigorous	18	04%	18%	+10%	90%	0.8
19	Vital	19	05%	19%	+12%	91%	0.9
20+	Weatherproof	19	05%	20%	+15%*	92%*	1.0**

* Increase by +01% per CON level over CON/20.
** Increase by +0.1 per CON level over CON/20.

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their CON CPRS:

ELVES must have CON/12+.
DWARVES must have CON/15+.
HAEFLINGS must have CON/12+.
URUK HAI/HOBGOBLINS must have CON/13+.
GNOLLS/OGRES/TROLLS must have CON/19+.

Further, any Character desiring Strength over STR/17 must have CON/18.

4.30 STRENGTH CPRS

Strength is that quality which affects all feats involving physical prowess or personal combat.

STR SCORE	DESCRIPTION	STR CR	STRENGTH FACTOR ACCORDING TO CHARACTER RACE						
			MAN	ELF	DWARF	HAEFLING	GOBLIN	TROLL	GIANT
04	Disabled	02	0.2	–	–	0.3	0.2	–	–
05	Puny	03	0.3	–	–	0.4	0.3	–	–
06	Feeble	04	0.4	–	–	0.5	0.4	–	–
07	Weak	05	0.5	–	–	0.6	0.5	–	–
08	Unfit	06	0.6	–	–	0.7	0.6	–	–
09	Average	07	0.7	–	–	0.8	0.7	–	–
10	Average	08	0.8	–	–	0.9	0.8	–	–
11	Average	09	0.9	1.0	–	1.0	0.9	–	–
12	Average	10	1.0	1.1	–	1.1	1.0	–	1.0
13	Muscular	11	1.1	1.2	2.5	1.2	1.1	–	1.1
14	Strong	12	1.2	1.3	2.6	1.3	1.2	–	1.2
15	Powerful	13	1.3	1.4	2.7	1.4	1.3	–	1.3
16	Mighty	14	1.4	1.5	2.8	1.5	1.4	–	1.4
17	Puissant	15	1.5	1.6	2.9	1.6	1.5	–	1.5
18	Lordly	16	1.6	1.7	3.0	1.7	1.6	–	1.6
19	Herculean	17	1.7	1.8	3.1	1.8	1.7	–	1.7
20+	Superhuman	18	2.0*	–	–	–	–	1.0*	–

* Increase by +0.1 per STR level over STR/20.

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their CON CPRS:

ELVES must fall between STR/11 and STR/19.
HIGH ELVES must have STR/19.
DWARVES must fall between STR/13 and STR/19.
HAEFLINGS (including **GNOMES**) cannot exceed STR/19.
KOBOLDS (Goblins) must fall between STR/04 and STR/15.
GOBLINS must fall between STR/06 and STR/15.
ORCS (Goblins) must fall between STR/07 and STR/16.
URUK HAI (Goblins) must fall between STR/08 and STR/17.
HOBGOBLINS (Goblins) must fall between STR/09 and STR/18.
GNOLLS (Trolls) must fall between STR/12 and STR/19.
CAVE TROLLS must fall between STR/20 and STR/25.
MOUNTAIN TROLLS must fall between STR/25 and STR/30.
WOOD TROLLS must fall between STR/30 and STR/35.
WATER TROLLS must fall between STR/35 and STR/40.
OGRES (use 'Troll' column) must fall between STR/25 and STR/30.
GIANTS must fall between STR/12 and STR/19.

Remember also that any Character with STR/18+ must have CON/18 or better.

4.31 WISDOM CPRS

Wisdom is that quality of mind and experience which enables a Character to make wise decisions, in accordance with his beliefs and practical knowledge. It has applications particularly in pointing a direction to the nature of the Character's personality in role playing situations.

WIS SCORE	DESCRIPTION	WIS CR	SAVING THROW VS SPELLS OF COMMAND										
			I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Witless	01	01	–	–	–	–	–	–	–	–	–	–
05	Foolish	02	02	01	–	–	–	–	–	–	–	–	–
06	Foolish	03	03	02	01	–	–	–	–	–	–	–	–
07	Simple	04	04	03	02	01	–	–	–	–	–	–	–
08	Unwise	05	05	04	03	02	01	–	–	–	–	–	–
09	Naive	06	06	05	04	03	02	01	–	–	–	–	–
10	Average	07	07	06	05	04	03	02	01	–	–	–	–
11	Average	08	08	07	06	05	04	03	02	01	–	–	–
12	Average	09	09	08	07	06	05	04	03	02	01	–	–
13	Discerning	10	10	09	08	07	06	05	04	03	02	01	–
14	Discerning	11	11	10	09	08	07	06	05	04	03	02	01
15	Penetrating	12	12	12	11	10	09	08	07	06	05	04	03
16	Astute	13	13	13	12	11	10	09	08	07	06	05	04
17	Wise	14	14	14	13	12	11	10	09	08	07	06	05
18	Inspired	15	15	15	14	14	13	12	11	10	09	08	07
19	Profound	16	16	16	15	15	14	14	13	12	11	10	09
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	12	11
25-29	Visionary	17	17	17	17	16	16	16	15	15	14	13	12
30-34	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
35-39	Visionary	19	19	19	19	18	18	18	17	17	16	15	14
40	Visionary	19	19	19	19	19	18	18	18	17	17	16	15

Mages with WIS/21+ have a bonus of WIS CPRS – 20 x 1% when learning spells or casting enchantments upon objects, and half that bonus when casting spells against opponents (targeting bonus).

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their WIS CPRS:

ELVES must have WIS/13+.
HIGH ELVES must have WIS/17+.
MONSTERS must fall between WIS/04 and WIS/16, with double costs after WIS/10 in all cases.

4.32 INTELLIGENCE CPRS

Intelligence is that quality of mind which allows him to reason in a logical manner. It is also the index of his ability to engage in scholarly pursuits, to acquire and use new languages, to read correctly, to remember an important matter or a spell, and to engage in scholarly pursuits. It has a bearing upon his general resistance to Spells of Illusion as well.

IQ SCORE	DESCRIPTION	IQ CR	SAVING THROW VS SPELLS OF ILLUSION I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Idiot	01	01	–	–	–	–	–	–	–	–	–	–
05	Cretin	02	02	01	–	–	–	–	–	–	–	–	–
06	Lack-Wit	03	03	02	01	–	–	–	–	–	–	–	–
07	Dim-Wit	04	04	03	02	01	–	–	–	–	–	–	–
08	Half-Wit	05	05	04	03	02	01	–	–	–	–	–	–
09	Average	06	06	05	04	03	02	01	–	–	–	–	–
10	Average	07	07	06	05	04	03	02	01	–	–	–	–
11	Average	08	08	07	06	05	04	03	02	01	–	–	–
12	Average	09	09	08	07	06	05	04	03	02	01	–	–
13	Bright	10	10	09	08	07	06	05	04	03	02	01	–
14	Very Bright	11	11	10	09	08	07	06	05	04	03	02	01
15	Smart	12	12	11	10	09	08	07	06	05	04	03	02
16	Ingeneous	13	13	12	11	10	09	08	07	06	05	04	03
17	Scholarly	14	14	14	13	13	12	12	11	11	10	09	08
18	Brilliant	15	15	15	14	14	13	13	12	12	11	10	09
19	Genius	16	16	16	15	15	14	14	13	13	12	12	11
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	13	12
25-29	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
30-34	Visionary	19	19	19	18	18	18	17	17	17	16	15	14
35-39	Visionary	19	19	19	19	18	18	18	17	17	17	16	15
40	Visionary	19	19	19	19	19	18	18	18	17	17	17	16

IQ SCORE	MAGICK LIMITS	FIND DOOR	THE TRAP	HIDDEN OBJECT	READ WELL	REMEMBER SPELL	LANGUAGE FACILITY
04	0	–20%	–25%	–20%	No	10%	1 spoken language
05	0	–15%	–20%	–18%	No	15%	1 spoken language
06	0	–10%	–18%	–15%	No	20%	1 spoken language
07	I	–05%	–15%	–12%	No	25%	1 spoken language
08	I	–	–10%	–10%	40%	30%	1 written = 1 pt/lvl
09	I	–	–05%	–05%	50%	35%	1 written = 1 pt/lvl
10	II	–	–	–	55%	50%	2 written = 1 pt/lvl
11	III	–	–	–	60%	55%	3 written = 1 pt/lvl
12	IV	+05%	–	–	65%	60%	4 written = 2 pt/lvl
13	V	+07%	–	+05%	70%	65%	unlimited = 3 pt/lvl
14	VI	+10%	+05%	+07%	75%	70%	unlimited = 3 pt/lvl
15	VII	+17%	+07%	+10%	80%	75%	unlimited = 4 pt/lvl
16	VIII	+20%	+10%	+12%	85%	80%	unlimited = 5 pt/lvl
17	IX	+22%	+12%	+15%	90%	85%	unlimited = 6 pt/lvl
18	X	+25%	+15%	+20%	95%	90%	unlimited = 7 pt/lvl
19	XI	+27%	+17%	+25%	96%	95%	unlimited = 8 pt/lvl
20	XI	+30%	+20%	+27%	97%	100%	unlimited = 9 pt/lvl
21-22	XI	+30%	+22%	+30%	98%	105%	unlimited = 10 pt/lvl
23-25	XII	+30%	+25%	+30%	99%	110%	unlimited = 12 pt/lvl
26-30	XII	+30%	+27%	+30%	99%	115%	unlimited = 14 pt/lvl
31+	XII	+30%	+30%	+30%	100%	120%	unlimited = 15 pt/lvl

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their IQ CPRS:

ELVES must have IQ/12+.
HIGH ELVES must have IQ/17+.
MONSTERS must pay double for each IQ level over IQ/12.

4.33 BARDIC VOICE CPRS

Bardic Voice represents general artistic ability and also the Character's command of the spoken/sung word.

BV SCORE	DESCRIPTION	BV CR
04	Inarticulate	01
05	Halting	03
06	Halting	04
07	Colorless	05
08	Average	06
09	Average	07
10	Average	08
11	Average	09
12	Average	10
13	Fluent	11
14	Fluent	12
15	Eloquent	13
16	Eloquent	14
17	Elegant	15
18	Poetic	16
19	Poetic	17
20	Bardic	18
21+	Orphic	19



Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their Bardic CPRS:

ELVES must have BV/13+.
MONSTERS must pay double for each BV level over BV/10.

4.34 PIETY CPRS

Piety is the measure of a Character's faith in his chosen religion. It is not to be understood as a gauge of the Character's goodness or badness. Nor should Piety be seen as a simplistic method of determining who the enemy is.

Piety replaces the concept of Alignment previously used in **C&S**. Alignment was (and still is) much misunderstood in many role playing games and by most role players. In point of fact, the moral character of a PC or NPC (including monsters and beasts) is not necessarily tied to his religious beliefs. People are really colored in shades of grey, not pure black or pure white. Devout people can have their bad moments, while rogues and villains can worry about the state of their souls and do good deeds to salve their consciences. Most important, law-abiding people and lawless rogues can be good friends loyal to each other unto death.

We therefor leave the fine details of the moral conduct of Characters to the Players.

Piety affects the chance of a Character's receiving the benefits of a Clerical Act of Faith or an outright Miracle. The higher both his and the presiding Cleric's Piety CPRS, the greater the chance that the benefit will be forthcoming. Piety is thus of special importance to Clerics, who depend on it to perform their function as instruments of the Diety. But it is also important to any other Character, who must match his own faith with that of the Cleric if he wants help.

Only Evil Priests (Hex Masters who commit to the Dark One) are aided by low Piety scores. They are effectively Anti-Clerics who serve supernatural forces directly opposed against the Deity/Deities of all legitimate religions. In that Evil Priests and their followers serve the forces of Evil in an absolute sense, they are servants of true Chaos which seeks the overthrow of all order and good in the world. Thus all pious men, irrespective of their religion, are the enemies of the Evil Priests.

PIETY SCORE	CPR COST*	DESCRIPTION	ACT OF CLERIC	FAITH NON-CLERIC	MIRACULOUS INTERVENTION
20	40	Pious	+60%	+24%	30%
19	38	Pious	+57%	+22%	28%
18	36	Pious	+54%	+20%	27%
17	34	Pious	+51%	+18%	25%
16	30	Devout	+46%	+16%	23%
15	28	Devout	+43%	+15%	21%
14	26	Devout	+40%	+14%	20%
13	24	Devout	+37%	+13%	18%
12	22	Devout	+34%	+12%	17%
11	18	Believer	+29%	+11%	14%
10	16	Believer	+26%	+10%	13%
09	14	Believer	+23%	+09%	11%
08	12	Believer	+20%	+08%	10%
07	11	Believer	+18%	+07%	09%
06	08	Nominal	+14%	+06%	07%
05	06	Nominal	+11%	+05%	05%
04	04	Nominal	+08%	+04%	04%
03	03	Nominal	+06%	+03%	03%
02	02	Nominal	+04%	+02%	02%
01	01	Nominal	+02%	+01%	01%
00	–	Unbeliever	–	–	–
–01	01	Unbeliever	–02%	–01%	–02%
–02	02	Unbeliever	–04%	–02%	–04%
–03	03	Unbeliever	–06%	–03%	–06%
–04	04	Unbeliever	–08%	–04%	–08%
–05	05	Unbeliever	–10%	–05%	–10%
–06	06	Unbeliever	–12%	–06%	–12%
–07	08	Unbeliever	–15%	–07%	–14%
–08	11	Unbeliever	–19%	–08%	–16%
–09	14	Unbeliever	–23%	–09%	–18%
–10	20	Impious	–30%	–10%	–20%

* CPR Cost is only for Clerics and Anti-Clerics. Non-Clerics pay 1 CPR point per Piety level to Piety/20 or Impiety/-10. Piety of NPCs can be determined on a dice roll: roll 1D6, with 1 - 4 = Pious and 5 - 6 = Impious. Then roll 1D20 or 1D10 for the Piety/Impiety CPRS.

4.35 PERSONAL APPEARANCE CPRS

Appearance is the degree of comeliness or repulsiveness possessed by a Character. One's looks have a distinct effect on others–especially NPCs. Thus at least an average Appearance is to be desired if one hopes to make a favorable first impression on others. Exceptional Appearance itself functions almost like a magical spell when directed towards members of the opposite sex.

APP SCORE	APP CR	DESCRIPTION
04	01	**Positively Hideous!** The PC/NPC is so ugly that others tend to look away in disgust, or else they are startled at first meeting.
05	02	**Ugly:** The PC/NPC is extremely unattractive, and others are usually uncomfortable in his presence.
06 07 08	03 04 05	**Plain:** The PC/NPC is not attractive nor unattractive, just lacking in any interesting features. Such a person is the classic homely male or female.
09 10 11 12	06 07 08 09	**Average:** The PC/NPC does not possess looks of any particular note. At the same time, he/she is not entirely unattractive and at least looks fairly much 'normal' and acceptable.
13 14 15 16-19	10 11 12 13	**Fair:** The PC/NPC is good looking and attracts his/her share of attention from admirers. Such a person is definitely above the average and will be noticed even in a crowd.
20-22 23 24 25 26 27	14 15 16 17 18 19	**Attractive:** The PC/NPC is very good looking and can cause a member of the opposite sex to fall in love with him/her. Such a person really stands out and finds it difficult to be easily forgotten by others. Also, unless one possesses a lot of Charisma, a bit of resentment from members of one's own sex might be forthcoming if such good looks are flaunted.
28-29	20	**Striking/Stunning:** The PC/NPC is almost devastatingly attractive and becomes the center of attention whether he/she likes it or not. Such comeliness can be used to sweep someone right off their feet if the Character desires it.
30	21	**Irresistable:** The PC/NPC has the looks of an Adonis or a Helen of Troy. Members of the opposite sex are almost doomed to fall hopelessly in love with the Character–and just might try to do something about it if their love is unrequited.



4.36 FEROCITY CPRS

Ferocity is far more than a simple blood lust that might be observed in battle. Rather, it is a peculiar kind of determination to win through, no matter what the activity might be.

Ferocity is the morale level of the Character, a driving force behind his entire personality which prevents him from despairing and giving up in difficult situations. Ferocity is simply the refusal to give in to defeat. Such a quality is vital to ambition, and any Character desiring to better himself needs it in abundance if he is to overcome his ingrained tendency to accept things as they are.

FER SCORE	FER CR	DESCRIPTION
04 05 06 07 08 09 10	04 05 06 07 08 09 10	**Mild Temperament:** Inwardly, the PC/NPC doubts his real abilities and can easily be pushed around by others if he is not careful. When faced by truly serious opposition, he could back down to avoid unpleasantness. In a battle, such people require the example of their leaders to steady them and give them heart in adversity. If let down by the leader, they can easily desert or rout in droves. Also, since the FER CR of the leader is used to check the morale of a group, those of Mild Temperament should not be used as commanders if at all possible.
11 12 13 14 15 16	11 12 13 14 15 16	**Determined:** The PC is capable of putting up fair resistance to adversity, but he has his limits. In extreme situations, he may find the courage to go on within himself, but will look to his leaders if they are present.
17 18 19 20+	17 18 19 20	**Heroic:** The PC has the stuff from which true Heroes are made. He can summon the reserves of courage needed to attempt dangerous and desperate deeds, inspiring others as he does so. Surrender? Never!

5 Attributes and Body Levels

Character attributes are characteristics derived from the Prime Requisites.

5.01 CHARISMA ATTRIBUTES

Charisma is an attribute found by comparing the relationship of a number of Prime Requisites. Charisma is the ability of a PC/NPC to arouse popular loyalty and enthusiasm for himself and his ideas. It is, in short, the measure of the all-around leader and 'popular guy'.

To find the Charisma Score, add the CPRs scores for Dexterity, Wisdom, Intelligence, Bardic Voice, Appearance, and Ferocity. Divide the total by 6, rounding to the nearest number. The result is the Base Charisma Score.

Then modify the Base Charisma Score by adding/subtracting the following factors, where applicable:

DEXTERITY

DEX/04-07	–2
DEX/19-20	+1
DEX/21-24	+2
DEX/25+	+3

WISDOM

WIS/04-07	–2
WIS/08-09	–1
WIS/17-19	+1
WIS/20+	+2

INTELLIGENCE

IQ/04-06	–3
IQ/07-08	–2
IQ/17-19	+1
IQ/20+	+2

BARDIC VOICE

BV/04	–4
BV/05-06	–3
BV/07	–2
BV/17-19	+1
BV/20-24	+2
BV/25+	+3

APPEARANCE

APP/04	–4
APP/05	–3
APP/06-08	–1
APP/22+	+1

FEROCITY

FER/04-06	–2
FER/07-08	–1
FER/17-19	+1
FER/20+	+2

SOCIAL RANK

Knightly	+1
Noble	+2
Royal	+3

A negative Charisma Score is possible. This means that a –DM is subtracted from any CR determination in which the Character is attempting to persuade others to his point of view (through Bardic Voice or Appearance), or morale determinations (Ferocity CR) in which the Character is trying to rally others.

The highest possible Charisma Score is CHA/36! Only the most exceptional Characters will approach such a Charisma level, as it would require at least 168 CPR points to purchase the Prime Requisite levels needed to produce it, plus social rank to boot.

CHA SCORE	CHA CR	DESCRIPTION
(–)	- CHA	**Insignificant:** The PC/NPC should look out. He has no ability to influence others at all and, indeed, suffers a penalty DM when dealing with people.
01-04 05 06	02 03 04	**Unimpressive:** The PC/NPC has little ability to impress others. With some luck, he may occasionally obtain an advantage–but not through the force of his personality.
07 08 09 10 11 12	06 07 08 09 10 11	**Average:** The PC/NPC has the minimum requirements for leadership and getting along with others. Persons of equal rank may prove difficult to handle, although he tends to deal effectively with subordinates. Still, he takes some risks when he depends upon the force of his personality to sway others.
13 14 15 16	12 13 14 15	**Influential:** The PC/NPC has the capability of leading others through the force of his personality. His men follow with some enthusiasm, but he still does best when delegated authority by a more charismatic leader.
17-19 20-22 23-25	16 17 18	**Commanding:** The PC/NPC is a true leader of men, and his followers and friends tend to be steadfast and loyal.
26+	19	**Charismatic:** The PC/NPC has a noble bearing, the 'Look of Eagles' which one expects of a mighty leader. His followers are utterly loyal and would not think of treachery or betrayal. All who meet him are deeply impressed by his strength of will and find it hard not to like him-including his enemies.

5.02 THE CHARACTER'S BODY LEVELS

The amount of damage a Character can sustain before dying is his **Body Level.** Body points correspond to the damage points dealt out by various weapons and other dangerous effects.

The Body Level is computed by adding bonus points for the PC's Constitution, Strength, and Intelligence to the basic Body Level obtained in **4.27 Character Size.** This result is then multiplied by the Character Class factor to represent the general effects of his calling and life style on his ability to absorb damage.

SCORE	BODY BONUS
Con/11-12	+1 point
Con/13-14	+2 points
Con/15	+3 points
Con/16	+4 points
Con/17	+5 points
Con/18	+6 points
Con/19	+7 points
IQ/14-16	+1 point
IQ/17-19	+2 points
IQ/20+	+3 points
Str/12-13	+1 point
Str/14-15	+2 points
Str/16-17	+3 points
Str/18-19	+4 points
Str/20-25	+5 points
Str/26-30	+6 points
Str/31-35	+7 points
Str/36-40	+8 points

When the bonuses have been added to the basic Body Level, multiply the result by the Character Class Factor, rounding to the nearest whole number:

CLASS	CLASS FACTOR
Squire/Knight	1.2
Other Fighter	1.0
Mage	0.7
Thief/Assassin	1.0
Frocked Cleric	0.9
High Elf	1.2
Wood Elf	1.1
Dwarf	1.0
Haefling	0.9
General PC	0.9
Monsters	1.0

5.03 THE CHARACTER'S FATIGUE LEVELS

A Character's Fatigue Level represents his stamina and endurance. The Stamina Points comprising the Fatigue Level are expended when a PC is engaged in combat and will determine the length of time he can keep up the activity before fatigue sets in and impairs his performance. Stamina Points are also expended by Mages and Clerics as they perform Magick or Miracles. Any strenuous activity may also cause reduction in Fatigue Levels.

Most important, Stamina Points can be expended in combat whenever a non-critical hit is scored against a Character, instead of a loss in Body Points, until Fatigue Levels are exhausted.

Fatigue Levels are computed by adding the Constitution Score to the result from rolling 1D6. Thus a maximum initial Fatigue Level of 26 is possible. The minimum level is always 6, even if it computes out lower.

5.04 INCREASING BODY AND FATIGUE LEVELS

Each time a Character advances in an experience level, he has a chance of increasing his Body Level and his Fatigue Level by one point. That chance is equal to his Constitution CR. A maximum of 15 Body Points and 15 Stamina Points can be added to the initial Levels in this way.

If Players wish, they may roll the 1D6 every time they advance an experience level. This provides the chance of raising the initial random level a bit for Fatigue Levels if the first roll was low. Fatigue Levels are therefore computed as being the sum of the Constitution Score + experience bonuses + 1D6.

5.05 RECOVERING BODY LEVELS

A PC's Constitution determines the rate he recovers lost Body points.

Body points are recovered at a daily rate, expressed as a percentage of the PC's Body Level. It is assumed that the PC engages in only mild activity during the day. Trolls recover at an hourly rate.

If the PC engages in strenuous activity, he recovers Body Points at half the normal rate.

If the PC remains inactive– the equivalent of sick bed rest and recuperation– the recovery rate is doubled.

Recovery of Body points assumes that the PC obtains adequate sleep each day (see below).

5.06 RECOVERING FATIGUE LEVELS

A PC's Constitution determines the rate he recovers lost Stamina points.

Stamina points are recovered at an hourly rate, expressed as a percentage of the PC's Fatigue Level. It is assumed that the PC engages in only mild activity and rests for about 10 minures in the hour.

If the PC engages in strenuous activity during the hour, he will recover at half the normal rate if he rests 10 minutes, and at the normal rate if he rests 15 minutes.

Sleep effectively doubles the normal recovery rate, to a maximum of 30% recovery of the Fatigue Level per hour slept.

A PC must sleep every 16 hours plus 1 hour x Constitution. This means a Con/04 requires sleep after 20 hours, while a Con/20 can go 36 hours between sleeping periods. The sleeping period must be sufficient to restore the PC's total Fatigue Level, even if he goes to sleep with his Fatigue Level intact. Elves do not sleep, but they have to spend an equivalent time in quiet meditation.

Sleeplessness is a serious matter. The moment a PC exceeds his standard waking limits, he cannot recover Fatigue Levels or Body Levels until he has slept. Further, for every hour he remains awake, his Fatigue Level drops by 10%. If it falls to negative levels, these Stamina points must be made up in sleep as well as the normal Fatigue Level.

A PC must make a Constitution CR each hour he stays awake beyond his standard waking limits. Roll 1D20. The result must be equal to or lower than his Con CR level or he falls asleep. Each hour he remains awake beyond his limit reduces the Con CR level by –1.

5.07 FATIGUE

The moment a PC loses all of his Stamina points, he is considered to be fatigued. All of his capabilities are halved in probability and effect until he regains some of his Stamina points to bring the Fatigue Level above zero. This can prove a very serious development in battle situations.

A PC can improve his situation in an emergency and enjoy normal capacities if he rolls a Constitution CR for the turn. However, if he rolls equal to or higher than his Con CR level, he loses 1 Body point to maintain his maximum performance levels. Each time he does this until he has restored some of his Fatigue Level, the PC's Con CR level drops by –1.

5.08 MAGICK, MIRACLES, FATIGUE, & BODY

It is possible to restore Body and Fatigue Levels through the use of Magical or Clerical procedures-- potions, miracles, etc. However, the effects are not permanent. Indeed, they are equivalent to using pep pills and the like. A cost must be paid for such aids.

No more than 100% of the Body Level can be restored by Clerical or Magical means. That is, once this limit has been reached, all further recovery must be by natural processes. In addition, the Body points which were restored by Magical or Clerical means must be restored naturally as well if further aid of this type is to be successful in the future. Bluntly put, one has to undergo a natural recuperative process sooner or later.

The same rule applies to Fatigue Levels when Magical or Clerical means have been used to restore Stamina points.

5.09 CARRYING CAPACITY (CC)

The Carrying Capacity (CC) is the ability of the PC to carry a burden. More specifically, the CC is a measure of the PC's true strength.

CC = (Strength Factor + Constitution Factor) x PC weight.

For example, a Human PC has Strength/14 (Strf 1.4) and Constitution/12 (Conf 0.1). His weight is 200 Dr. (1 Dragon = 1 pound), so he has a CC of 1.5 x 200 = 300 Dr.

The burden born by a PC has an effect upon his performance and his Fatigue Levels:

WEIGHT CARRIED	EFFECT
Light Load 0% to 25% CC	None
Moderate Load 25% to 40% CC	1 Fatigue point per 10 minutes running, climbing.
Partial Encumbrance 41% to 50% CC	2 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 2/3. All combat probabilities and effects cut to 90% normal.
Full Encumbrance 51% to 100% CC	4 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 1/2. All combat probabilities and effects cut to 75% normal.
Maximum Load 101% to 150% CC	6 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 1/4. All combat probabilities and effects cut to 50% normal.
Immobilizing Load 151% CC and up	Character is unable to move or fight until the burden is reduced.

Wounds to the Body (optional rule) may have an effect upon a PC equivalent to carrying a burden. For each full 10% of the Body Level lost, the equivalent weight carried is 05% CC. For example, a PC has 26 Body points and loses 11 in combat or 42% of his body level. This produces a burden increase of 20% CC.

Exhaustion can have a grievous effect upon a PC. Suppose the PC was carrying 45% CC. Exhaustion would half his current capacities in all areas. His speed would be cut to 1/3 normal, and all of his combat probabilities and effects would be at 45% of normal. To bring his capabilities back up to those enjoyed at partial encumbrance with some Stamina points left, he would have to roll a Constitution CR (see **5.07 Fatigue**).

Immobilization can also be assumed to occur when a wound appears logically to have eliminated all reasonable chance of moving, such as in the case of a critical hit to the leg which breaks the bone or amputates part of the limb. In such cases, some form of crawl might be allowed.

5.10 MILITARY ABILITY (MA)

Military Ability is the ability of a PC to be a successful fighter and field commander, for it reflects his innate capacity to develop wise and effective strategies and tactics on both a personal and a command level. It is also a measure of his training and general experience-- a function of his Character Class. Clearly, Fighter types will enjoy an advantage over non-Fighter Character Classes in this regard.

MA = 1/12 (Dex + Str + Wis + IQ + Cha + Fer).

Multiply the result, including the decimal fraction, by the Character Class Factor and round the final result to the nearest whole number.

CHARACTER CLASS	CLASS FACTOR
Knight/Squire	1.6
Sergeant-at-Arms	1.4
Petit Sergeant	1.3
Man-at-Arms	1.2
Yeoman-at-Arms	1.2
Town Militiaman	1.0
Yeoman Forester	1.0
Merchant/Adventurer	1.0
Barbarian Warrior	1.2
Thief	1.0
Assassin	1.1
Frocked Cleric	0.6
Human Vampire	1.6
Human Natural Mage	1.0
Other Human Mage	0.5
Weaponsmith Mage	1.4
Mechanician Mage	1.4
General PC	0.8
High Elf	1.5
Wood Elf	1.3
Haefling/Hobbit	0.8
Dwarf/Gnome	1.5
Goblins	1.0
Trolls	1.0
Giants	1.0

Military Ability reflects Dexterity for quickness of action and decision; Strength for brute power in combat; Wisdom for effective choice of tactics and strategy in battle; Intelligence for perceptive observation and analysis of developing situations; Charisma for command presence which steadies one's comrades and overawes the enemy; and Ferocity for personal morale and persevering boldness in the face of the enemy.

5.11 COMMAND LEVEL (CL)

Command level is a quality which affects the **C&S** mass combat systems in the Sourcebook. It is found by dividing the MA (**Military Ability**) score by 2.



5.12 PERSONAL COMBAT FACTOR (PCF)

The Personal Combat Factor is the tangible expression of the Military Ability of a Character in gaming terms-- the sum total of the PC's fighting qualities and knowledge which affect his combat efficiency.

The PCF if equal to the MA score of the Character, as found in **5.10**, above.

The following tables set out the bonuses for the action points (Blows), weapon damage, hit probabilities, parry probabilities, and dodge probabilities arising from the PCF score. Two tables are presented. The first is the Fast Combat PCF table, which bases all combat rolls on 1D20. The second is the Advanced Combat PCF table, which bases all combat rolls on 1D100 for greater variety of probability and fine tunes the action for realism.

FAST COMBAT PCF TABLE

PCF SCORE	LIGHT BLOWS	WEAPON HITS/ PARRIES	BONUSES 'L' DAMAGE	MEDIUM BLOWS	WEAPON HITS/ PARRIES	BONUSES 'M' DAMAGE	HEAVY BLOWS	WEAPON HITS/ PARRIES	BONUSES 'H' DAMAGE	SHIELD PARRY	DODGE
01-02	–1	–	1 x WDF	–1	–	1 x WDF	–	–	1 x WDF	–	–
03-04	–	–	2 x WDF	–	–	2 x WDF	–	–	2 x WDF	–	–
05-06	–	01	2 x WDF	–	–	2 x WDF	–	–	2 x WDF	–	–
07-08	–	01	3 x WDF	–	01	3 x WDF	–	–	3 x WDF	01	01
09-10	+1	02	3 x WDF	+1	01	3 x WDF	–	01	3 x WDF	01	01
11-12	+1	02	3 x WDF	+1	02	3 x WDF	+1	01	4 x WDF	02	01
13-14	+2	03	3 x WDF	+1	02	4 x WDF	+1	02	4 x WDF	02	02
15-16	+2	03	3 x WDF	+1	03	4 x WDF	+1	02	4 x WDF	03	02
17-18	+2	04	3 x WDF	+2	03	4 x WDF	+1	03	4 x WDF	03	02
19-20	+3	04	4 x WDF	+2	04	4 x WDF	+1	03	5 x WDF	04	03
21-22	+3	05	4 x WDF	+3	04	4 x WDF	+2	04	5 x WDF	04	03
23-24	+4	05	4 x WDF	+3	05	4 x WDF	+2	04	5 x WDF	05	04
25-26	+4	06	4 x WDF	+3	05	5 x WDF	+2	05	5 x WDF	05	04
27-28	+4	06	4 x WDF	+3	06	5 x WDF	+2	05	5 x WDF	06	04
29-30	+4	07	4 x WDF	+3	06	5 x WDF	+2	06	5 x WDF	06	05
31-32	+4	07	5 x WDF	+4	07	5 x WDF	+3	06	5 x WDF	07	05
33-34	+4	08	5 x WDF	+4	07	5 x WDF	+3	07	5 x WDF	07	06
35-36	+5	08	5 x WDF	+4	08	5 x WDF	+3	07	6 x WDF	08	06
37-38	+5	09	5 x WDF	+4	08	6 x WDF	+3	08	6 x WDF	08	06
39-40	+6	09	5 x WDF	+5	09	6 x WDF	+4	08	6 x WDF	09	07
41-42	+6	10	6 x WDF	+5	09	6 x WDF	+4	09	6 x WDF	09	08
43-44	+7	10	6 x WDF	+6	10	6 x WDF	+5	09	6 x WDF	10	08
45-46	+7	11	6 x WDF	+6	10	6 x WDF	+5	10	6 x WDF	10	08
47-48	+7	11	6 x WDF	+6	11	6 x WDF	+5	10	6 x WDF	11	09
49-50	+8	12	6 x WDF	+7	12	6 x WDF	+6	11	7 x WDF	12	10

ADVANCED COMBAT PCF TABLE

PCF SCORE	LIGHT BLOWS	WEAPON HITS/ PARRIES	BONUSES 'L' DAMAGE	MEDIUM BLOWS	WEAPON HITS/ PARRIES	BONUSES WDF DAMAGE	HEAVY BLOWS	WEAPON HITS/ PARRIES	BONUSES WDF DAMAGE	SHIELD PARRY	DODGE
1-2	–1	–	1 x WDF	–1	–	1 x WDF	–1	–	1 x WDF	–	–
3-4	–	–	2 x WDF	–	–	2 x WDF	–	–	2 x WDF	–	–
5-6	–	05	2 x WDF	–	–	2 x WDF	–	–	2 x WDF	03	–
7-8	–	08	3 x WDF	–	05	3 x WDF	–	–	3 x WDF	05	04
9-10	+1	10	3 x WDF	+1	08	3 x WDF	–	05	3 x WDF	08	06
11-12	+1	12	3 x WDF	+1	10	3 x WDF	+1	07	4 x WDF	10	08
13-14	+2	15	3 x WDF	+1	12	4 x WDF	+1	10	4 x WDF	12	10
15-16	+2	17	3 x WDF	+1	15	4 x WDF	+1	12	4 x WDF	15	12
17-18	+2	20	3 x WDF	+2	17	4 x WDF	+1	15	4 x WDF	17	14
19-20	+3	22	4 x WDF	+2	20	4 x WDF	+1	17	5 x WDF	20	16
21-22	+3	25	4 x WDF	+3	22	4 x WDF	+2	20	5 x WDF	22	18
23-24	+4	27	4 x WDF	+3	25	4 x WDF	+2	22	5 x WDF	25	20
25-26	+4	30	4 x WDF	+3	27	5 x WDF	+2	25	5 x WDF	27	22
27-28	+4	32	4 x WDF	+3	30	5 x WDF	+2	27	5 x WDF	30	24
29-30	+4	34	4 x WDF	+3	32	5 x WDF		29	5 x WDF	32	26
31-32	+4	37	5 x WDF	+4	35	5 x WDF	+3	32	5 x WDF	35	28
33-34	+4	40	5 x WDF	+4	37	5 x WDF	+3	35	5 x WDF	37	30
35-36	+5	42	5 x WDF	+4	40	5 x WDF	+3	37	6 x WDF	40	32
37-38	+5	45	5 x WDF	+4	42	6 x WDF	+3	40	6 x WDF	42	34
39-40	+6	47	5 x WDF	+5	45	6 x WDF	+4	42	6 x WDF	45	36
41-42	+6	50	6 x WDF	+5	47	6 x WDF	+4	45	6 x WDF	47	40
43-44	+7	52	6 x WDF	+6	50	6 x WDF	+5	47	6 x WDF	50	42
45-46	+7	55	6 x WDF	+6	52	6 x WDF	+5	50	6 x WDF	52	44
47-48	+7	57	6 x WDF	+6	55	6 x WDF	+5	52	6 x WDF	55	46
49-50	+8	60	6 x WDF	+7	60	6 x WDF	+6	55	7 x WDF	60	50

NO. BLOWS: A blow is an action point used to count off certain operations which a combatant might attempt in battle. Each weapon has a specific tempo or rate such that combatants are limited as to the number of blows that can be attempted or shield parries, etc., in a given combat turn. Only so much can be done, and an inexperienced beginner with a low PCF will find that an experienced fighter can rain a veritable flurry of blows against him while using parries to block his significantly fewer attacks in the same time period. The Blows bonus is added to the basic number allowed the heaviest weapon being used by the combatant.

HITS/PARRIES: A value is given for hit and parry bonuses. In the Fast Combat system these represent DMs modifying the 1D20 Hit Probability. In the Advanced Combat system these represent percentage DMs modifying the 1D100 Hit Probability. Hit Bonuses are positive values (+) added to one's chance of hitting an enemy. Parry Bonuses are negative values (—) subtracted to an enemy's chance of hitting, the parry being performed with one's weapon.

WDF DAMAGE: In **C&S** combat, the WDF is used by reading under the appropriate column of the weapon chart for each combatant. Weapon damage is therefore quite constant and often lethal when it is delivered in full measure. However, armor has a variable resistance factor which is rolled on a hit and subtracted from the listed WDF damage.

SHIELD PARRY: A value is given for an active shield defense, which requires expending 1 blow. The parry is a negative value (—) used to reduce the Hit Probability of an enemy.

DODGE: A value is given for outright dodging away from the enemy's blow. A dodge can be performed at full value by expending 1 blow, which permits a free counterblow if the enemy misses. It can also be performed without cost, but at the expense of a counterblow-- effectively giving the enemy a second shot at hitting before a blow can be struck back. The dodge is a negative value (—) used to reduce the Hit Probability of an enemy. To it is added the Dexterity of the defender, if a Player Character. The Advanced Combat system adds the full DEX score as a negative value (—); the Fast system adds 1/5 of the DEX score, rounded to the nearest number, also as a negative value (—).

In addition, the **Weapon Damage** is modified by certain Prime Requisites or Racial Characteristics:

DAMAGE MODIFIER	DAMAGE BONUS
Belted Knight	+2 Damage Points
Dwarf/Elf	+1 Damage Point
Lycanthrope	+2 Damage Points
Troll/Vampire	+3 Damage Points
Giant	+5 Damage Points
STR/20-25	+1 Damage Point
STR/26-30	+2 Damage Points
STR/31-35	+3 Damage Points
STR/36-40	+4 Damage Points

Further, Haeflings/Hobbits receive - 01/- 05% extra Dodge because of their small size and agility, while Elves also Have - 01/- 05% Dodge because they are a naturally agile people.

5.13 INCREASING IN PCF LEVEL

All Fighters increase their PCF scores by 1.5 for every Experience Level they advance. Non-Fighters increase their scores by 1.0 for every Level advanced.

6 Special Character Traits (optional)

Characters could have special physical and mental traits. These will help to define the 'look' of the Character and bring him/her alive in role play. Some traits may also affect Character performance.

6.01 EYE COLOR: Roll 1D10

01-02	=	Dark Brown
03-06	=	Brown
07	=	Hazel
08	=	Green
09	=	Blue
10	=	Blue-Grey

6.02 COMPLEXION: Roll 1D10

01	=	Very Dark
02-03	=	Dark: tans easily.
04-08	=	Average
09	=	Fair
10	=	Very Fair: sunburns easily.

6.03 HAIR COLOR: Roll 1D10

01-03	=	Black
04-07	=	Brown
08	=	Auburn
09	=	Redhead
10	=	Blonde

6.04 HAIR TEXTURE: Roll 1D10

01-07	=	Straight
08-09	=	Wavey
10	=	Curly

Fair Complexion adds +3
Dark Complexion subtracts —2

6.05 EYESIGHT: Roll 1D100

01-10	=	Farsighted: +5% in Archery and Throwing Missiles.
11-85	=	Perfect Eyesight: 20/20 vision.
86-90	=	Nearsighted: —5% in Archery and Throwing Missiles.
91-92	=	Very Nearsighted: —10% in Archery and Throwing Missiles.
93	=	Myopic: —25% in Archery and Throwing Missiles; objects over 100 yards away are very blurred.
94-95	=	Colorblind to blue and yellow.
96-97	=	Colorblind to red and green.
98	=	Totally Colorblind.
99-00	=	Nightvision: able to see in almost total darkness.

Elves subtract —15 from 1D100 roll.
Dwarves have Nightvision. If 99-00, roll again.
Haeflings subtract —10 from 1D100 roll.

6.06 HEARING: Roll 1D100

01-03	=	Very Poor Hearing: —10% to DETECT OTHERS SRs.
04-10	=	Poor Hearing: —05% to DETECT OTHERS SRs.
11-90	=	Normal Hearing Range.
91-97	=	Acute Hearing: +05% to DETECT OTHERS SRs.
98-00	=	Perfect Hearing: +10% to DETECT OTHERS SRs.

Elves add +10 to the 1D100 roll.

6.07 Roll 1D100 SPECIAL TRAITS

01	**Good Memory:** Regardless of IQ, Remember % is increased +3D6%.
02-03	**Poor Memory:** Regardless of IQ, Remember % is reduced —3D6%.
04-05	**Natural Sense of Direction:** Character has a 90% chance of knowing the right direction, irregardless of his surroundings.
06-07	**Natural Sense of Time:** Character can judge the passing of time to within 99% accuracy.
08-09	**Natural Sense of Distance:** Character can judge the distance travelled or the range to some object within 99% accuracy.
10-11	**Natural Sense of Numbers:** Irregardless of IQ, Character can accurately compute arithmetic problems with 100% accuracy.
12-13	**High Resistance to Disease:** Irregardless of Constitution, Character has a +20% Disease Resistance bonus.
14-15	**High Resistance to Poisons & Drugs:** Character adds +2 to Constitution CRs made when he is exposed to poisons or drugs.
16-20	**Low Resistance to Alcohol:** Character has half the normal capacity when drinking, and Constitution CRs against intoxication are made with a —2 penalty.
21-25	**High Resistance to Alcohol:** Character has double the normal capacity when drinking, and Constitution CRs are at 19 when determining intoxication.
26-30	**High Metabolic Rate:** Character requires double the normal daily food intake to maintain Fatigue Levels, and he often appears as a veritable glutton at table.
31-35	**Low Metabolic Rate:** Character requires half the normal daily food intake to maintain Fatigue Levels, and he seems to pick at his food and 'eat like a bird'.
36-00	No special trait.

To assist Players in developing a genuine personality for their Characters, this section presents a number of attitudes which the PC's might evidence in their behavior. One or several 1D100 rolls might be made on the following table, if the surprise of a purely random result is desired. Alternately, Players might simply choose several of the attitudes as belonging to their Characters.

If 1D100 rolls are used, there is a possibility that some attitudes may conflict with others already acquired. In such an instance, the next attitude in line might be taken instead. Alternately, if it is appropriate, the opposing viewpoint could be directed towards the behavior of others– which might be slightly hypocritical at times, as in the case of a heavy drinker who disapproves of drunken behavior in others. Having such attitudes can lead to many interesting role play situations as Players allow their Characters' views to emerge during the action.

CHARACTER ATTITUDES: Roll 1D100

01-03	Character has a true passion for alcoholic beverages.
04-06	Character disapproves of drunken ways.
07-09	Character has a true passion for gambling.
10-12	Character disapproves of gambling.
13-15	Character enjoys a good fight and is not loathe to join in one or to start one in a public place if he has a good reason.
16-18	Character disapproves of public brawling.
19-21	Character has a true passion for members of the opposite sex.
22-24	Character disapproves of lewd and flirtatious behavior.
25-27	Character is a braggart and exaggerates his deeds.
28-30	Character is modest and disapproves of bragging.
31-33	Character is a gourmet and cannot tolerate poor cuisine.
34-36	Character is indifferent to fine cooking.
37-39	Character is a veritable glutton when it comes to food.
40-42	Character is rather crude and rough in his manners.
43-45	Character is exceedingly courtly and cannot tolerate bad manners.
46-48	Character is an unrepentant liar when it suits him.
49-51	Character is truthful and cannot tolerate falsehood.
52-54	Character is grasping and greedy.
55-57	Character is miserly and begrudges spending money.
58-60	Character is generous.
61-63	Character is especially loyal to his leige lord, friends, and comrades-in-arms, and would not think of deserting them. He disapproves of disloyalty and desertion in times of need.
64-66	Character is self-interested and can prove disloyal if it is seen to be in his best interests (and if he can get away with it without being disgraced or dishonored).
67-69	Character is scrupulously honest. If a Thief, he never steals from friends or the poor.
70-72	Character is scrupulously honest and disapproves of thievery in all its forms.
73-75	Character not above a bit of larceny when he can get away with it, and if the goods are really worth the stealing.
76-78	Character is an unrepentant thief and would rob anybody.
79-81	Character tends to forgive personal insults and injuries so long as his honor is not compromised.
82-84	Character is outraged by real or imagined insults and injuries and is likely to turn them into matters of honor to be settled in a manly way.
85-87	Character is a social snob and demands due respect from his social inferiors.
88-90	Character is a social egalitarian and places little store on class differences when a peron has shown his worth. He may take offense at social snobbery and bullying directed at him or at others.
91-93	Character has an ascetic nature and disapproves of luxuries or pampering oneself (a good trait for a Monk).
94-96	Character has a hedonistic nature and loves luxury.
97-00	Character hates injustice and champions the oppressed (the mark of the True Knight, but also a Robin Hood quality).

The attitudes represent only general guidelines for role play, and should not be regarded as absolutely binding on a Character all of the time. The Player is ultimately in charge of his Character and can always override an attitude if he feels it is in his best interests.

At the same time, Players should establish the Tolerance Level of their Characters to see just how strongly the Character regards the matter. The Tolerance CR Level should be on a scale of 03 to 18 (roll 3D6) Tolerance CRs will be rolled with 2D10. If the roll falls above the Tolerance Level, the Character should be regarded as very likely to give into his views on the matter. Such CRs can be rolled by the Players when they, themselves, are undecided as to what to do. They might also be rolled on very special occasions by the GameMaster, when he is trying to draw the party into some situation and they are resisting.

An example of the last use of the Tolerance CR is provided by a party of adventurers at an inn. The GameMaster wishes to initiate a tavern brawl. The Players are behaving themselves. One of the Characters has an eye for the ladies. So the serving wench is made to be very pretty, and a Tolerance CR is required of our swain to see if he makes a pass or not. At the next table is a burly Sergeant-at-Arms and his three comrades. The Sergeant is the serving wench's beau. The Character has a CR Level of 08, rolls 14 on 2D10, and makes the pass. The fight is clearly on! The fight is required to advance the action. On the other hand, the GameMaster should refrain from CRs when it would set Players (through their Characters) against each other– as in the case of arranging a theft from one Character when the Player of the thief is opposed to the action. Player rights are absolute in such instances.

7 Phobias (optional)

As the saying goes, 'no one is perfect'. All humans have irrational fears acquired in their early years or through a traumatic experience. Some fears may even be basic to the human psyche. Introduction of the dimension of irrational fear to a role gaming campaign can produce some interesting effects on the role play– especially if the Player Characters and also the NPCs and Monsters are subject to them.

A phobia is, strictly speaking, a pathological and often incapacitating condition. However, phobia here should be understood as a range of fear experienced by a person– from nervousness to outright panic– depending upon the nature of the fear and the situation.

If a Character has an irrational fear, he must take a Ferocity CR, rolling equal to or lower than his CR level on 1D20 to successfully confront that fear and deal with it. Failure produces a whole range of possible reactions. The virtually panicked Character could attempt to flee, faint or freeze, or even attack the object of his fear (if appropriate). No table of probable reactions can easily be evolved here, as each fear differs from others. For instance, xenophobia or fear of strangers could elicit an avoidance response, sullen hostility, or open aggressiveness, depending on how threatened the victim feels. Hydrophobia, on the other hand, might lead to outright refusal to get into a boat, cross a bridge, or wade the stream– and anyone trying to make the victim do it could receive a panicked attack from the person crazed with fear of open water.

Avoidance of the fear (failure of the Ferocity CR) not only means temporary loss of control; it also reduces the CR level by - 1 each time avoidance occurs. The phobic neurosis is reinforced each time the person refuses to face his fears squarely and deal with them. Repeated failure will eventually reduce the Phobia CR to zero--a total panic in the face of the object of the fear--even though the Character otherwise has a normal Ferocity CR when faced with a morale check.

On the other hand, one can always conquer one's fears. Each time the Phobia CR succeeds, the Character has a 50% chance of raising his Ferocity CR level +1 when faced by the same fear in the future. Once the Phobia CR reaches 20, the fear is extinguished.

There is a base 10% probability that a Character has a phobia in the offing. Roll 1D100, making the following adjustments according to the Social Class of the Character:

Peasant	–05%
Yeoman	–02%
Townsman	+03%
Guildsman	+05%
Knight	+07%
Noble	+10%
Woman	+10%

1D100 RESULT	EFFECT
01-90	No phobias
91-99	One phobia; roll 1D100 once on the Phobia Matrix.
00+	Two phobias; roll 1D100 twice on the Phobia Matrix.

1D100 RESULT	PHOBIA
01-10	Acrophobia or fear/nervousness of heights
11-30	Xenophobia or fear/mistrust of strangers/foreigners
31-35	Nyctophobia or fear/nervousness of night/darkness
36-40	Neophobia or fear/nervousness of new things and ideas
41-45	Mysophobia or fear/nervousness of contamination by filth
46-50	Hydrophobia or fear/nervousness of bodies of water/ streams
51-55	Astrophobia or fear/nervousness of thunder and lightning
56-60	Pyrophobia or fear/nervousness of fire
61-63	Zoophobia or fear/nervousness of (large) animals in general
64-65	Ophidophobia or fear/nervousness of snakes and reptiles
66-67	Musophobia or fear/nervousness of mice or small rodents
68-69	Ailurophobia or fear/nervousness of cats
70-71	Cynophobia or fear/nervousness of dogs
72	Acniphobia or fear/nervousness of spiders
73	Florophobia or fear/nervousness of certain type of plants
74-76	Agoraphobia or fear/nervousness of wide open spaces
77-80	Claustrophobia or fear/nervousness of closed spaces
81-82	Bathophobia or fear of depths (chasms, etc.)
83	Autophobia or fear/nervousness of being alone
84	Demophobia or fear/nervousness of large crowds
85	Dromophobia or fear/nervousness of crossing a road
86	Thanophobia or fear of personal death
87	Toxicophobia or fear/nervousness of being poisoned
88-90	Algophobia or fear of pain
91	Kronophobia or fear of growing old
92	Hypnophobia or fear of sleeping and dreaming
93	Hemophobia or fear/nervousness of blood
94	Photophobia or fear/nervousness of bright light
95	Heliophobia or fear of the sun
96	Sitophobia or fear of eating (see 87 Toxicophobia)
97	Heptephobia or fear/nervousness of being touched by others
98	Gynophobia or fear/nervousness of women
99	Androphobia or fear/nervousness of men
00	Genophobia or fear of having sex

8 Characteristics Rolls (CRs)

The various Prime Requisites are often ignored in actual gaming, except as they incidentally give rise to fighting abilities, spell casting abilities, etc. This is unfortunate, as they do help to define a Character's nature and capabilities in a wide range of areas.

The Characteristics Roll or CR is intended to reduce often complex situations and actions to a mathematical probability, so that some decision can be reached fairly and objectively by using a game system instead of arguing and discussing the point. The CR represents the operation of the laws of Nature as the Character performs some action in the fantasy world.

Some CRs are enabling determinations concerned with whether or not a Character can succeed in some chosen course of action. These may be saving throws to find out if a Character has avoided some form of unpleasantness. Others may gauge the effect produced on others by some quality possessed by the Character– enabling mechanisms involving the personal sphere.

The CRs should not be regarded as replacing the responsibilities on the Players and the GameMaster for good role playing. As much of the action as possible should be decided by good role play, to avoid the incessant dice rolling and rule thumbing that results when every situation is always made subject to the dice. After all, the random dice are idiots whose mindless dictates are a matter of mathematical probability, and nothing more. Dice cannot match plain common sense and a fair assessment of a situation. They should not be used as an excuse to impose a course of action on a player when he strongly disagrees and can offer a legitimate and reasonable alternative available to his Character. The CRs do apply, however, when it is necessary to determine the effect of purely natural events on a Character.

The Prime Requisites also have an effect upon specific skills associated with some or all of the Character Classes. Often, these skills are assigned a percentage chance, and the Prime Requisites (and/or the Character Class experience levels) carry a bonus or penalty applied to the 1D100 roll. Such operations might be termed Characteristics Rolls, but we prefer to call them Abilities Rolls. These will all be dealt with in the appropriate sections of the rules.

8.01 DEXTERITY CRs

Dexterity represents the ability of a Character to manipulate things with his hands or to move in an agile way. The Dexterity CR thus becomes a measure of the possibility of performing actions which are not covered in other rules, and which need to be reduced to a probability because the action is important.

The DEX CR level is given for each Dexterity score in 4.29. The DEX CR is the number, rolled on 2D10, which the Character must roll equal to or lower to perform a dexterious task.

In the case of very difficult tasks, a negative penalty might be assigned by the GameMaster, or by the rules, reducing the CR level. Similarly, easy tasks might be assigned a positive bonus, increasing the CR level. Indeed, many easy tasks might be performed automatically by most Characters. When the GameMaster is assigning his own penalties or bonuses, he should give careful thought to what is appropriate to the situation, what is fair, etc.

8.02 CONSTITUTION CRs

Constitution measures the resiliancy and resistance of the Character.

The CON CR level is given for each Constitution score in 4.30. The CON CR is the number, rolled on 2D10, which the Character must roll equal to or lower to save from injurious effects of falls, poisons, critical hits, etc. It can also be used to temporarily draw upon deep body reserves of energy when Fatigue Levels have been totally drained (see Fatigue, 5.07).

8.03 STRENGTH CRs

Strength is a measure of a Character's physical power.

The STR CR level is given for each Strength score in 4.30. The STR CR is the number, rolled on 2D10, which the Character must roll equal to or lower to succeed at certain feats of strength.

For example, a PC might be attempting to lift an especially heavy weight. A successful STR CR permits him to raise a weight up to **double** his Carrying Capacity over his head and hold it there for a few seconds. Of course, this and other feats of Strength will be likely to produce a loss of Stamina points if one persists in the strenuous activity for any length of time, or if one attempts several feats of strength in a short time period. The Fatigue Levels lost (usually 1 or 2 points) should be determined by the GameMaster so that the loss is appropriate to the situation and the nature of the Character's Strength and Constitution.

8.04 WISDOM CRs

Wisdom is a measure of a Character's ability to make wise decisions, especially in moments of extreme stress or confusion.

The WIS CR level is given for each Wisdom score in 4.31. The WIS CR is the number, rolled on 2D10, which the Character must roll equal to or lower to act wisely.

One type of WIS CR is a form of save and might be applied in those moments when a Character is faced with resisting some temptation to give into weakness-- as in the case of a PC who enjoys his drink but should not imbibe at that time. Another type of WIS CR is used to save from Command spells.

8.05 INTELLIGENCE CRs

Intelligence is supposed to represent the capacity of a Character to think clearly, especially under stress, but no gaming system can save a smart Character from the mistakes of a foolish Player. Similarly, a clever Player should not be required to sacrifice a stupid Character simply because the PC has a low IQ score. Put bluntly, no game system can ever replace Player cunning and discretion.

The IQ CR is given for each Intelligence score in 4.32. The IQ CR is the number, rolled on 2D10, which the Character must roll equal to or lower to succeed.

IQ CRs are used in situations when a Character is faced with some puzzle or problem requiring the exercise of Intelligence to solve it. If a party of Characters is involved, the Character who is the expert in the situation should logically make the CR.

An example of an IQ CR might be to determine whether the Character(s) can figure out an interaction situation which clearly has the Players baffled. Success means that the GameMaster will provide a few more clues as to what is really going on, and what is likely meant by it all. Suppose that a Character is being cheated in some way. The IQ CR can reveal the fact to him. But the problem of what to do about it is left to the Player to decide. The IQ CR merely gives the Character a mathematical chance to detect the cheating.

IQ CRs are also used to save a Character from the influence of spells of illusion.

8.06 BARDIC VOICE CRs

Bardic Voice represents the ability of a Character to use his powers of speech to good effect. It is also a measure of musical and poetic talent.

The BARD CR level is given for each Bardic Voice score in 4.33. The BARD CR is the number, rolled on 2D10, which the Character must roll equal to or lower to perform a task requiring a melodious voice and/or a persuasive manner.

In small matters, in which the Character is attempting to sway NPCs in some way, one can employ BARD CRs alone. For example, a Character may be a Troubadour singing for his supper at the castle. His BARD CR can be used to see whether he has pleased his audience. Success in such a case might mean something extra besides food and a straw pallet for the night. Failure requires a second BARD CR roll. A success here means a ho-hum performance-- not spectacular but at least minimally adequate. Failure means that the performance was displeasing, and the Lord of the castle and his family and guests could react accordingly.

8.07 PERSUASION CRs

When the situation is fairly serious and involves the gaining of some significant advantage or else an attempt to sway an NPC into a course of action which he might not normally follow, the Charisma CR is averaged with the Bardic CR. The result is the Persuasion CR, perhaps the most powerful single talent possessed by a Character.

One form of Persuasion CR is used in business transactions. See 12.2 **Haggling Over the Price**. In this case, it is referred to as the Haggle CR, because the PC and the NPC do just that-- argue over price. Whether one wins or loses this CR will determine to a remarkable degree one's success or failure in managing his money well.

A second form of Persuasion CR is used to rally failing troops. If a leader has managed to keep his own morale up (passes FER CR), he can turn broken followers around and perhaps bring victory out of a rout if he succeeds in a Persuasion CR. In such a case, a 1-6 DM penalty might be subtracted from his CR level to reflect the seriousness of the existing situation.

Persuasion CRs can also be used to Charm NPCs– perhaps right out of their socks! Persuasive Charm is closely related to the Magical Spell of the same name. In this case, reduce the Persuasion CR to 1/2 (rounding fractions down). Success means that the PC has virtually enthralled his 'victim' unless the NPC can roll a successful WIS CR. The WIS CR level can be found quickly by rolling 3D6 for NPCs, unless the NPC already has an assigned Wisdom/WIS CR. Charmed NPCs will go along with almost anything that does not seriously damage them (financially or safety-wise) or that does not go violently against their basic natures and beliefs. The NPC regards the PC as a nice guy who treats him so well that he deserves a special deal or a little favor. However, for his part, the Player must have his PC say and do things in a genuinely charming and considerate manner if he expects the charm to last. Poor role playing here will totally wipe out all effects of his force of personality. If he has really been doing a 'dirty' on the NPC, the NPC Rolls a WIS CR at CR/15. If successful, the NPC begins to regard the PC as an **enemy** or, at least, not a real friend, and he becomes immune to further charming by the PC or his associates until their good will is solidly demonstrated over a period of time.

8.08 APPEARANCE CRs

Appearance measures the attractiveness/unattractiveness of a Character or NPC.

The APP CR level is given for each Appearance score in **4.35**. The APP CR is the number, rolled on 2D10, which the Character must roll equal to or lower to have an effect upon an NPC which requires good looks.

For example, if one wished to catch the eye of a barmaid to obtain quicker service, an APP CR could be rolled. After all, a high rating in the good looks department does attract attention from the opposite sex.

8.09 CHARISMA CRs

Charisma measures the sheer impact of personality one has on others, especially the effects a Character has on NPCs.

The CHA CR level is given for each Charisma score in **5.01**. The CHA CR is the number, rolled on 2D10, which the Character must roll equal to or lower to have an effect upon an NPC.

A CHA CR can be used to determine the first impression an NPC (or even a Player Character) has of the individual making the CR. A success means that the individuals influenced have been won over to the belief that the Character is someone who might be a friend. They are predisposed to see questionable behavior in a tolerant or more favorable light than they might otherwise.

CHA CRs can be combined with Bardic Voice CRs (see **8.06**, above), in matters involving persuasiveness during interactions with NPCs.

The concept of Charisma involves the idea that force of personality operates as a tangible force in the affairs of men. Even a villain can win and hold the loyalty of his followers and servants-- provided he does not give them personal reasons to doubt his good will and concern for their welfare. This requires that the Character, in his role play, reinforce the initial impression so that an NPC would reasonably believe that the Character **really** is a friend.

If the Character does something which would reasonably give the NPC cause to doubt that the Character is a friend, the NPC rolls a WIS CR. A success here means that doubt is established, and the NPC will now require tangible proof that the Character means well.

This bond of trust is especially important in the feudal relationship between Lord and vassal. The vassal must believe that his best interests are matters for concern for his Lord, or his loyalty and willingness to make sacrifices for his Lord will begin to falter. Charisma as a measure of the strength of one's image as a friend helps to explain why 'good' men have often supported leaders or friends who are often demonstrably 'evil' inclination can very easily follow a 'good' lord or friend into the very jaws of death and spurn the richest bribes out of his sense of personal loyalty.

8.10 FEROCITY CRs

Ferocity largely determines the morale of a Character or NPC.

The FER CR level is given for each Ferocity score in **4.36**. The FER CR is the number, rolled on 2D10, which the Character must roll equal to or lower to maintain morale, etc.

Morale is checked by a FER CR when the Player Characters encounter a monster of fearsome aspect, when the party is greatly outnumbered, or when half the members of the party have been slain or put hors de combat by capture or wounds.

The FER CR of the leader can be used to determine the morale of the group, or each Player Character and NPC in the party can make an individual FER CR. Success means that morale is maintained. A failure, on the other hand, requires a fighting withdrawal. This is especially true if NPCs are with the adventurers, for they have a desire to go home to friends and family and are now doubtful that they will if a retreat is not forthcoming immediately.

If the leader/adventurers wish to continue a combat in the face of failed morale, the leader must make a CHA CR by rolling 2D10 + 1D6 to rally the demoralized NPCs. Failure means that the NPCs will break in the following turn of combat if a retreat is not begun immediately. Success means that the NPCs will hold fast for 1/2D6 turns before another FER CR is made.

Player Characters failing a FER CR have the option of remaining anyway, unless faced by an adversary with the quality of magical or supernatural Fear emanating from it. In that case, failure means panicked flight.

Monsters and NPCs (including beasts) will also make FER CRs under the conditions noted for Characters on adventures. Monsters are 'people,' too, and have little interest in dying simply to satisfy their lord (the GameMaster), if there is a better alternative. This prevents the GameMaster from using hordes of monsters as cannon fodder to exhaust and overwhelm the intrepid adventurers. Role play combat is a direct development from war gaming, and in any battle situation the morale of troops is a major factor and cannot be ignored if a realistic simulation is desired.

Monster morale has to be handled with a degree of sensitivity by the GameMaster. Some will clearly be more ferocious than others. But even a great Troll will reach a point when he must decide if it is wise to continue the combat or beat a retreat– that is, if he hopes to survive at all. With 60% or 70% wounds suffered, it would be time to question the sanity of remaining.

The FER CR can be employed by Superhumans and by truly superior Knights and warriors (like Viking Berserks) to enter a beserker rage-- which increases their capability to inflict damage and to withstand injury during battle. The effects of this are dealt with in the Combat sections.

The FER CR can also be used to check morale when a Character or NPC is faced with an especially dangerous (non-combat) action. For instance, a Character with a low Dexterity might have to ease his way along a narrow ledge, with a deep chasm below. A FER CR might be in order to prevent him from freezing or refusing to continue. Failure might necessitate extraordinary methods on the part of his comrades to get him past the obstacle. Role play is crucial in such instances.

9 Character Experience Skills

Chivalry & Sorcery presents Characters as capable of learning Skills which may be very different from those normally associated with their chosen callings, not just specialized Skills which mark one as an accomplished Fighter, Thief, Cleric, etc. In short, a Character can become a fairly well-rounded fellow.

GENERAL SKILLS or CHARACTER EXPERIENCE SKILLS are areas of basic proficiency which any Character will have because of his Experience Level and/or some Prime Requisite. Advancement in the Skills is essentially automatic.

VOCATIONAL EXPERIENCE SKILLS are areas of proficiency acquired because of one's involvement with a particular calling, and advancement in them is automatic as one rises to the next Experience Level.

ACQUIRED EXPERIENCE SKILLS are areas outside the General and Vocational Skills which a Character may wish to learn voluntarily, at added cost in experience points (e.p.) above the amount needed to rise an Experience Level.

An Acquired Experience Skill is learned in the following manner:

(1) Accumulated experience points in excess of those needed to maintain the current Experience Level may be 'spent' to acquire a new Skill. One Skill Level (corresponding to an Experience Level) may be gained each month and the e.p. cost for the Skill is deducted from the total accumulated experience points.
(2) The Character may practice the Skill at the Skill Level purchased at the end of the month in which the learning took place.

Note that the Character's Experience Level acts as a limit on the Skill Levels. No Skill may exceed the general Experience Level.

To give an example, a PC is at Experience/6 and has accumulated a total of 57,235 e.p. He requires 50,000 e.p. to maintain his Experience Level/6 status, giving him 7,235 e.p. in excess with which he can purchase Acquired Experience Skills. He is a Fighter, but he desires some expertise in Thievish Skills, notably DETECT HIDDEN DOOR, DETECT HIDDEN TRAP, DETECT HIDDEN OBJECT, and DISARM TRAP. The costs for level/1 Skill in these 4 areas totals 500 e.p. The cost is then deducted from the 57,235 e.p., leaving 56,735 e.p. in the accumulated totals. In one month's time, the PC has Expertise/1 with the 4 new Skills. In the following month, he may commit to another month's training, with Expertise/2 in the 4 skills costing 800 e.p. And so on, until the Expertise in the 4 Skills reaches the PC's general Experience Level.

Many of the Skills thus acquired could be made subject to having a teacher or mentor to instruct and guide the PC in his studies. (A few can be learned by oneself). If a teacher is ruled as needed, study is at the rate of 1 month per Expertise Level. If a teacher is lacking, the study time is tripled, and the PC must make at least one attempt at practicing the new Skill each month during the course of an adventure.

9.01 CHARACTER GENERAL EXPERIENCE SKILLS (GES)

All PCs will have the opportunity (in some cases, it is denied by inadequate Prime Requisite scores) of having Skill in:

DETECTING OTHERS	REMEMBER SPELL (Mages)
EVADING	ESTIMATING DISTANCES
LEARNING LANGUAGES	COUNTING
CLIMBING	UNDERSTANDING SIMPLE MECHANISMS
READING WELL	HAGGLING OVER THE PRICE

9.02 DETECTING OTHERS/EVADING DETECTION (GES)

All PCs/NPCs have the ability to Listen for unusual noises or to Look for others who may be lurking in concealment nearby. Add +01% to Detection probabilities and –01% to Evasion probabilities per Experience Level gained.

STANDING means that the PC/NPC lurking nearby is standing silently and watching or else is an animal with padded feet moving over uncluttered ground in a stealthy manner (stalking).

QUIET means that the PC/NPC lurking nearby is moving quietly over uncluttered ground or else is an animal with padded feet moving over cluttered ground in a stealthy manner (stalking).

MOVING means that the PC/NPC is moving quietly over cluttered ground or is in normal marching mode. Any animal with padded feet making a rush/charge is also in this category.

NOISY means that the PC/NPC who is listening or lurking is not taking care to maintain silence– is talking, moving quickly, fighting, etc., with little attempt at stealth.

IN SHADOWS means that the PC/NPC lurking nearby is using darkness to conceal his presence. Dwarves, Gnomes, and Demons have Night Vision, which is unaffected by darkness. Felines represent creatures with noturnal vision (- 30% DM from observation), and this could be applied to owls and others with similar abilities.

LEAFY COVER means forested conditions but can be extended to tall grass, looking from around a building or through a window, etc.

The DMs for In Shadows and Leafy Cover assume that the lurking PC/NPC is exposed in some way to possible view. If heavily concealed or camouflaged (wearing black in darkness or green in forest, etc.) additional -DMs could be applied (up to -20%). Similarly, **Listening** assumes no serious obstacles exist which could block sounds, and additional -DMs could be applied for sound-absorbing conditions.

+10' AWAY: Observation range is assumed to be 10' for Listening and 20' for Watching. The penalty -DM is applied for each 10' beyond such ranges.

Detection through **Listening** only gives the general direction of the sounds. Detection through **Watching** reveals the actual position of the PC/NPC lurking nearby.

It should also be noted that it is not possible to see anyone using **Watching** if they do not show themselves; the Skill requires that the lurker be at least slightly in view himself.

If a number of PCs/NPCs are present in a group, the **Detection** Skill Roll (SR) is made on 1D100 by the person with the best chances of hearing or seeing anything.

9.03 CLIMBING

The ability to climb is not a Skill restricted to any particular class of Character. although some might be more proficient than others:

Forester:	80%/10 feet climbed + 2% per DEX pt. over DEX/12.
Thieves:	75%/10 feet climbed + 2% per DEX pt. over DEX/12.
Elves:	85%/10 feet climbed + 2% per DEX pt. over DEX/12.
Others:	70%/10 feet climbed + 2% per DEX pt. over DEX/14.
Forester:	10% + 5% per DEX pt. above DEX/12 + Exper. Bonus.
Thief/Elf:	10% + 4% per DEX pt. above DEX/12 + Exper. Bonus.
Others:	10% + 2% per DEX pt. above DEX/14 + Exper. Bonus.

If a PC fails in a climbing attempt, he has a chance of saving himself equal to:

DMs:

Few Handholds	–1D20%
In Full Armor	–15%
Using Rope	+1D20%
Carrying Pack	–5%
Partial Encumbrance	–10%
Full Encumbrance	–25%
Maximum Load	–40%
DEX under DEX/12	–3% per DEX pt under DEX/12
Fear of Heights	–50%
Experience Bonus	+2% per Exper. Lvl.
Thieves Experience	+3% per Exper. Lvl.

PC/NPC TYPE LISTENING	OTHER PERSON/BEAST/MONSTER IS STANDING	QUIET	MOVING	NOISY	LISTENER IS NOISY	+10 ' AWAY
Human	15%	25%	40%	75%	–15%	–02%
Elf	20%	30%	50%	90%	–15%	–02%
Dwarf	15%	25%	40%	75%	–15%	–02%
Gnome	15%	25%	40%	75%	–15%	–02%
Haefling	20%	30%	45%	80%	–15%	–02%
Felines	30%	45%	60%	90%	–10%	–01%
Canines	25%	40%	55%	85%	–10%	–01%
Animals	20%	35%	50%	80%	–10%	–01%
Demons	30%	45%	60%	90%	–15%	–02%
Lower Undead	10%	20%	30%	60%	–15%	–02%
High Undead	30%	40%	50%	80%	–15%	–02%
Leg. Beasts	25%	40%	55%	85%	–10%	–01%

PC/NPC TYPE WATCHING	PERSON/BEAST LURKING NEARBY STANDING	QUIET	MOVING	IN SHADOWS	IN LEAFY COVER	+10 ' AWAY
Human	50%	65%	90%	–60%	–50%	–05%
Elf	65%	75%	95%	–60%	–30%	–02%
Dwarf/Gnome	50%	65%	90%	–	–50%	–05%
Haefling	60%	70%	90%	–60%	–50%	–05%
Felines	50%	65%	100%	–30%	–40%	–02%
Canines	50%	65%	90%	–60%	–40%	–05%
Animals	50%	65%	90%	–60%	–50%	–05%
Demons	50%	65%	90%	–	–50%	–05%
Lower Undead	40%	50%	75%	–60%	–50%	–05%
High Undead	50%	65%	90%	–50%	–50%	–05%
Leg. Beasts	50%	65%	90%	–50%	–50%	–05%

FALL	DMs
+10%	per 10 ' fallen
+01%	per foot fallen to rocky ground
+01%	per 3' fallen to hard ground
–20%	if falling to soft cover
+10%	if wearing pack
+10%	if wearing more than a cuirass

If a PC fails to save from a fall, he runs the risk of injury:

1D100 RESULT	EFFECT
01-50	No effect.
51-80	Stunned 1-6 turns.
81-90	Sprained limb.
91-00	Broken bone.

A sprain signifies injury to the arm on 1D100 roll of 01-20; causing it to be useless for 1D6 days; 21-00 is a sprained ankle, reducing movement, dodge, and bash probabilities to 1/2. Also roll 1D6 per 10 feet fallen, with damage to Fatigue Levels, then Body Levels if Fatigue Levels are exhausted. Falls over 50' exhaust Fatigue Levels and 1D6 damage is done to Body Levels per 10' over 20' fallen.

9.04 LEARN LANGUAGES GES

Learning a language is a function of Intelligence. See 4.32 for the **Language Facility** points alotted and the number of written/spoken languages allowed to a PC.

Language Points are expended to learn a language. One language point may be expended according to the following time scale:

AVERAGE OF IQ + BARD	TIME LEARNING SPOKEN LANGUAGE[1]	AVERAGE OF IQ + WIS	TIME LEARNING WRITTEN LANGUAGE[2]
04-07	18 weeks	04-11	24 weeks
08-11	16 weeks	12-14	18 weeks
12-16	12 weeks	15-16	15 weeks
17-18	09 weeks	17-18	12 weeks
19	06 weeks	19	09 weeks
20+	03 weeks	20	06 weeks
		21-23	04 weeks
		24	03 weeks
		25	01 week

(1) = Minimal Fluency; x 4 for Fluency; x 9 for Speaking Like a Native.

(2) = In addition to time taken to Speak the Language. Spoken Languages require expending Language Points on the following scale:

LANGUAGE TYPE SPOKEN	MINIMAL FLUENCY[1]	FLUENCY[2]	SPEAK LIKE A NATIVE[3]	WRITTEN FLUENCY[4]	WRITTEN LIKE A NATIVE[5]
Human Tongues	1	+3	+5	+3	+2
Elven Tongues	3	+5	+8	+3	+2
Dwarvish Tongue	3	+5	+8	+3	+2
Goblin Tongues	2	+3	+5	NA	NA
Feline Tongues	4	+7	+9	NA	NA
Canine Tongues	4	+7	+9	NA	NA
Hooven Tongues	4	+7	+9	NA	NA
Rodent Tongues	4	+7	+9	NA	NA
Avian Tongues	6	+9	+12	NA	NA
Saurian Tongues	6	+9	+12	NA	NA
Intelligent Saurian	9	+15	+25	+5	+5
Ancient Tongues	1	+3	+5	+6	+6

(1) = To be understood, BARD CR -1D6. Failure = misunderstanding on the part of the listener.

(2) = Sufficient skill and knowledge to be understood except on the most difficult topics (90% there). But one is clearly a foreigner.

(3) = Accents are almost perfect: x 4 BARD CPRS score chance (1D100) of passing oneself off as a 'native' and being 'accepted' by the locals. Each success adds + 1% to the Native Fluency level until one reaches 100%.

(4) = Ability to understand what one reads at the Read Well CR -1D6. Written messages in the language are intelligible, but with spelling and grammatical mistakes. See 4.32 for **Read Well** CR.

(5) = Ability to understand at the **Read Well** CR. Written messages in the language are indistinguishable from those of a native.

HUMAN TONGUES: Languages spoken by Humans and Haeflings (Hobbits).

ELVEN TONGUES: Languages spoken by the Elvish races.

DWARVISH TONGUE: Language generally kept secret by the Dwarves, as it is often used to preserve their greatest secrets.

GOBLIN TONGUES: Languages spoken by all Kobolds, Goblins, Orcs, Hobgoblins, Trolls, etc. (Note: Trolls and Giants may have Nordic as a native language, and Dwarves may use it as well).

ANIMAL TONGUES: Languages of the Beasts of Field, Forest, and Air, usually assessible only to Forester/Mages (see **C&S Sourcebook**), Enchanters, and Mages specializing in 'nature' Magick, like the Shaman who has a Totem Animal Spirit as mentor and protector.

INTELLIGENT SAURIAN: Language of the Hss'Taathi of **C&S Saurians!** supplement. Also Auld Wormish (Dragonish) language fits here.

ANCIENT TONGUES: Dead Languages of civilization long past. All high level spells and most Ancient Lore and Black Magick spells will likely be written in an Ancient Tongue, and must be incanted in them to be cast properly. It should be noted that Latin– used by medieval Scholars and Churchmen-- is a Dead Language.

DIALECTS: There may be local variants of a language. If so, the cost of learning one is 1/3 of the cost of Like a Native, rounded off. Otherwise, treat as equal to Fluency if one Speaks Like a Native or as Minimal Fluency if one is Fluent. PCs with Minimal Fluency to begin with will be able to speak/understand only a few words of a dialect.

The costs for learning to speak/write and read a language are cumulative, as are the times. For instance, a Human Tongue costs 1 pt. for minimal Fluency, +3 for Fluency, +5 for Like a Native = 9 pts for maximum spoken proficiency. Written Fluency costs +3 in addition to the 4 pts to attain Spoken Fluency. Written Like a Native costs +3 in addition to +3 for Written Fluency and +9 for Spoken Like a Native or 15 pts.

The times are also cumulative for each level of proficiency gained in both spoken and written/read forms.

Further, one must have a teacher to bring one to at least Minimal Fluency. After that, an intelligent man can use a primer and other written works, as well as listen to natives, to put a polish on his skill.

All Characters are assumed to have learned how to speak their own languages fluently by the time they enter the game, without cost. The most significant thing about languages is that a PC cannot read something or understand a spoken tongue until he has learned it. Depending upon the type of feudal society one has in the fantasy campaign, some Characters will not be inclined to read at all. **Some** Knights and Fighting Men, for instance, would likely regard a member of their class who reads as being unchivalric or sissy. But that is for the GameMaster to work out.

Since scrolls and books are written in one language or another, it is in the interest of Characters working with such items to acquire a wide knowledge of different languages. Ancient Tongues are an essential to almost all Mages, while a Cleric **must** learn at least one (Latin or its equivalent). So important are languages to Mages that each language point expended should be treated, for purposes of computing experience, as equal to learning a Level/1 magical spell! Also, languages can be learned simultaneously with other magical activities like learning a spell, enchanting objects, etc.

9.05 READ WELL GES

Read Well is a Skills Roll (SR) which determines success/failure at reading and understanding a book or scroll. A failed SR means that understanding is not complete. If using a magical scroll or book to cast a spell, a failed SR brings an automatic backfire– the Mage got it wrong from the start! See **4.32 Intelligence** for SRs.

For first readings, a Fluent Reader can read a page/scroll in 60 minutes minus his IQ CPRS score. One who Reads Like a Native requires 1/2 that time. If this seems rather slow, consider that St. Augustine once wrote of an amazing scholar who could actually read without moving his lips or using his finger to keep his place! Historically, over 95% of the population was illiterate, and the few readers counted only a few amongst them who were at all good. Speed readers were virtually non-existent.

9.06 REMEMBER SPELL GES

Remember Spell is linked to IQ, so see 4.32 **Intelligence** for SRs. In order for a Mage to cast any spell from memory, he must **Remember his Spell Skills Roll** (SR). Failure means the spell automatically backfires. Of course, if he is literate and has a scroll or book with the spell in it, he may substitute his **Read Well** SR.

To reflect the difficulty of remembering high level spells, a -DM is imposed: But reflecting on the spell brings bonuses:

SPELL LEVEL	–DM	SPELL LEVEL	–DM	REFLECTION	+DM
II	–5%	VII	–30%	05 Minutes	+05%
III	–10%	VIII	–35%	10 Minutes	+10%
IV	–15%	IX	–40%	15 Minutes	+15%
V	–20%	X	–45%	20 Minutes	+20%
VI	–25%	XI+	–50%	25 Minutes	+25%

If desired, reflection can be taken at 1-minute intervals, but at a cost of 1 Stamina point from Fatigue Levels per minute spent furiously trying to remember the spell. A maximum of +25% DM can be gained in this way.

9.07 COUNTING GES

Believe it or not, counting was a major task in feudal times. The average cloddy could manage fairly well, using the Mk. I calculator– his fingers. But big numbers tended to blur into big, even bigger, and a whole lot. Learning how to count properly– do arithmetic and mathematics-- requires expenditure of language points:

COUNTING SKILL LEVEL	SR	SR REQUIRED FOR	LANGUAGE PT. COST	TIME STUDYING
Cloddy	20%	Numbers over 20	0	0
Minimal	40%	Numbers over 100	1	10 weeks
Proficient	55%	Numbers over 1000	+2	20 weeks
Expert	65%	Numbers over 1000	+3	20 weeks
With Abacus	+30%	As required	+1	20 weeks

Proficient and Expert Mathematicians may learn to use the abacus.

A failed **Counting** SR means that an error occurred somewhere in the computations. The magnitude of the error should depend upon the circumstances and the measure taken. An Expert using an abacus, for instance, can re-check his figures twice (once per language point expended); a Proficient Counter can check once. This will reflect these PCs' ability to spot what seems to be an error. If there is an error, it could mean being short-changed by a pedlar or merchant, agreeing to a price a bit too high or low (depending on whether one is buying or selling), etc.

Shipbuilders, Military and Civil Architects, Astrologers, Alchemists, Ship's Pilots, Bankers, Merchants, and Mapmakers must have at least Proficient status and be able to use an abacus. GameMasters are invited to acquaint PCs in such fields with the consequence of poor arithmetic if they do not have such skill. It takes a fair bit of mathematical ability to make sure that cathedral or castle wall is as solid as it looks, or to get a ship from Constantinople to London by a reasonably direct route. Proficient Counters make only relatively small errors here; poor ones really blow it!

Note that Characters with IQ/04-07 are unable to learn how to count past 25 without having problems.

9.08 ESTIMATE DISTANCE GES

All PCs/NPCs can attempt to **Estimate Distance**, with an SR equal to x 3 IQ CPRS score. If the Skills Roll is unsuccessful, the distance is approximated; if successful, the distance is guaged to within a few feet or inches (in 100s of yards or perhaps a few miles for truly long ranges or travel distances).

Estimating Distance is useful in mapping and also in archery at long range, where success adds +10%/+02 (1D100/1D20 systems) to Hit Probabilities.

9.09 UNDERSTAND SIMPLE MECHANISMS GES

All PCs/NPCs have the ability to work out the likely uses and method of operation for simple mechanisms that are unfamiliar to them. The **Understand Simple Mechanisms** Skill Roll (SR) is equal to x 2 (IQ + WIS CPRS). Failure with the SR means that one is unable to operate the mechanism or else makes some mistake with it; success means that the PC/NPC works the mechanism more or less correctly. A number of practice sessions with the simple device (equal to 1 + (25 – IQ CPRS) will make the PC/NPC proficient with such a mechanism, or ones like it, whenever he meets up with another in the future.

9.10 CHARACTER FIGHTING EXPERIENCE SKILLS (FES)

The Fighting Experience Skills are associated with the Fighting Classes, but most are available to other Character Classes if the Players are willing to pay the sometimes considerable costs in e.p. to acquire the expertise.

9.11 FAVORED WEAPONS FES

Rarely will a man become proficient with all of the weapons available. To reflect this, the Favored Weapon Skill was evolved. Characters must choose a number of weapons appropriate to their Character Class/Vocation for regular practice and use as Favored Weapons. Such weapons can be used with the full Hit and Parry Bonuses for PCF. Weapons not included as Favored Weapons are rated at 1/2 the Hit and Parry Bonuses, and have -1 WDF for damage done. (See **5.12** and **5.13**).

The following table gives the Character Classes, the number (NO.) of Favored Weapons that may be acquired without e.p. cost, and the experience points which must be expended to add 1 weapon to the Favored Weapons list (COST):

CHARACTER CLASS	NO.	COST[1]
Squire/Knight	.7	1000
Sergeant-at-Arms	.6	1100
Petit Sergeant	.5	1200
Man-at-Arms	.5	1200
Yeoman-at-Arms	.5	1200
Town Militiaman	.4	1300
Yeoman Forester	.4	1300
Merchant-Adventurer	.4	1400
Barbarian Warrior	.5	1200
Brigand	.4	1400
Thief	.4	1500
Assassin	.5	1000
Frocked Cleric	.3	2500
Human Natural Mage	.4	1500
Other Human Mage	.3	2500
Weaponsmith Mage	.7	1000
Mechanician Mage	.5	1200
General PC	.3	1800
High Elf	.7	1000
Wood Elf	.5	1000
Haefling/Hobbit	.3	1700
Dwarf/Gnome	.5	1100
Goblin	.3	1500
Troll	.4	1700
Giant	.4	2000
Human Vampire	.4	2500

(1) Cost to rise 1 Expertise Level.

At the end of the first month of training, the PC acquires the same skill with the new weapon that he has for his other Favored Weapons. However, he must commit to practice for a total of 3 experience levels and cannot advance to the next level until he has paid the Favored Weapon cost for his new weapon. He must also use the new weapon at least 3 times in any training level and vanquish/kill an enemy in the process.

In addition to the basic cost, 100 e.p. x experience level at which training in the weapon started will be due in the first training level to bring the weapon up to current PCF levels.

For example, a Squire chooses 7 Favored Weapons when he starts out at Experience/1. He wishes to add an 8th weapon at that time. This commits him to expend 1000 e.p. for each of the next 3 Experience Levels. To attain Experience/2, he would need 1000 + 100 + 2500 e.p. for the level. Experience/3 carries the 1000 e.p. cost + 2500 e.p. for the level. Experience/4 carries the 1000 e.p. cost + 5000 e.p. In each Experience Level, the PC must vanquish/kill 3 enemies, using the new weapon sometime during the combat. At Experience/4 the new weapon has been confirmed as a Favored Weapon.

A PC may learn the use of a new Favored Weapon every second Experience Level. In our example, the Squire can begin training on a 9th weapon at the moment he attains Experience/3, a 10th at the moment he attains Experience/5, and so on. In effect, he can be training with up to two new weapons at any time.

9.12 ARCHERY FES

Archery Skills break down into three basic groups: BOWS; SLINGS; and CROSSBOWS. Human Men-at-Arms may elect for CrossBow Skill as a Favorite Weapon without cost. Human Yeomen and Elves may elect the Bow. Haeflings/Hobbits may elect the Sling. In addition, these classes enjoy the following HIT probability bonuses:

Yeomen . . . . . +05%/+01 with the Long Bow
Elves . . . . . +10%/+02 with the Elvish Long Bow
Hobbits. . . . . +15%/+02 with the Sling

All other PC classes must purchase Skill with a given type of missile firing weapon as if for an additional Favored Weapon, as detailed in **9.11**.

Unskilled men fire bows with 1/3 HIT probability and 1/2 RANGE and WDF. Skill with any one weapon in a missile weapon group confers 1/2 HIT probability and full RANGE and WDF with related weapons.

If firearms (matchlocks and wheelocks) are included in the campaign, they are classed as a 4th type of 'archery' and must be learned by everyone as an extra Favored Weapon.

9.13 SEIGE WEAPONS FES

The mass battle and seige warfare rules are in the **C&S Sourcebook I**. However, heavy seige weapons (catapults, springnals, mangronels, trebuchets, etc.) are possible weapons for Character use. Such weapons may be learned as a Favored Weapon Skill (all types are included in the Skill) or as an extra Skill by Fighters– which includes only Knights, Sergeants, Men-at-Arms, Military Artificers, Elves, and Dwarves. All other types must pay **triple** costs to learn Seige Warfare Skills. (See **9.11**).

9.14 FIGHTING AMBIDEXTROUSLY FES

All PCs may learn to wield a weapon with the left as well as the right hand, at current PCF HIT and PARRY bonuses and full WDF. The cost is 2000/DEX CPRS score x Experience Level, and it is added at **each** Experience Level from the moment it is selected as a Favored Weapon. Also, all previous Experience Level costs must be satisfied before the PC can rise from the level in which he selected AMBIDEXTROUS FIGHTING.

The Skill confers the ability to fight with a weapon in each hand. The PC must have DEX/16+ and STR/16+, however, if using an M or H class weapon in the left hand; otherwise, he is restricted to using L weapons. The number of BLOWS available with the weapons is the average of the total blows for the two weapons, rounded **up** to the nearest whole number.

FIGHTING AMBIDEXTROUSLY should be seriously considered by all Fighters. Fighting can bring damage to one's accustomed weapon hand/arm. With this Skill, the PCF HIT/PARRY Bonuses can be shifted immediately to the other hand/arm. Otherwise, 'cripples' have to acquire the Skill in order to bring their PCF HIT/PARRY Bonuses and WDF up to current PCF levels, as suddenly having to fight with the untrained arms halves these factors.

Once committed to this Skill, the PC must continue it for the duration of his career, paying the e.p. cost before he can rise to the next Experience Level. (See **9.11**).

9.15 HURLED WEAPONS FES

Any PC/NPC can learn to hurl weapons. Treat the Skill as a Favored Weapon Skill (see **9.11**). In addition to the use of the particular weapon in close combat, the PC must learn to hurl it as well– which effectively doubles the e.p. cost for the weapon. Hurled weapons are daggers, hunting spears, hatchet/woodaxe/waraxe/broadaxe (all of which are treated as one axe for hurling purposes), and the javelin, which is actually a heavier version of the hunting spear modified for military use and which can be included in hurling hunting spears or vice versa.

9.16 WRESTLING & FISTICUFFS FES

Any PC/NPC can learn to use his fists, feet, and grappling holds. Treat the Skill as a Favored Weapon Skill (see **9.11**). Without this Skill, striking with the fists or feet, or any grappling is at 1/2 PCF HIT and PARRY Bonuses. The Skill also confers -05%/-01 DODGE bonus in addition to the PCF Bonus.

9.17 RIDING A HORSE FES

Riding a horse in a feudal society was reserved for the privileged classes and their staunchest retainers. All PCs who are of Noble/Chivalric birth and the offspring of Sergeants, Petit Sergeants, Yeoman Stockmen, and Animal Trainers, as well as High Elves, have RIDING as a fundamental skill associated with their origins. So do Nordics (Vikings were good riders), Saracens, and Mongols. All other PCs must acquire the RIDING skill as outlined for an extra Favored Weapon (see **9.11**), paying **double** the costs.

RIDING confers an 85% chance of controlling a horse + 01% per Experience Level. Such control is necessary whenever a mount is frightened and shies away from whatever scares it, stumbles, has to take an obstacle with a jump, etc. Loss of control can result in the horse running away with the man on his back, falling, or whatever is appropriate in the circumstances.

Untrained riders have only a 40% chance of controlling a horse in an emergency. If control is lost, check next turn to see if it is regained.

What is worse, Untrained riders have only 1/2 their DEX CRs whenever there is a chance of falling off the horse during an emergency, while Riders have their full DEX CRs. Falling off can occur whenever there is loss of control and circumstances warrant the possibility.

RIDING must be mastered before a PC can aspire to learn MOUNTED COMBAT. The classes of Character mentioned at the beginning of this section are assumed to have mastered RIDING before entering the game.

9.18 MOUNTED COMBAT FES

Destriers (warhorses) are spirited animals and will resent riders who do not have RIDING mastery. Indeed, attempting to ride a warhorse in battle without RIDING invites a 20% chance of controlling the animal in an emergency.

All Squires/Knights and Sergeants have MOUNTED COMBAT as a fundamental skill associated with their vocation. So do other Fighters whose culture places emphasis on mounted combat (Mongol, Saracen, etc.). All PCs not born to these groups must learn MOUNTED COMBAT as an extra Favored Weapon Skill once they have mastered RIDING. Again, costs are **doubled**. (See **9.11**).

The Skill confers the ability to control a mount in combat. RIDERS without the Skill have only a 75% chance for control; NON-RIDERS have a 20% chance for control. Control will be checked every time these types are involved in close combat on horseback when an emergency arises.

The Skill enables one to employ full HIT and PARRY Bonuses when fighting from Horseback with Favored Weapons, +05%/+01 HIT and -05%/-01 PARRY when fighting foot troops or horsemen untrained in MOUNTED COMBAT. RIDERS have their normal HIT and PARRY Bonuses unless fighting against men trained in MOUNTED COMBAT, at which point their bonuses are halved. Untrained Riders have 1/2 their Bonuses at all times — being occupied with staying on the horse.

The Skill also confers an SR (Skill Roll on 1D20) of 01-18 that a trained COMBAT RIDER can gain the saddle on his first attempt (leap to mount in armor), and an SR of 01-18 that he will retain his seat if critically hit. The SR is 12 for RIDERS and 06 for Untrained Rider.

9.19 WEARING ARMOR FES

The wearing of armor is not just a matter of being able to bear the weight. It is a learned Skill, and those untrained to its use will suffer from excessive fatigue:

ARMOR TYPE	TRAINED	UNTRAINED	COST for 3 levels
Metal Cuirass	—1/4 Stamina pt.[1]	—1 Stamina pt.	1000 e.p.
Hauberk	—1/2 Stamina pt.	—2 Stamina pts.	2500 e.p.
Full Armor	—1/2 Stamina pt.	—2 Stamina pts.	5000 e.p.

(1) Includes 1/2 Armor.

The Stamina losses from the Fatigue Levels are assessed for every hour the PC is in the armor. Also, for each turn of close combat, the PC loses the Stamina points indicated, provided he is closely engaged with the enemy and is not merely leaning on his spear.

Squires alone (offspring of Nobles/Chivalrics) are trained in the wearing of all armor types. Offspring of Sergeants and Men-at-Arms are trained in the wearing of a metal cuirass. All other PCs must learn each of the armor types in order to wear it properly. Th WEARING OF ARMOR is treated as if it is a Favored Weapon Skill (See **9.11**) for the first armor learned, and as an extra Favored Weapon Skill otherwise. (Sons of Sergeants thus begin on Hauberks; sons of Nobles/Chivalrics know all 3 types because of their upbringing if they elect for Knighthood).

9.20 THIEVISH EXPERIENCE SKILLS

The following Skills represent proficiency in areas which would be most commonly associated with Thieves, Assassins, Brigands, Beggars, and Adventurers in the Entertainment Guilds. It is possible for Non-Thievish PCs to acquire expertise in these areas.

Some of the Character Classes automatically advance in proficiency with certain Skills as they rise an Experience Level.

TES Skills are acquired by paying the experience points cost needed for each level of skill. One cannot acquire a higher level of skill than one's current Experience Level.

Extra Thievish Skills are purchased by paying for their e.p. costs from surplus e.p. after paying for a rise to the next experience level.

For example, a PC has risen to Experience/2, which costs 2500 e.p., and has 2950 e.p., a surplus of 450 e.p. This is applied to purchase Expertise/1 in PICK LOCK (200 e.p.) and DETECT TRAP (100 e.p.), leaving 150 e.p. in hand and a reduced accumulated total of 2650 e.p.

Thievish Characters may purchase up to two Expertise Levels of extra Thievish Skills in as many areas as they can afford each time they have risen an Experience Level, or anytime during an Experience Level. That is, a Thief could have risen from Experience/4 to Experience/5. He has enough e.p. in surplus to be able to purchase Expertise/2 in PICK LOCK and DETECT TRAP. These skills come on line immediately upon their purchase. Later on in Experience/5, he also purchased DISARM TRAP/2 and CON OTHERS/2. Once he reaches Experience/6 he can again purchase up to 2 Expertise Levels in these extra skills, the moment he has the experience points to expend on them. Thus he can, in time, catch up his extra skills to his current Experience Level.

Non-Thievish Characters may purchase only one Expertise Level of extra Thievish Skills in up to 6 areas each time they have risen an Experience Level, or anytime during an Experience Level when they have surplus e.p. to expend.

The Skills will have to be recorded separately at their current Expertise Levels, as in PICK LOCK/3 = +07% + DEX Bonus = + X% to unlock. Space is provided on the Character Profile sheet for this.

9.21 THIEVISH SKILLS POSSESSED BY THIEVES

Thieves are individuals largely concerned with making money through such activities as picking pockets, cutting purses, breaking and entering, and the occasional mugging. They tend to avoid outright violence where possible, but are not entirely loath to use a dagger when the occasion calls for it. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DISARM TRAP
PICK LOCK
DETECT HIDDEN DOOR
DETECT HIDDEN TRAP
DETECT HIDDEN OBJECT
HIDE OBJECT
HIDE OBJECT ON SELF
PICK POCKET
THIEF DETECTING THIEVERY
EVADE DISCOVERY
MUGGING & BACKSTABBING
EVALUATE LOOT
FENCING LOOT

9.22 THIEVISH SKILLS POSSESSED BY ASSASSINS

Assassins are the 'muscle' of the feudal underworld and make their livings by the removal of individuals who have managed to cross the Mighty in both the ruling classes and the governing councils of the Thieves' Guild. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DISARM TRAP
PICK LOCK
DETECT HIDDEN DOOR
DETECT HIDDEN TRAP
HIDE OBJECT ON SELF
DISGUISE SELF
DISGUISE OTHER
THIEF DETECTING THIEVERY
EVADE DISCOVERY
MUGGING & BACKSTABBING
MAKE/USE POISONS
MAKE/USE ANTIDOTES

9.23 THIEVISH SKILLS POSSESSED BY BEGGARS

Beggars are not quite what they seem. They are more than just poor panhandlers; rather, they are a highly skillful group of professionals expert in parting money from the 'bleeding hearts' in society. Considered by respectable folk to be low class types to be ignored more than anything else, they often overhear otherwise private conversations and see a lot of what is happening behind the scenes. The result is that they are the eyes and ears of the Thieves' Guild, and there is little that they do not find out. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DETECT HIDDEN DOOR
DETECT HIDDEN OBJECT
HIDE OBJECT ON SELF*
CON OTHERS*
DISGUISE SELF*
DISGUISE OTHERS
THIEF DETECTING THIEVERY*
EVADE DISCOVERY*
EVALUATE LOOT
FENCE LOOT
STREETWISE*
RUMOR
READ LIPS*

*+05 to SRs/SRMs

9.24 THIEVISH SKILLS POSSESSED BY ENTERTAINER-ADVENTURERS

The members of the Entertainment Guilds are often accomplished performers, but they are also quite capable of a bit of thievery when pickings are thin. A very well-travelled and worldly group, their range of Skills is large. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DETECT HIDDEN OBJECT
HIDE OBJECT ON SELF*
PICK POCKET
CON OTHERS*
DISGUISE SELF*
DISGUISE OTHERS*
THIEF DETECTING THIEVERY
EVADE DISCOVERY
EVALUATE LOOT
FENCE LOOT
RUMOR*
SLEIGHT OF HAND*
READ LIPS

*+05 to SRs/SRMs

In addition, the Entertainers have specific Skills associated with their vocations (see **9.51**):

MUSICIAN . . . . . PLAY MUSICAL INSTRUMENT (at least 3)
DANCER . . . . . .DANCE, COURTLY DANCE, MIMIC GESTURE
JONGLEUR . . . . . .JUGGLE, ACROBATICS
TROUBADOUR . . .SING/RECITE, PLAY MUSICAL INSTRUMENT
ACTOR . . . . RECITE (no singing), MIMIC VOICE/ACCENT, MIMIC GESTURE, DISGUISE TES.

Entertainers have an advantage that the hard-core Thieves do not: they can gain entry to the halls of the Mighty. Thus they make good spies. They also can gain a firm place in a great Lord's retinue as valued members of the household.



9.25 THE THIEVISH SKILLS TABLES

The following tables present the various Thievish Skills, setting out the Expertise Levels, the SR (Skills Rolls, made on 1D100), and the SRMs (Skill Roll Modifiers subtracted from the chances of others to Detect, etc.), and the experience point costs for the Skills:

EXPER.	DETECT THIEVERY			EVADE DISCOVERY		MUGGING & BACKSTABBING		MAKE/USE POISONS		MAKE/USE ANTIDOTES		STREETWISE & EVALUATE LOOT	
	THIEF	OTHERS		% TO EVADE		% TO MUG/STAB		% TO POISON		% TO COUNTER		% TO VALUATE	
LEVEL	SRM	SRM	COST	SR	COST	SR	COST	SR	COST	SR	COST	SR	COST
01	–02	–02	100	25	100	10	200	15	300	20	500	50%	100
02	–04	–04	100	27	200	12	200	17	400	22	500	45%	200
03	–06	–06	100	30	300	15	300	20	500	25	500	40%	300
04	–08	–08	100	32	400	17	400	22	1000	27	500	35%	400
05	–10	–10	100	35	500	20	500	25	2000	30	500	32%	500
06	–12	–12	200	37	1000	22	1000	27	3000	33	1000	30%	600
07	–14	–14	200	40	2000	25	2000	30	4000	35	1000	27%	700
08	–16	–16	200	42	3000	27	3000	32	5000	37	1000	25%	800
09	–18	–18	200	45	4000	30	4000	35	6000	40	1000	22%	900
10	–20	–20	200	47	5000	32	5000	37	7000	42	1000	20%	1000
11	–22	–	300	50	6000	35	6000	40	8000	45	1500	17%	2000
12	–24	–	300	55	7000	37	7000	42	9000	47	1500	15%	3000
13	–26	–	300	60	8000	40	8000	45	10000	50	1500	12%	4000
14	–28	–	300	65	9000	42	9000	47	11000	55	1500	10%	5000
15	–30	–	300	70	10000	45	10000	50	12000	60	1500	07%	6000
16	–32	–	400	75	11000	47	11000	55	13000	65	2000	05%	7000
17	–34	–	400	80	12000	50	12000	60	14000	70	2000	04%	8000
18	–36	–	400	85	13000	52	13000	65	15000	75	2000	03%	9000
19	–38	–	400	90	14000	55	14000	75	16000	80	2000	02%	10000
20	–40	–	400	95	15000	60	15000	85	17000	85	2000	01%	11000
	–IQ Bonus for Finding			+WIS CR Level		+PCF Level		+DEX CR Level		+IQ CR Level			

EXPER.	DISARM TRAP &PICK LOCK % TO OPEN		DETECT HIDDEN DOOR	DETECT HIDDEN TRAP	RUMOR & OBJECT		HIDE OBJECT DOOR	HIDE OBJECT TRAP	HIDE OBJECT OBJECT	HIDE OBJECT ON SELF		SLEIGHT-OF-HAND & PICK POCKET		CON OTHERS	
LEVEL	SR	COST	SR	SR	SR	COST	SRM	SRM	SRM	SRM	COST	SR	COST	SR	COST
01	05%	200	03	05	05	100	–01	–02	–10	–02	100	05	200	05	200
02	05%	200	05	07	07	100	–02	–04	–12	–04	100	07	200	07	200
03	07%	200	07	10	10	200	–03	–06	–14	–06	100	10	200	10	200
04	10%	300	10	15	12	200	–04	–08	–16	–08	100	12	300	12	200
05	12%	400	12	20	15	300	–06	–10	–18	–10	100	15	400	15	200
06	12%	500	15	25	18	400	–08	–12	–20	–12	100	20	500	17	200
07	15%	600	18	30	20	500	–10	–14	–22	–14	100	25	600	20	300
08	20%	700	20	35	25	600	–12	–16	–24	–16	100	30	700	22	400
09	22%	800	22	40	30	700	–14	–18	–26	–18	100	35	800	25	500
10	25%	900	25	45	35	800	–16	–20	–28	–20	100	40	900	27	600
11	35%	1000	30	50	40	900	–20	–22	–30	–22	200	45	1000	30	700
12	40%	2000	35	55	45	1000	–20	–24	–32	–24	300	50	1000	32	800
13	45%	3000	40	60	50	2000	–22	–26	–34	–26	400	55	2000	35	900
14	50%	4000	45	65	55	3000	–24	–28	–36	–28	500	60	3000	37	1000
15	60%	5000	50	70	60	4000	–26	–30	–38	–30	600	65	4000	40	2000
16	65%	5000	55	75	65	5000	–28	–32	–40	–32	700	70	5000	45	3000
17	75%	7000	60	80	70	7000	–30	–34	–42	–34	800	75	7000	50	4000
18	85%	9000	65	85	75	9000	–32	–36	–44	–36	900	80	9000	55	5000
19	90%	12000	70	90	80	12000	–34	–38	–46	–38	1000	90	12000	60	6000
20	100%	15000	75	95	85	15000	–36	–40	–50	–40	1000	100	15000	65	7000
	+DEX Bonus for Picking		+IQ Bonus for Finding				–IQ Bonus for Finding					+DEX Bonus for Picking		+BARD CPRS score	

EXPER. LEVEL	FENCE LOOT % TO FENCE SR	COST	DISGUISE SELF SR	OTHER SR	COST
01	20%	200	05	00	200
02	22%	300	07	00	200
03	24%	400	10	03	200
04	26%	500	12	05	200
05	28%	600	15	07	200
06	30%	700	20	10	200
07	32%	800	25	12	300
08	34%	900	30	15	400
09	36%	1000	35	17	500
10	38%	1200	40	20	600
11	40%	1400	45	22	700
12	42%	1600	50	25	800
13	44%	1800	55	27	900
14	46%	2000	60	30	1000
15	48%	2500	65	35	2000
16	50%	3000	70	40	3000
17	55%	4000	75	45	4000
18	60%	5000	80	50	5000
19	65%	6000	85	55	6000
20	70%	7000	90	60	7000
	+WIS CR Level		+IQ CPRS score		

9.26 DISARM TRAP TES

The ability of a Thief to disarm a trap set by someone to guard a hiding place for valuables, protect a sensitive area of the hall/castle/etc., is an SR (Skill Roll) on 1D100 as a percentage chance of success, plus the IQ Bonus for Disarming Traps (see **4.28**). Non-Thieves cannot go past Exper./10 except for Armorers and Mechanician Artificer Mages. Traps may also be made by persons with DISARM TRAPS, with an SRM equal to 1/2 their DISARM TRAP SR level, expressed as a negative percentage. This TRAP SRM is subtracted from the Thief's chance of disarming it. A Trap can be a snare (like a pit under a trapdoor) or a lethal instrument. If lethally inclined, the Trap will do 1D6 pts. of damage for every 4 Exper. Levels (or part thereof) possessed by the maker.

If a Thief fails to disarm a trap, the trap has a chance of going off equal to 130% minus his SR level. If it does, and the situation offers some chance of escape from the consequences (by a dodge or pulling away a hand in time), the Thief has a chance equal to his DEX CR -1D6, rolled on 1D20.

Experience points for disarming traps are 5 e.p. x sum of TRAP SRM plus Lethal Damage possible.

Complex traps can be designed which require an Understand Simple Mechanism SR roll before they can be disarmed. Failure here adds -5D6% to the TRAP SRM, and adds 150 e.p. to the trap value.

9.27 PICK LOCK TES

The ability to unlock a padlock, chest, door, etc., using burglar tools is an SR (Skill Roll) on 1D100 as a percentage chance of success, plus the IQ Bonus for Finding the Hidden (see **4.32**). Non-Thieves cannot go beyond Exper./10, unless they are Locksmiths (Blacksmiths or Armorers of IQ and DEX 13+). Detailed rules for unlocking a variety of items are given in **C&S Sourcebook II**, a recommended playing aid if extensive thieving is planned for the campaign. Locks are classed as Door Locks (DL), Padlocks (PL), and Chest Locks (CL), with the following resistances to picking:

LOCK CLASS	RES.	THIEF EXPER.	LOCK CLASS	RES.	THIEF EXPER.
DL-1	—	20	PL-1	—	20
DL-2	–05%	30	PL-2	–05%	30
DL-3	–07%	40	PL-3	–07%	40
DL-4	–10%	50	PL-4	–10%	50
DL-5	–12%	60	PL-5	–15%	75
DL-6	–14%	70	PL-6	–18%	90
DL-7	–16%	80	PL-7	–20%	100
DL-8	–18%	90	PL-8	–22%	110
DL-9	–20%	100	PL-9	–25%	120
DL-10	–22%	110	PL-10	–30%	150
DL-11	–25%	120	PL-11	–35%	175
DL-12	–27%	135	PL-12	–40%	200
DL-13	–30%	150			
DL-14	–35%	175			
DL-15	–40%	200			

LOCK CLASS	RES.	THIEF EXPER.
CL-1	–05%	30
CL-2	–07%	40
CL-3	–10%	50
CL-4	–15%	75
CL-5	–18%	90
CL-6	–20%	100
CL-7	–25%	120
CL-8	–27%	135
CL-9	–30%	150
CL-10	–35%	175
CL-11	–40%	200
CL-12	–45%	250

Locks may have several mechanism actions, as in a DL/5/7/9 (max. x4 actions), requiring a separate unlocking procedure for each, with an Understand Mechanism (see **9.09**) after the first success in order to continue. The time required is:

EFFORT	TIME REQUIRED	FATIGUE	RESISTANCE PENALTY
Studied	3 min. x lock class	0	0
Hurried	2 min. x lock class	–1 x lock class/4	–1D6%
Rushed	1 min. x lock class	–1 x lock class/3	–2D6%
Frantic	1/2 min. x lock class	–1 x lock class/2	–3D6%
Desperate	1/2 min. x lock class	–1 x lock class	–4D6%

If a lock is higher in class then the Thief's Skill level, there is a 20% chance of jamming the works if picking fails. If the Thief is equal or superior to the lock class, failure brings a 10% chance of jamming. Jammed locks have Resistance doubled or -50%, whichever is higher.

9.28 DETECT HIDDEN DOOR TES

The ability to detect a secret portal, panel, trapdoor, etc. is an SR (Skill Roll) on 1D100 with a percentage chance of success equal to the IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. A search of a 10' x 7' section of wall may be made every 5 minutes, plus an additional section per 4 Expertise Levels attained with the Skill. If searching a floor, the area covered is 100 sq. ft. per 5 minutes, plus an additional section per 4 Expertise Levels.

9.29 DETECT HIDDEN TRAP TES

The ability to detect/recognize a trap mechanism for what it really is, with an SR (Skill Roll) on 1D100 with a percentage chance of success equal to the IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. The search is automatic whenever a Thief is on guard for Traps. Non-Thieves cannot progress beyond Exper./10.

9.30 DETECT HIDDEN OBJECT TES

The ability to make a systematic search of a room, piece of furniture, or a person in order to find a deliberately concealed object of small size and/or which is readily concealable because of its nature. The SR (Skill Roll) on 1D100 is a percentage chance of success equal to the IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. The time needed for the search could vary from a few minutes to half an hour or more, depending on the size and nature of the area in which the search has to be conducted.

9.31 DETECT/SPREAD RUMOR TES

The ability to get wind of any rumors currently circulating about people and events, and also the ability to spread such rumors (no matter whether they are entirely true or not) by finding willing listeners. The SR (Skill Roll) on 1D100 is a percentage chance of success equal to the IQ Bonus for Finding (see **4.32**) for DETECTING RUMORS and the BARD CPRS score for SPREADING RUMORS, plus the Thievish Skill Bonus. The DETECTING Skill permits a Character to make discreet inquiries or to overhear others so as to acquire information on specific subjects. The SPREAD Skill permits a Character to find willing listeneres to hear rumors he is formenting or simply passing along. Failure in either chase could raise the suspicions of others as to the motives of the Character.

9.32 HIDE DOOR TES

The ability to camouflage a secret portal, panel, trapdoor, etc. is an SRM (Skill Roll Modifier) equal to the Concealer's IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. The HIDE DOOR SRM is subtracted from a Searcher's DETECT DOOR chances. Non-Thieves able to HIDE DOORS are limited to Dwarves, Carpenters, Cabinetmakers, Masons, and others with building skills that might be applied to such a task.

9.33 HIDE TRAP TES

The ability to camouflage a trap is an SRM (Skill Roll Modifier) equal to the Concealer's IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. The HIDE TRAP SRM is subtracted from a Searcher's DETECT TRAP chances. All Thievish types may learn the Skill, as it is vital to the setting of a proper trapping device. Non-Thieves cannot learn it unless they also learn DISARM TRAP.

9.34 HIDE OBJECT TES

The ability to conceal an object somewhere in a room, piece of furniture, etc., so that others will not easily find it. The SRM (Skill Roll Modifier) is equal to the Concealer's IQ Bonus for Finding (see **4.32**) plus the Thievish Skill Bonus. The HIDE OBJECT SRM is subtracted from a Searcher's DETECT OBJECT chances. If the Searcher fails in his first search, he must spend twice as long on a second search-- racking his brains to find the spot where the object might be hidden-- and cannot have more than a 25% chance the second time. Subsequent searches double the previous time and reduce the chance by -5% each time. In short, the Concealer has been too clever for the Searcher.

9.35 HIDE OBJECT ON SELF TES

The personalized version of HIDE OBJECT which enables a person to conceal a readily concealable object on himself or another person. The Skill produces an SRM which is applied as for HIDE OBJECT.

9.36 PICK POCKET TES

The ability to pick a pocket or cut a purse away from a belt without detection. The SR (Skill Roll) on 1D100 is the DEX Bonus for Picking Pockets (see **4.28**) plus the Bonus for the Thievish Skill. Non-Thieves pay double costs and cannot rise above Exper./10. Failure with the Skill brings a DETECT THIEVERY check by the intended victim. Note also that the Thief must have an idea as to where a valuable object, purse, etc., is concealed on a person, which might necessitate a DETECT OBJECT form of surreptitious search of the victim (again accompanied by a DETECT THIEVERY if the DETECT OBJECT search fails). Because such a covert search is very difficult to perform (one is bumping against the intended victim, feeling for bulging pockets in the process, etc., the chance of success is reduced by 1D20%.

9.37 SLEIGHT-OF-HAND TES

The ability to perform acts of great agility and dexterity with the fingers. SLEIGHT-OF-HAND is a multi-level Skill. The Thievish Skill includes the ability to shoplift and to manipulate games of chance, such as those involving dice. It is also a more General Skill, in this case involving tricks of prestidigitation (parlor magic) and juggling to amaze and delight audiences. Both groups of skills can be had at double cost. The SR (Skill Roll) on 1D100 is the DEX Bonus for Picking Pockets (see **4.28**) plus the Bonus for the Thievish/General Skill.

Failure with the Thievish SLEIGHT-OF-HAND brings a DETECT THIEVERY on the part of the victim and/or onlookers. (Roll the Skill again, modified).

The General SLEIGHT-OF-HAND skill is a measure of competence in one's performance. Success means that the audience is delighted with the tricks/act performed, and may be suitably demonstrative of its appreciation in the form of applause and, for professionals, monetary reward. Failure is a ho-hum performance, hardly spectacular or worthy of note. In the first case, the return would be 10-50 CP x Exper. Level of the performer; in the second case, 5 CP x Exper. Level– if performing before Noble audiences. In front of commoners, the return is 10% to 50% of the Noble returns, depending on the size and quality of the audience.

9.39 CON OTHERS TES

The ability to talk oneself out of a tight situation with an NPC or else to convince an NPC that one has a real deal for him, etc. The Skill can be used in addition to HAGGLING (see **12.02**) to reduce the cost of an item being purchased or else to talk up the price of an item being sold. The SR (Skill Roll) on 1D100 is the BARD CPRS score plus the CON Skill Bonus. Use of the Skill is always subject to a DETECT THIEVISH SRM, and failure brings active resistance to the CON attempt.

9.39 DISGUISE SELF TES

The ability to create and wear some disguise so that people who know the wearer will not recognize him. The SR (Skill Roll) on 1D100 is the IQ CPRS score of the wearer plus the Thievish Skill Bonus. The Skill is always subject to a DETECT THIEVERY SRM when dealing with persons who know the wearer of the disguise quite well, but not by relative strangers or those who had seen him only briefly (as in a mugging).

9.40 DISGUISE OTHERS TES

An ability closely related to DISGUISE SELF, except that the Skill is now a form of make-up expertise used on comrades. Consider it an extra Skill, though it is in fact closely related to DISGUISE SELF and functions exactly the same way. The SR (Skill Roll) on 1D100 is the IQ CPRS of the wearer (not the disguiser) plus the Thievish Skill Bonus for making up the disguise.

9.41 THIEF DETECTING THIEVERY TES

The ability of a Thief to spot Thievish activity in others. The SRM (Skill Roll Modifier) is applied against another's chances to PICK POCKET, SLEIGHT-OF-HAND, CON OTHERS, DISGUISE SELF/OTHERS, EVADE DISCOVERY, USE POISONS.

9.42 OTHER DETECTING THIEVERY TES

The ability of a Non-Thief to spot Thievish activity– used as THIEF DETECTING THIEVERY, but at lower Skill Bonuses and only to Exper./10.

9.43 EVADE DISCOVERY TES

The ability of a Thief to pick his moment-- when there will be no witnesses to his act of Thievery. The SR (Skill Roll) on 1D100 is the WIS CR level plus the Thievish Skill Bonus. This is the chance of not being seen in the act when in a reasonably crowded area. Decrease the chance by -10% in dense crowds (except for PICKING POCKETS) and increase the chance by +20% when out at night in relatively deserted areas (alleys, etc.).

9.44 MUGGING TES

The ability to strike a disabling/crippling blow with a cosh after one has slipped behind an unsuspecting victim. The SR (Skill Roll) on 1D100 is the PCF Level plus the Thievish Skill Bonus. The SR replaces normal HIT probabilities. Success brings the roll of 3D6 plus 1 point per Expertise Level of the Mugger. Two options are open:

SAPPING

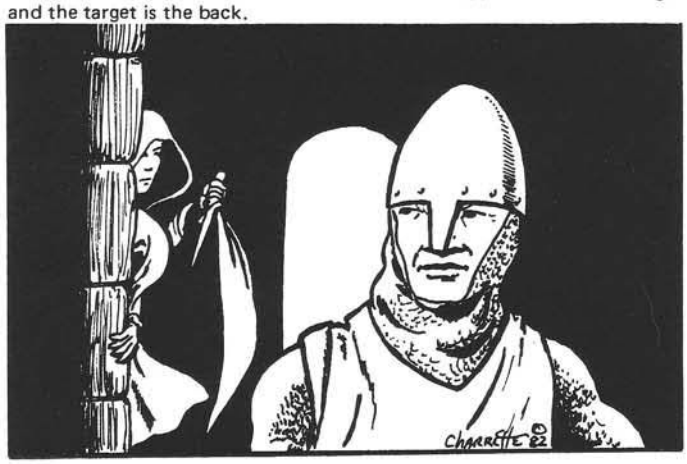
The Mugger attempts merely to knock the victim unconscious for 1 + 1D6 turns (10-35 minutes). The damage must exceed the Fatigue Level plus the CON CR of the victim. (Random rolls of the CON CR for NPCs is made on 3D6 + 2). Armor absorption deducts from damage. Failure brings a CON CR by the victim, on 1D20 to see if he is staggered and stunned. If so, a second blow can be attempted or the Thief can flee with a good chance of getting away if the victim is alone.

GAROTTING

The Mugger uses a strangling cord to effect unconsciousness. The damage is halved, but the Thief can hold the choke so long as the victim does not succeed with a STR CR at half values. If he can hold the victim long enough, the cord will result in unconsciousness in several turns (melee turns of 10 seconds).

9.45 BACKSTABBING TES

The ability to strike a critical blow from behind with a dagger to use a garotte with killing efficiency. This Skill is separate from MUGGING, as the emphasis is on lethalness rather than deliberate incapacitation. The SR (Skill Roll) on 1D100 is the PCF Level plus the Thievish Skill Bonus. The SR replaces normal HIT probabilities. Success brings the roll of 5D6 plus 1 point per Expertise Level of the victim, death is instantaneous and silent. If the damage does not exceed the body level of the victim, the damage is 1/4 of that rolled – probably critical but still bungled. Armor absorption rates are applied to the damage and the target is the back.



9.46 MAKE & USE POISONS

The ability to make one poison per Skill Expertise Level and also the ability to administer it covertly to an unsuspecting victim.

The poisons available for manufacture are:

EXPER. LEVEL	POISON	CON CR TO 'SAVE'	DAMAGE PER TURN	TURNS OF DAMAGE	COST ('DOSE')	AVAILABILITY OF INGREDIENTS
01	P/1	CR –2	2D6	1-3	20 CP	80%
02	P/2	CR –2	2D6	1-3	1 SP	75%
03	P/3	CR –3	2D6+1	1-3	1 SP	70%
04	P/4	CR –3	2D6+2	1-3	2 SP	65%
05	P/5	CR –3	2D6+3	1-3	3 SP	60%
06	P/6	CR –4	2D6+3	1-4	4 SP	55%
07	P/7	CR –4	2D6+3	1-4	5 SP	50%
08	P/8	CR –5	2D6+3	1-5	6 SP	45%
09	P/9	CR –5	2D6+3	1-6	7 SP	40%
10	P/10	CR –6	2D6+3	1-6	8 SP	35%
11	P/11	CR –7	2D6+4	1-6	9 SP	30%
12	P/12	CR –8	2D6+4	1-6	10 SP	25%
13	P/13	CR –9	2D6+5	1-7	13 SP	10%

After the poison is administered, the victim attempts a CON CR to save from the effects of the poison. A save permits the victim to move relatively freely, without cramps, excessive pain, etc., and also halves all damage to the Body Levels. A failure to save results in full damage rolled, and the victim must roll his CR again to avoid incapacitation. The CR level is reduced by the negative value indicated for the poison.

The cost of poisons per dose (20 to the pint) is for Thieves, and the availability of the ingredients is based upon a visit to an Apocathary who will ask no questions (halved for honest Apocatharies, and a CON OTHERS required to make the purchases). The ingredients may also be found in nature without cost, but at only 1/5 the availability chance.

Sleeping Potions corresponding to the poison types may also be produced. These act against Fatigue Levels only, upon failure of a CON CR, and a victim is incapacitated only when his Fatigue Level plus CON CPRS score is exceeded. The potions will produce 10 minutes of unconsciousness plus 5 minutes per level of the potion over SP/1 (SP = Sleeping Potion). Note that a save here means no effect to Fatigue Levels.

To administer a poison or sleeping potion covertly (without the knowledge of the victim) requires an SR (Skill Roll) on 1d100 equal to the DEX CR level plus the Thievish Skill Bonus. In some cases, a CON OTHERS SR might have to be rolled to get an intended victim to drink a potion.

The skill is also learned by Alchemists, Apocatharies, and Physicians as part of their normal vocations. It might be noted that an unscrupulous Apocathary or Physician could learn administer a poison/sleeping potion with little difficulty, as patients tend to take their medicine, however bad the taste. Fortunately, they tend to take their healing oaths seriously for the most part.

Variants on liquid potions can be in the form of powders to be blown in the face or dusted on food, or gases to be released by breaking glass spheres, etc. Such items tend to be most difficult to produce and are limited to those with Exper/13+, except for powders which could be put onto food. Powders for inhaling cost three times normal, as do gases.

9.47 MAKE/USE ANTIDOTES TES

The ability to make antidotes for poisons and sleeping potions, and also the ability to recognize which poison/sleeping potion was used on a victim. The correct antidote will reduce damage to 1/4 if administered before the poison has had a chance to kill a victim outright. It can also be administered up to 2 turns after the kill level has been reached, and will reduce the damage to 1/2. After that point, a poison has worked. If a victim is not dead, the antidote will reduce the damage to 1/2, and except for incapacity as if seriously wounded for the next day, the victim is able to function. Antidotes for sleeping potions will revive the victim like smelling salts.

The antidotes and their costs correspond exactly to the poisons and sleeping potions, and are denoted AP/1, ASP/1, etc. To administer an antidote correctly requires an SR (Skill Roll) on 1D100 equal to the DEX CR level plus the Thievish Skill Bonus minus the level of the sleeping potion or double the level of the poison. If a sample of the drug/poison is still present, however, anyone able to make it will instantly diagnose the type and prescribe the correct antidote.

9.48 STREETWISE TES

The ability to get to know one's way around a town or village, and also to know who's who in the community. STREETWISE also enables the possessor of the Skill to make contacts with the local Underworld and the Street People because he knows how to speak their language and avoid unnecessary suspicion. Once accepted, he can obtain information as to where to find a Fence for stolen loot, a safe bed for the night, etc. The Skill, if successful, permits the possessor to pick the right person to ask, too. (Failures can result in one's being denounced if the Player does not exercise some caution in pharasing his questions).

The SR (Skill Roll) on 1D100 is the percentage chance of success. Strangers deduct -10%, while foreigners from out of the country deduct -20% until they gain local acceptance by the Thieves' Guild. However, STREETWISE is needed just to find out who to talk to about contacting the Guild.

Only Thieves may possess this Skill.

9.49 EVALUATING LOOT TES

The ability to appraise the market value of any object coming into one's hands. The SR (Skill Roll) represents the chance of making an error, rolled on 1d100. If an error occurs, the SR represents the amount by which the Thief underhalves the item in his possession.

Dwarves, Goldsmiths/Silversmiths, Appraisers, and Jewelsmiths have this skill when evaluating items of gold, silver, or with gems. Merchants all have this skill when dealing with goods they sell/produce. Fighters and Armorers/Weaponsmiths have this skill when dealing with arms and armor. In these instances, EVALUATE LOOT is a skill which advances automatically with the Experience Level of the Character/NPC.

9.50 FENCING LOOT TES

The ability to find a buyer for stolen property, which may be checked each day for a particular item or small group of items. The SR (Skill Roll) on 1D100 is the WIS CR plus the Thievish Skill Bonus.

The agreed base price of the loot offered for sale is 25% of the EVALUATION made by the Thief (see EVALUATING LOOT), plus 1% per Experience Level at FENCING. It should be noted that a Thief does his own EVALUATION and does not ask a Thief with a 'higher' level of expertise for his opinion. The other might lie and try to get a piece of the action himself for a bargain basement price. Without EVALUATION, the price offered is a flat 10% of base market value, take it or leave it!

Of course, if one wants to get an honest price for one's loot, it is necessary to travel to another town, where the goods are hopefully not 'hot'. There one can get a price from 25% to 50% of the actual value if one FENCES the loot to an appropriate Merchant. But failure to FENCE will bring suspicion that all is not right, and the Merchant has a 25% chance of calling in the authorities if the Thief cannot then CON him into believing that everything is on the up and up.

9.51 ENTERTAINMENT & SOCIAL SKILLS (SOC)

The following Skills cost 150 e.p x Expertise Level. One Skill level will be advanced when an Experience Level is attained. Entertainer-Adventurers will possess automatic advancement in those skills given for their type (see **9.24**).

Success with SRs (Skill Rolls) on 1D100 is a measure of competance in one's performance. Success means that one's audience, partner (in dance), etc., is delighted. Failure is a ho-hum performance, hardly worthy of note. Professionals who are successful receive 10-50 CP x Exper. Level of the performer if performing before Noble audiences– 5 CP x Exper. Level is unsuccessful). In front of commoners, the return is 10% to 50% of the Noble returns, depending on the size and quality of the audience.

The Skills available are:

PLAY MUSICAL INSTRUMENT: SR = DEX CPRS score + Expertise Level x 3%.

SING/RECITE: SR = BARD CPRS score + Expertise Level x 3%.
FOLK DANCE: SR = DEX CPRS score + Expertise Level x 3%.
COURTLY DANCE: SR = DEX CPRS score + Expertise Level x 3% (Nobles and Entertainers add +10%; Elves +15%).
MIMIC GESTURE (MIME): SR = DEX CPRS + IQ CPRS + Expertise Level x 3% (limited to Entertainers). The skill adds +1% to Disguise SRs per 2 Expertise Levels of MIMIC GESTURE attained.
MIMIC VOICE/ACCENT: SR = IQ CPRS + BARD CPRS + Expertise Level x 3% (limited to Entertainers past Exper. Level/10). The Skill adds +1% to DISGUISE SRs, per 2 Expertise Levels of MIMIC VOICE/ACCENT attained.
JUGGLE: SR = DEX CPRS + Expertise Level x 3%.
ACROBATICS: SR = DEX CPRS + Expertise Level x 3%. The skill adds -10%/-02 to DODGES in combat if DEX/18+. It also adds +1% to CLIMB Skills per Expertise Level attained. (Only Entertainers gain the DODGE bonus).

9.52 FORESTER EXPERIENCE SKILLS (FOR)

The Forester Character Class is one suited for extensive wilderness adventuring and is detailed in the **C&S Sourcebook I**, along with the Forester Experience Skills and the numerous animal encounter tables needed to adequately play such a character type. Players who are eager to develop such PCs should consult **Sourcebook I**.

Forester Experience Skills may be acquired by other PCs of the countryside at a cost of 100 e.p. x Expertise Level gained, and at double the cost to townsmen. Note that only PCs born in the countryside (Nobles, Yeomen, Serfs) can become Foresters, as can Elves and Black Sheep Haefling/Hobbit Yeomen. Non-Foresters will advance 1 Expertise Level in a Forestry Skill for each Experience Level gained, provided e.p. costs are paid as well.

9.53 AGRICULTURAL EXPERIENCE SKILLS (AGRIC)

Any PC born in the countryside can acquire expertise in Agricultural Experience Skills automatically if they remain on the land and only occasionally go adventuring. Townsmen can learn Agricultural Skills at a cost of 200 e.p. x Expertise Level gained. PCs of the countryside can learn an Agricultural Skill outside their personal experience range (their farming vocation) at 100 e.p x Expertise Level gained. Once 10 levels of Expertise are gained, advancement is automatic from that point on. Advancement is at a rate of 1 Expertise Level in Agricultural Skill each time an Experience Level is gained, provided e.p. costs (if any) are paid.

The Agricultural Experience Skills are:

PETIT SERGEANT OR LANDED KNIGHT

CATTLE	GRAIN FARMING
DAIRY CATTLE	FEED GRAINS
SHEEP	FRUIT TREES
PIGS	VINES (GRAPES)
POULTRY	TRUCK GARDENING
HORSES	CHEESE MAKING
VETERINARY*	WINE MAKING*
TRAIN ANIMAL*	MILLING

Either 4 from column 1 and 2 from column 2, or vice versa.

YEOMAN	SERF
GRAIN FARMING	Any 3 Agricultural
FEED GRAINS	Experience Skills
FRUIT TREES	listed for Petit
TRUCK GARDENING	Sergeant
PIGS	
SHEEP	
POULTRY	
MILLING	
Any 4, plus 1 from Petit Sergeant.	

The Skills largely enable a PC to find his way around a farm without being lost in it all. All unstarred Skills bring a +01%/-01% advantage per Expertise Level when HAGGLING OVER THE PRICE of agricultural products they are buying/selling. This represents the PCs knowledge of the quality of animals or produce above and beyond the norm, which he can use to good effect in the marketplace in an area he understands. It also confers a 0.5% increase in income per Expertise Level possessed for each Skill possessed, if the PC is actively engaged as a farmer on the land.

Knights can have Agricultural Skills because they depend upon the land for their incomes and will often actively supervise much of the operation.

The starred Skills (*) represent areas in which special competances are gained.

VETERINARY

The PC becomes a specialist in animal ailments and injuries. He gains +03% Bonus per Expertise Level, added to his IQ CR, for an SR (Skill Roll) on 1D100. The SR is applied to his being able to diagnose/treat animals. Success reduces the recovery time by 1/2– useful when dealing with injured Warhorses and other animals. In addition to increasing his income as a proprietary farmer by 0.5% x Expertise Level, the Veterinary PC also has a chance of a windfall at the end of the year. Landed Knights, Petit Sergeants, and Yeomen Stockmen specialize in the raising of livestock. At the end of the year, they can attempt to roll their VETERINARY SRs. Success brings 01% x Expertise Level x gross annual income in additional profits because of the care they take of their stock. If the PC is only an employed Veterinarian, he receives an additional 1 SP per month x Expertise Level to his income.

TRAIN ANIMAL

The PC becomes a specialist in one of four areas of Animal Training: Warhorses; Horses and other Draft Animals; Dogs (hunting and War Dogs); or Falcons. The Skill is thus four different skills, each which must be learned separately. The PC has a TRAINING SR equal to 1/3 x (DEX CR + WIS CR + IQ CR) plus his Expertise Level x 03%, rolled on 1D100 to train an animal in the training period:

WARHORSE: 365 days x SR/100
No. Trainable = SR/10 in time period.
PALFREY: 180 days x SR/100 No. Trainable = SR/10 in time period.
DRAFT: 90 days x SR/100 No. Trainable = SR/8 in time period.
DOG: 90 days x SR/100 No. Trainable = SR/8 in time period.
WAR DOG: 90 days x SR/100 No. Trainable = SR/10 in time period.
FALCON: 180 days x SR/100 No. Trainable = SR/12 in time period.

The Skill also confers the ability, rolled on an SR, to judge the true quality of an animal, so that the PC is not fooled by 'CONS' when buying an animal from another. A +1/-1 DM is enjoyed when HAGGLING OVER THE PRICE.

WINE MAKING

The PC is a specialist in evaluating the quality of wines and also in making wines. The skill requires an investment of 60 SP per acre of vines, in addition to e.p. costs, if the PC wishes to go into the vint ing business (this covers wine press, barrels, etc.) The SR is 1/4 x (DEX CR + WIS CR + IQ CR) plus 3% x Expertise Level when gauging the right quality of a wine and brings a +1/-1 DM when HAGGLING OVER THE PRICE of wines bought and sold.

Wine making is not conducted on a large scale. Yeomen have 1-2 acres of vines; Petit Sergeants 5-7 acres; and Landed Knights 10-15 acres. Based on an average crop year, an acre produces 7 bu. of grapes (350 lbs.). A bu. of grapes produces 4 gal. of wine. When making wines, the PC vinter adds 1/4 x (DEX CR + WIS CR + IQ CR) plus his Expertise Bonus as a DM for a 1D100 roll on the wine quality table:

1D100 RESULT	WINE QUALITY
01-20	Poor Vintage: 75% Sour Wine; 25% Poor Wine.
21-40	Poor Vintage: 25% Sour Wine; 50% Poor Wine; 25% Average Wine.
41-80	Average Vintage: 25% Poor Wine; 50% Average Wine; 25% Good Wine.
81-90	Good Vintage: 50% Average Wine. 50% Good Wine.
91-100	Fine Vintage: 50% Good Wine; 50% Fine Wine.
101-110	Vintage Year: 75% Good Wine; 25% Vintage Wine.
111+	Grand Cru: 25% Good Wine; 50% Vintage Wine; 25% Grand Cru Wine.

It should be noted that the grapes ripen in the fall, the winemaking season. The vintage can be checked in the spring.

9.54 PHYSICIAN/CHIRURGEON SKILLS (DR)

The Physician and Chirurgeon Classes are desirable if one wishes to downplay the role of the Clerics as healers, substituting hard realism for miracles. The Physician and Chirurgeon rules are presented in the **C&S Sourcebook I**, and include a wide range of procedures:

STAUNCH WOUNDS*	DIAGNOSE/TREAT COLDS
TREAT SHOCK	DIAGNOSE/TREAT DYSENTRY
SEW WOUNDS	DIAGNOSE/TREAT RASHES
TREAT BURNS	DIAGNOSE/TREAT PNEUMONIA
BASIC ANATOMY	DIAGNOSE/TREAT FEVER
RELIEVE PAIN	DIAGNOSE/TREAT POX
PROBE WOUNDS	DIAGNOSE/TREAT T. B.
SET BONES*	DIAGNOSE/TREAT LEPROSY
EXTRACT TEETH	DIAGNOSE/TREAT SMALL POX
CAUTERIZE WOUNDS*	DIAGNOSE/TREAT TYPHOID
CHIRURGERY	DIAGNOSE/TREAT CHOLERA
SALVES & OINTMENTS	DIAGNOSE/TREAT PLAGUE
CORDIALS & ELIXIRS	DIAGNOSE/TREAT PARALYSIS
POISONS & ANTIDOTES	

The starred (*) medical procedures are available to PCs not in a medical field at a cost of 100 e.p. x Expertise Level attained. One Expertise Level may be advanced with each Experience Level:

STAUNCH WOUNDS

The prevention of loss of blood by applying bandages and packings to the damaged tissues. STAUNCHING is effective against minor and moderate bleeding, but chances are reduced -10% in the case of uncontrolled bleeding. The SR is 20% + 3% per Expertise Level.

SET BONES

Diagnosing the mature of the break and setting the bones properly for splinting. The SR is 20% + 3% per Expertise Level. The check is made after the bone has healed, and failure results in 5D6% impairment of the affected limb, which is assessed against fighting abilities/bonuses, movement, and carrying capacities. The bone may be rebroken and reset if it heals poorly, but a Physician or Chirurgeon should do it.

CAUTERIZING WOUNDS

Searing a wound with heated irons or fire or hot pitch to prevent uncontrolled bleeding. The procedure is used when sewing is inconvenient (as in the case of an amputation during a melee) and/or when time is at a premium. The SR is 40% + 3% x Expertise Level of preventing uncontrolled bleeding. Chance of Shock = 25% — 1% x Ex Expertise Level. Chance of scarring = 50%, with 1D6 Appearance Pts. lost if on an exposed feature (face, etc.) considered attractive.

9.55 CRAFT EXPERIENCE SKILLS (CRAFT)

There are a great many crafts areas contained in the Guild vocations. To cover them all would take a considerable amount of space. Thus only a few are detailed here-- ones which a PC might be most likely to develop an interest in or even choose as a primary vocation.

A PC who has chosen a particular Craft vocation as his primary activity will advance automatically at a rate of 1 Expertise Level each time he rises an Experience Level. All other PCs acquiring a Craft Skill as an extra will be able to purchase 1 Expertise Level upon rising an Experience Level and paying the cost indicated for the Craft x Expertise Level gained.

9.56 ARMORER CRAFT

COST = 750 e.p. x Expertise Level.

Armorers are very skilled in the working of iron, steel, and other materials used to fashion arms and armor. They are also able to perform most if not all Blacksmith skills.

An Armorer may repair armor damaged in battle at the following rates of restoration of armor damage absorption points per day:

ARMORER TYPE	IN FIELD	AT FORGE	COST/DAY
Armorer	.3 ADP	6 ADP	05% of monthly income
Dwarvish Armorer . . .	.6 ADP	12 ADP	10% of monthly income
Weaponsmith Mage . . .	.9 ADP	18 ADP	15% of monthly income
Dwarvish Weaponsmith.	.12 ADP	24 ADP	15% of monthly income

The rate of repair increases by +2 ADP x Expertise Level of the Armorer. Costs are minimal and may be up to 50% higher; costs cover materials.

Weapons can be repaired at 30% to 50% of cost, in 1/2 the time required to produce them.

Weapons and armor are available at the costs given in the price Lists, and will be produced in the time indicated by an Armorer/10. Add +05% per Expertise Level below that and subtract -02% per Level above that.

Armorer's SR = 1/2 (DEX CPRS + STR CPRS) + 03% x Expertise Level. The SR can be used to determine the quality of magical arms and armor. Armorers of Expertise/10+ can repair magical arms, but at double the cost plus 25% per +1 magick increment over +1, upon gaining a successful SR. The SR can also be used as a measure of whether a desired weapon or piece of armor is available.

9.57 BLACKSMITH CRAFT

COST = 250 e.p. x Expertise Level.

Blacksmiths are skilled in the working of iron (and likely steel). They also know how to work many base metals– lead, etc. Most activities involve the fashioning/repairing of metal items– everything from horseshoes to ploughs, tools, and even metal pots. Repairs cost 10% to 25% of purchase price.

Blacksmith's SR = 1/2 (DEX CPRS + STR CPRS) + 02% x Expertise Level. The SR can be used to determine whether a Blacksmith can make/repair armor or weapons. If successful, he can do so at 1/3 the rate of an Armorer of equivalent Expertise. But good armor and weapons will carry a -10% penalty to the SR. Magical arms are beyond his capacities. He is more at home shoeing horses, fitting metal hoops around casks, or fashioning a shovel or scythe.

9.58 JEWELLER CRAFT

COST = 500 e.p. x Expertise Level.

Jewellers are able to fashion rings, brooches, bracelets, necklaces, amulets, tableware, and other items from precious metals. Silversmiths (DEX/12-15) specialize in items fashioned from silver, bronze, copper, and pewter. Goldsmiths (DEX/16-19) also specialize in items fashioned from very precious metals like gold, platinum, mithril, etc. The Jewelcutter (DEX/20+) can cut/set gemstones.

All Jewellers have the Thievish Skill EVALUATE LOOT. They also have the ability to recognize the ores of precious metals/gems and can smelt precious metals.

The ability of a Jeweller to produce a desired item is an SR equal to 1/2 (DEX CPRS + IQ CPRS) + 3% x Expertise Level. Items not in the **Price Lists** are non-standard and must be commissioned at a cost equal to 150% of the value of materials used plus 25% x Expertise Level of the Jeweller. Such items have that value once completed. The time required to produce each item will vary from as little as a day to a month or more, depending on its elaborateness. The SR is rolled at the end of the time to see if the work is finished. A failure means 'check back in another week'.

Jewellers also act as purchasers of bullion and will buy up to 1000 SP of precious metals per month plus 250 SP x population of the town x 1/1000. Gems will be bought by Jewelcutters, again at the rates given for precious metals each month. Bullion will be from 90% to 99% pure, with value in coin paid accordingly.

9.59 MONEYLENDERS & MONEYCHANGERS CRAFT

COST = 250 e.p. x Expertise Level plus ability to READ/WRITE and COUNT.

Moneylenders are the feudal equivalent of pawnbrokers. They will loan money at about 20% +5D6% of the value of the goods offered as collateral. Interest rates are about 2% per month for goods held up to 90 days before being put up for sale to liquidate the debt. If goods are to be pawned for longer periods, the rate goes up to 3% per month after 90 days. The amount of money that can be raised depends upon the population of the town and the Expertise Level of the Moneylender: Maximum Loan = 25 SP x (population/1000 + Expertise Level).

Used goods can be purchased in the Moneylender's shop at 70% + 3D6% of usual market value. Such goods may or may not be in the best of condition (Caveat Emptor), and the price is not up for Haggling. Moneylenders also have the Thievish Skill EVALUATE LOOT and may FENCE stolen goods once they know and trust the Thief offering them.

Moneychangers will change foreign coinage into the coin of the realm at a fee of 5%-10% of the value of the coins. The amount they can change is equal to the Maximum Loan level of a Moneylender (see above). They also have the Thievish EVALUATE LOOT as a basic skill and use it to determine the value of any foreign coinage. (Foreign or old coins could be debased in value and worth a fraction of the face value). Whenever the value of coins is in question, local merchants will consult the Moneychanger for a definitive ruling.

9.60 SCRIBE CRAFT

COST = 250 e.p plus ability to READ/WRITE and COUNT.

Scribes act as Copyists and Letter Writers for the illiterate in society-- which is just about .everybody. Rates vary according to the service performed:

- - Writing a Personal Letter: 1 SP per page
- - Reading a Personal Letter: 7 CP per page
- - Writing a Commercial Letter: 2 SP per page
- - Keeping Business Accounts: 1 SP per 100 SP accounted
- - Writing a Commercial Contract: 5 SP per page
- - Writing a Will or other standard Legal Paper: 3 SP per page
- - Notarizing a Commercial or Legal document: 5 CP to 2 SP.

The accuracy of the scribe depends upon his READ/WRITE and COUNT abilities. Each Expertise Level adds +1% to these abilities.

Characters who become Bankers, Interpreters, Master Merchants, Architects, Physicians, Scholar/Sages, Apocatharies, Astrologers, Alchemists, and any Mages specifically required to have a Book of Magick must study Scribe Craft.

9.61 FOOD PREPARATION

Food can always be a source of amusement and action in an FRP campaign. There is nothing to get a flagging gaming session going then the announcement that the party's cook has burned the venison stew again. Good food could also distract a hungry band of Orcs about to descend on the group. Most important, it adds color to the game and encourages interest in something besides fighting all the time.

Everyone has a chance of knowing something about food preparation. All PCs roll 1D100, with females adding +15 DM. If 'yes', roll on the Proficiency Areas– HC (Haut Cuisine) first. If one has Haut Cuisine, he has all the others too:



SOCIAL CLASS OF THE COOK	COOKING KNOWLEDGE	* PROFICIENCY AREAS IN FOOD PREPARATION B	D	RH	VSS	SB	PFM	CFM	PPM	CS	HC
Royalty	05%	05%	05%	05%	05%	05%	05%	05%	05%	05%	10%
High Noble	15%	05%	05%	05%	05%	05%	05%	05%	05%	05%	25%
Lower Noble	20%	10%	10%	10%	20%	20%	20%	30%	05%	15%	25%
Military	50%	30%	01%	30%	60%	45%	45%	45%	20%	05%	01%
Guildsman	40%	20%	20%	20%	70%	30%	30%	65%	20%	30%	20%
Townsman	60%	20%	20%	20%	70%	40%	50%	65%	30%	10%	05%
Yeoman	70%	20%	15%	60%	70%	80%	65%	65%	20%	05%	02%
Serf	80%	10%	02%	60%	70%	80%	60%	60%	10%	01%	01%
Monk	90%	35%	05%	90%	50%	10%	10%	20%	10%	05%	02%
Father = Cook	90%	75%	75%	75%	75%	75%	75%	75%	75%	75%	50%
Father = Chef	95%	90%	90%	90%	90%	90%	90%	90%	90%	90%	75%
Goblin	20%	05%	01%	01%	10%	45%	45%	45%	01%	—	—
Troll	10%	—	—	—	10%	75%	75%	75%	01%	—	—
Giant	20%	20%	01%	05%	30%	50%	50%	50%	05%	—	—
Vampire	50%	75%	75%	75%	75%	75%	75%	75%	75%	75%	75%

B = **Baking Bread:** Ability to bake fresh bread, rolls, hardtack.

D = **Making Desserts:** Ability to prepare cakes, pastries, pies, confections.

RH = **Knowledge of Roots & Herbs:** Ability to recognize many common roots and herbs, and also to use them in cooking.

VSS = **Cooking Vegetables:** Ability to prepare vegetable dishes, soups, and stews.

SB = **Skinning & Boning:** Ability to remove the skin from game, clean it, and remove bones, etc. This is applied to domestic and game animals. The skill includes PFM (preparing Fresh Meat) if rolled initially.

PFM = **Preparing Fresh Meats:** The ability to cut up meat into proper and attractive 'cuts' – steaks, chops, roasts, etc., for cooking.

CFM = **Cooking Fresh Meat:** Ability to cook roasts, fry, broil, etc.

PPM = **Preparing Preserved Meats:** The ability to prepare hams, bacon, sausages, salted pork, beef, or fish, so that it will not spoil readily.

CS = **Cooking with Spices:** The ability to use spices, herbs, etc., to good effect. This includes RH (Roots & Herbs) if rolled initially.

HC = **Haut Cuisine:** Wide knowledge of all areas of cooking, with a +10% to success chances.

The base chance of success at any cooking task is 10% plus the following DMs:

Per Experience Level in Cooking	+02%
Skill with Spices & Seasonings	+10%
Haut Cuisine Quality	+10%
Professional Cook/Chef	+10%

Food skills can be learned at 100 e.p. per experience level per skill. A PC with Haut Cuisine learns all 10 skill areas at 500 e.p. or 50 e.p. per area. Note: Haut Cuisine is not a 'skill' in itself but rather expresses a broad knowledge. Characters without HC at first can develop it once they have mastered all 10 skill areas to experience level/10.

Food skills must be practised as well as purchased with e.p. PCs with food skills must actively cook on expeditions, adventures, etc.

SUCCESSFUL COOKING TASK: ROLL 1D100

01-20	=	Food is passable, but hardly anything to comment favorably on.
21-60	=	Food is average, not outstanding but adequate and satisfying.
61-80	=	Food is good– the kind one wants for seconds.
81-90	=	Food is great– fit for a proper feast.
91-00	=	Food is excellent– true Haut Cuisine fit for a Royal table.

The same DMs are applied as given for the basic success roll.

FAILED COOKING TASK: ROLL 1D100

01-30	=	Food is virtually inedible. A CON CR-9 is required to get it down.
31-60	=	Food is burned, scorched, too salty, flat, doesn't look/smell quite right, etc. Complaints are clearly in order. CON CR-4 is required.
61-80	=	Food is not what one expected– not really poor, but far from good. A passing complaint is in order, and the food is eaten without enthusiasm. Seconds are not requested.
81-00	=	Food is all right, considering that it isn't up to scratch. Some grumbling is heard, and serious thought is given about turning down seconds.

The same DMs are applied as given for the basic success roll.

In addition, Food at 01-30 has a chance of causing stomach complaints 3-6 hours later on a failed CON CR-6, as does Food at 31-60 on a failed CON CR-2. Other 'improvisation' in this area is clearly open to the Game Master.

10 Character Experience and Advancement

The success of a Character in meeting the problems and challenges of life is measured in terms of experience points (e.p.) won for the accomplishment of specific tasks or engaging in specific activities. As the experience points accumulate, the Character rises in Experience Level and becomes more able than before.

The following tables give the experience levels attained as experience points accumulate:

EXPER LEVEL	EXPERIENCE ACCUMULATED	EXPER FACTOR	MAGICK LEVEL	SPELL CASTING LEVEL
1	0	0	1	1
2	2500	0.25	1	1
3	5000	0.5	1	1
4	10,000	1	1	1
5	25,000	2.5	1	1
6	50,000	5	2	1
7	75,000	7.5	2	2
8	100,000	10	3	2
9	150,000	15	4	2
10	200,000	20	5	3
11	250,000	25	6	3
12	300,000	30	7	4
13	350,000	35	8	4
14	400,000	40	9	5
15	450,000	45	10	5
16	500,000	50	11	6
17	575,000	57.5	12	6
18	650,000	65	13	7
19	725,000	72.5	14	7
20	800,000	80	15	8
21	900,000	90	16	8
22	1,000,000	100	17	9
23	1,100,000	110	18	9
24	1,200,000	120	19	10
25	1,300,000	130	20	10
26	1,400,000	140	21	10+
27	1,500,000	150	22	10+

Experience Level/27 is the maximum level to which any Character can advance. However, each additional 100,000 e.p. brings PCF and PMF bonues of +1:

PCF BONUSES: The Personal Combat Factors of Fighters rise by 1.5 per Exper. Lvl., and those of Non-Fighters by +1.

PMF BONUS: The Personal Magick Factor of Magicians rise by +2 per Experience Level.

BODY BONUS: The Body Level of Characters rises by +1 per Exper. Level to Exper./17 (see 5.04, page 31).

FATIGUE BONUS: The Fatigue Level of Characters rises by +1 per Exper. Lvl. to Exper./17 (see 5.04, page 31).

10.01 SPECIAL EXPERIENCE POINT AWARDS

GameMasters should encourage good role playing. Players who operate their PCs in character and attempt to create a true personality for their PCs separate from their own should receive bonus awards during adventures. Such awards should be based upon their performance and can range up to several hundred experience points (100 to 500, depending on the quality of performance). The standards used to make such awards should include:

1. Does the Character have a personality recognized different from that of the Player?
2. Does the Character act according to what we would know and understand, rather than what the Player knows and understands?
3. Does the Character have a developed background and set of goals which he actively pursues in the campaign?
4. Do the Character's exploits reflect his personality, knowledge, background, and goals as a personality existing in the fantasy world? Specifically, are his deeds, foibles, mistakes, etc., what Conan or Sir Gawain or Anachronus Archimage would be expected to do under the circumstances?
5. Do other Players recognize and enjoy the quality of the role play and respond in kind or else applaud the performance?

10.02 EXPERIENCE POINT AWARDS

Experience points are awarded for a large number of accomplishments. This section presents the awards for defeating enemies and acquiring treasure.

All combats bring an e.p. award based upon the participation of the Character in the actual battle– exposing himself to enemy attacks while striking blows against the foe:

(1) If in single combat, all e.p. are awarded to the victor according to his Character class.

(2) If in multiple combat, e.p. are shared equally among the active participants in each combat victory. For instance, if two PCs defeated a monster worth 2500 e.p., each could win up to half the e.p., depending upon the effect of his Character class on the award.

Combat awards are divided into several categories:

SLAYING

The killing of an enemy in pitched battle– fair fight.

VANQUISHING

Incapacitating or otherwise bringing about the surrender of an enemy, who is spared. Ransom is often the object.

MURDERING

The killing of a captured enemy– effectively dispatching him to avoid inconvenience or else later treachery.

BACKSTABBING

The killing of an enemy through stealthy and unheroic tactics like garroting, throat-cutting while sleeping, sneaking up from behind to stab with a knife, etc. Only Thieves, Assassins, and Foresters on penetration missions will gain significantly from such conduct. Muggings are also included in this category.

Awards are also available for the acquisition of treasure by **direct action** (as opposed to routine earnings):

BATTLE LOOT

Wealth acquired through defeating an enemy and acquiring his possessions as booty. Wealth brings up to 1 e.p. per Silver Pennyworth (SP) acquired. Material goods are valued at 25% of their list value in the Price Lists, unless they bear directly upon the vocation of the Character– in which case they are worth 50%. Armor, for instance, is worth 50% to a Fighter, but 25% to non-combatant types. Money is always rated at 100% of value, as are gems.

RANSOM

Money acquired through capturing an enemy and holding him to ransom is always rated at 100% of SP value.

STOLEN LOOT

Money or goods acquired through theft or robbery. Goods are rated as for **Battle Loot.**

EARNED WEALTH

Money earned by the practice of one's trade by **direct action** (as opposed to routine earnings). For example, a Troubadour literally sings for his supper in an actual situation arising in an adventure. This category is restricted to only a few Character classes.

The following table represents the percentages of the full e.p. award possible for defeating enemies or acquiring treasure. The amount of the awards depends upon the appropriateness to the Character class and the situation:



CLASS	SLAY FOE	VANQ FOE	MURDER FOE	BKSTB FOE	BATTLE LOOT	RANSOM	STOLEN LOOT	EARNED WEALTH
KNIGHT/SQUIRE	100%	100%	10%	10%	50%	100%	00%	00%
SERGEANT-AT-ARMS	100%	50%	10%	10%	50%	50%	00%	00%
MAN-AT-ARMS	100%	50%	20%	20%	50%	50%	00%	00%
YEOMAN-AT-ARMS	100%	50%	20%	20%	25%	25%	00%	00%
PETIT SERGEANT	100%	75%	10%	10%	50%	50%	00%	00%
FORESTER	100%	50%	20%	50%	25%	25%	00%	00%
MILITIAMAN	75%	50%	20%	20%	25%	25%	00%	10%
BARBARIAN WARRIOR	100%	100%	10%	10%	50%	50%	00%	00%
MERCHANT-ADVENTURER	75%	50%	20%	20%	50%	25%	10%	10%
MAGICIAN	25%	25%	25%	25%	25%[1]	00%	00%	10%
CLERIC	50%[2]	50%[2]	00%	00%	50%[3]	00%	00%	10%[3]
MONASTIC	50%[2]	50%[2]	00%	00%	50%[3]	00%	00%	10%[3]
ASSASSIN	100%	100%	20%	100%	50%	50%	50%	00%
BRIGAND	100%	50%	20%	50%	100%	50%	50%	00%
THIEF	50%	50%	20%	50%	50%	50%	100%	00%
GENERAL CHARACTER	50%	25%	25%	20%	50%	50%	00%	10%
ELF	100%	100%	00%	00%	00%	00%	00%	00%
DWARF	100%	50%	20%	20%	100%	100%	00%	10%
WERECREATURE[4]	100%	00%	100%	100%	00%	00%	00%	00%
VAMPIRE	100%	100%	100%	100%	00%	00%	00%	00%
GOBLINS	100%	50%	25%	25%	50%	50%	25%	00%
TROLL/GNOLL	100%	50%	25%	50%	100%	100%	25%	10%
OGRE	100%	50%	50%	50%	100%	50%	00%	00%
GIANT	100%	50%	25%	00%	50%	50%	25%	00%

(1) Awarded if items are of use in magical enchantments, etc.
(2) Awarded only when fighting enemies of Mankind or the Church.
(3) Awarded only if the major portion is donated to the Church or the poor (a small sum may be retained for personal maintenance).
(4) Awarded when the Character is in his werecreature form; otherwise as for his usual Character class.

Haeflings receive awards according to the Character class selected.

Combination Characters, like Elves (usually Fighter-Mages or Fighter-Clerics) receive awards which are most advantageous to them.

Magicians double their experience awards for defeating enemies if they use Magick alone (no physical action). In such instances, **vanquishing** will include successfully gaining control of another so that he is unable to avoid doing the Magician's bidding for a significant period of time (Geas, etc.).

10.03 SPECIALIZED EXPERIENCE AWARDS

In addition to the general experience awards for defeating enemies and obtaining treasure, each Character class enjoys specialized awards for performing certain types of actions. These are detailed below, according to the Character class.

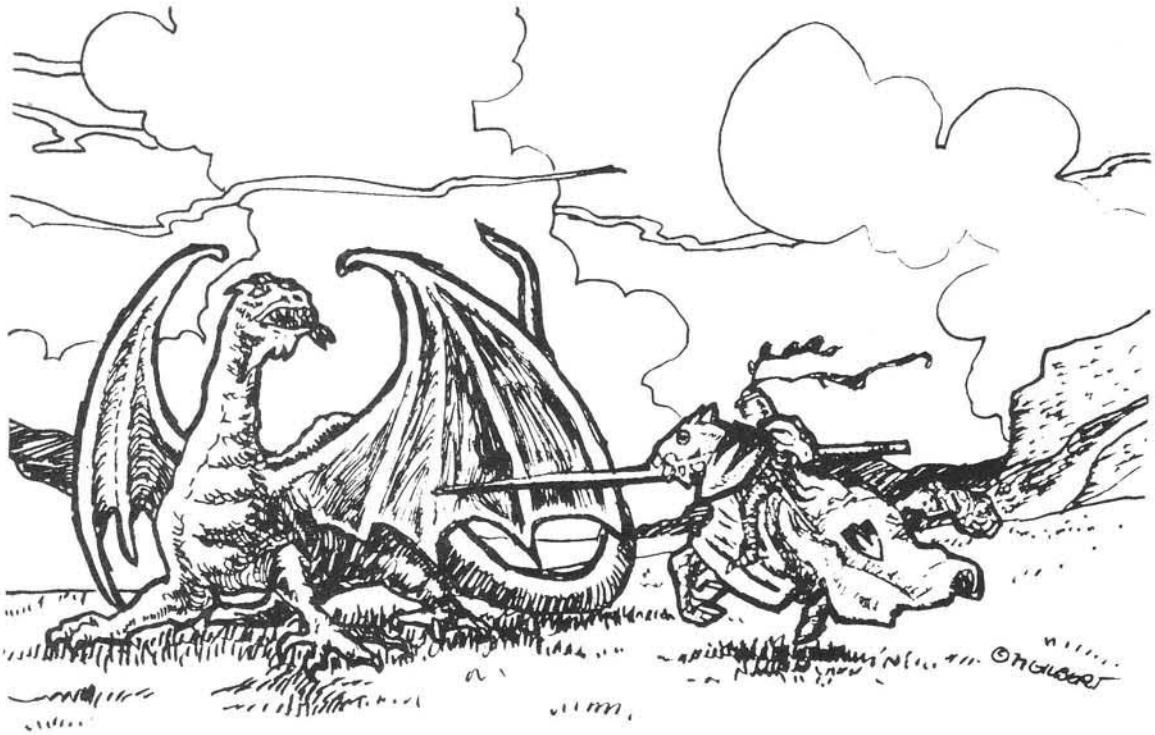
10.04 KNIGHTS & FIGHTING MEN

The following Character classes may benefit from awards made under the provisions of this section:

KNIGHTS	MILITIAMEN	VAMPIRES
SQUIRES	WARRIORS	GOBLINS
SERGEANTS-AT-ARMS	ADVENTURERS	TROLLS
MEN-AT-ARMS	ELVES	GNOLLS
YEOMAN-AT-ARMS	DWARVES	OGRES
FORESTER	WERECREATURES	GIANTS

Experience point awards are multiplied by the Experience Level of the Character, unless otherwise indicated.

Honors are also awarded to Fighters in time of war or for deeds of great valor or chivalry. Each 100 Honor Points = +1 Status Point to be added to one's social ranking index.



DEED OF VALOR	HONOR	EXPERIENCE AWARD
BEING A WARRIOR	.0	Exper. Lvl x 1/day, OR
ON AN ADVENTURE	.0	Exper. Lvl x 2/day, OR
GOING TO WAR	.10	Exper. Lvl x 3/day, OR
GOING ON CRUSADES	.100	Exper. Lvl x 4/day
LEADING A FORCE[a]	.10	Exper. Lvl x 5/day (min. 20 men), OR
LEADING A 'BATTLE'[a]	.50	Exper. Lvl x 10/day (min. 200 men), OR
LEADING AN ARMY[a]	.100	Exper. Lvl x 15/day (min. 1000 men)
WIN A BATTLE[b]	.25	Exper. Lvl x 50 (triple for Commander), OR
WIN A SKIRMISH[c]	.0	Exper. Lvl x 20 (double for Commander), OR
CAPTURE SFMH	.25	Exper. Lvl x 25 (double for Commander), OR
CAPTURE LFMH	.50	Exper. Lvl x 50 (double for Commander), OR
CAPTURE SHELL KEEP	.75	Exper. Lvl x 75 (double for Commander), OR
CAPTURE CASTLE/I	.100	Exper. Lvl x 100 (double for Commander), OR
CAPTURE CASTLE/II	.125	Exper. Lvl x 125 (double for Commander), OR
CAPTURE CASTLE/III	.150	Exper. Lvl x 150 (double for Commander), OR
CAPTURE CASTLE/IV	.175	Exper. Lvl x 175 (double for Commander), OR
CAPTURE CASTLE/V	.200	Exper. Lvl x 200 (double for Commander), OR
CAPTURE CASTLE/VI	.250	Exper. Lvl x 250 (double for Commander), OR
CAPTURE TOWN/250	.5	Exper. Lvl x 5 (double for Commander), OR
CAPTURE TOWN/500	.10	Exper. Lvl x 10 (double for Commander), OR
CAPTURE TOWN/1000	.20	Exper. Lvl x 20 (double for Commander), OR
CAPTURE TOWN/1500	.30	Exper. Lvl x 30 (double for Commander), OR
CAPTURE TOWN/2000	.40	Exper. Lvl x 40 (double for Commander), OR
CAPTURE TOWN/2500	.50	Exper. Lvl x 50 (double for Commander), OR
CAPTURE TOWN/3000	.100	Exper. Lvl x 65 (double for Commander), OR
CAPTURE TOWN/4000	.120	Exper. Lvl x 80 (double for Commander), OR
CAPTURE TOWN/5000	.140	Exper. Lvl x 100 (double for Commander), OR
CAPTURE TOWN/6000	.170	Exper. Lvl x 130 (double for Commander), OR
CAPTURE TOWN/7000	.190	Exper. Lvl x 150 (double for Commander), OR
CAPTURE TOWN/8000	.210	Exper. Lvl x 170 (double for Commander), OR
CAPTURE TOWN/9000	.230	Exper. Lvl x 190 (double for Commander), OR
CAPTURE TOWN/10,000	.300	Exper. Lvl x 225 (double for Commander), OR
CAPTURE TOWN/12,500	.350	Exper. Lvl x 250 (double for Commander), OR
CAPTURE TOWN/15,000	.450	Exper. Lvl x 300 (double for Commander), OR
CAPTURE TOWN/17,500	.500	Exper. Lvl x 325 (double for Commander), OR
CAPTURE TOWN/20,000	.550	Exper. Lvl x 350 (double for Commander), OR
CAPTURE TOWN/25,000	.650	Exper. Lvl x 400 (double for Commander), OR
CAPTURE TOWN/30,000	.750	Exper. Lvl x 450 (double for Commander), OR
CAPTURE TOWN/40,000	.1000	Exper. Lvl x 500 (double for Commander)
HONORABLE WOUNDS	.1	10 e.p. per wound point suffered

CHAMPIONING A LADY[d]	HONOR	EXPERIENCE AWARD
DEED OF VALOR	.x3	As for Deed of Valor
RESCUE DAMSEL	.50+5D10	Exper. Lvl x 100 (Damsel of noble rank)
RESCUE DAMSEL	.20	Exper. Lvl x 25 (Damsel not of noble rank)

DEEDS IN TOURNAMENT[e]	HONOR	EXPERIENCE AWARD
PER JOUSTING CONTEST	.1	50 e.p. per contest
PER MELEE	.1	100 e.p. per melee
PER PAS DES ARMES	.1	100 e.p. per pas des armes
PER LANCE BROKEN	.2	20 e.p. per spear hit ('L')
PER CORONEL	.2	20 e.p. per coronel
PER CREST	.10	Exper. Lvl x 50 (victory in contest)
PER INFERIOR OPPONENT UNHORSED IN JOUSTS	.5	Exper. Lvl of Opponent x 20
PER EQUAL OPPONENT UNHORSED IN JOUSTS	.10	Exper. Lvl of Opponent x 25
PER SUPERIOR OPPONENT UNHORSED IN JOUSTS	.15	Exper. Lvl of Opponent x 30
PER VICTORY IN PAS DES ARMES OR MELEE	.10	Exper. Lvl of Opponent x 20
PER CAPTURE IN THE MELEE	.10	Exper. Lvl of Opponent x 20
CAPTURE OF OPPOSITION BANNER IN MELEE	.25	100 + 6.D100 e.p.
CAPTURE OF OPPOSITION LEADER IN MELEE	.50	Exper. Lvl of Opponent x 50
WINNING THE JOUST	.50	—

(a) Command involves actively leading troops in the field. Nominal Commanders do not share in Honors, only leaders who fight alongside their men or who are active in determining mass battle outcomes. Note: a 'battle' is a 'battalion' or moderately large unit of men from 200 to almost 1000 men. Army command is always restricted to the Supreme Commander and Commanders with over 1000 men.
(b) A battle is defined as a major action involving at least 200 men on a side in pitched battle, or else a serious seige repulsed by the defenders. Victories in seiges are rated according to the fortification or town captured. Note that Commanders triple or double both Honors and experience awards for victories.
(c) A skirmish is defined as a small action involving less than 400 men.
(d) Championing a Lady is restricted to Knights.
(e) Deeds in a Tournament are restricted to Knights and Squires.

Non-chivalric Characters receive only 1/2 the Honors indicated, except for Going to War or a Crusade. These exceptions are also restricted to one award for fighting season (once per year).

Two deeds of valor deserve special attention. The first man in the breach of a wall (both attacker and defender) or the first attacker onto a wall during an assault is placed in a position of extreme peril. The enemy will attempt to dislodge such individuals with savage attacks/counterattacks. Thus an award of Honors and experience is given equal to Winning a Battle as if one is a Commander.



10.5 MAGICIANS

Any Character who performs magical tasks (enchantments, learning of spells, spell casting, etc.) may benefit from awards made under the provisions of this section.

MAGICAL TASK	EXPERIENCE AWARD
BEING A MAGICIAN	Exper. Lvl x 1/day, OR
ENCHANTMENT OF MATERIALS	Exper. Lvl x 3/day, OR
ENCHANTMENT OF MAGICAL DEVICE	Exper. Lvl x 4/day, OR
ENCHANTMENT OF MAGICAL WRITINGS	Exper. Lvl x 4/day, OR
LEARNING A MAGICAL SPELL	Exper. Lvl x 5/day
MEDITATION	MKL x 1/day (when Enhancing Spell)
FASTING	MKL x 1/day (when Enhancing Spell)
LEARN BMR/1 SPELL TO BMR/E	Exper. Bonus = 100
LEARN BMR/2 SPELL TO BMR/E	Exper. Bonus = 200
LEARN BMR/3 SPELL TO BMR/E	Exper. Bonus = 400
LEARN BMR/4 SPELL TO BMR/E	Exper. Bonus = 700
LEARN BMR/5 SPELL TO BMR/E	Exper. Bonus = 1000
LEARN BMR/6 SPELL TO BMR/E	Exper. Bonus = 1400
LEARN BMR/7 SPELL TO BMR/E	Exper. Bonus = 1800
LEARN BMR/8 SPELL TO BMR/E	Exper. Bonus = 2200
LEARN BMR/9 SPELL TO BMR/E	Exper. Bonus = 2600
LEARN BMR/10 SPELL TO BMR/E	Exper. Bonus = 3000
ENCHANT BMR/0 MATERIAL TO BMR/E	Exper. Bonus = 100 (Cum. to BMR/E = 100)
ENCHANT BMR/1 MATERIAL TO BMR/0	Exper. Bonus = 100 (Cum. to BMR/E = 200)
ENCHANT BMR/2 MATERIAL TO BMR/1	Exper. Bonus = 100 (Cum. to BMR/E = 300)
ENCHANT BMR/3 MATERIAL TO BMR/2	Exper. Bonus = 100 (Cum. to BMR/E = 400)
ENCHANT BMR/4 MATERIAL TO BMR/3	Exper. Bonus = 100 (Cum. to BMR/E = 500)
ENCHANT BMR/5 MATERIAL TO BMR/4	Exper. Bonus = 150 (Cum. to BMR/E = 650)
ENCHANT BMR/6 MATERIAL TO BMR/5	Exper. Bonus = 150 (Cum. to BMR/E = 800)
ENCHANT BMR/7 MATERIAL TO BMR/6	Exper. Bonus = 150 (Cum. to BMR/E = 950)
ENCHANT BMR/8 MATERIAL TO BMR/7	Exper. Bonus = 150 (Cum. to BMR/E = 1100)
ENCHANT BMR/9 MATERIAL TO BMR/8	Exper. Bonus = 200 (Cum. to BMR/E = 1300)
ENCHANT BMR/10 MATERIAL TO BMR/9	Exper. Bonus = 200 (Cum. to BMR/E = 1500)

Materials Enchantment Bonuses are awarded per 0.5 dr. of materials under enchantment.

CAST SUCCESSFUL SPELL	Exper. Lvl x Casting Lvl.
RAISE DEMON	Stamina Expended x Demon Lvl. x 5

ALCHEMETICAL PROCESSES

Alchemists receive a set experience bonus when they successfully perform alchemetical operations for the first time (see **17.10**). Afterward, they receive 10% of that bonus for each subsequent operation of the same type. Since Alchemists can learn spells and put them into alchemetical compounds, they receive experience as for other Magicians when performing such tasks.

CONJURATION

Conjurors make a brew for their Magick. The Cauldron can enchant materials at the same rate as indicated for the Conjuror's Magick Level (MKL), and experience is given to the Conjuror for such an operation.

10.06 CLERICS

Priests and Monks always compute experience according to the following guidelines, and any other Character who has a quasi-religious or religious status (as, for instance, an Elf Cleric or a Shaman-Medicine Man of a tribal society) also benefits from the awards made under the provisions of this section.

CLERICAL TASK	EXPERIENCE AWARD
BEING A CLERIC	Exper. Lvl x 2/day, PLUS
PIETY/19-20	+5/day
PIETY/17-18	+3/day
PIETY/15-16	+1/day
ACT OF FAITH	10D10 e.p. per 'miracle'
SANCTIFY OBJECT	As for Magical Enchantment
WRITE HOLY MANUSCRIPTS	5 x Daily Experience
PREPARE 'WATER OF LIFE'	3 x Daily Experience
PREPATE 'WATER OF HEALING'	7 x Daily Experience
PREPATE 'WATER OF GREAT HEALING'	10 x Daily Experience
CURE WOUNDS	Exper. Lvl x Hit Points Cured x 2
CURE DISEASE	Exper. Lvl x 50
REMOVE CURSE	Exper. Lvl x 10.D10
EXORCISM	Exper. Lvl x Demon Lvl x20.D10
FASTING & PRAYING	2 x Daily Experience (no other activity)
VISIONS	20 x Daily Experience (max. once per month)

10.07 THIEVES & ASSASSINS

Any Character who is a Thief or Assassin may benefit from the provisions of this section, including Adventurers in the Entertainers class who acquire Thievish Skills. (Other Characters with Thievish Skills do not benefit experience-wise, only in terms of what they accomplish in the gaming situation itself to gain the desired advantage).

THIEVISH TASK	EXPERIENCE AWARD
BEING A COMMON THIEF	Exper. Lvl x 1/day, OR
BEING A BRIGAND/ASSASSIN	Exper. Lvl x 2/day, OR
THIEF/BRIGAND/ASSASSIN ON A RAID	Exper. Lvl x 3/day (This does not include casual pickpocketing, muggings, etc., only extended operations).

In addition, specialized awards are given for specific tasks:

PICKING POCKETS: Thieves add +20% to awards for Stolen Loot.

BURGLARY: Thieves add +20% to awards for Stolen Loot.

ROBBERY: Brigands in a gang/robber band add +20% to awards for Stolen Loot when mugging or engaged in armed robbery (on the highway, etc.). If mugging, no award is given for slaying or vanquishing a foe if the victim is accidentally killed-- the idea being to avoid serious violence.

PICKING LOCKS: Thieves receive the full awards (see **Pick Lock TES, 9.27**) for picking locks. Brigands receive 1/4 award. Assassins receive the full award.

DISARM TRAPS: All Thievish classes receive 5 e.p. x sum of Trap SRM plus Lethal Damage possible.

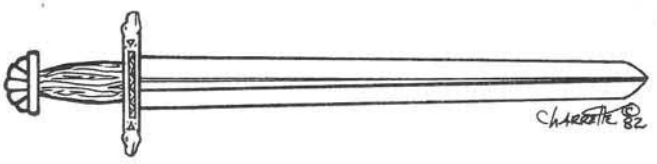
DETECT TRAPS: All Thievish classes receive 10% of the value of a Trap e.p. award if a trap is detected. If the Thief disarms it as well, award only the disarm award if successful (or the 10% if unsuccessful).

DETECTED CRIMES OF STEALTH: Picking Pockets, Muggings, Burglaries, and Backstabbings are supposed to be crimes performed without the victim's being aware they are happening, or without witnesses seeing the illegal act. If the Thief, Brigand, or Assassin is detected/witnessed performing the act, no experience will be awarded. Also, if forced to flee, the Thief must 'lie low' until the 'heat' is off. Detected Brigands who have managed to disguise their true craft up to the time of detection will be declared Outlaw if they are recognized. Assassins gain full experience for their mission only if they can evade capture and questioning under torture for information about their employees.

10.08 EXPERIENCE BONUSES FOR FORTUNE'S FAVOR

If a Character is in a vocation which is favored by the stars, he can gain additional experience bonuses. Similarly, when engaged in a profession that is unfavored, he may receive less than the normal experience awards.

The Astrological Table in 4.01 determines the Omens at Birth, and the percentages in the table are the bonuses to be added to the basic experience award whenever a Character is in the right field of endeavor.



10.09 PRO-RATING A C&S CHARACTER ENTERING THE GAME

Many FRP games assume that all Player Characters must enter the action at a level of total inexperience. There is simply no valid reason for this, other than a notion that it is somehow fair for everyone to start from the same point. Now, if the game is seen as only a contest between competitors in a tournament-style game in which prizes are at stake, starting even might make sense.

Chivalry & Sorcery differs from most FRP games in that we begin with a complete world, in which a vast range of adventures are possible. It is possible that a Character has lived up to 35 years before he actively enters the campaign. In that time, he would have acquired considerable experience and proficiency in his chosen vocation. He might even be a person of considerable power and wealth.

The following table presents the experience that a moderately successful Character might have had by the time he reaches a given age. Roll 1D100 and consult the table to find the PC Age and the Accumulated Experience Points. Note that provision is made for poor, neutral, and well-aspected Birth Omens. Also, Well-Aspected Births add +15 DM; Neutral Aspects add +05 DM. Roll 1D100:

EXPERIENCE POINTS ACCUMULATED DURING NON-PLAY

1D100 RESULT	PC AGE	POOR ASPECT (–05%)	NEUTRAL ASPECT (+00%)	GOOD ASPECT (+05%)	GOOD ASPECT (+10%)	GOOD ASPECT (+15%)	GOOD ASPECT (+25%)	TOTAL DAYS
01-04	13	1400	1500	1600	1700	1800	1900	365
05-08	14	3200	3500	3900	4300	4700	5400	730
09-12	15	7000	7800	8700	9500	10,600	12,500	1095
13-17	16	12,500	11,700	13,400	17,000	18,600	21,200	1460
18-23	17	19,100	18,600	20,700	24,600	27,000	31,200	1825
24-30	18	25,800	25,700	28,800	34,100	37,100	42,200	2190
31-38	19	34,100	34,500	38,000	43,700	47,200	53,800	2555
39-47	20	42,400	43,300	47,200	54,000	58,800	67,000	2920
48-57	21	50,900	52,500	57,700	65,600	71,000	81,200	3285
58-66	22	60,900	63,100	68,800	77,700	84,600	96,700	3650
67-74	23	71,000	73,700	80,800	91,400	98,900	114,000	4015
75-81	24	78,100	84,600	93,800	105,800	115,100	132,000	4380
82-87	25	89,900	97,000	108,000	121,500	131,500	150,000	4745
88-92	26	100,800	110,800	123,000	137,200	147,900	170,000	5110
93-96	27	114,300	125,000	138,000	153,200	166,100	190,000	5475
97-98	28	127,800	139,200	153,300	170,900	184,600	211,400	5840
99	29	141,300	153,900	170,200	188,600	203,500	234,200	6205
00	30	155,500	170,000	187,100	207,200	225,000	260,000	6570

The Player may allocate the experience points in any manner he wishes in order to purchase Experience Levels and Experience Skills expertise. The Player should decide on the balance he wishes to strike between the Experience Level the Character has attained upon entrance into the game and the Skills proficiency he might desire for his PC in specialized areas.

10.10 EXAMPLE PRO-RATING: FIGHTING MAN

Suppose that a Character is a Yeoman with good aspects at birth for a combat vocation (Birth Omens = Leo with +25% to experience in a combat vocation). He rolls 52 on 1D100, which is raised +15 by the good aspects DM to 67. The Character is thus 23 and has accumulated 114,000 e.p. in the 4015 days in which he has received active training and life experiences of value to him.

The Player has quite a few options open. Experience/8 costs 100,000 e.p., leaving 14,000 e.p. for expenditure on various extra Skills. However, suppose the Player wishes to round out the Experience Skills more fully. He expends only 75,000 e.p. to purchase Experience/7 (see 10.01 for the Experience Levels requirements). This leaves a very substantial 39,000 e.p. for the purchase of Skill Levels.

At this point, let us take stock of the Experience Skills which the Character will automatically acquire. In our example, the PC is the son of a Petit Sergeant. He is regarded as having spent a good part of his time on the land, so he will have his choice of 6 Agricultural Experience Skills (see 9.53) confirmed to Experience/7. Because his father is a militia Sergeant-at-Arms (a Petit Sergeant is virtually a petty Knight in his equipment and has lands sufficient to support him in the role of armored cavalryman), the Character will have RIDING SKILL confirmed (see 9.17). Indeed, his father likely raises horses, so the skill is a natural one to possess.

A good portion of the 39,000 e.p. is earmarked for development of Fighting Skills (see 9.10 - 9.19), as the Character is 4th in line of inheritance in his family and has taken service with the local Lord as a Sergeant-at-Arms.

FAVORED WEAPONS

The PC has 5 favored Weapons as the son of a Petit Sergeant and as a Sergeant himself. He chooses the Longbow (Petit Sergeants are a kind of high-grade Yeoman), Light Sword, Norman War Axe, Dagger/Poignard, and Spear (which includes the Hunting Spear, Boar Spear, and Thrusting Spear, as all are little different). To augment his Favored Weapons, he adds the Chivalric Lance, Mace/Martel, Greatsword, and Battleaxe. Each additional weapon costs 3 x 1100 = 3300 e.p., for a total of 13,200 e.p. We assume that he has confirmed his skill with victories over enemies. Also, since he is a Fighting Man by class, he automatically knows the use of the Shield as an active offensive/defensive weapon.

WEARING METAL CUIRASS

3 x 1100 = 3300 e.p. for confirmed skill.

WEARING HAUBERK

3 x 1100 = 3300 e.p. for confirmed skill.

FIGHTING AMBIDEXTROUSLY

2000/DEX 18 x Experience Level (1 + 2 + 3 + 4 + 5 + 6 + 7) = 3110 e.p. He is committed to expend 111.1 x Exper. Lvl hereafter to maintain the skill.

HURLING WEAPONS

3 x 1100 = 3300 e.p. for confirmed skill with each of the following weapons: Hunting Spear; War Axe = 6600 e.p. total.

WRESTLING & FISTICUFFS

3 x 1100 e.p. = 3300 e.p. for confirmed skill.

MOUNTED COMBAT

3 x 1100 = 3300 e.p. for confirmed skill.

Some 2890 e.p. remain for expenditure elsewhere. These are devoted to several useful Thievish Skills:

DETECT HIDDEN OBJECT

Experience/7 = 1700 e.p.

DETECT THIEF

Experience/7 = 700 e.p.

There remain 290 e.p., which are returned to the Accumulated Total, for 75,290 e.p.

The PC can thus be rated for Experience/7 in his various Skills. His other qualities (PCF, Body, and Fatigue Levels, for instance) are also rated for Experience/7.

10.11 EXAMPLE PRO-RATING: MAGICIAN

A Magician is somewhat more complex a person to pro-rate. The main problem lies in deciding what to spend a good portion of one's time on-- learning and mastering spells or enchanting one's Magick Focus.

Suppose that a Character is a Magician with Birth Omens = well aspected Sagittarius with +15% to experience. He is an Enchanter. He rolls 71 on 1D100, which is raised +15 by the good aspects DM to 86. The PC is thus 25 and has accumulated the rather staggering total of 150,000 e.p. in 4745 days.

The **time** (4745 days) is the significant factor in determining what the Magician has accomplished in his field. Our Character decides to focus all of his attention on the Arcane Arts, bringing his magical prowess up to the maximum levels possible for Experience/9, which can be purchased with the 150,000 e.p.

His Magick Level is thus MKL/4, Spell Casting Level/2, and Experience Factor/15.

Let us consider his IQ/20, BARD/22, and FER/17, and the effect these three Prime Requisites have on his Personal Magick Factor (PMF). With IQ/20, there is no effective upper limit on his Spell Learning capacities, and his ability to READ and to REMEMBER will be very high. With BARD/22, his Second Requisite Factor is a healthy 10. PMF = 0.1 (Astrological Factor + Ferocity CPRS) + Second Requisite Factor. Substituting, we have PCF = 0.1 (15 + 17) + 10 = 13.2 = 14 (rounding up). Correcting to Experience/9, we find that there is a PMF Bonus of +18, so the Character has PMF/28. (Players should see 16.0 - 16.18 for the details). This is a powerful magical proficiency. With MKL/2, the Character can extend the duration of many spells 8 times their usual minimums. His casting range is 110 feet, and he has a considerable ability in manipulating matter through magical enchantments. (See **16.05**).

Most significant, he has a considerable amount of time to spend on learning spells and enchanting his magical devices.

To enchant his Focus (see 16.15), the Enchanter requires:

MATERIAL	BMR	WT.	COST[a]
MERCURY	.2	0.1	25
ONYX	.4	1ct[b]	10
WILLOW	.5	1.0	0.08
ORCHID	.2	0.05	25
SPRING WATER	.2	0.1	—
APE SKIN	.6	0.1	0.6
IBIS BONE	.4	1.0	1
COPPER	.4	0.1	0.4
TOPAZ	.3	1ct[b]	12
PINE	.5	1.0	0.08
SANDLEWOOD	.3	0.05	3
LAKE WATER	.6	0.1	—
DOVE SKIN	6	0.1	0.6
SWAN BONE	.4	1	0.04
SILVER	.3	0.1	10
EMERALD	.4	1ct[b]	20
LOTUS	.3	0.1	25
FRANKINCENSE	.1	0.05	50
RAIN WATER	.6	0.1	—
DOG SKIN	.6	0.1	0.6
DOG BONE	.4	1.0	0.04
SAPPHIRE	.4	1ct[b]	20

(a) Cost is in SP.
(b) 1 caret = 0.05 dr. equivalent.

Players should see 12.19 - 12.27 in the Price Lists for the Magical Materials listed here. The Focus costs 203.44 SP, quite a modest price for a Magical Device of Power.

A Magician can Enchant 0.5 dr. of materials for each Magick Level he attains. (See 16.14). He may also Enchant several materials at a time, provided they are all at the same BMR or Basic Magick Resistance and do not exceed his Enchantment weight limits.

Since our Enchanter will be at Magick Level/1 (MKL/1) until he attains Experience/6 with 50,000 e.p., his first 2555 days will have an Enchantment limit of 0.5 dr. of materials at a time.

The best way to approach Enchantment is to group the materials by BMR:

BMR/6 Materials: 0.5 dr.	BMR/3 Materials: 0.3 dr.
BMR/5 Materials: 2.0 dr.	BMR/2 Materials: 0.25 dr.
BMR/4 Materials: 3.25 dr.	BMR/1 Materials: 0.05 dr.

At this point, it should be noted that being a Magician involves the use of brains and a clear plan that gets the maximum distance. If Players examine the Enchantment table in 16.07, they will see that the lower the Magick Level and the higher the Basic Magick Resistance, the longer the time required to perform an Enchantment. Thus it would be foolish to attempt to Enchant high BMR materials when one is at his worst. *It is also inefficient to Enchant less than the amount of material* one can Enchant at a given time.

Players are urged to think out what they are going to do. If one has only 0.05 dr. of BMR/1 materials, for example, why not add in 0.45 dr. of other materials not needed at the moment, but which could be of use later on? That way, 0.5 dr. worth of Enchanted material is obtained in the same time period, not fractional amounts, and a later Enchantment of the other materials is avoided. This saves valuable time.

Again, don't start with high BMR materials when one's Enchantment capacities are lowest. Consider the time required to enchant 0.5 dr. of BMR/6 materials at Magick Level/1 (MKL/1), as given in the table in 16.07. It is a horrendously long 439 days! Our Enchanter would reduce this to 0.9 because of his +15% Astrological Bonus or 395 days. Still, the time is too great. Note that if he waited until he attained MKL/2, the time would be 0.9 x 204 days = 184 days to Enchant double that amount or 1.0 dr.

Running a Magician in **Chivalry & Sorcery** is a thinking activity!

A wise Magician would Enchant the BMR/1-3 materials during the MKL/1 period. He could complete this work relatively quickly, adding other materials to bring each group to the 0.05 dr. limit for added efficiency of effort. The time used up would then be:

BMR/1 Materials: 0.5 dr. to BMR/E in 0.9 x 193 = 174 days
BMR/2 Materials: 0.5 dr. to BMR/E in 0.9 x 233 = 210 days
BMR/3 Materials: 0.5 dr. to BMR/E in 0.9 x 275 = 248 days

Thus, in 632 days, the Enchanter has accomplished quite a bit of work toward Enchanting the materials for his Focus (a harp).

The major portion of the 1923 days remaining in his MKL/1 period should be spent acquiring Spells. Spells are rated for their BMR and Casting Levels. When pro-rating Magicians, the spells they can learn are limited with regard to the Casting Level. For instance, spells cannot be learned above Casting Level/1 until Experience/7 with 75,000 e.p. is attained.

Our Enchanter has 1923 days to spend on learning spells before he should think of continuing the Enchantments on his remaining materials. The Player should examine the available spells in 18.10 and in 18.20-18.86, making careful selections which are appropriate to his class of Magician and also which will be most useful when he emerges to join in the action.

For instance, if he chose only BMR/1 spells, he would require 174 days per spell to learn them. This means he could acquire 1923/174 = 11 spells, with 9 days left over.

At this point, he would be in his MKL/2 phase. This period lasts 4745—2555 = 2190 days. Add on the 9 days (a small bonus), for a total of 2199 days to spend on learning spells and further Enchantments of materials. The Casting Level remains at Level/1, but the time required to learn spells is dramatically reduced to 0.9 x 75 = 68 days for BMR/1 spells. If he did nothing else, he could learn 2199/68 = 32 more BMR/1 spells and have 23 days left over. With 43 spells under his belt, the Enchanter would have quite an arsenal of Level/1 Magick with which to face the world.

However, he wants to proceed as far as possible with his Magick Focus, so he will split the time accordingly. The remaining materials require:

BMR/4 Materials: 4.0 dr. to BMR/E in 4 x 0.9 x 154 = 555 days
BMR/5 Materials: 2.0 dr. to BMR/E in 2 x 0.9 x 179 = 323 days
BMR/6 Materials: 1.0 dr. to BMR/E in 1 x 0.9 x 204 = 184 days

In 1062 days, he could have all of the materials Enchanted for his Magick Focus, plus a fair bit of surplus materials which could be used for other enchantments. He still has 2199—1062 = 1137 days for the learning of spells. That would give him 1137/68 = 16 more BMR/1 spells, for a total of 27 to use when he enters the active campaign.

Pro-rating a Magician takes some time, especially if the Player is lucky and obtains a good deal of build time to devote to spell learning and Enchantments. However, the Player has a chance to review a good portion of the entire Magick System in the process, acquiring much of the understanding needed to do his job right. Also, if he has a high 1D100 roll for PC Age, he ends up with a fairly powerful Mage right at the start.

Primitive Talent Magicians (see 17.02) simply roll on the table given in their description section for every full 10,000 e.p. they have to see if they acquire a spell. Failure means that no spell is gained. **Elves** also have the power to enchant Magical Devices, unlike other Primitive Talents. **High Elves** can also learn spells. (see 17.03 and 17.04).

Should a Player wish his Magician to learn Experience Skills, he must devote at least 1 year's experience to the tasks. In our example, the Enchanter would have to suffer a reduction to 132,000 e.p., and would have 4380 days for learning of spells and Enchantments (lose 365 days or 1 year). The 18,000 e.p. thus gained would be used for the purchase of Skills in 9.00ff. If more experience points were needed for Skills, a second year's experience would be converted, dropping the accumulated e.p. to 114,000, with 4015 days now available for learning spells and doing Enchantments, and 36,000 e.p. available for Skills purchases. No partial allocation of e.p. is possible; it's a whole year at a time or nothing!

10.12 PRO-RATED SAVINGS

What will a Character start off with as he enters the campaign?

All Characters are assumed to have saved 5% of their best year's income x (Age—12) x 0.5 x (IQ + WIS). Their incomes are based upon the monthly values given in sections 4.11-4.23.

For example, using the young Sergeant-at-Arms in 10.10 we find a saving of 0.05 x 12 months x 125 SP x (23—12) x 0.5 x (IQ/16 + WIS/14) = 12,375 SP. Income is based on monthly wage for a Mercenary Sergeant, which he is in a sense-- although he is in liveried service to a feudal Lord on a regular basis.

If the Character is freeborn (not born a Serf) and is Heir to the family fortune, he also adds 5% of his father's yearly income to his savings. If a Good/Son Daughter, add 2% of Father's yearly income. If a Credit to the Family, add 1% of Father's yearly income. Multiply the savings by the Age of the Character.

For example, a Petit Sergeant has a yearly income (basic) of 12 x 250 SP = 3000 SP. An Heir would add +90 SP/year. A Good Son/Daughter would add +60 SP/year. A Credit to the Family would add +30 SP/year. In our example, the Sergeant-at-Arms was a Good Son and would thus add +60 SP x 23 = 1380 SP.

Nobles treat the eldest (Heir) with special favor. Upon one's being Knighted, an amount equal to half Father's monthly income is obtained, in addition to all other benefits. Noble Characters are Knighted when they reach 50,000 e.p. at Experience/6. Thus a Noble Character could enter the game as a belted Knight.

Savings represent the amount of money and also arms, armor, or other equipment and materials which the Character has acquired to further his vocation and provide for his comfort.

10.13 INHERITANCE

If a Character stands to inherit a portion of an estate because his parent or an elder sibling has died (see 4.08), the value of the estate is equal to 10 x gross annual income if it involves land (fief, farm, etc.), and 1D10 x gross annual income otherwise.

The Heir receives 90% of the estate, the remaining 10% to be divided equally between Good Sons/Daughters and Credits to the Family. Mother, if living, is considered to have been provided for sufficiently to maintain her if of Guild or Noble Rank.

Nobles will also maintain a Warchest equal to 5 + 1D6 months' income, which goes to the Heir. Minors may become Wards of some Lord and will have to pay Relief to gain control of their lands (see 11.06).

1 FANTASY ROLE PLAYING 2
2 ON BEING A GAMEMASTER 4
3 ON BEING A ROLE PLAYER 10
4 THE CREATION OF PLAYER CHARACTERS 12
4.01 Determining the Omens at Birth 12
4.02 Computing Character Prime Requisite Points (CPR) 12
4.03 Choosing a Race and a Vocation 12
4.04 Character Vocations 14
4.05 Determining Social Class 15
4.06 Human Feudal Societies 16
4.07 Human Father's Social Class 16
4.08 Human Character's Sibling Class 16
4.09 Human Character's Family Status 16
4.10 Father's Vocation/Rank 16
4.11 Serfs 16
4.12 Yeomen of the Countryside 17
4.13 Townsmen 17
4.14 Guildsmen 17
4.15 The Chivalric Class 20
4.16 Royal Blood 21
4.17 Elvish Society 21
4.18 Dwarvish Society 21
4.19 Gnome Society 21
4.20 Haefling Society 21
4.21 Goblin Society 21
4.22 Troll Society 22
4.23 Giant Society 22
4.24 Feudal Holdings 22
4.25 Determining the Prime Requisites 22
4.26 Character Size 22
4.27 Allocating CPR Points for Prime Requisites 25
4.28 Dexterity CPRs 26
4.29 Constitution CPRs 26
4.30 Strength CPRs 27
4.31 Wisdom CPRs 27
4.32 Intelligence CPRs 28
4.33 Bardic Voice CPRs 29
4.34 Piety CPRs 29
4.35 Personal Appearance CPRs 30
4.36 Ferocity CPRs 30
5. ATTRIBUTES AND BODY LEVELS 30
5.01 Charisma Attributes 30
5.02 The Character's Body Levels 31
5.03 Fatigue Levels 31
5.04 Increasing Body and Fatigue Levels 31
5.05 Recovering Body Levels 31
5.06 Recovering Fatigue Levels 31
5.07 Fatigue 32
5.08 Magick, Miracles, Fatigue, and Body 32
5.09 Carrying Capacity (CC) 32
5.10 Military Ability (MA) 32
5.11 Command Level (CL) 32
5.12 Personal Combat Factor (PCF) 33
5.13 Increasing in PCF Level 34
6 SPECIAL CHARACTERISTICS TRAITS (Optional) 34
6.01 Eye Color 34
6.02 Complexion 34
6.03 Hair Color 34
6.04 Hair Texture 34
6.05 Eyesight 34
6.06 Hearing 34
6.07 Special Traits 34
7 PHOBIAS (Optional) 35
8 CHARACTERISTICS ROLLS (CRs) 36
8.01 Dexterity CRs 36
8.02 Constitution CRs 36
8.03 Strength CRs 36
8.04 Wisdom CRs 36
8.05 Intelligence CRs 36
8.06 Bardic Voice CRs 37
8.07 Persuasion CRs 37
8.08 Appearance CRs 37
8.09 Charisma CRs 37
8.10 Ferocity CRs 37
9 CHARACTER EXPERIENCE SKILLS 38
9.01 General Experience Skills (GES) 38
9.02 Detecting Others/Evading Detection 83
9.03 Climbing 38
9.04 Learn Languages 39
9.05 Read Well 40
9.06 Remember Spell 40
9.07 Counting 40
9.08 Estimate Distance 40
9.09 Understand Simple Mechanism 40
9.10 Character Fighting Experience Skills (FES) 40
9.11 Favored Weapons 41
9.12 Archery 41
9.13 Seige Weapons 41
9.14 Fighting Ambidextrously 41
9.15 Hurled Weapons 41
9.16 Wrestling & Fisticuffs 41
9.17 Riding a Horse 41
9.18 Mounted Combat 42
9.19 Wearing Armor 42
9.20 Thievish Experience Skills 42
9.21 Thievish Skills Possessed by Thieves 42
9.22 Thievish Skills Possessed by Assassins 42
9.23 Thievish Skills Possessed by Beggars 42
9.24 Thievish Skills Possessed by Entertainers-Adventurers 42
9.25 Thievish Skills Tables 43
9.26 Disarm Trap 44
9.27 Pick Lock 44
9.28 Detect Hidden Door 44
9.29 Detect Hidden Trap 44
9.30 Detect Hidden Object 44
9.31 Detect/Spread Rumor 44
9.32 Hide Door 44
9.33 Hide Trap 45
9.34 Hide Object 45
9.35 Hide Object on Self 45
9.36 Pick Pocket 45
9.37 Sleight-of-Hand 45
9.38 Con Others 45
9.39 Disguise Self 45
9.40 Disguise Others 45
9.41 Thief Detecting Thievery 45
9.42 Other Detecting Thievery 45
9.43 Evade Discovery 45
9.44 Mugging 45
9.45 Backstabbing 45
9.46 Make & Use Poisons 46
9.47 Make & Use Antidotes 46
9.48 Streetwise 46
9.49 Evaluating Loot 46
9.50 Fencing Loot 46
9.51 Entertainment & Social Skills (SOC) 46
9.52 Forester Experience Skills (FOR) 47
9.53 Agricultural Experience Skills (AGRIC) 47
9.54 Physician/Chirurgeon Skills (DR) 48
9.55 Craft Experience Skills (CRAFT) 48
9.56 Armorer Craft 48
9.57 Blacksmith Craft 48
9.58 Jeweller Craft 48
9.59 Moneylenders & Moneychangers Craft 48
9.60 Scribe Craft 48
9.61 Food Preparation 49
10 CHARACTER EXPERIENCE & ADVANCEMENT 50
10.01 Special Experience Point Awards 50
10.02 Experience Point Awards 50
10.03 Specialized Experience Awards 51
10.04 Knights and Fighting Men 51
10.05 Magicians 53
10.06 Clerics 54
10.07 Thieves and Assassins 54
10.08 Experience Bonuses for Fortune's Favor 54
10.09 Prorating a Character: Entering the Game 54
10.10 Prorating Example: Fighting Man 55
10.11 Prorating Example: Magician 55
10.12 Prorated Savings 56
10.13 Inheritance 56

Chivalry and Sorcery™



Ed Simbalist
Wilf Backhaus

FANTASY GAMES UNLIMITED

Tristan Scan

Chivalry and Sorcery™

Ed Simbalist
Wilf Backhaus

Contributors:

JOHN VRAPCENAK
RON GILLIES
WAYNE WITTAL

CONTENTS

11. The Chivalric Code 2
12. The Chivalry & Sorcery Marketplace 14
13. The Clerics 35
14. Tournaments 40
15. Individual Combat 43

U.S. COPYRIGHT NOTICE
Copyright 1977, 1983 by Edward E. Simbalist and Wilf K. Backhaus. All rights reserved.
No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews.



U.S. COPYRIGHT NOTICE
Cover art and interior illustrations so indicated are copyright 1983 by Robert N. Charrette.
Interior illustrations so indicated are copyright 1977, 1983 by Mike Gilbert.
All rights reserved.
For information contact Fantasy Games Unlimited Inc., P.O.Box 182, Roslyn, N.Y., 11576, U.S.A.

11 The Chivalric Code

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

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

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

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

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

11.01 THE MAKING OF A KNIGHT

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

11.02 SOCIAL STATUS & EXERCISING INFLUENCE

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

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

11.03 BASIC INFLUENCE FACTOR (BIF)

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

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

11.04 TEMPORARILY INCREASING BIF

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

FRIEND

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

GOLD

A PC can always expend money on gifts to curry favor with the influential man from whom he wants assistance. Find the difference in the BIF. This is the amount in GP required per +1 BIF point desired for expenditure in gifts. In addition, gold in the amount of the basis Social Status score of the influential man must be offered for any increase to be hoped for.

11.05 EXERTING INFLUENCE

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

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

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

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

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

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

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

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

11.06 CONCLUDING ALLIANCES

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

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

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

(2) Among titled Nobles, there is considerable jealousy and distrust, for each has his own irons in the fire and is unwilling to accept the leadership of another. There is a 25% chance that the PC/NPC is out of favor, meaning that the other is an enemy and has joined an opposing faction or counter-alliance. If not, there is a 50% chance that he finds an alliance unacceptable for the moment.

(3) If seeking to undermine an enemy alliance by wooing a member over to the PC's/NPC's side, there is a 75% chance of disfavor and a 75% chance that the proposal is unacceptable at this time.

(4) If a Knight or Noble of higher status is seeking an alliance with one of lower status, he will reduce the disfavor and rejection percentages by -10%. Friends reduce them a further -10%.

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

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

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



11.07 THE ROYAL BUREAUCRACY

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

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

INFLUENCE

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

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

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

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

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

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

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

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

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

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

MAKING A LIVING

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

1. **The Copper Penny:** There are 100 CP in 1 Dragon. 25 CP = 1 Silver penny.
2. **The Silver Penny:** There are 100 SP in 1 Dragon. 25 CP = 1 Gold Piece.
3. **The Gold Piece:** There are 100 GP in 1 Dragon.

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

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

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

A pint of cider costs about 2 CP.

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

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

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

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

Most characters who do not have a living from a holding will have to take service with some Master or great Lord. Usually, such service provides food, shelter, and a limited amount of money in the form of wages. Characters will probably have to settle for such positions simply to stay alive until they strike it rich and can set themselves up.

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

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

'L' = Living: food, shelter, and 1 outfit of 'poor' clothes per year.
'LF' = Living for entire family, usually in fairly good style.

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

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

11.08 FEUDAL RIGHTS AND OBLIGATIONS

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

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

MILITARY SERVICE

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

SCUTAGE

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

DEFENSIVE WAR

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

ESCHEAT PROPTER DELICTUM TENENTIS

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

PRIVATE WAR

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

RELIEF

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

AID FOR RANSOM

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

AID FOR KNIGHTHOOD

The knighting of an Overlord's eldest (surviving) son is an expensive business because honor demands a lavish ceremony and tournament. To help defray the costs, a once in a lifetime Aid of 1 month's net income can be demanded of each vassal. (Lifetime = Lord's lifetime, not the vassals').

AID FOR MARRIAGE

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

WARDSHIP

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

PAYING COURT

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

HOSPITALITY

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

LARGESSE

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

LOYALTY

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

HOMAGE AND FEALTY

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

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

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

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

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

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

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

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

11.09 FEUDAL LAW

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

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

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

11.10 FEUDAL HIGH JUSTICE

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

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

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

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

11.11 LOW JUSTICE

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

1. HIGH CRIMES

All crimes in this section carry the death penalty:

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

MURDER is punishable by hanging by the neck until dead.

POISONING is punishable by burning at the stake.

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

PURJURY is punishable by hanging by the neck until dead.

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

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

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

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

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

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

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

2. THEFT

carries a variety of punishments, depending upon the offense:

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

HORSE THEFT is punishable by death by hanging.

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

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

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

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

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

CATTLE LIFTING is punishable by 24 lashes.

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

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

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

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

3. TORTS

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

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

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

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

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

4. BUSINESS LAW
governs most transactions:

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

DEBT is failure to pay what one owes in the agreed time period. The aggrieved party may sue for payment. This may result in the seizure of money, lands, cattle, or other goods to secure the repayment. Nobles secure their debts with sealed deeds (promises) which even a commoner can enforce in a Royal Court. Impoverished commoners can be forced into service to repay debts. Refusal to make enforced payment by service is punishable by death if the debtor runs away.

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

11.12 MODES OF ADDRESS

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

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

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

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

11.13 INSTANT MANORS & BARONIAL HOLDINGS

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

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

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

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

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

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

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

INTERIOR MANORS

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



FRONTIER MANORS

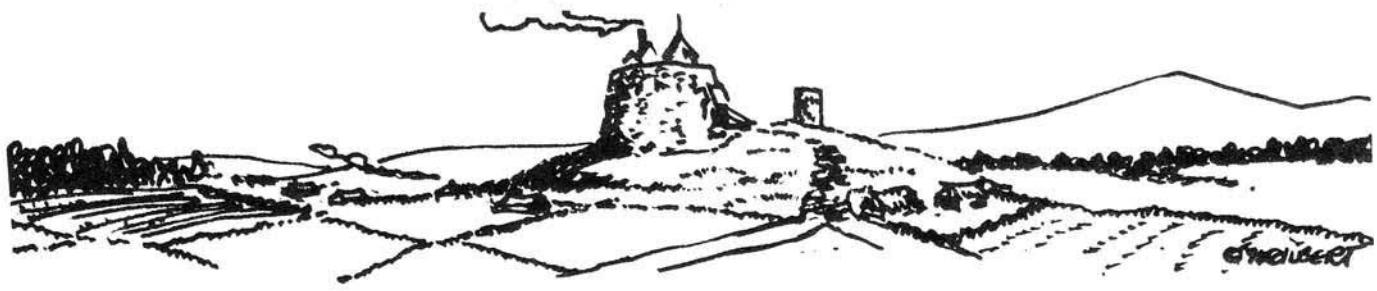
Manor Type	Kts	Sqr	Sgt	Men	P. Sgt	Yeoman	Serfs	Fief's Revenue	Rent from Vassals	Area of Holding
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
SFMH 2	3	3	10	25	16	30	125	30	10	85 sq. mi.
LFMH 3+	5	5	15	40	20	50	150	50	15	96 sq. mi.
SFMH 1	3	3	10	25	16	30	125	25	10	75 sq. mi.
Totals =	8	8	25	65	36	80	275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

HOLDINGS OF KNIGHTS BANNERETTE AND LESSER BARONS

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

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

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



BARONIAL HOLDINGS: INTERIOR MANORS

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

BARONIAL HOLDINGS: FRONTIER MANORS

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

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

See Section 12.18

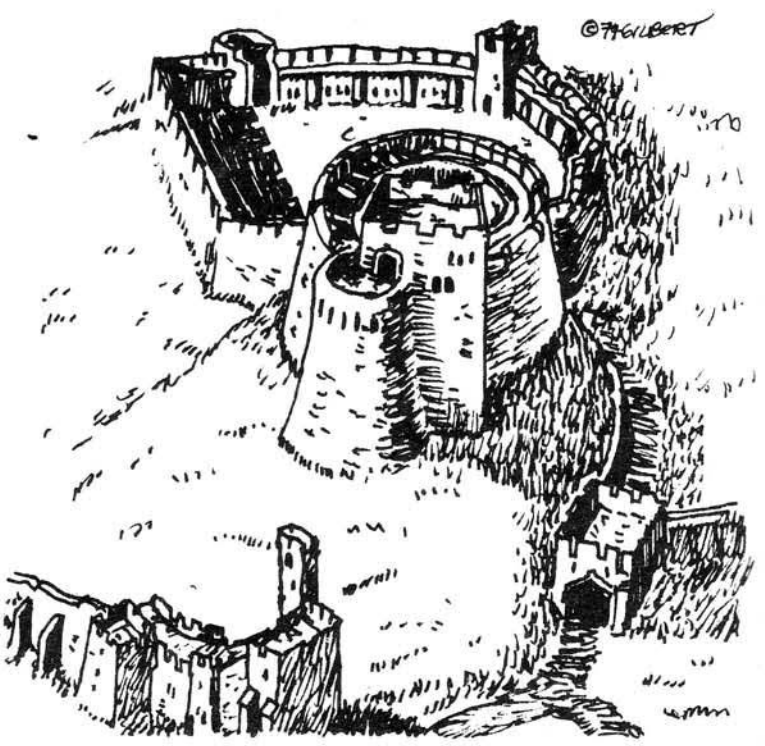
11.14 VILLAGES & TOWNS

Using Medieval England as a general guide, it should be noted that many feudal nations were never intensely urbanized. Some 90% to 95% of the population would typically live in the countryside. Large towns were rare. The following is a representative sample of the populations of well-known English towns around 1380.[1]

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

(1) Based on Poll Tax Returns, A.D. 1377. Actual figures could be as much as 20-25% higher.

(2) About 50,000 at the end of the Feudal Period.



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

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

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

Placement of towns in the campaign world should be based upon practical considerations, such as location on navigable waterways and trade routes. Most towns of 1000 or more are market centers for a region and should be centrally located, with manors all around. Distances between towns should average 10-20 miles.

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

12 The C&S Marketplace

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

12.01 THE MONEY OF C&S

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

coinage metals, gold, silver, and copper-bronze- -traditionally used throughout history. The value of gold to silver is set at 1:25, and silver to copper is also at 1:25. Historically, the ratios have been as low as 1:12 and as high as 1:30, with 1:20 being a fairly standard relation between the value of gold to silver. However, 1:25 works out well mathematically and thus was chosen.

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

*Standard coins used throughout **C&S** for pricing.

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

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

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

12.02 HAGGLING OVER THE PRICE

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

THE HAGGLE CR:

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

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

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

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

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

Foreigners may also have a 1/2D6 penalty DM imposed on them. Many people were very provincial in feudal times and regarded outlanders as fair game for a fleecing whenever possible. However, if accompanied by a friend from the locality, the penalty will not be applied. Speaking Like a native eliminates this penalty DM.

12.03 WHOLESALE PURCHASES & SALES

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

12.04 GOLD & SILVER ITEMS

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

12.05 CAVEAT EMPTOR

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

12.06 C&S ARMS & ARMOR

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

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

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

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

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

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

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

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

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

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

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

12.07 WEAPONS

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

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

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

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

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

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

STABBING WEAPON
A short weapon used for close-in work.

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

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

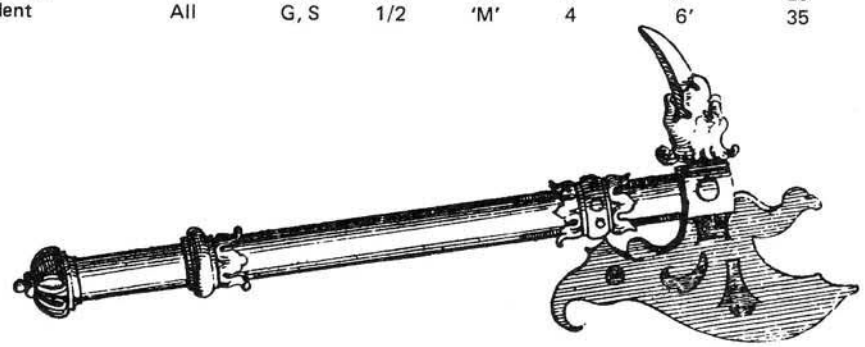
CRUSHING WEAPON
A heavy weapon for the most part, used for crushing/breaking/shattering bones and armor through the brute force and mass behind the overhand or sidearm stroke delivering it.

ONE-HANDED WEAPON
A weapon capable of being wielded, with one hand.

ONE/TWO-HANDED WEAPON
A weapon capable of being wielded with one hand but generally more controllable and lethal when wielded with two hands.

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

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



SLASHING WEAPONS	AVAILABILITY PERIOD	CLASS	NO. HANDS	RATE	WEIGHT	LENGTH	COST	PRODUCTION
Hatchet	All	G, S	1	'L'	2	12-15''	15	B = 1d.
Wood Axe	All	G, S	1/2	'M'	3-5	30-40''	30	B = 1d.
Norman War Axe	EF	C, F	1/2	'M'	4-6	30-40'	50+	A = 1d.
Nordic Broad Axe	EF	C, F	1/2	'M'	6-10	30-40'	75+	A = 2-3d.
Battle Axe	HC/LF	C, F	2	'H'	10-15	40-50'	150+	A = 2-4d.
Light Sword	All	G	1	'L'	3-4	36''	80+	A = 2-5d.
Longsword	EF	F	1	'L'	3-4	40''	100+	A = 2-5d.
Kt. Broadsword	All	C	1	'M'	5-8	36-40'	150+	A = 5-9d.
Scimitar	All	G	1	'L'	3-4	32-36'	125+	A = 3-6d.
Falchion	LF	C, F	1	'M'	5-8	30-36'	100+	A = 2-3d.
Bastard Sword	HC/LF	C	1/2	'H'	7-10	40-48''	200+	A = 5-9d.
Greatsword	LF	C, F	2	'H'	10-15	5-6'	225+	A = 5-9d.
Pole Axe	EF/HC	F	2	'H'	8-10	6-8'	50+	A = 1-2d.
Bill	All	F	2	'M'	8-10	6-8'	50+	A = 1-2d.
Halberd	LF	F	2	'H'	10-15	7-9'	150+	A = 2-5d.
Sickle[1]	All	G, S	1	'L'	1-2	18''	15	B = 1d.
Scythe[1]	All	G, S	2	'M'	3-4	36-48''	25	B = 1d.
CRUSHING WEAPONS								
Quarterstaff	All	Y, S	2	'L'	2-3	5-6'	5	Y = 1/2d.
Iron-Shod Staff	All	Y	2	'M'	3-5	5-6'	25+	B = 1d.
Light Mace	All	C	1	'M'	5-6	24-32''	60+	A = 2-3d.
Morningstar Mace	HC/LF	C	1	'M'	5-6	24-32''	100+	A = 3-5d.
Martel	All	C	1	'M'	5-6	24-32''	100+	A = 2-4d.
Morn. Star Flail	HC/LF	C	1	'H'	6-8	40-48''	135+	A = 4-6d.
Infantry Flail	LF	F	2	'H'	10-15	6-7'	135+	A = 4-6d.
Warhammer	HC/LF	C, F	1/2	'H'	6-9	38-42'	125+	A = 3-5d.
Lucerne Hammer	LF	C	1/2	'H'	6-9	38-45''	150+	A = 3-5d.
Dwarvish Hammer[3]	All	Dwf	1/2	'M'	5-10	24-36''	200+	Dwf = 3-5d.
Maul/Sledge[1]	All	G, S	2	'H'	9	32-36''	35	B = 1d.
Heavy Maul[1]	All	G, S	2	'H'	16	32-40'	50	B = 1d.
Pick Axe[1]	All	G, S	2	'H'	4-7	32-36'	50	B = 1-2d.
Light Club[1]	All	G, S	1	'L'	2-3	24-36''	—	All = 1/4d.
Heavy Club[1]	All	G, S	1/2	'M'	5-8	30-40''	—	All = 1/4d.
Giant's Club[1]	All	(4)	1/2	'H'	10-20	4-7'	—	All = 1/4d.

(1) = Improvised Weapon, often far less effective than military arms.
(2) = One-handed use on horseback but two-handed on foot.
(3) = Uniquely Dwarvish weapon.
(4) = Usable effectively only by PCs and NPCs with Superhuman STR/20+.

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

(1) Equivalent to the Norman War Axe, but balanced for casting.
(2) Equivalent to the Hunting Spear, but balanced for casting.
(3) Available in limited quantities in Early Feudal period (Byzantine weapon, for instance).
(4) Available only in very Late Feudal and Renaissance times.

12.08 ARMOR

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

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

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

HEAVY LEATHER: Thick leather or fur clothing.

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

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

RINGMAIL: Rings of metal sewn onto leather.

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

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

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

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

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

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

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

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

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

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

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

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

Head Protection also comes in a variety of forms:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



CUIRASS ARMOR[1]	AVAILABILITY PERIOD	CLASS	AC	DAC	MDAC	WEIGHT[2]	COST	PRODUCTION
Leather/Fur	All	G, S	1	1	10	5	12+	Tailor = 1 d.
Quilted	All	G, S	2	1/2D6	10	5	15+	Tailor = 2 d.
Quilted*	All	G, S	2	1/2D6	15	6	20+	Tailor = 2 d.
Hv. Leather/Fur*	All	G, S	2	1/2D6	15	10	18+	Tailor = 1 d.
Cuirboilli	All	G	3	1/2D6+1	20	20	45+	A = 4 d.
Ringmail*	All	G	4	1D6	20	10%	65+	A = 7 d.
Scale Mail*	All	C, F	5	1D6+1	22	18%	80+	A = 15 d.
Bronze Plate	EF	F	5	1D6+1	24	18%	100+	A = 15 d.
Brigantine*	HC/LF	G	5	1D6+1	26	12%	75+	A = 10 d.
Banded	EF	F	5	1D6+1	28	12%	80+	A = 10 d.
Chainmail	EF	G	6	1D6+1	30	12%	100+	A = 15 d.
Chainmail*	HC	C, F	6	1D6+2	32	15%	125+	A = 18 d.
Chainmail*	HC/LF	C, F	7	2D6	35	15%	150+	A = 25 d.
Platemail*	LF	C, F	8	2D6+1	40	18%	200+	A = 25 d.
Plate*	LF	C, F	9	2D6+2	45	18%	250+	A = 25 d.
1/2 ARMOR[1]								
Platemail	V. LF	C, F	8	2D6+1	60	25%	400+	A = 30 d.
Plate	V. LF	C, F	9	2D6+2	75	25%	500+	A = 30 d.
3/4 ARMOR[1]								
Leather/Fur	All	G, S	1	1	15	10	18+	Tailor = 1 d.
Quilted	All	G, S	2	1/2D6	20	10	25+	Tailor = 3 d.
Hv. Leather/Fur	All	G, S	2	1/2D6	22	15	30+	Tailor = 1 d.
Ringmail Byrnie	EF	C, F	4	1D6	30	20%	175+	A = 20 d.
Scale Hauberk	EF	C, F	5	1D6+1	35	25%	350+	A = 30 d.
Chain Hauberk	EF, HC	C, F	6	1D6+2	40	25%	450+	A = 30 d.
Chain Hauberk	HC	C, F	7	2D6	55	25%	550+	A = 40 d.
FULL ARMOR[1]								
Chainmail	HC	C	8	2D6+1	65	25%	750+	A = 50 d.
Platemail	LF	C	9	2D6+2	90	25%	1000+	A = 60 d.
Field Plate	LF	C	10	2D6+3	90	25%	1500+	A = 60 d.
Cavalry Plate	LF	C	11	2D6+4	95	30%	1750+	A = 70 d.
Jousting Plate	LF	C	12	2D6+5	100	40%	2000+	A = 75 d.
Maximillian	V. LF	C	12	2D6+5	100	25%	3000+	A = 90 d.

(1) Excluding Helm, which must be purchased separately.

(2) Weight is given either in dr. or in percentage of wearer's body weight. 1/2, 3/4, and Full Armor bring automatic Moderate Load (25% CC) to trained Fighters accustomed to its weight and Partial Encumbrance (41% CC) to all PCs not in a Fighting vocation. This penalty is separate from weight carried and represents the encumbering factor of the armor on anyone, however strong. When computing total encumbrance, consider only the weight carried; this rule merely sets the lowest minimum limit.

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

(1) Hood or Chainmail Coif AC may be added to AC of Helm worn over the underprotection.

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

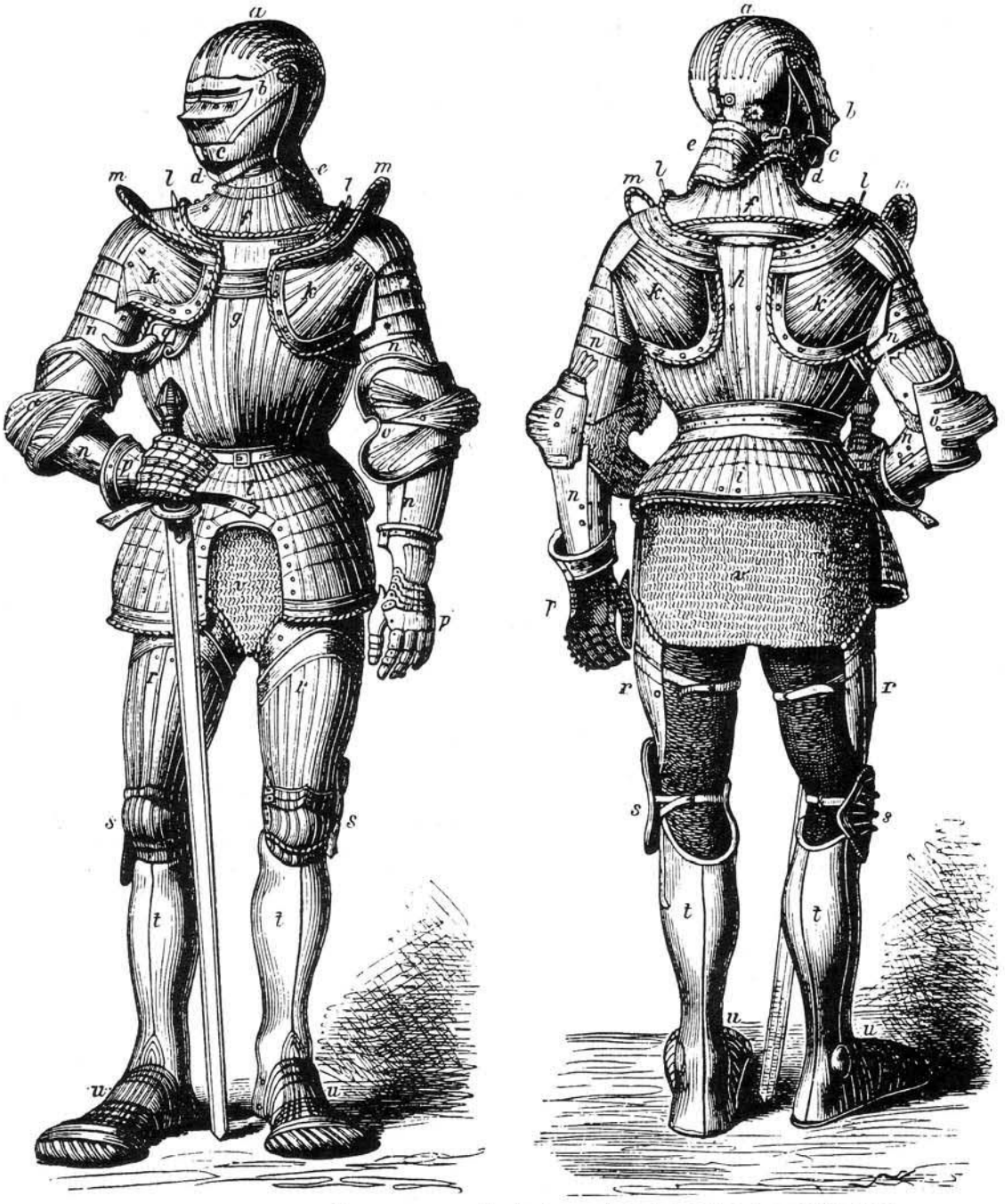
(3) MDAC is Helm plus Hood or Chainmail Coif MDACs if underprotection is worn.

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

(1) AC, DAC, and MDAC apply only if the Target is the only armor worn. The values are applied only if the PC performs a DEX CR successfully.

(2) When used to absorb damage from a solid hit, the damage points absorbed by the shield and associated armor are taken on the shield only. Also, arrows and crossbow bolts do not significantly affect the shield MDAC, but javelins, thrown axes, etc., do- - like hand-held weapons.

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



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

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

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

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

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

12.09 WARHORSES & RIDING MOUNTS

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

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

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

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

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

AVERAGE WARHORSE: 1D6 ROLL

1-2 Horse is a 'nag' and makes a passible mount but little more. He is untrainable to combat, shies away from fallen bodies and spears, and stumbles +05% more often when bumped by other horses or when going over littered/rough ground. He seems to be out of position whenever his rider is about to strike/parry a blow, so -01/-05% to Hits and +01/+05% to Parries for the rider. Worst of all, he is disobedient and runs off 75% of the time when the rider is unhorsed.

3-5 A good, honest horse- - reliable and trained to combat.

6 Horse has promise. Roll again for Superior Warhorse. All Camels, Ponies, and Palfreys are merely good, honest mounts.

SUPERIOR WARHORSE: 2D6 ROLL

1-5 A good, honest horse- - reliable and trained to combat. Despite his good appearance, he is only an average mount.

6-10 A FINE warhorse- - agile and dependable in combat. He has +10'/turn extra speed, stumbles -05% as often, and places himself well in battle so that the rider enjoys +01/+05% Hit bonus.

11 A SUPERB warhorse! He will come when called and stands for his Lord to remount. In melee he has +20'/turn extra speed, stumbles -05% less often, and his rider enjoys +01/+05% Hit bonus. PCs may roll 1D6 for extra Body and Fatigue points for their mounts.

12 A NOBLE warhorse! He is fleet, surefooted, and very strong. He comes when called and stands for his Lord to remount. In melee, he has +30'/turn extra speed (+40 ' for Light Horse). He has a superior turning rate, never stumbles on littered or rough ground, and stumbles -10% as often when bumped by other horses in combat. His rider gains +01/+05% Hit bonus. Add +1D6 to Body and Fatigue levels for PC mounts.

GREAT WARHORSE: 3D6 ROLL

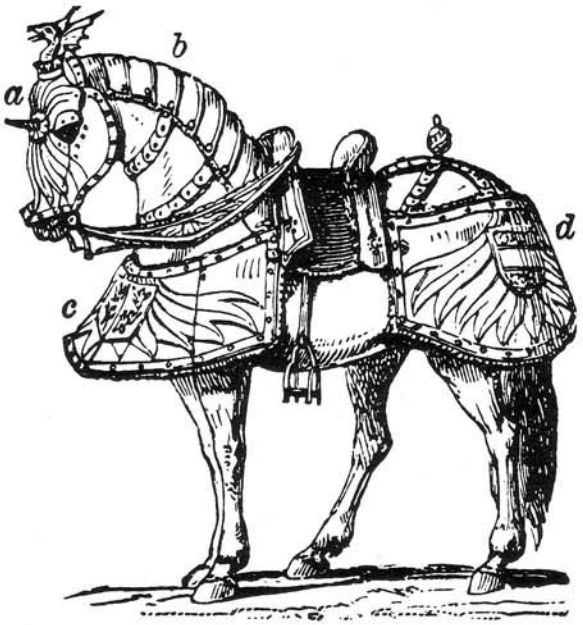
1-12 As for Superior Warhorse Table.

12-16 NOBLE warhorse.

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

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

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



a champfrein *c* poitrel

b criniere *d* croupiere or buttock-piece

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

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

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

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

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

Equipment available for Warhorses:

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

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

Warhorse armor available:

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

Other equipment can be found in the general equipment section.

12.10 GENERAL EQUIPMENT

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

ANIMALS	FOOD VALUE[1]	WEIGHT OF EDIBLE MEAT	DAILY FODDER REQUIRED[2]	COST (IN SP)[3]
Pony	.50 bu.	200 dr.	1.0 bu.	50 SP +10d10 SP
Donkey	.50 bu.	200 dr.	1.0 bu.	25 SP +10d10 SP
Draft Horse	.100 bu.	500 dr.	2.0 bu.	50 SP +10d20 SP
Mule	.100 bu.	500 dr.	2.0 bu.	50 SP +10d20 SP
Ox	.175 bu.	800 dr.	2.5 bu.	75 SP +10d20 SP
Bull	.150 bu.	750 dr.	2.5 bu.	100 SP +100d20 SP
Cow	.100 bu.	500 dr.	2.5 bu.	50 SP +5d10 SP
Calf	.25 bu.	125 dr.	0.7 bu.	10 SP +2d10 SP
Pig	.25 bu.	125 dr.	0.7 bu.	10 SP +1D10 SP
Suckling Pig	.5 bu.	25 dr.	0.2 bu.	6 SP +1D10 SP
Sheep	.10 bu.	50 dr.	0.25 bu.	1 SP +1D10 SP
Lamb	.3 bu.	15 dr.	0.1 bu.	1d6 SP
Chicken	.0.1 bu.	5 dr.	0.003 bu.	8 CP
Duck	.0.1 bu.	5 dr.	0.003 bu.	10 CP
Goose	.0.3 bu.	15 dr.	0.01 bu.	40 CP
Swan	.0.2 bu.	10 dr.	0.006 bu.	40 CP

(1) An average person needs about 2 bu. of food value per month. A **C&S** bushel is 30-40 dr. in weight of grain. Meat has 4-5 times the food value of grain.

(2) Fodder = grazing & straw/hay. Grain has at least double the food value of fodder. If grazing land is available, little or no feed needs to be purchased- - especially for pigs and fowl, who largely scrounge for themselves. If grazed, most larger animals need about 1/5th the cut fodder/grain per day, with 3-5 hours of grazing needed. Warhorses require a steady diet of 0.5 bu. grain and 1.0 bu. fodder a day to maintain health, and perhaps as much as a bushel of each per day.

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

CAMP EQUIPMENT	WEIGHT	COST
Oil Lamp (Aladdin Type)	.1	1-5 SP
Oil Lantern	.3	12-20 SP
Torch (Pitch-Soaked)	.1	10 CP
20 dr. Leather Backpack	.—	1-2 SP
40 dr. Leather Backpack	.—	3-5 SP
60 dr. Leather Backpack	.—	6-10 SP
Canvas Backpack	.—	+50%
10 dr. Sack	.—	10 CP
20 dr. Sack	.—	20 CP
40+ dr. Sack	.—	1 SP
Canvas Sack	.—	+50%
Flint & Steel	.—	1 SP
Tinderbox	.—	3-5 SP
2-man Leather Tent	.50	75 SP
4-man Leather Tent	.100	150 SP
8-man Leather Tent	.150	350 SP
2-man Canvas Tent	.30	50 SP
4-man Canvas Tent	.60	100 SP
8-man Canvas Tent	.90	200 SP
Fishook & Line	.—	1 SP
Small Fishing Net	.1	5 SP
Large Fishing Net	.5	25 SP
Lightweight Blanket	.2	25 SP+
Heavyweight Blanket	.5	50 SP+
Sleeping Furs	.10	125 SP+
8' x 4' Cloth Hammock	.2	35 SP
8' x 4' Leather Hammock	.5	75 SP
Single Cloth Camp Bed	.15	10 SP
Single Leather Camp Bed	.20	25 SP
Paliasse w/o Straw	.2	1 SP
Sleeping Straw (weekly)	.5	5 CP
'Knock-down' Wooden Bed	.40	100 SP
Fine Woolen Sheet	.1	65 SP+
Linen Sheet	.1	125 SP+
Mosquito Netting	.—	50 SP
5-gal. Canvas Bucket	.50	3 SP
5-gal. Leather Bucket	.50	5 SP
1-pint Canteen, filled	.1.25	2 SP
2-pint Canteen, filled	.2.5	3 SP
4-pint Canteen, filled	.5	5 SP
1-gal. Waterskin, filled	.10	5 SP
5-gal. Waterskin, filled	.50	10 SP
Pewter Mess Kit	.1	40 SP
1-pint lamp oil (24 hr)	.1 SP	

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

12.5 gal. Wine Amphora	.35+125	35 SP
1-pint Glass Jar	.1+1.25	35 SP
2-pint Glass Jar	.1+2.5	55 SP
4-pint Glass Jar	.2+5	75 SP
1-gal. Glass Jar	.4+10	125 SP
1-dose Glass Vial	.1/10	25 SP
5-dose Glass Vial	.5/10	60 SP
1-dose Tin Vial	.1/10	10 SP*
5-dose Tin Vial	.5/10	25 SP*
1-dose Pottery Vial	.1/10	1 SP*
5-dose Pottery Vial	.5/10	4 SP*
5-gal. Wooden Bucket	.2+50	1 SP
5-gal. Metal Bucket	.2+50	10 SP

1 gal. = 10 dr. wt.
1 pint = 1.25 dr. wt. (x8 = 1 gal.)
1 dose = 1/10 pint (0.125 dr. wt.)

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

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

Silver Items may be alloys/plate: 50% cost.
Gold items may be alloys/plate: 30% cost.

HOUSEHOLD GOODS	WEIGHT	COST
Rushlight (1 hr.)	.1/5	1/2 CP
Candle, Tallow (1 hr.)	.1/5	4 CP
Candle, Wax (1 hr.)	.1/5	8 CP
Candelabra, Wood	.1/2	1 SP*
Candelabra, Iron	.1 1/2	10 SP*
Candelabra, Bronze	.1 1/2	25 SP*
Candelabra, Silverplate	.1 1/2	100 SP*
Candelabra, Silver	.1 1/2	225 SP*
Glassed Candle Lantern	.2	25-50 SP
Glassed Oil Lantern	.2	50-100 SP
Wooden Stool	.5	2 SP
Wooden Chair	.10	3 SP
Wooden Bench (2-person)	.15	3 SP
Wooden Bench (4-person)	.30	5 SP
Great Seat	.50	25 SP+
Wooden Table	.50+	10 SP+
Good Bed	.100+	50 SP+
Fine Bed	.150+	200 SP+
Seat Cushion	.1	5-10 SP
Fine Seat Cushion	.1	25 SP+
Small Metal Mirror	.1	20 SP
Large Metal Mirror	.20	75-100 SP
Soap, Plain	.1/4	5 SP
Soap, Perfumed	.1/4	20 SP
Brazier, Small Iron	.2	10-20 SP
Brazier, Tripod Iron	.20	150 SP
Brazier, Small Bronze	.2	50-75 SP
Brazier, Tripod Bronze	.20	300 SP+
Charcoal	.10	1 SP
Bed Hangings	.10	50 SP+
Fine Bed Hangings	.20	200 SP+

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

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

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

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

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

12.11 FOOD PURCHASED AT THE MARKET

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

FRESH BREAD	COST
1 Dr. White Loaf	.7 CP
3 Dr. White Loaf	20 CP
1 Dr. Whole Wheat Loaf	.3 CP
3 Dr. Whole Wheat Loaf	.8 CP
1 Dr. Rye Loaf	.2 CP
3 Dr. Rye Loaf	.5 CP
1 Dr. White Rolls	10 CP
1 Dr. White Trencher	.5 CP
1 Dr. Brown Trencher	.3 CP

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

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

* Food equiavlent in (brackets).

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

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

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

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

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

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

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

*Double food value for most items.
**Triple food value.

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

12.12 ALCOHOLIC BEVERAGES

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

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

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



12.13 STAYING AT THE INN

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

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

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

12.14 LONG-TERM ACCOMODATIONS (monthly rates)

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

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

12.15 BUYING/SELLING GRAIN & FEED

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

TYPE OF GRAIN/FEED	COST/B
Wheat	.35 CP +3d10 CP
Oats	.25 CP +2d10 CP
Barley	.25 CP +3d10 CP
Rye	.15 CP +2d10 CP
Hay	.15 CP +1d10 CP
Straw	.10 CP +1d6 CP

1 Bu. = 25 Dr. in most cases.

12.16 CLOTHING & CLOTH

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

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

Clothing costs can be modified by the following factors:

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

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

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

The clothing a character needs to wear is determined, in part, by his social position. Men of rank would not readily be seen in rags, nor would men of low rank readily choose to wear rich clothing lest they be disapproved of by their betters. Clothing is costly, but can be counted on to last at least three years, with care, and possibly much longer. Of course, PCs wishing to make strong impressions on their peers will tend to dress as well as possible.

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

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

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

12.17 CIVILIAN BUILDINGS: CONSTRUCTION COST & TIME

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

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

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

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

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

12.18 FORTIFIED STRUCTURES: CONSTRUCTION COST & TIME

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

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

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

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

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

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

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

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

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

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

It should also be noted that the strength of a wall does not reflect the number of points of damage required to destroy it but rather the strength of the wall over a 10' x 10' section, which is destroyed when the strength is reduced to 0. In short a 10' x 10' section is penetrated when the wall strength is eliminated by battering. Again, if players think that the process of reducing a large wall/tower is lengthy, they are reminded that the Turks took many months to penetrate and breach the outer, weakest wall of Constantinople—using a bombard that fired 800 POUND GRANITE BALLS! The largest weapon used in seigecraft, the trebuchet, is rated at 500 Dr. in **C&S**. 1000 Dr. trebuchets can be constructed as well (with double the impact points) at twice the cost of the 500 Dr. model. Bombards produce 150% to 300% of the effect of a seige engine, and seige bombards are comparable to trebuchets.

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

ROUND TOWERS

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

Cost: in GP
Time: 100 men working.
Volume: Volume of stone required.

SQUARE TOWERS

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

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

CURTAIN WALLS

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

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

FORTIFIED VILLAS: THE SMALL FORTIFIED MANOR HOUSE

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

MANOR COMPLEXES: THE LARGE FORTIFIED MANOR HOUSE

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

A variation of the Manor Complex places everything within one building. The wall of the large Manor House is 8 to 12 feet thick and 35 high, with battlements. The main tower is 60 feet tall, or more, and smaller towers anchor the other three corners of the Manor House. The site is usually chosen to provide the maximum in defense, and the water defenses are often extensive. Entrance is gained by a well defended gate, usually with a drawbridge and portcullus.

SHELL KEEPS

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

THE CASTLE

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

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

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

CLASS I: SMALL CASTLE OR CHATEAU

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

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

CLASS II: SMALL CASTLE OR CHATEAU

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

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

CLASS III: SMALL CASTLE OR CHATEAU

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

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

CLASS IV: LARGE CASTLE

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

Donjon: 75 ' to 80 ' high, with 80 ' to 90 ' diameter and walls 15 ' to 18 ' thick.
Towers: 4 x 55 ' to 60' high, with equal diameter, and walls 9 ' to 12 ' thick around keep.
8 x 45 ' to 55 ' high, with equal diameter, and walls 7 ' to 10 ' thick on curtain.
Walls: Inner Wall: 400 ' to 600 ' of curtain wall, 45 ' to 55 ' high, 8 ' to 10 ' thick.
Outer Wall: 1000 ' to 1200 ' of curtain wall, 35 ' to 45 ' high, 8 ' to 10 ' thick, with bastions along the exposed wall (vulnerable to assault because of the terrain).
Bailey: Paved, with Large Manor House, chapel, and stables for 150 to 175 horses.
Gate: Inner: 2 x 60 ' to 65 ' high, with equal diameter, 1 gate, 1 portcullus, 1 drawbridge, and 2 x 5 ' x 3 ' postern gates.
Outer: 2 x 45 ' to 55 ' high, with equal diameter, 1 gate, 1 portcullus, 1 drawbridge, and 3 x 5 ' x 3 ' postern gates.
Moat: Inner: 20 ' wide by 15 ' deep.
Outer: 40 ' wide by 20 ' deep.

CLASS V: LARGE CASTLE

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

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

CLASS VI: GREAT CASTLE

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

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

STORES

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

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

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



12.19 ALCHEMETICAL MATERIALS

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

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

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

12.20 METALS

BMR	METAL	COST (SP)	AMOUNT	AVAILABILITY	
0	Dragon Gold	.1250	0.1	05%	1/2D6
1	Dragon Silver	.50	0.1	05%	1/2D6
2	Gold	.250	0.1	99%	10D10
3	Silver	.10	0.1	99%	25D10
4	Copper	.0.4	0.1	99%	100D10
4	Dwarvish Steel	.10	0.1	20%	25D10
6	Steel	.0.5	0.1	80%	100D10
6	Iron	.0.3	0.1	99%	250D10
10	Mithril	.200+	0.1	02%	10D10
1	Platinum	.500	0.1	10%	5D10
3	Electrum (Gold + Silver)	.175	0.1	50%	5D10
4	Bismuth	.5	0.1	25%	5D10
5	Bronze	.0.4	0.1	25%	100D10
5	Tin	.0.5	0.1	25%	25D10
10	Lead	.0.1	0.1	99%	100D10
6	Other Metals	.0.05	0.1	40%	10D10

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

12.21 GEMS

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

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

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

12.22 WOODS & PLANTS

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

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

12.23 ESSENCES & PERFUMES

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

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

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

12.24 LIQUIDS

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

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

12.25 SKINS, LEATHERS, & ANIMAL TISSUE

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

*Amount in inches or Dr., as appropriate.

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

12.26 BONES & TEETH

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

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

12.27 ORGANICS

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

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

BMR	HERBS, SPICES, & NUTS (CONTINUED)	COST (CP)	AMOUNT	AVAIL
3	Sandalwood	.3	0.05	40%
4	Sorrel	.1*	0.05	70%
3	Sage	.2*	0.05	45%
3	Sloe Berries	.1	0.1	40%
1	Senna	.1 SP	0.05	30%
4	Salt, Sea	.Market	0.1	Common
3	Salt, Mined	.Market	0.05	Common
3	Sabacious	.1	0.1	45%
4	Tartar	.1	0.05	60%
4	Tansy	.1	0.05	60%
5	Thyme	.1*	0.05	85%
7	Tree Bark	.1	0.01	100%
8	Tree Root	.1	0.01	100%
3	Wormwood	.3-6	0.05	45%
2	Wintergreen	.7	0.05	35%
1	Wolfbane	.1 SP	0.05	30%

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

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

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

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

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

13 The Clerics

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

13.01 THE CLERGY

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

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

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

13.02 THE MONASTICS

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

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

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

13.03 THE FRIARS

Friars are organized in identical fashion to the Monastics, except that they send their Brothers into the world to live in the service of others and to spread the Gospel. They live strictly according to vows of poverty, depending upon the charity of the devout for their food and shelter, and begging alms for the poor from all they meet- - which monies they dispense to the needy.

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

13.04 THE MONASTIC FIGHTING ORDERS

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

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

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

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

**Sacristan and upwards are almost invariably ordained.

13.05 SOCIAL STATUS & INCOME

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

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

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

** Sacristan and upwards are almost invariably ordained

13.06 CLERICAL POWERS

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

13.07 INTERVENTIONS & ACTS OF FAITH

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

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

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

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

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

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

13.08 THE ACTS OF FAITH

(1) **SANCTIFY:** The power to reduce the BMR of any material through a religious miracle. The effect is applied in the time frame given for Magicians (see 16.07), with a Cleric acquiring PMF and MKL levels as a Magician would, with WISDOM as the second requisite.

(2) **CURE MINOR WOUND:** The Act restores 5+1D6 damage points to a Character's Body Levels or to Fatigue Levels. The Benediction may be received once per day.

(3) **PURIFY TAINTED FOOD:** The Act renders spoiled or tainted food usable. An amount sufficient for 1D10 people may be so purified. However, the condition of the food must first be known.

(4) **PURIFY TAINTED WATER:** The Act renders tainted/poisoned water fit for consumption, as described for (3) FOOD.

(5) **REMOVE CURSE:** An Act which will lift a CURSE (Black Magick) or else ward off a CURSE as it is being spoken. The chance is improved by +10% if the Cleric is an ordained Priest or is of Experience/15+.

(6) **CURE DISEASE:** The Act will arrest a disease and begin recovery. It may be attempted only once per illness.

(7) **CURE SERIOUS WOUND:** The Act will restore 10 damage points to a Character's Body Levels or Fatigue Levels, plus 2 points for every Stamina point lost from the Cleric's Fatigue Level. If placed in a HOLY WATER, 8+2D6 points may be restored. The Benediction may be received once per day.

(8) **STRENGTH OF THE HOLY:** The Act increases the carrying capacity of the Cleric to 150% and also adds +2WDF to his fighting abilities. The latter case requires a full Intervention to occur at all, but strength will be increased in any event. The benefits can be received by a Cleric once per day, and he can also bestow the Benediction on any other Cleric.

(9) **CURE GRIEVOUS WOUND:** An Act identical to **CURE SERIOUS WOUNDS**, except that it also causes bones to knit temporarily (a CON CR is required upon awaking each day for 7 days before it is considered permanent). It can also restore use of a paralyzed limb. A person can receive the Benediction only once every 7 days.

(10) **SUMMON LAWFUL AID:** An Act which causes help to arrive when one is in desperate need. In non-combat situations, help will come in 3D6 game turn. In combat situation, a full Intervention is required, and the nature of the aid is determined by the GameMaster. When fighting Demonic Forces, however, a corresponding Angel of Heaven may engage the Demon (even fight). Such miracles become wondrous tales that soon rage through the countryside. Only one request for AID can be made per week on behalf of any person or party of persons, so two Clerics cannot consequetively call upon the divinity for aid.

(11) **FIND THE OPEN WAY:** An Act which will show the Cleric the safest and best route out of danger for a period of 1 hour. It may be employed but twice per day. The miracle provides the Cleric with a 'feeling' that this is the right way or fill him with unease if he is proceding into danger. Such feelings increase or decrease in intensity, according to the circumstances.

(12) **RECOGNIZE EVIL:** An Act which will show the Cleric that a man/being is possessed of good/evil intentions at the moment. It also permits him to read the Piety/Impiety of a person accurately. If successful, a WIS CR is required to see if the Cleric reads the signs aright and is aware enough to be really forewarned.

(13) **SMITE THE GODLESS:** An Act which a Cleric may employ for 1 hour once per day. A full Intervention is needed, and the enemy must be a true Enemy of Mankind. The miracle increases his HIT probability by +02/+10%, PARRY bonus by -01/-05%, and adds +1WDF to all hits. It is not effectual against ordinary enemies unless they are in service of the Forces of Darkness, but does work against all Undead, Goblins, Trolls, Giants, Demons, and beasts ravaging the countryside. It is also effective against Infidels.

(14) **WALLS OF PROTECTION:** An Act which permits the Cleric to erect Walls of Stone or Fire as if a Magician of PMF/40 and MKL/11. When the Cleric has himself advanced beyond this magical level, his powers increase accordingly.

(15) **HOLY WORD:** An Act which depends upon the uttrance of words of Scripture which are relevant to the situation. **HOLY WORDS** are equivalent to spells of Command, and a Cleric will acquire one spell of Command after studying as if a Magician. Such spells are acquired in order, beginning with the first spell of the Outer Circle and ending with the last spell of the Tenth Circle. Only Clerics with WIS/15+ can advance past the Third Circle, and with WIS/19+ past the Fifth Circle. If not used to harm another, the **HOLY WORDS** can be uttered as if a magick spell or as an Act of Faith, whichever percentages for success are better. But if used to harm the victim, an Intervention is required before a magical targeting roll. It should be noted that a **HOLY WORD** is **always** successful when an Intervention is called for against Undead or Demonic forces, and no targeting or WIS CR save is required.

(16) **HOLY SYMBOLS:** An Act which follows upon the inscribing of holy signs, symbols, or inscriptions upon an object or wall. **HOLY SYMBOLS** are equivalent to spells of Illusion, and a Cleric will acquire them and employ them in the same fashion as described for **HOLY WORD**. The Illusions will operate to show the Godless the error of their ways, inflicting them with

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

(17) **PART THE WATERS:** The Act is the classic Moses-at-the-Red-Sea event. The miracle will open a path through waters 10' wide, up to 50' deep, for a distance of 10' x experience factor of the Cleric. It is employed to permit safe crossings of large, dangerous bodies of water when a party is in flight from enemies. It can never be used to aid in attacking an enemy unless the enemy is truly Godless and Evil. The effect endures until all have crossed safely, and it may be employed only 7 times in the lifetime of a Cleric.

(18) **STRENGTH OF THE HOLY:** An Act like (8), except that carrying capacity is 200% and +3WDF are gained for 1D6 hours.

(19) **THE GREAT CURE:** The Act produces an effect like **CURE GRIEVOUS WOUND (9)**, except that a total cure is produced. Diseases are seen to pass in moments or hours, terrible wounds heal over, bones knit, and limbs are restored to use. Even vision may be restored. A **GREAT CURE** is exhausting, however, expending 10.D6% of the Clerics Fatigue Levels + 23%, and the Cleric will have only 75% of his Fatigue levels for 1+1d6 days afterward.

(20) **CONTROL WEATHER:** The Act is a miracle similar to the Level/7 Ancient Lore spell (see 18.60). A Cleric may attempt the Act of Faith only once per week, and more frequent attempts by himself or any other Cleric doubles the Fatigue cost.

(21) **HUMILITY:** The Act enables the Cleric to know himself and his true place in the scheme of things. It is a deep religious experience, on the order of a full Intervention. If successful, the Cleric can increase his Piety by +1D6. The event can occur only once in a Cleric's life, though he may attempt it once per year until successful. The result is a total rededication to God and a complete turning away from personal goals. Only Clerics who succeed at HUMILITY can progress to the remaining Acts of Faith. The Player of such a Character will be restrained by the GameMaster thereafter whenever his conduct is simply not humble and selfless. If the Player persists, his Character will fall from grace and loses 6+1D10 Piety points for a period of 2D6 months, while the Player contemplates the error of his ways. **HUMILITY** may also be cast upon an arrogant PC or NPC by a Cleric rising up in righteous indignation- - which results in the rebuked Character having to be polite and courteous for 3D6 months, showing due respect for the rights of others. In this instance, no Intervention is needed if the PC/NPC is on Piety/01+, and the Character has a chance of a genuine change of heart if, in the opinion of other Players, he has shown true humility over the testing period. If humble, +1D6 may be added to his Piety score. If he fails, his Piety score remains the same but his percentages are halved for 1D6 months until he gets the message, with a vote at the end of the period, as described before.

(22) **VISIONS:** A true miracle in which the humble Cleric sees and converses with the Saints. He may ask 1+1D6 questions during this time, which will be answered truthfully. Only one **VISION** may be attempted per month, after fasting and meditating for 21 days, undertaking no other activity. (A Retreat to a quiet monestery is suggested). After each 3 **VISIONS**, the Cleric has the chance of increasing either his IQ or WIS score by +1 if he rolls his Act of Faith percentage.

(23) **THE WRATH OF GOD:** After a Cleric has had 12 **VISIONS**, he also acquired the judgment to know when to call upon the Deity to chastise and cast down the Wicked. To be successful, his Piety score must be 18+. The **WRATH** is an Intervention which harms only the Impious, though there be men of good will standing on the spot that the lightning bolt strikes. The heavenly fire affects an area 10' to 60' in diameter, and each Impious enemy in the circle suffers 20+9.D6 points of damage, is stunned for 1D6 turns, and will flee upon arising (if possible). No Magick Circle will stop the **WRATH**, but damage will be reduced to 25% and a FER CR-7 (TERROR) is required to stand one's ground, as there is a 50% chance of a second bolt to finish off survivors. Even Demons will be shaken by the event. The **WRATH** also has the effect of negating all magick in the area not on the side of Heaven for 2D6 turns! If directed against a structure, the **WRATH** shatters walls less than 10' thick and otherwise damages them to the tune of 50% of their defensive strength. So powerful is the **WRATH**, that a Cleric will be wise to consult with the GameMaster privately to see if conditions warrant its use. For, if they do not, the power is forever lost to the man who would use God for his own unworthy ends.

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

13.09 ACQUIRING ACTS OF FAITH

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

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

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

13.10 PRAYER

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

PRAYER FOR DIVINE INTERVENTION

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

PRAYER FOR A MIRACLE OF FAITH

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

PRAYER FOR STRENGTH OF HEART

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

COMMON PRAYER

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

13.11 BENEDICTION

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

UNORDAINED CLERGY

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

ORDAINED CLERGY

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

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

13.12 SANCTIFIED OBJECTS

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

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

The common uses of SANCTIFIED items are:

SANCTIFIED WATERS

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

HOLY WATER

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

SACRAMENTAL WINE

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

WATER OF LIFE

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

WATER OF HEALING

Prepared from Sanctified Wine mixed 20:1 with Balm, Boneset, Mint, Poppy Seed, and Saffron, also Sanctified, this Holy Elixir will be equal to a CURE MINOR WOUNDS (2) at double the recipient's Act of Faith percentages, or the sum of a Cleric's + Recipient's percentages if administered by a Cleric, without Fatigue cost. One dose may be taken per day plus a CURE MINOR WOUNDS, or 2 doses if no CURE MINOR WOUNDS is performed directly as a Clerical Act. Cost to the Faithful = 2+1D6 SP per dose.

WATER OF GREAT HEALING

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

SANCTIFIED SYMBOL OF FAITH

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

HOLY RELIC

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

HOLY SWORD

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

13.13 CLERICS AND THE UNDEAD

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

13.14 ORDAINED PRIESTS: SPECIAL RITES

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

MASS

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

HIGH MASS

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

MARRIAGE

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

CONFESSION

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

SUPREME UNCTION

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

INTERMENT

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

EXORCISM

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

CONVERSION

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

13.15 MONKS: SPECIAL RITES

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

13.16 BISHOPS: SPECIAL RITES

Bishops and Archbishops have a number of special perogatives:

EXCOMMUNICATION

The rite by which a Believer is cast out. From the body of the Church and is denied all benefit of Clergy. The excommunicate should be shunned by believers, loses 1/2 of his Influence with believers, and his vassals are released from their oaths to him until he repents and seeks absolution. This powerful expression of Church disapproval cannot be employed without good reason, and an appeal to the Pope is always possible (but it does remain in effect until overturned by higher authority). Usually a vital law of the Church must be broken to earn EXCOMMUNICATION.

ORDINATION

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

RESURRECTION (Optional Rule)

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

13.17 PRIMATES: SPECIAL RITES

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

CORONATION

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

INTERDICT

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

INVESTMENT

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

13.18 THE POPE

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

PROCLAMATION

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

APPEALS

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

CRUSADE

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

13.19 OBEDIENCE

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

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

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

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

13.20 CHURCH ATTITUDES TOWARD MAGICK

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

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

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

13.21 NON-CHRISTIAN RELIGIONS

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

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

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

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

14 Tournaments

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

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

DAY ONE: INSPECTION OF ARMS

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

DAY TWO: THE JOUST

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

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

The Joust itself may be a round robbin, in which every Knight rides against every other Knight. Or a Knight may simply ride against a given number of opponents. The Code of Chivalry generally forbade a Knight, in honor, to issue challenge to any men inferior in rank or skill- - largely to prevent bullies and professional tournament knights from taking unchivalric advantage of any weaker than they. Also, to prevent insult to some great Lord, the challenges of low-ranking Knights are first met by the Knights of the Lord's retinue to try the mettle of the challenger and find if he is worthy to break lance with their Lord.

DAY THREE: THE PAS DES ARMES

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

DAY THREE: THE CONTEST AT THE BARRIER

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

DAY THREE: MELEE IN THE LISTS

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

DAY THREE: THE GRAND MELEE

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

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

THE SQUIRES' TOURNAMENT

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

14.01 THE PAS DES ARMES

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

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

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

14.02 THE RANSOM

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

14.03 THE JOUST

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

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

(1) Knights shall ride against each other and break three lances or else unhorse an opponent before the contest is concluded.
(2) Unhorsing an opponent is the highest point scored, with the contestant unhorsing the greatest number declared winner.
(3) In the event that none be unhorsed, he who has scored the greatest number of coronels (spear point to spear point) is declared winner, with at least two coronels required.
(4) Otherwise, he who strikes the crest of the helm the most times is declared winner, with at least three crests required.
(5) Otherwise, he who breaks the greatest number of lances in the Joust is declared winner.
(6) In the event of a tie, the Knight held to have stayed in the field the longest (in the most matches) and to have fought most bravely and expertly is declared winner of the Joust.

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

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

Under certain circumstances, a victorious Knight gains welcome bonuses:

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

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

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

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

14.04 THE JOUSTING MATRIX

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

INEXPERIENCED KNIGHTS

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

EXPERIENCED KNIGHTS

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

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

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

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

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

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

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

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

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

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

AIMING POINTS

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

DEFENSE TACTIC

There are 6 defensive tactics that one can choose. A **Shield High** defense protects the head and upper body but reduces vision of the lower portion of the opponent's shield. The Shield Low defense covers the body but exposes the head even as it gives good general vision. A **Lean Right** defense has the Knight leaning low across the neck of his horse, away from his opponent. This greatly reduces the chance to hit some target points but also prevents a wide range of hits in return and may cause the opponent to commit a foul (hit barrier, horse, etc.). **Leaning Left**, on the other hand, moves the Knight in the direction of the opponent, increasing his chance of taking a hit while improving his own chances at the same time. A **Steady Seat** is a firm, no-nonsense position square in the saddle which gives excellent hit DMs but also brings serious chances of being hit oneself. It is almost essential to a Knight who has been stunned or injured if he is to have any real chance of striking an opponent in the next ride- - but one can gamble on other positions. Non-riders and riders untrained in combat must assume such a position, but have standard -2 DMs on hit probabilities. Finally, **Lower Helm** indicates that one partially ducks his head behind his shield, reducing vision but also reducing the opponent's chances of scoring a decisive hit in many instances.

1D20 HIT DICE MODIFIERS: ATTACKER STATUS

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

1D20 HIT DICE MODIFIERS: ATTACKER STATUS

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

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

INEXPERIENCED/INFERIOR KNIGHT'S JOUSTING MATRIX

ATTACK TACTIC / AIMING POINT	DEFENSE TACTIC: SHIELD HIGH	SHIELD LOW	LEAN RIGHT	LEAN LEFT	STEADY SEAT	LOWER HELM
CREST OF HELM	M/01-16	M/01-10	M/01-18	M/01-14	M/01-12	M/01-18
	L/17-20	L/11-20[a]	L/19-20	L/15-20	L/13-20[a]	L/19-20
HELM	M/01-14	M/01-12	M/01-17[d]	M/01-12	M/01-10	M/01-17
	L/15-20	L/13-20[c]	L/18-20	L/13-20[e]	L/11-20[e]	L/16-20
THROAT GORGET	M/01-16	M/01-14	M/01-16[d]	M/01-12	M/01-10	M/01-15
	L/17-20	L/15-20[c]	L/17-20	L/13-20	L/11-20	L/16-20
DEXTER CHIEF	M/01-05	M/01-14	M/01-05	M/01-16[d]	M/01-05	M/01-08
	L/06-20	L/15-20	L/06-20	L/17-20	L/06-20	L/09-20
CHIEF PALE	M/01-08	M/01-05	M/01-10	M/01-08	M/01-05	M/01-05
	L/09-20	L/06-20[e]	L/11-20	L/09-20	L/06-20[e]	L/06-20[e]
SINISTER CHIEF	M/01-12	M/01-10	M/01-18[d]	M/01-06	M/01-08	M/01-12
	L/13-20	L/11-20	L/19-20	L/07-20	L/09-20	L/13-20
DEXTER FESS	M/01-08	M/01-04	M/01-08	M/01-14[d]	M/01-04	M/01-08
	L/09-20	L/05-20	L/09-20[e]	L/15-20	L/05-20	L/09-20
FESS PALE	M/01-05	M/01-08	M/01-10	M/01-05	M/01-02	M/01-04
	L/06-20	L/09-20	L/11-20	L/06-20	L/03-20[e]	L/05-20
SINISTER FESS	M/01-10	M/01-12	M/01-16[d]	M/01-07	M/01-10	M/01-10
	L/11-20	L/13-20	L/17-20	L/08-20[e]	L/11-20[e]	L/11-20
SHIELD BASE	M/01-02	M/01-10	M/01-12[d]	M/01-03	M/01-05	M/01-10
	L/03-20[g]	L/11-20	L/13-20	L/04-20[e]	L/06-20	L/11-20

EXPERIENCED/SUPERIOR KNIGHT'S JOUSTING MATRIX

DEFENSE TACTIC: SHIELD HIGH	SHIELD LOW	LEAN RIGHT	LEAN LEFT	STEADY SEAT	LOWER HELM
M/01-12	M/01-06	M/01-14	M/01-10	M/01-08	M/01-14
L/13-20	L/07-20[b]	L/15-20	L/11-20	L/09-20[b]	L/15-20
M/01-10	M/01-04	M/01-12	M/01-08	M/01-05	M/01-12
L/11-20	L/05-20[c]	L/13-20	L/09-20[e]	L/06-20[f]	L/13-20[a]
M/01-12	M/01-10	M/01-13	M/01-08	M/01-07	M/01-13
L/13-20	L/11-20[c]	L/14-20	L/09-20	L/08-20	L/14-20
M/01-02	M/01-10	M/01-02	M/01-10	M/01-02	M/01-03
L/03-20	L/11-20	L/03-20	L/11-20	L/06-20[e]	L/04-20
M/01-03	M/01-02	M/01-08	M/01-02	M/01-02	M/01-04
L/04-20	L/03-20[f]	L/09-20	L/03-20[e]	L/03-20[f]	L/05-20[e]
M/01-08	M/01-02	M/01-08	M/01-03	M/01-02	M/01-08
L/09-20	L/03-20[e]	L/09-20	L/04-20	L/03-20	L/09-20
M/01-06	M/01-02	M/01-04	M/01-12	M/01-02	M/01-05
L/07-20	L/03-20	L/05-20[f]	L/13-20	L/03-20	L/05-20
M/01-02	M/01-05	M/01-04	M/01-04	M/01-02	M/01-02
L/03-20	L/06-20	L/05-20	L/05-20	L/03-20[f]	L/03-20[e]
M/01-07	M/01-10	M/01-08[d]	M/01-04	M/01-05	M/01-08
L/08-20	L/11-20	L/09-20	L/05-20[f]	L/06-20[f]	L/09-20
M/01-02	M/01-08	M/01-06	M/01-02	M/01-02	M/01-05
L/03-20[f]	L/09-20	L/07-20	L/03-20[f]	L/03-20	L/06-20

(a) Crest torn away on 01-03 (Roll 1D20).
(b) Crest torn away on 01-07 (Roll 1D20).
(c) Helm torn off on 01-05 (Roll 1D20); Unhorse on 01-05.
(d) Hit barrier on 01-05 and horse on 06-08 (Roll 1D20).
(e) Unhorse on 01-04 (Roll 1D20).
(f) Unhorse on 01-07 (Roll 1D20).
(g) Unhorse on 01-04 (Roll 1D20): 1D20 pts unnecessary injury.

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



15 Individual Combat

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

15.01 COMBAT TURN SEQUENCE

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

(1) Both sides may opt to fire loaded missile weapons or cast ready spells, discharge breath weapons, etc. Fire is simultaneous, unless Players are willing to have DEX CRs determine who is faster.

(2) (A) moves all, some, or none of their Characters up to 1/2 normal move. (B) then moves Characters as desired up to 1/2 normal move. Fire is then taken by those troops still able to fire.

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

15.02 MOVEMENT

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

(1) Movement must be made through an open space sufficient to allow passage of the figure.

(2) Movement through a congested area causes a Body Bash- - with a congested area being any space less than the width of the figure but not less than 1/2 its width of base. Movement through a narrower space is not permitted. If the other figure(s) happen to be enemy, blows can be directed at the moving figure, who must either Dodge to avoid being locked in close combat or else must stop at that point and engage the foe.

(3) Movement over ground littered by bodies or debris brings a 15% chance of stumbling. Stumbles are checked on the Bash Table, with one check per 5 feet moved.

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

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

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

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

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

*Animals are treated as Living Monsters.

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

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

15.03 WEAPONS & THE COMBAT MATRIX

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

BASH CLASS

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

NATURAL WEAPONS

Monsters and Beasts using claws, fangs, hooves, etc., are 'naturally armed'. Such weapons are designated by a short-hand code which denotes the weapon type and its reach. An MSC/1 weapon, for instance, is Monster Small Claws with 1 foot reach.

REACH

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

SPEED

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

1D20 HIT DICE SYSTEM

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

1D100 HIT DICE SYSTEM

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

HIT PROBABILITY

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

CRITICAL HIT PROBABILITY

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

BASH PROBABILITY

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

NO. BLOWS

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

WEAPON DAMAGE FACTOR (WDF)

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

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

15.04 BLOWS

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

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

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

15.05 FIRST BLOW

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

(1) In the first round of each combat turn, the first blow will be struck by the combatant who:
   (a) has caught his opponent by complete surprise and/or is attacking from the rear;
   (b) has a greater Reach with his weapon than does his opponent, with +1 added for each 2 feet of height advantage due either to standing taller or else being on a higher level (max. +4 feet additional Reach).

(2) The first blow in each subsequent blow-counterblow exchange is struck by the combatant who had the first blow previously, except when the Speed of the other weapon is faster. First blow advantage can be lost, however, for an exchange if the one with the advantage fails to attempt a blow (obviously) or else cannot strike one because his number of blows has been exhausted.

(3) If a combatant chooses to make a defensive parry or dodge, the opponent automatically has first blow in the exchange. If both figures choose a defensive move, no blows will be struck, and each expends 1 Blow for being especially wary and defensive-minded.

(4) As an optional rule, if two combatants are firing missiles, spells, breath weapons, etc., at each other, the one who succeeds with a DEX CR fires a split second sooner. A DEX score difference of 1 or 2 always brings simultaneous fire, as does a successful DEX CR by both parties. If the DEX difference is more than 5, the combatant with the higher Dexterity always fires first.

15.06 STRIKING BLOWS

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

15.07 VARIABLE HIT PROBABILITY

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

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

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

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

Some Beasts have to be handled with a bit of common sense. Those unable to make a leap or rear up on their hind legs to strike, or else those with limited height, will tend to score hits in the leg and groin areas at best. Boars, for instance, will likely hit at calf or knee level on a man-sized target, unless the target is already lying on the ground. Cats, rats, and the like, would literally have to swarm up the legs and body of a large target to hit above foot/calf level. Snakes, unless quite large, would hit at about the level of their heads, when raised off the ground (about 20% of their full length, in most instances).

15.08 PARRYING BLOWS WITH A WEAPON

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

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

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

15.09 PARRYING BLOWS WITH A SHIELD

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

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

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

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

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

15.10 MAGICK ARMOR & SHIELDS

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

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

15.11 MAGICK WEAPONS

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

15.12 DODGING BLOWS

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

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

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

15.13 ATTACK FROM THE REAR

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

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

15.14 ATTACK FROM ABOVE

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

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

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

15.15 THE GREAT BLOW

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

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

15.16 FEROCITY: BERSERK RAGE

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

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

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

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

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

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

15.17 DESPERATE DEFENSE

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

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

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

15.18 THE BASH

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

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

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

BASH MATRIX

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

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

15.19 THE BODY BASH

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

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

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

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

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

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

15.20 TACTICAL MATRIX (OPTIONAL)

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

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

1. **Fleche:** a savage lunge forward up to 20 feet to make a thrusting or slashing attack.
2. **Charge/Spring:** a sustained and somewhat headlong rush toward the enemy. Animals will end the Charge with a Spring unto the body of their prey.
3. **Close Target:** a careful and deliberate approach toward the enemy to bring him to close combat. This tactic must be used to approach an enemy outside of weapon range.
4. **Keep Distance:** a maneuver designed to maintain the present distance between combatants.
5. **Stand Ground:** no movement occurs, but rather the combatant takes a firm stance with his weapon readied to meet the attack of an enemy. To 'butt' a spear, pike, or pole arm to brace it against a charging enemy, a figure must stand his ground. Also, any character forced back against a wall or any other obstacle must either advance or stand his ground.
6. **Retreat:** a withdrawal away from the enemy while facing him. Movement is 1/2 normal.
7. **Flight:** a headlong running away from the enemy, with one's back exposed and no thought being given to active defense. Movement is always at the full charge rate.

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

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

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

1D20 TAC MATRIX

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

1D100 TAC MATRIX

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

KEY:

S/L = shorter or same length of weapon; L = longer weapon.
NA = no attack possible.
–% = reduce hit probability by stated percentage.
+% = increase hit probability by stated percentage.
0% = no effect on hit probability.
+%A = failure to hit opponent places him within weapon. Lose 1 blow. Note: a man with a longer weapon must attempt a bash to disengage. Treat next blow as beginning with a body bash (shield bash if a trained fighter).
+%B = deliver a body bash after attempting to strike with weapon. Optional.
+%C = deliver a body bash after attempting to strike with weapon. Note: If the weapon is a pole arm lose one blow. Bash must be delivered.



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

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

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

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

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

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

15.21 MOUNTED COMBAT

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

ACTIVE SHIELD PARRIES

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

(1) When fighting a man on foot, the shield may be used with the same effect as if the defender were also on foot. For example, if he had a –04/–20% shield parry on foot, he would have the same parry when mounted.

(2) When moving fast, a man on horseback has an additional –01/–05% shield parry while cantering, and a –02/–10% shield parry when galloping.

(3) The shield can be employed for an active parry only on the left side. To be employed on the right side- - normally suited for weapon parries- - the shield can cover the body or legs with a passive shield parry.

BASH VS MOUNTED OPPONENT

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

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

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

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

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

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

(1) On horseback, a combatant loses 1 Blow if in leather or metal cuirass or 3/4 armor (including chainmail), and 2 Blows if in platemail or plate armor, excluding Heavy Weapons.

(2) If one or both opponents are moving faster than a trot, there is a chance that a slower or stationary mount will fall or stumble on impact if the mounts are of the same class. A lighter class of mount will tend to fall/stumble more readily if struck by a heavier mount, and vice versa. Barding reduces the chance of falling/stumbling:

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

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

(4) In the melee, a trained warhorse can turn 360° in place, causing an equal horse to stumble on 01-06 (roll 1D20) and an unequal horse to stumble on 01-10 (roll 1D20) if it is within the sweep of the turning horse's body. Warhorses are trained to bump their opponents in close quarters, throwing their weight around as they themselves become bashing weapons.

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

THE MOUNTED LANCE

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

THE MOUNTED KONTOS

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

(1) The target must be to the left of the charging cavalryman with lance. If to the right, reduce Hit Probability by –04/–20%, if enemy is mounted, and by –02/–10% if the enemy is on foot.

(2) If the target is a horseman, each checks for additional Hit Bonuses/Penalties. The first entry is for a man on an inferior horse, and the second for a superior horse. If horses are equal, use the inferior horse entry. Use the point values given below the table to determine inferiority/superiority:

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

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

(3) The Cavalry Attack Table (p. 50) is applied only for the Charge or the meeting of a Charge. If a target is on foot and standing, treat as a stationary target. If a foot target is dodging treat as a trotting target if a counterblow is desired, and otherwise subtract the target's Dodge Bonus and no counterblow is possible.

(4) If a foot target is running, treat as a cantering target and subtract the Dodge Bonus, with no counterblow possible. But if the foot target is counter-charging, simply treat as a 'cantering' target.

(5) Against a foot target, the Lance always delivers a Bash when it hits when delivered at a Canter, Gallop, or Charge.

(6) The Cavalry Attack Table can be used for combats with melee weapons other than the lance.

(7) The man on foot has a –01/–05% Hit Probability when he stands his ground, unless employing a morning star flail, infantry flail, two-handed sword or battle axe, pole arm (spear, bill, pole axe, halberd), or pike/lance. Critical Hits are also reduced –01/–05% unless the aforementioned weapons are used.

(8) A mounted Fighter or footsoldier can attempt to grapple and pull down a mounted opponent. The chance is 04/20% plus the PCF Hit Bonus if the enemy is standing. However, if the horse is moving, such a grapple is reduced by:
–03/–15% if the horse is trotting, with an 02/10% chance of being Bashed to the ground if the grapple fails.
–03/–15% if the horse is cantering, with a 03/15% chance of being Bashed to the ground if the grapple fails.
–04/–20% if the horse is galloping, with a 04/20% chance of being Bashed to the ground if the grapple fails.
–05/–25% if the horse is charging, with a 06/30% chance of being Bashed to the ground if the grapple fails. The same chan-

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

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

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

(9) A Footsoldier can always elect to strike the horse of a mounted adversary. However, all 'horse peoples' regard such tactics as dishonorable and tend to go amok when faced with such flagrant disregard for proper conduct. (This includes feudal mounted troops, Saracens, Mongols, and others of like ilk, who tend not to harm a horse if they can help it). Such an attack is always made at 07/35%. Alternately, a footsoldier can attempt to hamstring the horse. This is attempted with a dagger at 02/10% chance plus PCF bonuses and only when the horse is stationary or wheeling on the spot. One blow is possible, and only one man can attempt the hamstringing on a horse in the combat turn. However, before the attempt is made, he must except the chance that a warhorse TRAMPLES him.

(10) **TRAMPLING:** Warhorses are trained to trample any fallen man who comes under their hooves. (Most animals tend to avoid fallen men as unsure footing unless specifically trained in combat dressage). The horse does 2 Hooves (Blows) against enemies underfoot at full Hit Probability.

(11) If a hamstringing is attempted, the footsoldier attempting it must escape being TRAMPLED. If he is successful in this, he can deliver a hamstringing blow. If successful, he then can look forward to the happy prospect of the horse falling on him (08 chance on 1D20), stunning and pinning him, with 3D6 points of damage resulting. He can attempt a dodge by rolling a DEX CR-8 if the horse does fall.

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

MOVEMENT OF CAVALRY IN MELEE

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

SPEED IN FEET OF MOUNT	DONKEY	MULE	PALFREY	LIGHT HORSE	MEDIUM HORSE	HEAVY HORSE	FINE HORSE	SUPERB HORSE	NOBLE HORSE	GREAT HORSE
WALKING	60	60	60	60	60	60	+00	+00	+00	+00
TROTTING	90	100	120	120	100	100	+00	+00	+00	+00
CANTERING	120	150	180	180	160	150	+00	+00	+00	+00
GALLOPING	150	180	230	240	220	200	+10	+20	+30	+50
CHARGING	180	210	250	270	250	220	+10	+20	+30	+50
TURN ANGLE IN DEGREES AT SPEED[1]										
WALKING	180	180	360	360	360	360	360	360	360	360
TROTTING	150	150	270	300	270	270	270	300	300	300
CANTERING	120	120	180	240	210	180	240	240	240	240
GALLOPING	60	60	90	120	90	90	120	120	120	120
CHARGING	30	30	30	45	30	30	45	45	45	45

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

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

15.22 WEAPON MATRICES

MELEE WEAPON MATRIX

STABBING WEAPON	NO. HANDS	REACH	SPEED	1D20 HIT	HIT CRIT	DICE BASH	1D100 HIT	HIT CRIT	DICE BASH	NO. BLOWS	WEAPON DAMAGE FACTOR (WDF) x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14
L KNIFE	1	3 1/2	5	11	03	01	55	15	05	3 x L	03	04	05	06	07	08	09	10	11	12	13	14	–	–
L DAGGER	1	3 1/2	5	11	04	02	55	20	10	3 x L	04	05	06	07	08	09	10	11	12	13	14	15	–	–
L POIGNARD	1	4	6	12	04	02	60	20	10	3 x L	05	06	07	08	09	10	11	12	13	14	15	16	–	–
L SHORTSWORD	1	4 1/2	6	12	05	04	60	25	20	3 x L	06	07	08	09	10	11	12	13	14	15	16	17	–	–
THRUSTING WEAPON																								
L RAPIER	1	7	8	12	05	05	60	30	30	3 x L	06	07	08	09	10	11	12	13	14	15	16	17	–	–
L HUNTING SPEAR	1	7	5	07	03	03	35	15	15	2 x L	04	05	06	07	08	09	10	11	12	13	14	15	–	–
M HUNTING SPEAR	2	7	6	09	05	05	45	25	25	2 x M	06	07	08	09	10	11	12	13	14	15	16	17	18	–
L BOAR SPEAR	1	7	5	07	03	03	35	15	15	2 x L	05	06	07	08	09	10	11	12	13	14	15	16	–	–
M BOAR SPEAR	2	7	6	09	06	06	45	30	30	2 x M	07	08	09	10	11	12	13	14	15	16	17	18	19	–
L THRUSTING SPEAR	1	7	5	07	03	03	35	15	15	2 x L	05	06	07	08	09	10	11	12	13	14	15	16	–	–
M THRUSTING SPEAR	2	7	6	09	06	06	45	30	30	2 x M	07	08	09	10	11	12	13	14	15	16	17	18	19	–
M KONTOS/LT. LANCE	1	9	4	07	03	03	35	15	15	2 x M	06	07	08	09	10	11	12	13	14	15	16	17	18	–
H KONTOS/LT. LANCE	1	9	5	08	05	05	40	25	25	2 x H	08	09	10	11	12	13	14	15	16	17	18	19	20	21
H KONTOS (CHARGE)	1	9	N/A	10	07	07	50	35	35	(1)	10	11	12	13	14	15	16	18	20	22	24	26	28	30
M CHIVALRIC LANCE	1	12	2	07	03	03	35	15	15	2 x M	06	07	08	09	10	11	12	13	14	15	16	17	–	–
H CHIVALRIC LANCE	2	12	3	08	05	05	40	25	25	2 x H	08	09	10	11	12	13	14	15	16	17	18	19	20	21
H LANCE (CHARGE)	1	12	N/A	10	08	08	50	40	40	(1)	10	12	14	16	18	20	22	24	26	28	30	32	34	36
H SHORT PIKE	2	12	3	08	05	05	40	25	25	2 x H	08	09	10	11	12	13	14	15	16	17	18	19	20	21
H LONG/SWISS PIKE	2	15	2	08	05	05	40	25	25	2 x H	09	10	11	12	13	14	15	16	17	18	19	20	21	22
L PITCHFORK	1	5	5	07	02	02	35	10	10	2 x L	03	04	05	06	07	08	09	10	11	12	13	14	–	–
M PITCHFORK	2	5	6	09	04	04	45	20	20	2 x M	05	06	07	08	09	10	11	12	13	14	15	16	17	–
L TRIDENT	1	6	5	07	03	03	35	15	15	2 x L	04	05	06	07	08	09	10	11	12	13	14	15	–	–
M TRIDENT	2	6	6	09	05	05	45	25	25	2 x M	07	08	09	10	11	12	13	14	15	16	17	18	19	–

SLASHING WEAPON	NO. HANDS	REACH	SPEED	1D20 HIT	HIT CRIT	DICE BASH	1D100 HIT	HIT CRIT	DICE BASH	NO. BLOWS	WEAPON DAMAGE FACTOR (WDF) x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14
L HATCHET	1	4	4	10	03	03	50	15	15	3 x L	04	05	06	07	08	09	10	11	12	13	14	15	–	–
M WOOD AXE	1	5	4	10	04	04	50	20	20	3 x M	06	07	08	09	10	11	12	13	14	15	16	17	18	–
M WOOD AXE	2	5	3	11	06	06	55	30	30	3 x M	09	10	11	12	13	14	15	16	17	18	19	20	21	–
M NORMAN WAR AXE	1	5 1/2	4	10	05	05	50	20	20	3 x M	06	07	08	09	10	11	12	13	14	15	16	17	18	–
M NORMAN WAR AXE	2	5	3	11	07	07	55	35	35	3 x M	09	10	11	12	13	14	15	16	17	18	19	20	21	–
M NORDIC BROADAXE	1	5 1/2	4	10	05	05	50	20	20	3 x M	07	08	09	10	11	12	13	14	15	16	17	18	19	–
M NORDIC BROADAXE	2	5	3	11	07	07	55	35	35	3 x M	10	11	12	13	14	15	16	17	18	19	20	21	22	–
H BATTLEAXE	2	7	2	10	08	08	50	40	40	2 x H	10	11	12	13	14	15	16	18	20	22	24	26	28	30
L LIGHT SWORD	1	6	6	11	04	04	55	20	20	3 x L	06	07	08	09	10	11	12	13	14	15	16	17	–	–
L SCIMITAR	1	5 1/2	6	11	04	04	55	20	20	3 x L	07	08	09	10	11	12	13	14	15	16	17	18	–	–
L BAR. LONGSWORD	1	6 1/2	6	11	04	04	55	20	20	3 x L	06	07	08	09	10	11	12	13	14	15	16	17	–	–
M KT. BROADSWORD	1	6 1/2	6	11	05	05	55	25	25	3 x M	08	09	10	11	12	13	14	15	16	17	18	19	20	–
M KT. BROADSWORD	2	6 1/2	4	11	08	08	55	40	40	3 x M	08	09	10	11	12	13	14	15	16	17	18	19	20	–
M FALCHION	1	5	5	10	05	05	50	25	25	3 x M	08	09	10	11	12	13	14	15	16	17	18	19	20	–
H BASTARD SWORD	1	7	5	10	05	05	50	25	25	2 x H	10	11	12	13	14	15	16	17	18	19	20	21	22	23
H BASTARD SWORD	2	7	4	10	08	08	50	40	40	2 x H	10	11	12	13	14	15	16	17	18	19	20	21	22	23
H GREATSWORD	2	9	3	10	08	08	50	40	40	2 x H	10	11	12	13	14	15	16	18	20	22	24	26	28	30
M BILL	2	9	3	09	04	04	45	20	20	2 x M	08	09	10	11	12	13	14	15	16	17	18	19	20	–
H POLEAXE	2	9	2	08	08	08	40	40	40	2 x H	10	11	12	13	14	15	16	18	20	22	24	26	28	30
H HALBERD	2	10	2	09	09	09	45	45	45	2 x H	12	13	14	15	16	17	18	20	22	24	26	28	30	32
L SICKLE	1	4 1/2	4	10	03	03	50	15	15	3 x L	04	05	06	07	08	09	10	11	12	13	14	15	–	–
M SCYTHE	2	5 1/2	1	07	04	04	35	20	20	2 x M	06	07	08	09	10	11	12	13	14	15	16	17	18	–

CRUSHING WEAPON	NO. HANDS	REACH	SPEED	1D20 HIT	HIT CRIT	DICE BASH	1D100 HIT	HIT CRIT	DICE BASH	NO. BLOWS	WEAPON DAMAGE FACTOR (WDF) x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14
L QUARTERSTAFF	2	8	8	11	03	03	55	15	15	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	—	—
M IRON-SHOD STAFF	2	8	7	10	04	04	50	20	20	3 x M	02	03	04	05	06	07	08	09	10	11	12	13	14	—
M LIGHT MACE	1	5	4	09	05	05	45	25	25	3 x M	07	08	09	10	11	12	13	14	15	16	17	18	19	—
M MORN. STAR MACE	1	5	4	09	06	06	45	30	30	3 x M	07	08	09	10	11	12	14	15	17	18	20	21	23	—
M MARTEL	1	5	4	09	06	06	45	30	30	3 x M	07	08	09	10	11	12	14	15	16	17	18	19	20	—
H MORN. STAR FLAIL	1	6 1/2	3	09	06	06	45	30	30	2 x H	09	10	11	12	13	14	16	17	19	20	22	23	25	26
H INFANTRY FLAIL	2	9	1	08	08	08	40	40	40	2 x H	10	11	12	13	14	15	16	18	20	22	24	26	28	30
H WAR HAMMER	1	6	4	09	06	06	45	30	30	2 x H	08	09	10	11	12	13	14	16	18	20	22	24	26	28
H WAR HAMMER	2	6	3	08	07	07	40	35	35	2 x H	10	11	12	13	14	15	16	18	20	22	24	26	28	30
H LUCERNE HAMMER	1	6 1/2	4	09	06	06	45	30	30	2 x H	09	10	11	12	13	14	15	17	19	21	23	25	27	30
H LUCERNE HAMMER	2	6 1/2	3	08	07	07	40	35	35	2 x H	12	13	14	15	16	17	18	20	22	24	26	28	30	32
M DWARVISH HAMMER	1	5	4	09	06	06	45	30	30	3 x M	08	09	10	11	12	13	15	16	17	18	19	20	21	—
M DWARVISH HAMMER	2	5	3	08	07	07	40	35	35	3 x M	10	11	12	13	14	15	17	18	19	20	21	22	23	—
H MAUL/SLEDGE	2	5 1/2	2	07	07	07	35	35	35	2 x H	06	07	08	09	10	11	12	13	15	17	19	21	23	25
H HEAVY MAUL	2	5 1/2	1	07	07	07	35	35	35	2 x H	08	09	10	11	12	13	14	16	18	20	22	24	26	28
L LIGHT CLUB	1	5	4	09	02	02	45	10	10	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	—	—
L SAP/COSH	1	3	5	10	03	04	50	15	20	3 x L	02	03	04	05	06	07	08	09	10	11	12	13	—	—
M HEAVY CLUB	1	5	2	08	03	03	40	15	15	3 x M	03	04	05	06	07	08	09	10	11	12	13	14	15	—
M HEAVY CLUB	2	5	1	07	05	05	35	25	25	3 x M	03	04	05	06	07	08	09	11	12	13	14	15	16	—
H GIANT'S CLUB	1	9	1	07	06	06	35	30	30	2 x H	07	08	09	10	11	12	13	14	15	16	17	18	19	20
H GIANT'S CLUB	2	9	0	07	07	07	35	35	35	2 x H	09	10	11	12	13	14	15	16	18	19	21	22	24	25

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

UNARMED COMBAT WEAPON	NO. HANDS	REACH	SPEED	1D20 HIT	HIT CRIT	DICE BASH	1D100 HIT	HIT CRIT	DICE BASH	NO. BLOWS	WEAPON DAMAGE FACTOR (WDF) x1	x2	x3	x4	x5	x6	x7	x8	x9	x10	x11	x12	x13	x14
L FIST	1	3	5	12	01	02	60	05	05	3 x L	½	01	1½	02	2½	03	3½	04	4½	05	5½	06	–	–
L ARMORED FIST	1	3	5	10	03	04	50	15	20	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	–	–
L BARE FOOT	1	3½	5	10	01	03	50	05	15	3 x L	½	01	1½	02	2½	03	3½	04	4½	05	06	07	–	–
L BOOT	1	3½	5	09	02	04	45	10	20	3 x L	½	01	1½	02	2½	03	04	05	06	07	08	09	–	–
L ARMORED BOOT	1	3½	5	09	04	05	45	20	25	3 x L	01	02	03	04	05	06	07	08	09	10	11	12	–	–

REAR ATTACK: First Blow = +05/+25%
Second Blow = +02/+10%

ATTACK FROM ABOVE: +02/+10% if Defender on knees
+02/+10% if Defender on lower level
+05/+25% if Defender on the ground

BESERK RAGE: +05/+25%; +02/+10% on Criticals;

DESPERATE DEFENSE: –02/–25%

MAGICK ARMOR: +1 AC per +1 magick increment

MAGICK WEAPON: +1 Damage Point per +1 magick increment
+01/+05% Hit Probability per +2 magick increment
–01/–05% Weapon Parry per +2 magick increment

–1/–2 MAGICK SHIELD: –01/–05% Shield Parry

–3/–4 MAGICK SHIELD: –02/–10% Shield Parry

–5 MAGICK SHIELD: –03/–15% Shield Parry

MISSILE FIRE MATRIX

MISSILE WEAPON	NO. HANDS	FIRE RANGE LEVELS IN FEET RATE	PB	SR	MR	LR	ER	1D20 HIT DICE PB	SR	MR	LR	ER	CRIT	BASH	WEAPON DAMAGE FACTOR[1] PB	SR	MR	LR	ER	CRIT BONUS
M THROWING AXE	1	2	10	25	50	75	100	15	13	10	07	05	05	03	1½	1½	01	01	½	1D6+1
M JAVELIN	1	2	10	25	50	100	150	15	13	11	08	05	05	04	1½	1½	1½	01	01	1D6+2
L THROWN DAGGER	1	2	05	10	15	25	50	15	13	11	07	04	03	03	1½	1½	01	01	½	1D6
L SLING	1	2	25	50	100	200	400	10	09	08	06	04	04	04	1½	1½	1½	01	01	1D6
L SLINGSTAFF	1	2	25	50	150	250	500	09	09	08	06	04	04	04	02	02	1½	1½	01	1D6+2
L SELFBOW	2	2	25	50	150	250	450	10	09	08	06	04	04	04	1½	1½	1½	01	01	1D6+1
M COMPOSITE SHT. BOW	2	2	25	50	150	250	450	11	10	09	07	05	05	05	02	02	1½	1½	01	1D6+2
COMPOSITE BOW	2	2	25	75	150	300	600	11	10	09	07	05	06	06	2½	2½	2½	02	01	1D6+2
ENGLISH LONGBOW	2	3	25	75	150	300	600	12	11	10	07	05	06	06	2½	2½	2½	02	01	1D6+2
ELVISH LONGBOW	2	3	25	100	250	500	750	13	12	11	09	07	07	07	03	03	2½	2½	1½	1D6+3
LIGHT CROSSBOW	2	1	25	75	150	300	500	13	10	09	07	05	06	06	03	2½	2½	02	01	1D6+3
HEAVY CROSSBOW	2	1	25	100	200	400	750	12	10	09	07	05	07	07	04	03	03	2½	1½	1D6+4
ARBELEST CROSSBOW	2	1	25	100	200	400	750	11	10	09	07	05	08	08	04	04	3½	03	02	1D6+4
MATCHLOCK MUSKET	2	1	25	50	100	200	400	14	12	09	05	03	09	09	25	23	20	15	10	2D6
WHEELOCK MUSKET	2	1	25	75	150	300	600	15	13	11	07	05	08	08	20	18	16	13	10	2D6

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

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

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

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

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

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

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

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

THROWING MATRIX: FLASKS OF OIL (NAPTHA)

1D20	
01-10	On target; check for breaking.
11-12	Short 3D6 feet.
13-14	Long 3D6 feet.
15-16	30° left of target.
17-18	30° right of target.
19-20	Wick goes out; otherwise, on target.

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

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

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

15.23 DAMAGE EFFECTS

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

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



15.24 CRITICAL HITS (OPTIONAL)

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

CRITICAL HIT TO THE HEAD

01-09 **MILD HEADACHE:** Except for a bit of pain, no serious complications result.

10-12 **MILD CONCUSSION:** Severe headache and –10% reduction of all fighting abilities for 1D20+20 turns if a pain killer and/or 2D6 turns of rest are not obtained. The victim is, in effect, seriously stunned by the blow. Treat as only a **Mild Headache** if less than 7 points of damage were sustained.

13-15 **SEVERE CONCUSSION:** The victim must roll a CON CR-3 or lapses into immediate unconsciousness for 2D6 hours! Treat as only a **Mild Headache** if less than 7 points of damage were sustained. Severe concussion causes a –25% reduction of all fighting abilities for 4D6 hours, once the victim regains consciousness. However, Characters may attempt a CON CR after 1D6 hours, on a per hour basis, with success reducing the effects to a **Mild Concussion.**

16-18 **FACE HIT:** A Face Hit is possible only if the victim was wearing an open-faced helmet or no helmet, and was struck from the front. Otherwise, treat as a **Mild Headache** if under 7 points of damage and as a **Mild Concussion** if over 7 points of damage. A nasal piece will block a L or M slashing or crushing weapon like a visor. Roll 1D100: 01-50 = black eye and facial bruises; 51-75 = hit in the mouth, with a 20% chance of a broken tooth, Pain, and loss of 1 Appearance point; 76-90 = hit in the eye, with a 20% chance of permanent blindness and a 02/10% reduction in Hit and Parry probabilities, and a 1D6 hour reduction otherwise; 91-00 = severe facial disfigurement, Minor Bleeding, Pain, and loss of 1D6 Appearance points.

19-20 **NECK HIT:** A critical neck hit is possible only if the victim is not protected by a mail coif, plate gorget (available with platemail and full plate armor), or a full pot helm or visored helm. +1 point of damage will result per 5 minutes unless the injured neck is properly bandaged to stop bleeding or to immobilized strained muscles. There is a 10% chance that Uncontrolled Bleeding has resulted if struck by an edged or pointed weapon. There is a 20% chance of a fatally broken neck if more than 10 points of damage resulted and an M or H crushing weapon was used. There is a 20% chance of beheading if a M or H slashing weapon was used.

CRITICAL HIT TO THE CHEST

01-12 **BRUISED RIBS & MINOR WOUNDS** = No truly serious effects occur, despite the damage sustained.

13-17 **CHEST HIT:** Roll 1D100 and apply the following DMs: AC/0-1 = +20; AC/2-5 = +00; AC/6-8 = –05; AC/9+ = –10. On 01-30 = bruised ribs, sore but no severe damage; 31-60 = several cracked ribs, requiring binding to immobilize them (plate cuirass does this automatically), or +1 point of damage per hour if active or +1 point per turn of combat, with a 10% chance of puncturing a lung (25% fatal); 61-80 = broken ribs requiring binding or 1 point of damage per hour if active or +1 to +3 points per turn of combat, with a 25% chance of puncturing a lung; 81-00 = severe injury to chest area, requiring immediate medical treatment (binding, staunching, and bandaging, treatment for possible shock, and relative inactivity for 6D6 hours, with a 50% reduction of all physical capabilities for that time period. If struck by a stabbing/thrusting/slashing weapon, severe chest injuries have a 01-25% chance of being attended by Severe Bleeding and a 26-00% chance of Moderate Bleeding. If less than 7 points of damage are sustained, the chest critical is always equivalent to **Bruised Ribs.**

19-20 **SPINE HIT:** A spine hit is possible whenever 7+ points of damage are sustained and the victim has been struck by a stabbing/thrusting weapon from the front or by any weapon from the back. Roll 1D100: 01-50% chance of paralysis if in AC/0-1; 25% chance if in AC/2-3; 20% chance if in AC/4-8; and 10% if in AC/9+. One limb is paralyzed per 20% rolled on 1D100, with a result of 81+ indicating permanent paralysis requiring a Great Cure each week for 2D6 weeks for recovery, and otherwise a temporary paralysis lasting 1D6 days. If no paralysis occurs, treat as a Chest Hit 01-60% of the time, and as a Shoulder Hit 61-00% of the time.

CRITICAL HIT TO THE ARM

01-12 **FUMBLE POSSIBILITY:** If aimed at the weapon arm/hand, and the blow was not parried with the weapon, there is a **Fumble** (weapon is struck from the hand) if the victim does not make a DEX CR. If a Weapon Parry was attempted, even if unsuccessful, no Fumble check is made if the victim has DEX/16+.

01-12 **SHIELD SMASH:** If aimed at the shield arm (result of a shield parry or else a target point covered by the shield), there is a 20% chance that a slashing weapon and a 30% chance that a crushing weapon rated at M or H has knocked the shield aside so that the victim might **Fumble** and drop it, requiring a DEX CR. The blow must be rated at 12+ points for this probability to arise.

13-17 **ARM HIT:** 15% chance of a bone being broken if struck by an 'H' weapon, and 10% if by an 'M' weapon (25% chance if arm is unprotected by a shield or metal armor). Broken bones make use of the left/right arm impossible until healed or cured. If the bones are unbroken, and more than 6 points of damage are sustained, M and H weapons produce sever bruising, likely with lacerations/wounds and —20% loss of fighting abilities for 48 hours minus 1 hour per CON point. Slashing/Thrusting/Stabbing weapons also have a chance of causing bleeding, with —10 on the 1D100 roll if the arm is unprotected by metal armor or a shield: 01-15 = Uncontrolled Bleeding; 16-30 = Moderate Bleeding; 31-50 = Slight Bleeding; 51-00 = no significant bleeding.

18-20 **SHOULDER HIT:** As for **Arm Hit**, except recovery takes twice as long.

CRITICAL HIT TO THE GROIN

01-07 **SUPERFICIAL EFFECTS:** Despite the damage, no serious effects occur as no vital organs or blood vessels are punctured.

08-10 **MODERATE BLEEDING:** Several blood vessels have been nicked and blood loss is serious.

11-15 **UNCONTROLLED BLEEDING:** A potentially mortal wound has been inflicted, if medical attention is not obtained soon.

16-20 **GRIEVOUS HIT:** Uncontrolled Bleeding, chance of 1D6 hours of unconsciousness if a CON CR is not rolled, chance of Shock, and 10% chance of being unable to have any more decendents.

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

CRITICAL HIT TO THE LEG

01-15 **SUPERFICIAL EFFECTS:** Despite the damage, no serious effects occur.

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

15.25 BLEEDING & DEATH

Bleeding is of three basic types:

SLIGHT BLEEDING

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

MODERATE BLEEDING

From 1 to 3 points will be lost from Body Levels every 5 minutes (1 game turn; 2 combat turns). However, if damage is over 51%, there is a 25% chance that it is Uncontrolled Bleeding. (Do not promote a Slight Bleeding which advanced to Moderate Bleeding).

UNCONTROLLED BLEEDING

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

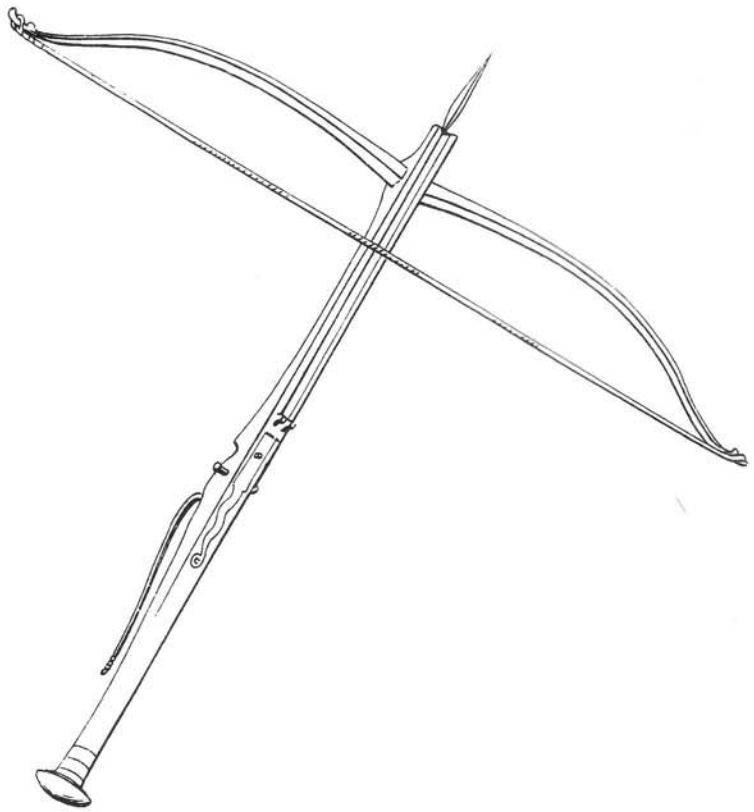
Bleeding can be dealt with through a Clerical Cure. Slight and Moderate Bleeding require a MINOR CURE to stop them. Uncontrolled Bleeding requires a MINOR CURE to reduce it to Moderate Bleeding or else a GREAT CURE to stop it entirely. Alternately, the Physician Rules in the **C&S Sourcebook** can be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

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

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

15.26 DISABLING DAMAGE

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



15.27 PLAYER CHARACTER SURVIVAL

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

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

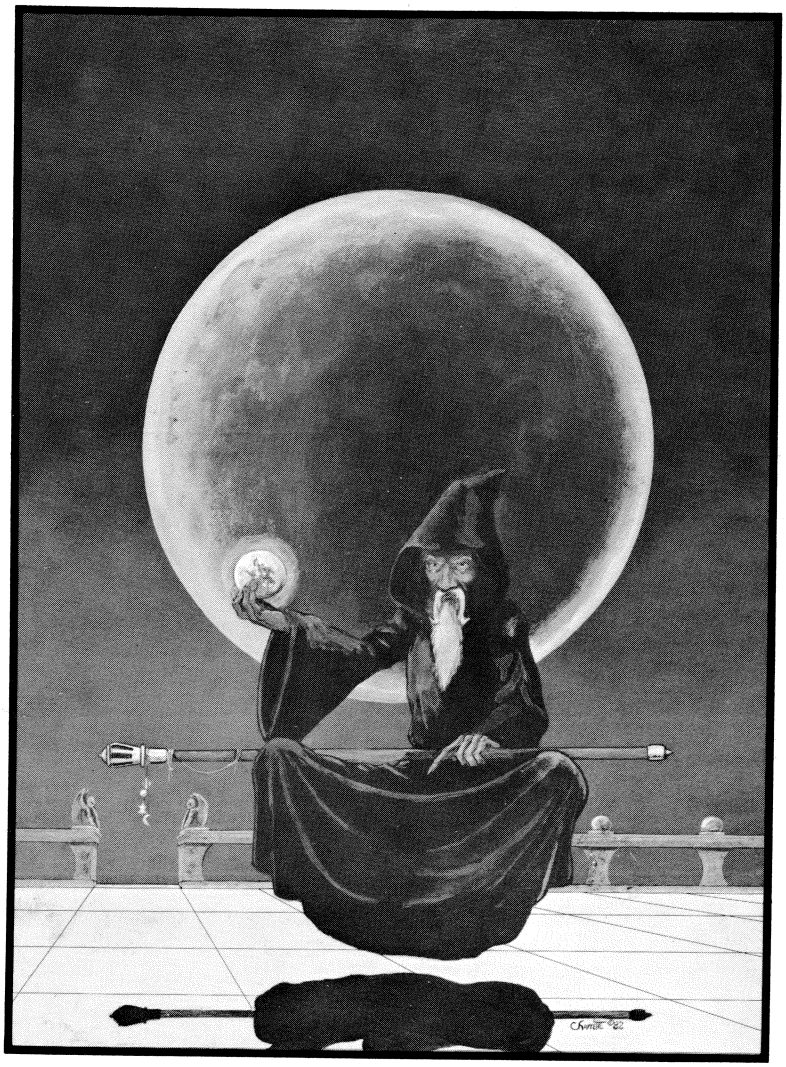
There is no good reason to think that Players will abuse the situation by being overly-reckless or stupid in their Character-play, just because they are assured that a PC will likely survive. That is simply not the case. The outcome is never certain, and most reasonable Players feel a definite sense of chagrin at having 'lost' the fight in the first place. They will strive hard to be genuinely victorious. At the same time, they do have an opportunity to rest and bleed awhile/before I rise to fight again. It is this factor- - the Hero who cannot be easily stopped and just keeps on coming- - which makes for the finest traditions of heroism. It also gives the GameMaster the opportunity to throw opponents against the Heroes which do outmatch them without feeling he is being particularly unfair. A lot more excitement results all around!

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



11 THE CHIVALRIC CODE 2
11.01 The Making of a Knight 2
11.02 Social Status and Exercising Influence 3
11.03 Basic Influence Factor (BIF) 3
11.04 Temporarily Increasing BIF 3
11.05 Exerting Influence 3
11.06 Concluding Alliances 3
11.07 The Royal Bureaucracy 4
11.08 Feudal Rights and Obligations 7
11.09 Feudal Law 8
11.10 High Justice 8
11.11 Low Justice 8
11.12 Modes of Address 9
11.13 Instant Manors & Baronial Holdings 9
11.14 Villages & Towns 14
12 THE CHIVALRY & SORCERY MARKETPLACE 14
12.01 The Money of C&S 14
12.02 Haggling Over the Price 15
12.03 Wholesale Purchases & Sales 15
12.04 Gold & Silver Items 15
12.05 Caveat Emptor 15
12.06 C&S Arms and Armor 15
12.07 Weapons 16
12.08 Armor 18
12.09 Warhorses and Riding Mounts 21
12.10 General Equipment 22
12.11 Food Purchased at the Market 24
12.12 Alcoholic Beverages 25
12.13 Staying at the Inn 25
12.14 Long Term Accomodations 25
12.15 Buying/Selling Grain & Feed 25
12.16 Clothing and Cloth 25
12.17 Civilian Buildings: Construction Time and Cost 26
12.18 Fortified Structures: Construction Time and Cost 26
12.19 Alchemetical Materials 30
12.20 Metals 30
12.21 Gems 21
12.22 Woods & Plants 31
12.23 Essences & Perfumes 31
12.24 Liquids 32
12.25 Skins, Leathers, and Animal Tissue 32
12.26 Bones & Teeth 33
12.27 Organics 33
13 THE CLERICS 35
13.01 The Clergy 35
13.02 The Monastics 35
13.03 The Friars 35
13.04 The Monastic Fighting Orders 35
13.05 Social Status and Income 35
13.06 Clerical Powers 36
13.07 Interventions and Acts of Faith 36
13.08 The Acts of Faith 36
13.09 Acquiring Acts of Faith 37
13.10 Prayer 37
13.11 Benediction 37
13.12 Sanctified Objects 38
13.13 Clerics and the Undead 38
13.14 Ordained Priests: Special Rites 38
13.15 Monks: Special Rites 39
13.16 Bishops: Special Rites 39
13.17 Primates: Special Rites 39
13.18 The Pope 39
13.19 Obedience 39
13.20 Church Attitudes towards Magick 40
13.21 Non-Christian Religions 40
14 TOURNAMENTS 40
14.01 The Pas des Armes 41
14.02 The Ransom 41
14.03 The Joust 41
14.04 The Jousting Matrix 41
15 INDIVIDUAL COMBAT 43
15.01 Combat Turn Sequence 43
15.02 Movement 43
15.03 Weapons and the Combat Matrix 44
15.04 Blows 45
15.05 First Blow 45
15.06 Striking Blows 45
15.07 Variable Hit Probability 45
15.08 Parrying Blows with a Weapon 46
15.09 Parrying Blows with a Shield 46
15.10 Magick Armor and Shields 46
15.11 Magick Weapons 46
15.12 Dodging Blows 46
15.13 Attack from the Rear 46
15.14 Attack from Above 46
15.15 The Great Blow 46
15.16 Ferocity: Berserk Rage 46
15.17 Desperate Defense 47
15.18 The Bash 47
15.19 The Body Bash 47
15.20 The Tactical Matrix (Optional) 48
15.21 Mounted Combat 49
15.22 Weapon Matrices 51
15.23 Damage Effects 54
15.24 Critical Hits (Optional) 54
15.25 Bleeding to Death 55
15.26 Disabling Damage 55
15.27 Player Character Survival 56

Chivalry and Sorcery™



Ed Simbalist
Wilf Backhaus

FANTASY GAMES UNLIMITED

Chivalry and Sorcery™

Ed Simbalist
Wilf Backhaus

Contributors:

JOHN VRAPCENAK
RON GILLIES
WAYNE WITTAL

CONTENTS

16. Of Magick and Magicians. 2
17. The Magicians. 7
18. Magical Combat 21
19. The Demon Profiles. 43
20. The Beasts of Chivalry & Sorcery 46
21. The NPC Profiles. 59
22. The Intelligent Monster Profiles 67
23. The Undead Profiles. 76

U.S. COPYRIGHT NOTICE
Copyright 1977, 1983 by Edward E. Simbalist and Wilf K. Backhaus. All rights reserved.
No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews.



U.S. COPYRIGHT NOTICE
Cover art and interior illustrations so indicated are copyright 1983 by Robert N. Charrette.
Interior illustrations so indicated are copyright 1977, 1983 by Mike Gilbert.
All rights reserved.
For information contact Fantasy Games Unlimited Inc., P.O.Box 182, Roslyn, N.Y., 11576, U.S.A.

16 Of Magick & Magicians

Magick finds a natural place in a fantasy role playing game. The swords and sorcery tradition finds its origins deep in past myth and legend; so it is only fitting that an FRP game attempt to bring magical elements into the action.

However, what is Magick, and what do Magicians really do? This is no simple matter to be quickly disposed of before getting on with the action. When Magick and Mages were first introduced into FRP, and even now, they were regarded by many game designers and players as a means of introducing high technology armaments into a situation in which swords, claws, and fangs are the usual means of convincing unwilling opponents to depart for the next Plane of Existence. Magic in such games is a quick, easy way of blasting, burning, stunning, and otherwise disposing of problems which cannot be easily solved by the application of mere wit and superior tactics.

This is not Magick in any traditional or authentic sense.

Magick is a kind of knowledge- - a knowledge from a pre-scientific age shrouded in superstition and ignorance about the real nature and operation of the world. Yet, for all its imprecision, mysticism, and occasional plain silliness, Magick was a form of knowledge. From its Alchemists came the foundations of modern chemistry. From its herbal lore arose modern pharmaceuticals. Thus, we have tended to regard Magick in **Chivalry & Sorcery** as an analogue of modern science- - a form of parallel explanation of why things are as they are. Magical effects have a rational foundation and duplicate many effects which could be achieved by the application of scientific and technological knowledge today. This removes the game applications of Magick from mere arbitrary notions and fixes them in the real world we do know something about.

If Magick is a form of knowledge, then the Magician should be seen as a seeker after knowledge. He is not a mere weapons technologist, as presented in some FRP games. He will not serve gold or power hungry individuals. Nor will he act as a heavily armed magical escort for glory-seeking adventurers simply because they need a compact magical S.W.A.T. team to take care of the really dangerous foes. He has little interest in gaining possession of the magical devices of other Mages, because he can produce his own. His sole passion is to learn all of the secrets of the Arcane Arts- - the very secrets of the universe as he sees it. He is curious. He has to know the Truth! That Truth will most certainly give him great Powers, but it is in the knowing, not the exercise of Power, that the Magician finds his fulfillment.

The Arcane Arts are essentially an intellectual activity, requiring long weeks and sometimes even years of careful research into complex and sometimes dangerous matters. No self-respecting Magician of real Power will risk his precious skin or sacrifice valuable time better spent on important work just to go on an adventure. He will go adventuring, but only because he knows that there is some valuable secret at the end of his struggles, a secret to be learned so that his knowledge and Power will be further enhanced.

The **C&S** Magician is a combination philosopher-sage-research scientist. He acquires his experience by mastering the Arcane Arts, by practicing Magick and not by performing S.W.A.T functions. No valuable experience awards exist for adventuring or slaying enemies, acquiring treasure, or gaining glory. The Magician gains worthwhile experience by learning new spells, enchanting magical items, etc.- - the activities properly associated with his vocation. Magick is not a crowbar to crudely lever the opposition out of the way. It is a pursuit for its own sake. The many devices and potions and scrolls a Magician might produce are by-products of his lifelong devotion to learning. A wand or ring is a Focus which enhances his Powers and reduces personal risk. A protective amulet shields him from the malice of others, for he cannot devote all his time to self-defense training. A potion is a time-saving aid or a means of easily creating a needed effect, as are most of the items he enchants. But weapons? Only if they are needed as such.

This does not rule out the excitement of an adventure. Only the Magician has some deep motive for going. He stands to learn something new or is attempting to forestall some terrible disaster. He doesn't go for ordinary reasons; for he is not an ordinary man. This, then, is the mental set of the Magician. His Art alone interests him. Mere riches and worldly power are trash to be valued only by low-grade Mages who lose sight of their true destinies. When danger does threaten, he depends on the lesser breeds to put their swords and bodies between him and the foe. If they fail, he may unleash his Powers. But though FireBalls are spectacular, they lack the finesse and style of a subtle Illusion that destroys an enemy with his own fears and insecurities. And that is the quintessence of what it means to be a Magician: application of just exactly the right amount of minimal force possible to achieve the maximum effects.

16.01 THE RULE OF THE EXPERT

C&S Magicians should be the classy, knowledgeable types that they are. This means that a Player of a **C&S** Mage should become an expert in his field. Each spell he knows should be just that- - known. No looking up spells in the rule book should be allowed when a decision has to be made in the field. The Mage either knows his business or he doesn't. That is the Rule of the Expert, and the rules will be consulted after the Mage makes his decision. This encourages proper role playing, not the often boring game analysis approach of the player who weighs all the odds on the dice- - sometimes for long minutes- - before committing himself. **C&S** Magick should be a prestige activity, demanding the best a Player has to offer. If he fails to learn his craft, his Character's fate could be little better than that of the infamous Sorceror's Apprentice!

16.02 CHARACTER ORIGINS & MAGICK MODE

Magicians are born as well as made. Ideally, a Mage should be a Gemini, Virgo, or Scorpio with well-aspected Birth Omens. The Stars will favor whatever branch of Magick they choose to practice. All other PCs who desire a career in Magick must roll 1D100 and consult the following table to see which Mode of Magick will be open to them:

SOCIAL CLASS	NATURAL MAGICK	MINOR ARCANE	MAJOR ARCANE	MYSTIC
Serf	.01-75	76-90	91-95	96-00
Yeoman	.01-60	61-80	81-95	96-00
Townsman	.01-35	36-50	51-85	86-00
Guildsman	.01-20	21-40	41-80	81-00
Nobleman	.01-30	31-50	51-90	91-00

All PCs can roll for Primitive Talent Powers. If 01-05 results on 1D100, the PC has natural magical capabilities which are quite independent of the learning of any spells or the following of a magical vocation as such. If a Birth was well-aspected, this chance is doubled to 10%.

The choice of a Magick Mode may also be restricted by the Character Race:

Wood Elves are always Primitive Talents, while High Elves are Primitive Talents and Enchanters.

Dwarves will be Artificer Goldsmiths, Weaponsmiths, or Mechanicians, if they are any type of Mage at all.

Goblins can be Natural Mages but are limited to Level V spells at best.

Giants can be Conjurors but are limited to Level VI spells at best.

Trolls, Lycanthropes, and Vampires will not practice Magick as such, but may have certain magical capabilities associated with them or may be Primitive Talents.

16.03 THE SECOND REQUISITE OF MAGICAL POWER

While Intelligence is the Prime Requisite of most importance to a Mage's ability to learn and remember spells, read/write, etc., a Second Requisite determines just how well a Character does initially in a particular Mode and Class of Magick:

CLASS OF MAGICIAN	MODE OF MAGICK	SECOND REQUISITE
Primitive Talent	.Natural Magick	Dexterity
Drug Trance	.Natural Magick	Constitution
Dance/Chant	.Natural Magick	Bardic Voice
Shaman	.Natural Magick	Charisma
Medium	.Natural Magick	Wisdom
Alchemist	.Minor Arcane	Dexterity
Goldsmith Artificer	.Minor Arcane	Dexterity
Weaponsmith Artificer	.Minor Arcane	Dexterity
Diviner	.Minor Arcane	Wisdom
Hex Master	.Minor Arcane	Charisma
Enchanter	.Major Arcane	Bardic Voice
Conjuror	.Major Arcane	Dexterity
Thaumaturgist	.Major Arcane	Charisma
Necromancer	.Major Arcane	Wisdom
Power Word	.Mystic	Bardic Voice
Cabbala/Symbolist	.Mystic	Intelligence
Sacred Square	.Mystic	Wisdom

The Second Requisite is averaged with the Intelligence CPRS of the PC to find the Second Requisite value. When the Player has chosen the Class of Magician his Character will be, compute this Second Requisite value and consult the following table to determine the Second Requisite Factor used in computing the initial Personal Magick Facor (PMF):

SECOND REQUISITE VALUE	SECOND REQUISITE FACTOR	SECOND REQUISITE VALUE	SECOND REQUISITE FACTOR
04-07	0	21	9.0
08-09	1.0	22	10
10-11	1.5	23	11
12	2.0	24	12
13	2.5	25	13
14	3.0	26	14
15	3.5	27	15
16	4.0	28	16
17	5.0	29	17
18	6.0	30	18
19	7.0	31	19
20	8.0	32+	20



16.04 MAGICK LEVEL (MKL)

The Magick Level (abbreviated MKL) is a measure of the Power of a Magician. There are 22 Magick Levels in total. Each Magick Level corresponds to about 50,000 experience points.

The Magick Level is used to determine spell strength, range, and duration. It also determines the rate at which spells can be learned or Enchantments can be performed.

16.05 PERSONAL MAGICK FACTOR (PMF)

The Personal Magick Factor (PMF) is the same to the practice of Magick as the Personal Combat Factor (PCF) is to proficiency in combat. The PMF is a measure of a Magician's Power. It is found by substituting in the following formula:

PMF = 0.1 (Astrological Factor + Ferocity CPRS) + Second Requisite Factor.

For example, a PC becomes an Alchemist. He has IQ/19 and DEX/20, for an average Second Requisite Value of 19.5 = 20 (round to nearest whole number). This gives a Second Requisite Factor of 8.0. He is a well aspected Virgo, with an Astrological Factor of +25. His Ferocity CPRS is FER/15. Thus his PMF = 0.1 (25 + 15) + 8 = 12. Partial PMF scores are always rounded to the higher whole number; as in 10.4 = PMF/11.

High Elves are always assumed to have an Astrological Factor of +25 when computing the PMF.

The following table presents the degree of Magical Power measured by the Personal Magick Factor:

SPELL DURATION

The amount of time (maximum) that a particular spell can be made to endure, with T being the basic duration of the spell and MKL being the Magick Level of the caster.

SPELL RANGE

The maximum range possible with a spell, usually a Basic Magick Effect, although other spells may be ranged in a similar manner (some have different ranges, specific to the spell type). Basic Magick spells have their ranges computed by multiplying the distance by the MKL (Magick Level) of the caster, then dividing by the number of volumes of material being manipulated. A Mage with PMF/30, for example, can cast 1 vol. of Magick Missiles 55' x MKL/1; 2 volumes would be cast up to half that distance; and 3 volumes only up to 1/3 that distance.

BASIC MAGICK MISSILES

Special missiles formed of modes of Earth, Air, Fire, or Water, and which are cast at considerable velocity and force at a specific target. The EDF is the Effect Damage Factor for 1 volume of Magick Missiles. The total EDF is found by multiplying the EDF of a particular Magick Missile by the PMF Multiplier given. If more than one volume is cast, multiply the total EDF for 1 volume times the number of volumes cast. For instance, at PMF/30, the total EDF is x3 for 1 volume, and the Magician could cast a 3-volume Magick Missile, providing a total EDF of 3 x 3 = 9 x EDF! The MAX. VOL. entry gives the size of the largest Missile.

BASIC MAGICK MATERIALS

When materials are created or otherwise manipulated by Basic Magick, but are not used as Magick Missiles, the number of volumes which can be controlled at one time is given in the MAX. VOL. entry. If the material happens to be of a damaging nature, as in the case of a WALL OF FIRE, the EDF entry indicates the amount of damage that will be taken by passing through 1 volume of the material. The damage is assessed for each volume of material one passes through in a given turn, and also if one simply remains in the same spot.

Increase in PMF levels is directly related to rises in Experience Levels, with +2 PMF gained per Experience Level gained.

16.06 BASIC MAGICK RESISTANCE (BMR)

In Physics, all objects have a basic inertia which causes them to resist any attempt to change their direction of motion or, if at rest, to move them at all. So also is it true in Magick. Everything has a Basic Magick Resistance (BMR), which measures the resistance to attempts by a Magician to change it in any way through the application of Magick.

The BMR of a spell or object is rated on an index of 0 to 10. BMR/0 means that there is little resistance to Magick, while BMR/10 indicates great resistance. A few items will be rated E for Enchanted, meaning that they are completely open to manipulation.

All spells are rated for their BMR, reflecting both the difficulty of learning/mastery of the spell and also the resistance to objects and creatures affected by the magical effects created by a given spell. Spells of high BMR are usually spells of great Power as a result.

A large list of materials commonly used in magical enchantments is given in 12.19-12.27, complete with BMR values. Before they can be made to take a permanent spell or can be fashioned into Magical Devices, such materials must be reduced to E or Enchanted BMR levels.

PMF	SPELL DURATION	SPELL RANGE (in feet)	BASICK MAGICK MISSILES EDF	BASICK MAGICK MISSILES MAX.VOL.	BASIC MAGICK MATERIALS EDF	BASIC MAGICK MATERIALS MAX.VOL.
01-03	1T x MKL	10 x MKL	x1	x1 Vol.	x1	x1 Vol.
04-06	1T x MKL	15 x MKL	x1	x1 Vol.	x1	x2 Vol.
07-09	2T x MKL	20 x MKL	x2	x1 Vol.	x1	x3 Vol.
10-12	3T x MKL	25 x MKL	x2	x1 Vol.	x1	x4 Vol.
13-15	3T x MKL	30 x MKL	x2	x2 Vol.	x1	x5 Vol.
16-18	3T x MKL	35 x MKL	x2	x2 Vol.	x1	x6 Vol.
19-21	4T x MKL	40 x MKL	x3	x2 Vol.	x1	x7 Vol.
22-24	4T x MKL	45 x MKL	x3	x2 Vol.	x1	x8 Vol.
25-27	4T x MKL	50 x MKL	x3	x3 Vol.	x1	x9 Vol.
28-30	4T x MKL	55 x MKL	x3	x3 Vol.	x1	x10 Vol.
31-33	5T x MKL	60 x MKL	x3	x3 Vol.	x1	x12 Vol.
34-36	5T x MKL	65 x MKL	x3	x3 Vol.	x1	x14 Vol.
37-39	5T x MKL	70 x MKL	x4	x3 Vol.	x1	x16 Vol.
40-42	6T x MKL	75 x MKL	x4	x3 Vol.	x2	x18 Vol.
43-45	6T x MKL	80 x MKL	x4	x4 Vol.	x2	x20 Vol.
46-48	7T x MKL	85 x MKL	x5	x4 Vol.	x2	x25 Vol.
49-51	8T x MKL	90 x MKL	x5	x4 Vol.	x2	x30 Vol.
52-54	9T x MKL	95 x MKL	x5	x4 Vol.	x2	x40 Vol.
55+	10T x MKL	100 x MKL	x5	x5 Vol.	x3	x50 Vol.

16.07 ENCHANTMENT

Enchantment is the process of reducing the Basic Magick Resistance of materials. In **C&S**, Enchantment is a function of time produced by the BMR of the materials involved, the Magick Level (MKL) of the Magician performing the Enchantment, the Astrological Bonus enjoyed by the Magician, and the degree of Enhancement which the Magician enjoys. The following table presents the time required for Enchantments (in days) for a Magician at the indicated Magick Levels (MKL), if he has fully Enhanced his Powers by Meditation, Fasting, and religious Rites.

BMR OF SPELL OR MATERIAL	TIME REQUIRED FOR ENCHANTMENT (IN DAYS) = MAGICK LEVEL (MKL) OF MAGICIAN ATTEMPTING ENCHANTMENT									
	1	2	3	4	5	6	7	8	9	10	11
BMR/0 156	55	40	30	27	23	20	14	12	11	10
BMR/1 193	75	54	41	36	32	27	21	18	16	15
BMR/2 233	97	69	52	45	40	35	27	24	22	20
BMR/3 275	120	85	64	55	49	43	34	31	28	26
BMR/4 323	154	102	77	65	58	51	41	38	34	32
BMR/5 374	179	120	90	76	68	60	49	45	40	38
BMR/6 439	204	138	104	87	78	69	57	52	47	44
BMR/7 489	230	156	118	98	88	78	65	60	54	51
BMR/8 554	258	175	132	109	98	87	74	68	61	58
BMR/9 624	288	195	147	121	107	96	83	76	68	65
BMR/10 699	320	217	163	133	116	105	92	84	75	72

BMR	12	13	14	15	16	17	18	19	20	21	22
BMR/0 9	8	7	6	5	5	5	4	3	2	2
BMR/1 14	13	11	10	9	8	8	7	6	4	4
BMR/2 19	18	15	14	13	12	11	10	9	7	6
BMR/3 25	23	20	19	17	16	15	14	12	10	8
BMR/4 31	28	25	24	22	20	19	18	15	13	10
BMR/5 37	33	30	29	27	25	23	22	18	16	13
BMR/6 43	39	35	34	32	30	27	26	21	19	16
BMR/7 49	45	40	39	37	35	32	30	25	23	19
BMR/8 55	51	45	44	42	40	37	35	29	27	22
BMR/9 61	57	50	49	47	45	42	40	33	31	26
BMR/10 58	63	56	55	52	50	47	45	37	35	30

Rates of Enchantment are given for Astrological Bonus/+0%. Magicians with other Astrological Bonus Ratings adjust the time required for enchantments by the following rates:

Astrological	Bonus	−05%	= Time	x	1.10
Astrological	Bonus	+05%	= Time	x	0.96
Astrological	Bonus	+10%	= Time	x	0.93
Astrological	Bonus	+15%	= Time	x	0.90
Astrological	Bonus	+25%	= Time	x	0.85

Enchantments are rated at 100% chance of success. If Players wish to gamble, they can reduce the time required by −1% at a cost of −1½% to success chances, requiring a dice roll (1D100) at the end of the enchantment period. A maximum 35% reduction in time is possible.

For example, a Magician at MKL/5 and with Astrological Bonus/+0% requires 87 days to Enchant a BMR/6 item. However, he wishes to reduce the time to 74% of normal (64 days). This reduces his chances of success by 26 x 1½ = −38%. Thus he must roll 62 or under on 1D100 to be successful. A failure adds a time factor equal to that which the Mage stood to gain. In this instance, a failure would require 1.38 x 87 = 120 days to perform the Enchantment.

16.08 PARTIAL ENCHANTMENTS

A Mage does not have to fully Enchant an item in one continuous session. He may interrupt the process at any time.

For example, our Magician at MKL/5 and with Astrological Bonus/+0% would require 87 days to Enchant a BMR/6 item. But suppose that he had other matters to attend to in a short while. He could reduce the BMR to BMR/5 in 87 − 76 = 11 days, if he wished. He could also gamble on his chances of success to reduce that 11-day period.

16.09 LEARNING SPELLS

Spells are also rated for their BMR and are learned by using the same process described for Enchantments. Indeed, mastering a spell is a form of Enchantment.

The following table presents the chance for success which a Magician will have when casting a particular spell:

	CURRENT BMR OF SPELL/CHANCE TO CAST SPELL SUCCESSFULLY											SPELL
MKL	E	0	1	2	3	4	5	6	7	8	9	10	LEVEL
1	100	25	25	20	15	10	05	—	—	—	—	—	I
2	100	30	25	20	15	10	05	—	—	—	—	—	I
3	100	30	30	25	20	15	10	05	—	—	—	—	II
4	100	35	30	25	20	15	10	05	—	—	—	—	II
5	100	35	35	30	25	20	15	10	05	—	—	—	III
6	100	40	35	30	25	20	15	10	05	—	—	—	III
7	100	40	40	35	30	25	20	15	10	05	—	—	IV
8	100	45	40	35	30	25	20	15	10	05	—	—	IV
9	100	45	45	40	35	30	25	20	15	10	05	—	V
10	100	50	45	40	35	30	25	20	15	10	05	—	V
11	100	50	50	45	40	35	30	25	20	15	10	05	VI
12	100	55	50	45	40	35	30	25	20	15	10	05	VI
13	100	60	55	50	45	40	35	30	25	20	15	10	VII
14	100	60	60	55	50	45	40	35	30	25	20	15	VII
15	100	65	60	55	50	45	40	35	30	25	20	15	VIII
16	100	70	65	60	55	50	45	40	35	30	25	20	VIII
17	100	70	70	65	60	55	50	45	40	35	30	25	IX
18	100	75	70	65	60	55	50	45	40	35	30	25	IX
19	100	80	75	70	65	60	55	50	45	40	35	30	X
20	100	80	80	75	70	65	60	55	50	45	40	35	X
21	100	85	80	75	70	65	60	55	50	45	40	35	XI
22	100	90	85	80	75	70	65	60	55	50	45	40	XI

16.10 LEARNED SPELLS

Spells are considered to be fully learned when their BMRs are reduced to BMR/E levels and may be cast with 100% chance of the spell going off, so long as they are Remembered or Read correctly.

Learned spells at BMR/E also bring one of the following reductions in Fatigue Levels:

No Magick Aid: —10% from Fatigue Levels, plus —05% from Fatigue Levels per spell level the spell is above the Magician's casting level.

Magick Focus Used: —05% from Fatigue Levels, plus —05% from Fatigue Levels if the spell is above the Magician's casting level.

Own Book/Scroll Used: As for Magick Focus.

16.11 UNLEARNED SPELLS

Spells are considered unlearned when their BMR levels are above BMR/E. A Magician may cast an unlearned spell so long as he Remembers or Reads it correctly and attains the percentage required to successfully cast it.

Unlearned spells bring one of the following reductions in Fatigue Levels:

No Magick Aid: —20% from Fatigue Levels, plus —15% from Fatigue Levels per spell level the spell is above the Magician's casting level.

Magick Focus Used: —10% from Fatigue Levels, plus —10% from Fatigue Levels per spell level the spell is above the Magician's casting level.

16.12 SPELLS CAST THROUGH A DEVICE OF POWER

When casting spells through a Magical Device of Power, which is charged with its own magical forces, one of the following reductions in Fatigue Levels will occur:

Own Device of Power: —05% from Fatigue Levels.
Other's Device of Power: —10% from Fatigue Levels.

Non Magick-Users may cast a spell contained in a Magical Device of Power. If the IQ of the user is IQ/11+, he has a 10% chance plus 05% per IQ point of casting the spell, minus 05% x spell level. If the IQ of the user is under IQ/11, he has an 05% chance plus 05% per IQ point of casting the spell, minus 05% x spell level. The user is assumed to know the nature of the spell desired and also the way to cause it to be produced by the Device. Spells above casting level I carry a 10% chance per level (cumulative) of causing unconsciousness for 1-20 turns if the Non Magick User fails to make a Constitution CR equal to his CON CR — Spell Level.

16.13 ENCHANTING A MAGICAL DEVICE

A Magical Device is any object fashioned of fully enchanted materials (BMR/E) and containing one or more spells which are permanently retained in the object. In may cases, the spells in the device will be capable of self-recharge. If the user knows the nature of the spell contained in the device and has learned the secret of releasing it, he may cast the spell contained therein.

16.14 ENCHANTING MAGICAL MATERIALS

Before a Magical Device can work, the materials used in it must all be enchanted to BMR/E levels. The Basic Magic Resistance of all the common materials available for Enchantments can be found in 12.19-12.27.

A Magician may Enchant 0.5 dr. of materials or their equivalent for each Magick Level he attains (3 dr. per MKL for Weaponsmiths, and 5 dr. per MKL for Mechanicians).

A Magician may Enchant as many different materials as possible at the same time, so long as they are all at the same BMR and do not exceed his weight limits on Enchantments.

For example, a Conjuror at MKL/4 can Enchant 2 dr. of materials at a time. He has the following materials to Enchant:

Oak	.BMR/4:	1.00	dr.
Musk	.BMR/2:	0.05	dr.
Wild Boar's Blood	.BMR/3:	0.10	dr.
Animal Skin (8" x 11")	.BMR/6:	0.60	dr.
Turtle Shell	.BMR/5:	0.10	dr.
Fumitory	.BMR/5:	0.05	dr.
Cornelian (1ct.)	.BMR/4:	0.05	dr.

The total weight of materials is 1.95 dr. The Magician could begin his Enchantment with the Animal Skin, at BMR/6. After 14 days (assuming he is at Astrological Bonus/+0%), he would have the Animal Skin reduced to BMR/5, whereupon he could add in the Turtle Shell and Fumitory at BMR/5. After 13 more days, these three materials would be reduced to BMR/4, and the Oak and Cornelian could be added, and so on. In effect, the Enchantment of all seven materials would require a total of 104 days, the time taken to reduce the BMR/6 Animal Skin to BMR/0. The final reduction to BMR/E and fully Enchanted status requires an additional 23 — 4 = 19 days, so that the Magician will be finished after 123 days.

The amount of materials required for an Enchantment depends, in part, on the nature of the Device. However, the minimum amounts that must be available are equal to the AMOUNT entries in the Magick Materials Lists. It should be noted that some devices will use only a tiny portion of such materials, with the remainder considered unusable for some reason. A ring, for instance, might weigh only 0.05 dr. when finished, but 1 or 2 dr. of materials might have to be expended in the making.

16.15 SIMPLE MAGICAL DEVICES

A Simple Magical Device may contain one or more spells and have a limited number of charges which must be replaced by the Magician by casting spells into the discharged Device. In the case of potions, drugs, inks, poisons, brews, powders, and perfumes, the spell is discharged once per application. The number of applications or doses prepared in such instances is equal to the charges obtained. Once used, potions, drugs, etc., are consumed and cannot be recharged. Only Devices of a permanent nature can be recharged- - like rings or wands.

To permanently contain a spell until it is to be cast, a Device must be fashioned from at least 7 different materials. Each material must be Enchanted to BMR/E. Such a Device will hold 1 spell of casting level I, with a number of charges equal to the MKL of the Magician plus 1D6. An additional material is required for each level the spell is above casting level I. Thus, a spell of casting level II would require 8 materials, casting level III requires 9 materials and so on.

If more than one spell is desired in the Devices, 3 different materials must be added to the number required for the highest spell contained in the Device for each additional spell type. Suppose three spells were to be put in the Device. The highest is a level IV spell, requiring 10 materials. An additional 2 x 3 = 6 materials are required for the other two spells, making a total of 16 different materials. Each of the spells will have a number of charges equal to the MKL of the Magician plus 1D6.

In all cases, 4 of the first 7 materials used must be appropriate to the peculiar nature and form of the Device:

METAL BASE. . . . . ring, amulet, weapon, armor
WOOD/BONE BASE . . . . . wand, staff, rod
SKIN/PARCHMENT BASE . . . . . .scroll, book
LIQUID BASE . . . . . potion, drug, ink, poison, brew
ESSENCE/ORGANIC BASE . . . . powder, perfume, poison

16.16 MAGICAL DEVICES OF POWER

Devices of Power require exceedingly careful enchantment. Such sensitive Enchantments can easily go wrong if the Magician is disturbed during the crucial portions of the Enchantment process.

First, the Magician should consult an Astrologer to discover the Astrological Sign under which the final Enchantments must be performed. If that Sign is already passed, the final touches to the Device cannot be made until it returns. The Sign of the Device is found by rolling 1D100 on the Astrological Table (see 4.01).

Second, once the favorable Sign of the Device has been determined, roll again in the OTHER column of the Astrological Table. This will determine how well or poorly aspected the final Enchantment of the Device will be:

—05% indicates that the final Enchantment must begin exactly on the first hour of the first day of the Sign. The Enchantment is completed on the last hour of the last day of the Sign. The Magician cannot be disturbed by anything except routine matters for the entire month, and he cannot engage in adventures or other distracting tasks without risk of the whole Enchantment failing. There is a 105% chance that a serious disturbance will disrupt the Enchantment, with —05% from that chance per MKL of the Magician.

0% indicates that the final Enchantment must begin exactly on the first hour of the first day of the Sign. The Enchantment is completed on the last hour of the third week of the Sign. The Magician cannot be disturbed for the 3-week period by other than routine matters. There is a 100% chance, with —05% from that chance per MKL of the Magician, that the Enchantment will fail if he is seriously disturbed.

+05% indicates that the final Enchantment must begin anytime in the first half of the Sign and will last for two weeks. The Magician is free to engage in other tasks during the period, but if he is seriously disturbed there is a 95% chance, with —05% from that chance per MKL of the Magician, that the Enchantment will fail.

+10% indicates that the final Enchantment may be conducted on any 14-day period in the Sign. The Magician is free to engage in other tasks during the period, but if he is seriously disturbed there is a 90% chance, with —05% per MKL of the Magician, that the Enchantment will fail.

+15% indicates that the final Enchantment can be performed in any 7-day period during the Sign. The Magician is free to perform other tasks, but if he is seriously disturbed, there is an 85% chance, with —05% per MKL of the Magician, that the Enchantment will fail.

+25% indicates that the final Enchantment will require 2-7 days at any time in the Sign. The Magician is free to perform other tasks, but if he is seriously disturbed, there is a 75% chance, with —05% per MKL of the Magician, that the Enchantment will fail.

A failed Enchantment brings a chance equal to that of the original failure that the materials used in the Device will have to be reenchanted. In any event, there is no possibility of performing the final Enchantment unless the materials have not been ruined and there is yet sufficient time in the Sign to complete the work.

The favorability of the Enchantment is influenced by the Astrological Bonus of the Magician. Magicians with +10% will increase the LUCK factor by one level, so that a +05% result in the OTHER column would be read as +10%. Magicians with +15% or +25% will increase the LUCK factor by two levels, so that a +05% result in the OTHER column would be read as +15%. If a +25% result in the OTHER column turns up naturally, the Magician can use his Astrological Bonus to reduce the chance that the Enchantment will fail if he is disturbed.

A Magician with a —05% Astrological Bonus is so unfortunate that he will decrease his LUCK factor by one level, so that a +05% result in the OTHER column would be read as +0%. Also, his Astrological Bonus is added to the chance of failure if disturbed.

Once the Astrological situation is determined, the Magician must Enchant 15 different materials for the Device of Power, 7 of which must be appropriate to the peculiar nature of the device (see 16-15 Simple Magical Devices). This will provide a basic spell capacity equal to the Magician's Magick Level (different spells) and a number of initial charges equal to 10D10, which may be used to cast any spell contained in the Device. The Maximum charge cannot exceed 122.

If additional spell capacity is desired, the Magician may:

(1) Use 3 additional materials for each additional spell.
(2) Use 1 Alchemetical material for each two additional spells.
(3) Use any material with BMR/0 or BMR/E (initial BMR) for each additional spell.

To provide the Device with a recharge capacity of its own, the Magician must Enchant the 7 Correspondences favorable to the Sign under which the Device must be Enchanted. The following table gives the 7 Correspondances for each of the 12 Signs of the Zodiac:

SIGN	METAL	GEM	PLANT	ESSENCE	LIQUID	SKIN	BONE
Aries	Iron	Ruby	Oak	Sage	Blood	Wolf	Bear
Taurus	Copper	Topaz	Pine	Sandlewood	Lake Water	Dove	Swan
Gemini	Mercury	Onyx	Willow	Orchid	Spring Water	Ape	Ibis
Cancer	Silver	Emerald	Lotus	Frankincense	Rain Water	Dog	Dog
Leo	Gold	Opal	Sunflower	Myrrh	Wine	Lion	Hawk
Virgo	Mercury	Diamond	Palm	Mace	River Water	Swallow	Ape
Libra	Copper	Jade	Yew	Aloes	Beer/Ale	Sparrow	Dove
Scorpio. . . .	Iron	Cornelian	Oak	Sulphur	Blood	Horse	Wolf
Saggitarius	Brass	Sapphire	Poplar	Cloves	Oil	Eagle	Eagle
Capricorn . .	Lead	Black Opal	Ash	Musk	Holy Water	Crocodile	Lizard
Aquarius . . .	Lead	Aquamarine	Elm	Pink Rose	Lake Water	Frog	Snake
Pisces	Bronze	Pearl	Beech	Nutmeg	Sea Water	Hawk	Peacock

ALCHEMETICAL MATERIALS may replace any correspondance of a similar type. Star of Iron, for instance, can replace Iron; Magical Oil (Oleum Magicale) replaces any liquid; the Mercuries replace any of the Essences; etc.

CLOSE RESEMBLANCES may replace any Correspondance 10% of the time, plus the Magician's Astrological Bonus. For instance, a Lion Skin could be replaced by that of another hunting cat. However, not until the material is enchanted to BMR/E will one know if it is acceptable.

ENCHANTED BEAST BLOOD/SKIN/BONE can always be substituted for those of natural creatures, provided they are of similar nature. For instance, Troll skin could replace Wolf skin becase both are hunting creatures.

MATERIALS WITH UNIQUE PROPERTIES may be substituted for others when the material reflects the very nature of the device itself, to a total of 3 substitutions. For instance, Black Lotus can produce sleep, even death.

If the Device of Power were a Wand of Command, Black Lotus could replace the corresponding essence because of its unique properties. In this regard, most of the magical materials, especially the essences and herbs, have folk uses associated with them which fanatic Magicians should research (a good Dictionary or book of Herbology will suffice). These folk uses can be regarded as definitive of the powers of the substances, and a material will be regarded as a suitable substitution if it matches the types of spells being placed in the device.

SENTIENT BLOOD/SKIN/BONE will be used wherever possible by Magicians of negative Piety, for they tend to spurn the use of ordinary materials in their passion for the preverse, bizarre, and outright Evil. Most Mages will avoid the use of such substances because of their association with Black Magick.

The recharge rate of a Device of Power is 3 charges per day. However, 1 additional recharge is gained per 3 Gems (different types) placed on the Device, with a maximum of 7 recharges per day. The weight of each Gem type is 1D20 ct. Alchemetical Gems act as 6 ordinary Gem types and also boost the over-all recharge rate (see 17.12, Alchemy). The Stars of Copper, Silver, Gold, and Platinum, and the Fixed Mercury also can boost the over-all recharge rate (see 17.12, Alchemy).

16.16 PLACING SPELLS IN DEVICES

Simple Magical Devices have the spell for which they were designed already placed in them once the Enchantment is complete.

Magical Devices of Power are merely readied for reception of spells once the final Enchantment has been successfully completed. Each spell requires a number of days to be placed in the Device equal to the spell level.

16.17 MAGICAL FOCUSING DEVICES

A Magician will almost always prepare a Focus of Power for himself. The Focus has a number of charges equal to the Magician's Magick Level, plus 10D10, with a recharge rate of 7 charges per day. (These can be boosted as for any Device of Power by using Alchemetical materials).

Instead of the usual method of determining the materials to be used in a Device of Power, the Focus is based upon the Astrological Sign of the Magician. He must use the 7 Correspondances for his Sign, plus the 14 from the Signs before and after it. Also, a Gem six Signs removed from his Sign's Gem must be used to polarize the Magical Flux in the Focus and provides the magical number of 22 materials- - corresponding to the 22 Major Arcana in the Tarot.

All of the spells a Magician knows can be cast through his Focus, and 1 spell may be placed in it for each Magick Level attained by the Magician, which will be cast without reduction in Fatigue Levels, provided that these spells are not cast more than 3 times in a day (includes all spells of this type placed in the Device, not per spell).

In addition to the special spells, other spells can be placed in the Focus as for any Device of Power.

16.18 MAGICAL BOOKS & SCROLLS

Unlike other Devices, magical books and scrolls require only a skin or parchment which is Enchanted to BMR/E. A magical ink must be prepared from 7 ingredients, also Enchanted to BMR/E, and the writing is done with an Enchanted quill pen made from the feathers of a bird or other flying creature.

A spell will require 1 day per casting level to be properly inscribed. When the scroll or page of the book is completed, it will contain 2-7 charges. However, only a person who has learned the spell will be able to cast the spell from the scroll or book with 100% certainty. Others will cast the spell at the chances given in 16.09 Learning Spells.

If the ink is prepared with the Correspondences, the scroll or page of the book will have 1 recharge per day. Inks can themselves be increased in recharge capacity by the addition of ground gems and Alchemetical materials. The amount of ink obtained is usually enough to write 1-3 pages/scrolls.

To read a magical scroll or page in a magical Book requires a Read Magick spell and 1 turn of time. If the Magician did not write the magical scroll or page in the book himself, he must also Read correctly for the effect to occur.

17 The Magicians

17.01 NATURAL MAGICK USERS

Natural Magick corresponds to the ancient magick associated with truly primitive cultures- - the magick of the tribal shaman and his kind.

17.02 PRIMITIVE TALENT MAGICK

Unlike all other Magicians, Primitive Talents have a natural affinity for Magick and are able to cast some spells without actually learning them. Initially, a Primitive Talent possesses the following spells:

TOWNSMAN	GUILDSMAN
MEASURE VOLUME	MEASURE VOLUME
READ LANGUAGES	READ LANGUAGES
SLEIGHT OF HAND	READ MAGICK

YEOMAN/SERF	NOBLEMAN
DETECT TRACKS	DETECT TRACKS
FIND DIRECTION	FIND DIRECTION
HOLD SMALL ANIMAL	DETECT ALIGNMENT
HOLD LARGE ANIMAL	HOLD LARGE ANIMAL

All Primitive Talents also have DETECT OBSERVATION and MAGICK CIRCLE OF PROTECTION. Primitive Talents with CHARISMA/15+ or BARDIC VOICE/15+ also have CHARM PERSON.

Each time a PC with a Primitive Talent earns 10,000 experience points, he may choose 1 spell from any category of spell within his spell casting limits. Roll 1D100 and consult the following table to see if he has acquired the spell. Add Astrological Bonus to score needed:

EXPERIENCE		LEVEL OF SPELL THE PRIMITIVE TALENT IS ACQUIRING										
POINTS	MKL	1	2	3	4	5	6	7	8	9	10	11
0-100K	01-02	25	15	—	—	—	—	—	—	—	—	—
100K-200K	03-04	35	25	10	—	—	—	—	—	—	—	—
200K-300K	05-06	45	35	15	10	—	—	—	—	—	—	—
300K-400K	07-08	55	45	25	15	10	—	—	—	—	—	—
400K-500K	09-10	65	55	35	25	15	10	—	—	—	—	—
500K-600K	11-12	75	65	45	35	25	15	10	—	—	—	—
600K-700K	13-14	85	75	65	45	35	25	15	10	—	—	—
700K-800K	15-16	90	85	75	65	45	35	25	15	10	—	—
800K-850K	17	95	90	85	70	55	40	30	20	10	—	—
850K-900K	18	95	90	90	75	65	45	35	25	15	10	—
900K-950K	19	95	95	90	80	75	55	45	35	25	15	10
950K-1000K	20	95	95	95	90	85	65	55	45	35	25	15
1000K-1050K	21	95	95	95	95	90	75	65	55	45	35	25
1050K+	22	95	95	95	95	95	85	75	65	55	45	35

Primitive Talents are unable to Enchant magical Devices themselves, but they may use Devices which have been Enchanted by others. It should be noted that Primitive Talents do not have to pursue a magical vocation: they can be Fighters, Clerics, Thieves, etc., as their Powers are innate and are not acquired by any active measures on their part.

17.03 WOOD ELVES

Wood Elves are Primitive Talent Magicians who are capable of Enchanting magical Devices, particularly a Focus which is a +2 Magical Bow. The Wood Elves are Foresters without parallel and possess the following spells from the beginning:

DETECT ALTITUDE	FIND DIRECTION
DETECT MAGICK	MEASURE DISTANCE
CIRCLE OF PROTECTION	DETECT TRACKS
DETECT SECRET DOOR	DETECT OBSERVATION
DETECT SMALL TRAP	

If using the advanced Forester rules (**Sourcebook I**), Wood Elves are possessed of the Forester skills indicated as well.

17.04 HIGH ELVES

High Elves are Primitive Talent Magicians, like Wood Elves. However, they add +10% plus Astrological Bonus to the score needed to acquire a spell on the Primitive Talents spells acquisition table.

High Elves may also learn spells like any other Magician, in addition to those acquired naturally. They can advance as far as Enchanters in the practice of SPELLS OF ILLUSION and COMMAND. Female High Elves who do not become Fighters can specialize in SPELLS OF COMMUNICATION & DETECTION with no limits placed on the level or type of spell. They may also make Amulets or Talismens like Goldsmith Artificers.

High Elves are all capable of Enchanting magical Devices. Fighters (the vast majority) will have a +3 Magical Bow for a Focus. Non-Fighter females will have a jewelled Ring for a Focus.

17.05 DRUG TRANCE MAGICK

Like the Primitive Talent, the Drug Trance Magician might follow some other vocation, practicing his magick as a kind of hobby or sideline, or he may be a full-time magician.

The Drug Trance Magician employs powerful potions and drugs to cast spells. The technique is at once experimental and dangerous. He does not learn spells but rather stumbles upon them:

First of all, the Drug Trance Magician will Enchant a potion or powder according to the method given in 16.15, Simple Magical Devices. He will acquire a number of doses equal to 2D6 plus his Magick Level. The product is a drug capable of producing some effect, as yet unknown. He records the ingredients used, then consumes 1 dose of the drug. The first time it is used, the effects of the drug cannot be predicted.

After 1-6 turns, the Drug Trance Magician will lapse into a drugged state, a form of waking trance. At the end of that time, he will be able to create a magical effect. Roll 1D100:

01-20	=	BASIC MAGICK
21-35	=	DETECTION MAGICK
36-45	=	ILLUSION MAGICK
46-55	=	COMMAND MAGICK
56-65	=	COMMUNICATION
66-75	=	TRANSPORTATION
76-90	=	BLACK MAGICK
91-99	=	ANCIENT LORE
00	=	SUMMON DEMON

A drug cannot be enchanted for a spell higher than the current spell casting level of the Drug User. The Gamemaster arbitrarily decides the particular spell gained, and from that time on whenever the Magician mixes the same ingredients he will obtain the same spell producing drug.

There is also a chance that the drug will be tainted. Roll 1D6:

1D6 ROLL	EFFECT
1	The drug is absolutely safe for use, and every time the recipe is used, the identical drug and magical effect will be obtained.
2-5	The drug is safe, but there is a 10% chance that some totally random effect will be produced (Gamemaster's option).
6	The drug is tainted with impurities which carry a 10% chance per spell level of producing a 'bad trip' equivalent to a full Backfire. The spell will be cast, but a Backfire will produce a deep coma; roll 1D100: 0-33 = coma for 10 turns; 34-67 = coma for 1-10 hours; 68-00 = coma for 1-10 days. There is also a 01% chance per spell level (cumulative) that the drug is outright poisonous, producing 1D6 points of reduction to Fatigue and then Body Levels.

If a SUMMON DEMON spell is contained in the drug, a 1 result means that the Drug Trance Magician can command the Demon of the drug to place the spell of his choice in the drug, subject to the Demon's spell casting level, which is found by rolling 1D6+4. However, if a 6 results, the drug carries an 05% chance x spell level chance of being ad-

dictive. If a Drug User becomes addicted- - in effect, possessed by the Demon of the drug- - he must have 1 fix per day or all of his capabilities are reduced by ½. There is no other effect except the addiction and the incessent craving for the drug. The addiction can be broken by Characters with combined IQ + WIS of 30+, with a flat 07% chance of breaking the habit per day.

One cannot mix drugs safely. The effect of a safe drug lasts from 1-10 turns after it is taken. The Gamemaster will make a secret determination of this duration, writing it on a slip of paper for later documentation. If a Drug Trance Magician takes any other kind of drug in that time period, he will run a risk of a 'bad trip', as described above. However, it should be noted that spells of BASIC MAGICK can be mixed, as the magical effects in this mode of Magick depend upon it.

Because the Drug Trance Magician is not a conscious and deliberate Mage as such, he may be found in almost any vocation, as noted above. There is, however, a limit, based on Constitution, to the number of spells which can be cast: CON/04-10 = 4 spells/day; CON/11-15 = 5 spells/day; CON/16-20 = 6 spells/day; CON/21+ = 7 spells/day. Exceeding this limit brings an overdose, with a 01-67 chance of a comatose reaction and a 68-00 chance of a SUMMON DEATH effect of the possession variety.

17.06 DANCE/CHANT MAGICK

The Magick of the Dance/Chant is part of a very ancient tradition. The Dance/Chant User will retire to a lonely place in the wilderness where he fasts and meditates until he is sent a vision in a dream. The dream reveals his 'Medicine', the Focus of Power which he must fashion in order to summon his Totem Spirit. Unlike any other Magick User, the Dance/Chant User is totally involved in the practice of Spirit Summoning, a form of Demonology; only the Medium and the Evil Priest approach this involvement.

In the dream, the Totem of the Dance/Chant User will appear: 1-20% = Bear; 21-40% = Wolf; 41-55% = Boar; 56-70% = Stag Deer; 71-80% = Wolverine; 81-90% = Lion; 91-100% = Eagle. The Totem will show him the Sign of his Focus, which is always a drum or other primitive percussion instrument. (The Sign is determined by using the Astrological Table). The Dance/Chant User will awaken and begin to enchant his Focus from the 22 Correspondences favored by the Sign shown him by his Totem. He will enchant no other devices except those of a personal **Focus** type.

The Dance/Chant User will learn no spells, but his Totem will teach him 7 level 1, 3 level 2, and 1 level 3 DETECTION spell which he will possess as 'natural talents' and may cast at 5% loss of fatigue points any time he desires.

To summon his Totem to his assistance, the Dance/Chant User will play upon his Focus and chant rhythmically while dancing in a circle. In 2-7 turns he will fall into a trance, and the circle becomes a **Circle of Protection**. Inside the CIRCLE will appear the misty shape of his Totem, which always assumes the shape of the Totem Animal. The power of the Totem depends upon the spell casting level of the Dance/Chant User:

Spell Level	Totem	Demon Equivalent	Abilities	Experience Factors
1	Small Animal Spirit	Demon Type I	cast level 1 spells	10
2	Large Animal Spirit	Demon Type II	cast level 2 spells	20
3	Totem III	Demon Type III	cast level 3 spells	40
4	Totem IV	Demon Type IV	cast level 4 spells	75
5	Totem V	Demon Type V	cast level 5 spells	125
6	Totem VI	Demon Type VI	cast level 6 spells	200
7	Totem VII	Demon Type VII	cast level 7 spells	300
8	Totem VIII	Demon Type VIII	cast level 8 spells	400
9	Totem IX	Demon Type IX	cast level 9 spells	500
10	Totem X	Demon Type X	cast level 10 spells	700

A Totem will cast at least one spell for the Dance/Chant User who summoned him. An additional number of spells will be cast, depending upon the level of the Totem as compared to the level of the Dance/Chant Users casting ability. To determine the number of spells that will be cast, add the casting level of the Magick User to one and subtract the level of the Totem. For example, a Dance/Chant User of casting level 6 will have 6 + 1 spells — 1 = 6 spells cast for him by a Small Animal Spirit (I), but if he had summoned a Totem IV he would receive only 6 + 1 spells — 6 = 1 spell. In short, the closer the Totem is to the spell casting level of the Dance/Chant User, the less he may command the aid of the Totem.

The Totems and Animal Spirits take over the protective **Circle** the moment they appear inside it, so the **Circle** will invariably be strengthened by their presence.

All spells of **Animal Command** are known to the Totems and Animal Spirits, however low they may rank. The same is true of **Detection** spells. Totems are unaffected by any form of **Illusion** or **Command** and protect everyone in a **Circle** as an Adept of maximum IQ or Wisdom with an **Amulet of Protection**.

There is a 10% chance that the Totem will merge with the Dance/Chant User any time a spell is cast by the Totem. In such an instance, the Magick User will be seen to change shape, his form becoming that of the Totem. He will remain in that form 1-100 turns, with 5 x the hits the animal would normally be able to sustain and a hit probability of +50%. When in such a condition, the Magick User/Animal will possess an animal's nature but saves from 'targeting' at the level of the Totem who has possessed him. He is unaffected by 'critical hits' and attacks any creature who is hostile toward him or his companions. If so possessed, no further Magick will be performed, but a protective CIRCLE will be maintained if the party is under magical attack.

There is also a +1% chance for each turn over the Time Factor of the Dance/Chant User that possession by the Totem will make an animal form permanent. For example, if he was possessed for 67 turns and had a Time Factor of 16 turns (the duration of his normal trance), he would have a 67 — 16 = 51% chance of permanently remaining in an animal form. At the end of the possession, he would become a Lycanthrope capable of assuming human form during the day on 1-25%, but also shunning human society. Such a being retreats to the wilderness and acquires a band of 20 animal followers like himself. While not hostile, he will be dangerous to all not of his kind. After 7 years, he will become a protective Spirit of the animals he resembles.

A Dance/Chant trance may be extended beyond the Time Factor of the Magick User by the expenditure of 1 fatigue point per turn. However, such an extension will bring a risk of **Possession** by a Spirit of Totem rank.

17.07 MEDIUMS

Mediums have no Master, although they may be members of Magical Orders and have superiors in the Order. The Medium acquires a Spirit Guide who is a long departed Magick User. The initial contact with the Guide is achieved by trance practice, with a chance equal to the 'Memory' percentage given for a particular trance level. Until he obtains his first contact with his Guide, a Medium can perform no Magick.

Trance Level:	BMR	Duration	Danger Point	% Memory	Number of Controls	Fatigue Loss
I	0	10 turns	7 turns	5%	1 (Spirit Guide)	—20% Fatigue
II	1	15 turns	9 turns	7%	2 (Guide + 1 other)	—25% Fatigue
III	2	20 turns	12 turns	10%	3 (Guide + 2 others)	—30% Fatigue
IV	4	25 turns	15 turns	12%	4 (Guide + 3 others)	—40% Fatigue
V	5	30 turns	18 turns	15%	5 (Guide + 4 others)	—50% Fatigue
VI	7	40 turns	24 turns	21%	6 (Guide + 5 others)	—75% Fatigue
VII	9	60 turns	33 turns	33%	7 (Guide + 6 others)	—100% Fatigue

A trance lasts for a variable duration, depending upon the wishes of the Medium. He will make contact with his Spirit Guide in 1-6 turns after the beginning of the trance. Contact with any other Spirit is made 1-3 turns after the Spirit Guide attempts to find him. Except for the Spirit Guide, any Spirit the Medium contacts will tend to evade a question. There is a +10% chance per level of the trance that a Spirit will answer 1-3 questions truthfully. Only information specifically and precisely demanded in question will be given.

If the Danger Point is passed during a trance, the Spirit who is currently present will literally possess the Medium. During possession, the Medium acquires the powers and knowledge of the Control. However, Insanity may result at +5% chance per turn over the danger point, with the possibility being checked each 3 turns or part thereof. If Insanity occurs, the Control is trapped in the Medium and the Medium's personality will change to that of the Spirit possessing him. However, the Medium will not possess any of the Spirit's powers. An Exorcism is necessary, but there is only a 1-10% chance the Spirit Guide will be able to lead the Medium to any one Cleric capable of performing the rite. (Note: this percentage is reduced by a % equal to the level of the trance if over level I).

It is possible to remember 1 spell any Spirit teaches the Medium or Casts during a state of possession. If the Control is a Fighter, Thief, or Cleric during a possession, remembering gives the Medium 1 ability which the Control possesses, but only at the current experience level and spell casting level of the Medium. However, to learn any spell above casting level I, the Medium must remain in a trance state beyond the danger point for 1 turn per level of the spell before attempting to break contact. Upon his returning to consciousness, the Medium consults his chances of remembering by rolling percentage die and comparing the result to the % Memory needed to learn the ability.

A Medium must enchant a Crystal Ball by placing the quartz sphere in a mixture of the 22 correspondances required by the Sign of the Focus. Once the Crystal Ball has been fully enchanted, he may cast 3 spells per day through it + 1 spell per 4 MKL he has attained. This is the only way in which he may cast any Magick directly.

To determine the important characteristics of the Spirit Guide, the following factors must be determined:

Alignment	Non-player Spell Knowledge
Sex	Non-player Experience Factor
Magick User Type	(20-sided die x 20)

To determine the important characteristics of a Spirit/Control, the following factors must be determined:

Alignment	Sex
Social Class and Vocation (Refer to Social Class Table)	Non-player Experience Factor (20-sided die x 10)

The age of any Spirit before it died is found by dividing the Experience Factor by 2. The Minimum Experience Factor is 30. For additional 'color', another player may give details as to how long ago the Spirit died, where it lived, etc.

17.08 SHAMAN

Like Dance/Chant Users, Shaman belongs to an ancient magical tradition. Because he is a quasi-religious figure, a Shaman acquires the following Clerical 'Miracles' in addition to any spells he may learn:

MKL 1 = Cure Minor Wounds
MKL 2 = Cure Grievous Wounds
Remove Curse
MKL 3 = Neutralize Poisons
MKL 4 = Speak with Animals
MKL 6 = Exorcism
MKL 7 = Speak with Plants
MKL 10 = Raise Dead
MKL 16 = Raise Dead Fully

A Shaman has a Master, from who he learns his Magick. He may cast spells directly, or he may go into a trance which enhances his ability to enchant materials or cast spells by 25%. In the trance state he may also summon demons:

Trance Level	BMR	Duration	Danger Point	Summoning	Bonus for Enchantment	Bonus for Targeting	Fatigue Loss
I	1	7 turns	1 6-sided die	Spirit I	—	+10%	—5% Fatigue
II	2	9 turns	2 dice	Spirit II	—½ BMR	+10%	—5% Fatigue
III	3	12 turns	3 dice	Totem III	—½ BMR	+10%	—10% Fatigue
IV	4	15 turns	3 dice	Totem IV	—1 BMR	+15%	—20% Fatigue
V	5	18 turns	4 dice	Totem V	—1 BMR	+15%	—30% Fatigue
VI	6	21 turns	4 dice	Totem VI	—2 BMR	+20%	—40% Fatigue
VII	7	24 turns	5 dice	Totem VII	—2 BMR	+20%	—50% Fatigue
VIII	8	27 turns	6 dice	Totem VIII	—2 BMR	+20%	—60% Fatigue
IX	9	30 turns	6 dice	Totem IX	—3 BMR	+25%	—75% Fatigue
X	10	36 turns	7 dice	Totem X	—3 BMR	+25%	—100% Fatigue

If the danger point is exceeded, one fatigue point is lost for each turn over the danger point the trance lasted. The trance duration is fixed and cannot be altered. If fatigue points are lost in excess of the total Fatigue Level, damage is assessed against the body of the Shaman.

No movement is allowed on the part of the Shaman while in a trance. If he moves or is disturbed by a violent blow, 1-20% Fatigue (minimum of 1 point) will be lost, with a 1-20% chance of 1-6 points of damage to the body as well.

A Shaman will enchant a Focus, a Medicine Bundle composed of the 22 correspondances favored by the Sign of the Focus. The favorable Sign is revealed to the Shaman by his Totem Spirit when he goes into the wilderness to fast and meditate for 21 days. The Totem will appear in the form of an animal (see Dance/Chant Magick for details).

The Shaman may enchant potions containing spells he has learned. He will also enchant various Charms and Protective Amulets.

Demons summoned by a Shaman are of the Totemistic variety dealt with in Dance/Chant Magick.

17.09 THE MINOR ARCANE

The following sections deal with magick and magicians referred to as the Minor Arcane.

17.10 ALCHEMY

Alchemists usually come in two types: those who are medically oriented and are Physicians as well as Alchemists (1-65%); and those who are philosophically oriented and seek to know the ultimate nature of things (61-100%). Physician-Alchemists may learn basic spells of curing (see **Clerical Miracles**) for **Minor Wounds** and **Serious Wounds** at spell level I at BMR/1, and for **Disease** at level 2 at BMR/2.

Alchemists are the source of much of the world's most important Magick materials needed to produce devices of the greatest Power. These materials are the by-products of the Alchemetical operations performed in the course of the Alchemist's transmutation of the metals and the commencement of the Great Work. The Alchemist's goal is to become the Archeus. To be an Archeus was to reach the supreme mystical state, the identification of the self with the Divine unity of all things. Alchemy, furthermore, is the exclusive pursuit of Men, for it belongs not to the temperament of Elves, Dwarves, or Hobbits.

Rank	MKL	Task which Must Be Mastered to Advance in-Proficiency
Novice	1	Tending the Master's Fire*
Apprentice III	2	Conquest of the Common Metals I*
Apprentice II	3	Conquest of the Common Metals II*
Apprentice I	4	Grasp of all the Common Compounds*
Scholar IV	5	First Entity of Liquids
Scholar III	6	First Entity of Liquids*
Scholar II	7	First Entity of Herbs
Scholar I	8	First Entity of Herbs*
Master II	9	First Entity of Gems: Emeralds
Master I	10	First Entity of Gems: Emeralds*
Sage II	11	First Entity of Gems: Sapphires
Sage I	12	First Entity of Gems: Sapphires*
Adept VIII	13	First Entity of Gems: Rubies
Adept VII	14	First Entity of Gems: Rubies*
Adept VI	15	First Entity of Gems: Diamonds
Adept V	16	First Entity of Gems: Diamonds*
Adept IV	17	First Entity of Metals: Lead*
Adept III	18	First Entity of Metals: Iron, Copper, Zinc*
Adept II	19	First Entity of Metals: Gold, Platinum, Mercury*
Adept I	20	The Philosopher's Stone and the Elixer*
Archeus	21	The Great Work
Archeus Magnus	22	The Great Work

Unlike other Magick Users, Alchemists advance in Magick Level and Spell Casting Level according to their success with the tasks set for them at any stage of their careers. When a task is completed at any level, the Alchemist automatically moves to the next MKL and casting level. Experience points are used only to determine body and fatigue points, and to establish the Alchemist's fighting ability. An Alchemist cannot move to a higher level of proficiency in Magick, however many experience points he has, if he has not completed an assigned task.

TENDING THE MASTER'S FIRE

The Novice is any character who is deficient in the Second Requisite (Dexterity 1-12). He must spend 1 year tending the Master's many experiments until he settles down a bit. During this period, no Magick may be performed or spells learned. The Novice may be sent out on 'errands', however.

CONQUEST OF THE COMMON METALS I

The Apprentice learns about each of the common metals (lead, zinc, bismuth, iron, steel, copper, brass, bronze, silver, gold, platinum, electrum, and Mithril). Apprentices with IQ's below 15 learn 1 metal per month; IQ's of 16-20 learn 2 metals per month; IQ's above 20 learn 3 metals per month. 1000 experience points + 200 per month spent in learning are awarded at the completion of the task, and the Apprentice advances to the next Magick Level. As yet, no other Magick is performed.

CONQUEST OF THE COMMON METALS II

The Apprentice learns 14 **Detect Metal** spells of casting level 1 and BMR 1. When the spells are learned, he will have a permanently operating **Detect Metal** spell which reveals the presence of any metal when he looks at a sample, including whether it is common metal or metal from a Dwarvish, Dragon, or Alchemetical source. Experience points are awarded for learning the spells. The Apprentice can now enchant any metal by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment. (See **Enchanting Materials**). He writes down the spells and other information he has on the common metals in a book in 10 + 1-20 days, then advances to the next Magick Level.

GRASP OF ALL THE COMMON COMPOUNDS

The Apprentice literally learns each material in the Magick Material Table (except metals). Apprentices with IQ's below 15 learn 20 materials per month. IQ 15-19 learn 30 materials per month; IQ 20-25 learn 50 materials per month. When a material is learned, the Apprentice also learns to enchant it by reducing the BMR by 40% + % equal to 2 x MKL per spell of enchantment cast. He may also begin to learn spells up to his casting level which he may place in materials to make potions, powders, perfumes, and the like. He is limited, however, to spells which affect matter (Basic Magick), curative spells, and poisons (Black Magick). He may duplicate any other potion or powder which comes into his possession, however, provided the spell contained in the original sample is not above his casting level. The Apprentice must spend ½ of his time learning the common compounds; the 'free' time may be spent in other activities. At the completion of the task, 1000 experience points + 200 per month spent in learning is awarded, and the Apprentice advances to the Next Magick Level.

THE FIRST ENTITY OF LIQUIDS

The Scholar begins the first stage of real Alchemy, which is to produce the **Philosophical Sulphur**. This is a Stage I process (see Alchemetical Operations below) and requires 1 cask of wine, 7 liquids, 7 flowers, 7 essences, and 21 Organics. Success with the task earns 10000 experience points and the Scholar goes to the next Magick Level. Only 1 week at the start of each operation is taken up in the task; the remaining time is open for any other activity.

THE FIRST ENTITY OF HERBS

The Scholar seeks to produce the **Philosophical Salt**, a Stage II process requiring 1 cast of wine, 7 liquids, 7 common metals, 7 powdered skins, 1 Dr. of Saffron, and 7 essences. At this stage, the Alchemist must set up his own laboratory, which costs 1000 GP minimum: 950 GP worth of materials and remainder for glasswear, retorts, furnace, etc. The Scholar may acquire an apprentice. Success with the task earns 25000 experience points and promotion to the next Magick Level. Only 1 week at the start of each operation is taken up in the task; the remaining time is free.

THE FIRST ENTITY OF GEMS

For the Alchemist, the main product of the First Entities of Gems is the **Great Water** of Emerald, Sapphire, Ruby, and Diamond. These and other by-products are discussed below. Until the Alchemist has succeeded in producing the **Great Waters** in order, he cannot proceed to the one below:

Emerald: A Stage I operation requiring 200ct. of raw emeralds 100ct. of cut or 50ct. of Dwarf-cut, 7 flowers, 7 liquids, 7 powdered skins, 7 bones, and 7 Organics. On completion of the task, 10000 experience points are awarded. Only 1 week at the start of each operation is taken up by the task; the remaining time is free.

Sapphire: A Stage II operation requiring 200ct. of raw sapphires, 100ct. cut, or 50ct. Dwarf-cut, 7 liquids, 7 ground metals, 7 herbs, and 7 Organics. On completion of the task, 25000 experience points are awarded. Only 1 week at the start of each operation is required by the task; the remainder is free.

Ruby: A Stage III operation requiring 200ct. of raw rubies, 100ct. of cut or 50ct. of Dwarf-cut, the blood, bones, and skins of 14 different Monsters, 7 Earths, and a ¼ Dr. pinch of pepper. 30000 experience points are awarded upon completion. Only 1 week at the start of each operation is required by the task; the remainder is free.

Diamond: A Stage IV operation requiring 200ct. of raw diamonds 100ct. of cut, or 50ct. of Dwarf-cut, 14 Organics, 7 bloods, 7 waters, and 1 sunflower ground in 10 square inches of dragon skin. 40000 experience points are awarded upon completion. Only 1 week is required at the start of each operation; the remainder is free.

THE FIRST ENTITY OF METALS

For the Alchemist, the main product of each First Entity of a metal is the 'mercury' or clear liquid which is obtained:

Lead: A Stage II process requiring 1000 Dr. of lead, 10ct. sapphire, and 7 essences. 25000 experience points are awarded for success.

Iron: A Stage III process requiring 500 Dr. of iron, 10ct. ruby, and the blood of 14 different creatures. 30000 experience points are awarded for success.

Copper: A Stage III process requiring 250 Dr. of copper, 10ct. emerald, and 7 bones. 30000 experience points are awarded for success.

Silver: A Stage III process requiring 100 Dr. of silver, 10ct. diamond, and 7 liquids. 30000 experience points are awarded for success.

Gold: A Stage IV process requiring 50 Dr. of gold, 30ct. diamonds, 7 liquids, and 1 sunflower. 40000 experience points are awarded for success.

Platinum: A Stage IV process requiring 25 Dr. of platinum, 30ct. diamonds, 7 liquids, 7 essences, and 1 Black Rose, 1 Black Lotus and 1 Black Poppy. 40000 experience points are awarded for success.

Mercury: A Stage IV process requiring 5 Dr. of Quicksilver (Mercury); 3 Elvish Oak; freshly cut; 30 ct. diamond; and the blood of a freshly killed Troll or Hobit. 40000 experience points are awarded for success.

THE PHILOSOPHER'S STONE

A Stage V process requiring 7 parts Philosophical Sulphur, 7 parts Philosophical Salt, 7 parts of each of the 7 Mercuries of the metals, and 7 parts of Great Water. Each part is equal to 7 Dr. or 10 doses*.

THE ELIXER

A Stage V process requiring 7 parts Philosophical Sulphur, 2-7 Parts Philosophical Salt, 2-7 parts of each of the 7 Mercuries, and 8-14 parts of Great Water. Each part is equal to 7 Dr. or 10 doses*.

*Both the **Philosopher's Stone** and the **Elixer** earn 100000 experience points for success.

THE GREAT WORK

The Great Work is a most difficult Stage VI operation requiring new ingredients to be added at every 4th step of the process, just before the end of the 4th, 8th and 12th steps.

Material	1st Step	4th Step	8th Step	12th Step
The Phil. Stone	1	—	—	—
The Elixer	—	—	1	—
The Great Fire	—	—	—	1
The 4 Waters	4	—	4	—
The Phil. Sulphur	—	1	—	1
The Phil. Salt	1	—	1	—

Each part is equal to 1 Stone, 7 Dr., or 10 'doses'.

The Great Fire is acquired by the Acheus drinking 1 dose of each of the 7 Mercuries and the 4 Waters, with a 10% chance of being poisoned. He then reduces the spell from BMR 10 to BMR 0 at 100% to enchant the Great Fire that will heat the crucible in which the Great Work will be conducted.

17.11 ADVANCED ALCHEMETICAL OPERATIONS

The Alchemetical operations required to produce the Great Waters, the Mercuries, the Philosopher's Stone, the Elixer, and the Great Work

are complex and require considerable time to perform. The time frame for each step is the Philosophical Month (30 days + an extra 1-100 days divided by the MKL of the Alchemist). The time is reduced by the Astrological bonus of the Alchemist. The materials do not have to be enchanted as these are chemical processes.

Stage	A	B	C	D	E	F	G	H	I	J	K	L
I	1	1	1									
II	1	1	1	1	1	1						
III	1	1	1	1	1	1	1	1				
IV	1	1	1	1	1	1	1	1	1			
V	1	1	1	1	1	1	1	1	1	1		
VI	1	1	1	1	1	1	1	1	1	1	1	1

There is 1-85% chance at the end of eash step that the process is going well. Failure at any stage means the Alchemist must start over. Success means that he has learned the process.

Once the Alchemist has mastered the process of making any of the Waters, etc., he will always be able to duplicate the process in the minimum time (1 month = 30 days) and may prepare more than 1 mixture at a time.

A. **Calcination:** Heating the materials in air until it is reduced to a fine powder to remove all of the surface qualities.
B. **Solution:** Dissolving the calcinated powder in 'a mineral water which shall not wet the bonds'. This produces a fusion of the materials.
C. **Separation:** Dividing the materials into their original components to separate the pure from the impure. A by-product called Magick Oil is obtained.
D. **Conjunction:** Reunifying the materials to obtain the first form of the material before it acquired the accidents of nature. This produces an Alchemetical by-product known as the Oil of the Philosophers.
E. **Putrefaction:** Warming the material in water or fermenting dung, the rotting death that leads to the rebirth of the material. A by-product produced by the process is a second-grade Oil of the Philosophers useful for poisons and **Curses.**
F. **Coagulation:** Crystallizing a white solid from the liquid produced by **Putrefaction** to create the embryonic or new material.
G. **Cibation:** Feeding the embryonic material with honey, milk, celadine, etc.
H. **Sublimation:** Warming the embryonic material in water or fermenting dung, passing it several times from liquid to solid states to rid it of its infirmities resulting from the new birth. A Sulphur is obtained, which is retained for Step K.
I. **Fermentation:** Extracting the true life or Mercury of the material.
J. **Exaltation:** Heating the Mercury to the highest intensity to purify it.
K. **Multiplication:** Reuniting the Sulphur and the Mercury.
L. **Projection:** Applying the product to the external world.

If any stage fails, there is a 35% chance + Astrological bonus of the Alchemist that he may save the materials and merely repeat the step, taking a full 130 days. Otherwise, all of the materials will be 'ruined' and he will have to begin again at Step A. The ruined materials are discarded, for they are useless.

17.12 ALCHEMETICAL PRODUCTS AND BY-PRODUCTS

The Alchemetical processes outlined above are fairly authentic, except for the recipes, which were included for purposes of playing **Chivalry and Sorcery**. The products and the by-products produced are again authentic; and once more some of their properties have been modified for the game.

THE FIRST ENTITY OF LIQUIDS results in the following products:

Philosophical Sulphur: 3 + 1-6 Dr. used in Alchemetical operations.

Magick Oil (Oleum Magicale): 10 + 1-50 doses of clear oil which magnifies the quantity of any non-medical potion by 1-6 doses. It also reduces fatigue point loss by ½ if it is used to coat a Focus (1 dose per day for 21 days). If it is sprinkled on an object, it lowers the BMR by 1-2.

THE FIRST ENTITY OF HERBS results in the following products:

Philosophical Salt: 3 + 1-6 Dr. used in Alchemetical operations. The Salt can also be substituted for any Organic and is at BMR 0. Minimum enchantment amount = 1/20 Dr.

Waters of the Wise (Aqua Verti): 50 + 1-50 doses of pure 'waters' which magnify the quantity of any medical potion or potion of heroism, longevity, or other body-changing spell. Consumed by itself, 1 dose increases saves vs Commands by +10% + 1-20%, and reduces targeting by enemies using any spell by −10% − 1-20%. Having a BMR of 10 itself, it increases the BMR of any object it is sprinkled on by 1-6. A non-Dwarvish Weaponsmith/Artificer will need the **Waters of the Wise** to put the final temper into any Weapon above +3 (except Elvish arrows and bows). Applied to leather armor, −5% is obtained per application of 1-3 doses until −25% is reached.

THE FIRST ENTITY OF EMERALD results in the following products:

Great Water of Emerald: 50 + 1-100 doses of emerald green 'waters' used to create the **Great Fire.** It also can be used to make a potion of protection vs. **Illusions** which gives the user **True Sight** for 1-6 hours (**True Sight** spell does not have to be known to produce the potion).

Alchemist's Emerald: A 200 ct. emerald which amplifies the effect of all spells of **Command** and **Illusion** by 1 proficiency grade. It improves recharge rates by 1 spell charge per day when placed in a device.

THE FIRST ENTITY OF SAPPHIRE results in the following products:

Great Water of Sapphire: 50 + 1-100 doses of pale blue 'waters' used to create the **Great Fire.** Used in potions of **Detection, Communication, Reading, Speaking,** and other related spells, it magnifies the quantity produced by 1-10 doses per 'dose' of the **Water** used.

Alchemist's Sapphire: A 200 ct. sapphire which will contain as many spells of **Detection, Communication,** or **Transportation** as the Magick User wishes to store in it. Also, when these spells are cast against the possessor of a Sapphire, the gem reduces targeting to the next lowest level (eg: Superior to Equal). It improves recharge rates by 2 spell charges per day when placed in a device.

THE FIRST ENTITY OF RUBY results in the following products:

Great Water of Ruby: 50 + 1-100 doses of blood-red 'waters' used to create the **Great Fire.** Used in potions of **Protection,** it will reduce targeting of any spell by −10%. Used in any potion containing a harmful spell, it increases targeting by +10%. Consumed by itself, it renders the drinker immune to all forms of **Fear** or loss of morale for 1-6 hours per dose.

Alchemist's Ruby: A 200 ct. ruby which will, if placed in the pommel of a sword, increase damage inflicted by 1-10 points and increase hit and parry bonuses by +10% and −10% respectively, with 1-3 extra blows per turn. If worn as an Amulet by a military engineer or Artificer/Weaponsmith, it will reveal weak points in a fortification and give him 95% accuracy when firing war engines. Ground into a fine powder and fed to a War Horse, it will turn the animal into a Great Horse in 1-7 weeks. Further, the Great Horse will breed true 1 out of 3 times, so that his offspring will be Superior to Great Warhorses.

THE FIRST ENTITY OF DIAMOND results in the following products:

Great Water of Diamond: 50 + 1-100 doses of crystal 'waters' used in making the **Great Fire.** When mixed with 3 doses of **Magick Oil,** 3 doses of **Water of the Wise,** and 7 essences, 1 dose of Water of Diamond will produce a potion that reduces the time to enchant 7 materials to ½ the spells normally required. Such a potion also reduces the BMR of any spell to be learned by 2 BMR, in addition to the ½ spells required normally. IQ is increased temporarily to 25 for 1-6 hours as well.

Alchemist's Diamond: A 200 ct. diamond which, when placed into a Focus, reduces fatigue point loss for casting any spell through the Focus to 1 point per spell. It improves recharge rates by 5 spell charges per day when placed in a device.

THE FIRST ENTITY OF METALS results in the following products:

True Lead: 100 Dr. of lead so resistant to Magick that no spell can penetrate it. When mixed in the ratio of 1 Dr. of True Lead to 10 Dr. of paint (1 gallon), it can be used to anti-magick a wall, floor, etc., of 1000 square feet so that no spell would pass through it. It can also be made into a glossy laquer than can be applied to armor, giving it −10% against all spell targeting, provided that it is a full suit of armor. True Lead is necessary to bind Level VII-X Demons.

Star of Iron: 50 Dr. of iron which is the basis of all the Great Swords: **Vorpal Blades, Dancing Swords, Holy Swords, Soul-Drinkers,** and **Bane Swords.** It is also necessary to the fashioning of **Magick Armor** −4 to −5, **Shields** −4, and the like. The alloy needed is 1 Dr. of the **Star** to 3 Dr. of iron, and all must be enchanted.

Star of Copper: 25 Dr. of the Star is produced. The Star of Copper is most useful in fashioning enchanted books and scrolls, for if it is used (powdered) in Magick Inks, it reduces writing time to 50%. Used in a device or **Focus** it will increase recharge rates by 1 spell per day when used with any 7 Gems or 1 Alchemetical Gem. Used in enchant-

ing an Amulet of Protection or a Talisman, enchantment time for the object is reduced by ½, and 1-6 additional spells may be placed in it.

Star of Silver: 10 Dr. of the **Star** is produced. The Star of Silver must be used in fashioning of all magical Mirrors, Amulets of Night Vision, Cloaks or Helms of Invisibility, and the like. Used in an enchanted cross, it will repel all Undead 20% of the tirne for 1-6 turns (more in the case of Vampires). Used in a device or Focus, it increases recharge rates by 1 spell per day when used with any 7 Gems or 1 Alchemetical Gem. When used as a setting for an Alchemetical Sapphire, 1-6 additional spells may be placed in the device.

Star of Gold: 5 Dr. of the Star is produced. When used in a device containing spells of Fire (Basic Magick), the **Star** will hold all such spells. The Star is also used in most Rings because it has the virtue of increasing the total spell capacity of a Ring by 22 spells. When used as a setting for Alchemetical Rubies or Emeralds, it increases recharge rates by 1 spell per day and triples the number of charges in the device.

Star of Platinum: 1 Dr. of the Star is produced. When used in a device containing spells of Water (Basic Magick), the Star will hold all such spells. The Star is most effective as a setting for Alchemetical Diamond because it has the virtue of making the Diamond capable of storing 22 spells; and the recharge rate is increased by 3 charges per day, with 1000 charges in the device.

The Fixed Mercury: 1/10 Dr. of the Fixed Mercury is produced. This exceedingly rare material has infinite spell capacity, contains 5000 charges, and recharges any device at the rate of 25 charges per day. It has no BMR whatsoever, and any spell may be placed in it instantly. It resembles ordinary silver, however, and only an Alchemist will recognize its true identity all of the time. (Even the Diviner has only a 10% chance of identifying Fixed Mercury).

The Mercuries: Each one of the processes for the First Entities of Metals produces a mercury or liquid which is the essence of the metal, just as the Stars are the quintessence of their solid properties. 7 + 1-100 doses of each Mercury will be produced. When mixed in equal proportions, the **Universal Solvent** is created, a very fascinating liquid which will dissolve 1-10 cubic feet of anything for 1-100 turns. (The Alchemist does not mix the Solvent until it is needed). The Mercuries are also vital to the creation of the Stone and the Elixer.

THE PHILOSOPHER'S STONE

The Stone is the Focus for what will become the Alchemist's greatest achievement. At the moment, the Stone is totally inert, for it is not until the completion of the Great Work that it acquires its powers. From 1-10 stones are produced. The Stone is valuable to other Magick Users as well, for it has the virtue of being able to store 78 Basic Magick spells. There is also a by-product, a fine white ash which has BMR 0 at 100%. From 1-100 applications of the ash is produced, and when 1 pinch is put into a batch of potion (1-10) it will triple the amount produced.

THE ELIXER

The **Aqua Vitae** or **Elixer of Life** is the sole product of the operation, and 50 + 1-50 'doses' are obtained. One dose of the Elixer will cure any wound, however grave, and no recuperation time is required. When mixed with the **Great Waters** in equal parts and run through a Stage III operation, the **Water of Regeneration** will be produced 98% of the time, with 1-3 doses being produced. When mixed with the blood of a Lycanthrope, the **Water** will permanently give the drinker +1 point of regeneration per turn. One dose of **Aqua Vitae** mixed with 7 doses of any healing potion will produce 7 doses of **Universal Antidote** against any poison. By taking 21 doses of **Universal Antidote**, mixed with the great poisons, permanent immunity to poison will result. Finally, by mixing 3 doses of Aqua Vitae, 7 doses of Water of Regeneration and 7 doses of Universal Antidote, 1-3 doses of the **Potion of Longevity** is produced in 7 Philosophical Months. This potion adds 300 years to the life of the person drinking it, gives him immunity to all disease and poison, prevents the infirmities of old age, and gives him a Constitution.

THE GREAT WORK results in a product at the end of each 4 steps in the operation:

Step 4

The **Seed of Metals** is obtained. The Seed is removed from the process and placed in a crucible, along with all of the materials required by the First Entities of Metals. A Stage III operation is performed, with 100% chance of success. The 'germinated' seed is then planted in solid rock and produces:

1-5%	1000	Dr.	True Lead	+	90000	Dr.	of Lead
6-35%	350	Dr.	Star of Iron	+	75000	Dr.	of Iron
36-55%	175	Dr.	Star of Copper	+	60000	Dr.	of Copper
56-70%	70	Dr.	Star of Silver	+	50000	Dr.	of Silver
71-85%	35	Dr.	Star of Gold	+	25000	Dr.	of Gold
86-95%	7	Dr.	Star of Platinum	+	1000	Dr.	of Platinum
96-100%	1	Dr.	Fixed Mercury	+	500	Dr.	of Quicksilver

Step 8

At the end of the Sublimation process, 21 bean-like objects are found with the embryonic material. These beans are the Homunculi: 1-20% = Human; 21-60% = Animal; 61-100% = Monster. The creature, if human, will become the son of the planter and has superior Prime Requisites (12+ in all categories except variable Alignment). An animal or Monster will be utterly under the control of the planter. Animals have 3 x the hit points and +20% additional hit bonus. Monsters will be of an utterly new species 25% of the time (the planter can choose the characteristics and design the Monster).

Step 12

The Philosopher's Stone: The Archeus now has a Focus of great Power which permits him, and only him, to cast any spell he desires. In short, it grants wishes in the sense that anything possible to Magick is within the power of the Philosopher's Stone to grant. The Stone always has a fully enhanced targeting percentage and the Archeus is always rated at the Superior Magick User level for purposes of offense and defense. Each month thereafter, the Archeus has a 10% chance of being summoned to the mysterious Council of the Wise, at which point he disappears from the knowledge of the world, leaving behind all of his materials, writings, and works intact.

17.13 ARTIFICERS

Artificers are the Magick Users who fashion many of the public magical devices found in the world- - devices usable by anyone. There are 3 kinds of Artificer:

WEAPONSMITH

A maker of Magick swords, weapons, and armor. Dwarves are Weaponsmiths 70% of the time, if male.

JEWELSMITH

A maker of amulets, rings, and all other kinds of Magick Jewelry. About 10% of male Dwarves and 85% of female Dwarves are this type of Artificer.

MECHANICIAN

A maker of large-scale magical devices such as war engines, robots, etc. About 20% of male Dwarves and 15% of female Dwarves are this type of Artificer.

When a character rolls an Artificer, the type of Artificer is determined by the following:

Weaponsmith:	Greater Strength than IQ or Wisdom.
Jewelsmith:	Greater Wisdom than IQ or Strength.
Mechanician:	Greater IQ than Strength or Wisdom.

In the case of Dwarves, the characteristic applying to the percentage determination for a type of Artificer will be raised, if necessary, to meet the requirements of this type.

17.14 WEAPONSMITH ARTIFICERS

Weaponsmiths have the skills of a blacksmith, armorer, foundryman, and fighting man. The Weaponsmith is the only non-noble who has the right to carry Chivalric arms, including the great sword of a Knight. Because of his unique vocation, he is as well trained as any Knight (Dwarves don't ride) and he is also versed in the use of all missile weapons.

Weaponsmiths can enchant 3 Dr. of material per MKL each time they cast a spell of enchantment. In addition, they acquire the following abilities as they advance in magical proficiency:

MKL 2:	+1 weapons, −1 armor	**MKL 12:**	+6 swords
MKL 3:	+2 weapons, −1 shields	**MKL 13:**	Flaming Sword
MKL 4:	+3 weapons, −2 armor	**MKL 14:**	Ego Swords
MKL 5:	−2 shields	**MKL 15:**	+7 swords
MKL 6:	−3 armor	**MKL 16:**	Work Mithril
MKL 7:	−3 shields	**MKL 17:**	−5 armor
MKL 8:	+4 swords	**MKL 18:**	−5 shields
MKL 9:	−4 armor	**MKL 19:**	+8 swords
MKL 10:	−4 shields	**MKL 20:**	+9 Dancing Sword
MKL 11:	+5 swords, +5 bows	**MKL 21:**	+10 Bane Sword
		MKL 22:	+10 Vorpal Blade

The Weaponsmith must enchant a number of Focusing devices. These are:

THE ANVIL

The Magick Anvil is fashioned from 50 Dr. of unenchanted iron melted together with the 22 Enchanted Correspondances favorable to the Sign of the Focus. It is used to forge all magical weapons.

THE HAMMER

The Magick Hammer is fashioned from 7 Enchanted Correspondances given for the Sign of the Focus and is used to forge all magical weapons. When used to forge any ordinary weapons, the Weaponsmith works at 3 x the rate of an ordinary armorer.

THE TEMPER

The magical liquid used to 'quench' a red-hot blade and give it strength. The liquid is made from 7 liquids, 7 ct. crushed rubies, and 21 herbs. Once enchanted, 100 to 200 'doses' of the Temper will be obtained. One dose of the liquid is added to the water used to place a temper in any magical weapon. (It is diluted with 22 pts. of water or wine).

THE FORGE

The Forge is fashioned from 500 Dr. of brick and 50 Dr. of iron. It takes 21 weeks to enchant – ½ MKL of the Weaponsmith. The Forge triples the amount of metal that the Weaponsmith can enchant at any one time and also is utterly essential to the making of Dwarvish metals. (Dwarves have a +10% chance of learning how to make Dwarvish metals per MKL attained).

FORGING WEAPONS

In order to forge any magical weapon, the Weaponsmith must enchant the metal required to BMR 0 at 100% (see the list for weapon costs for weight). When the metal is enchanted, it must be heated in the forge. Once fully enchanted, the red-hot metal is then worked on the Anvil. All woods are cured by drying them near the forge. The time required for forging is:

+1 weapon	= 3	weeks
+2 weapon	= 5	weeks
+3 weapon	= 7	weeks
+4 sword	= 14	weeks
+5 sword	= 21	weeks
+6 sword	= 1	year
+7 sword	= 3	years

Only 1 day out of each week is spent working on the weapon. No other magick may be performed by the Weaponsmith, but he may work on ordinary weapons as well. Each time he works on the weapon, he must quench the metal in 1 dose of the Temper. +4 swords and above will require Dwarvish Steel or else thrice-enchanted steel. +6 swords require 1 Dr. of the Star of Iron to 3 Dr. of steel.

TESTING THE TEMPER

If a sword of +3 characteristics and over is fashioned, the Weaponsmith must test the temper of the blade by smiting it against the Anvil with all of his force. There is a 1-75% chance the blade will survive. If the blade shatters, it may be reforged in three weeks, during which time no other tasks may be performed. If the Weaponsmith is interrupted, he will have to start the 3-week period over from the beginning. If the blade shatters a second time, it will be set aside.

THRICE-FORGED SWORDS

If a sword shatters twice when tested, it is clearly a blade that has been marked by destiny for some great purpose. Only thrice-forged swords may be turned into Dancing Swords, Bane Swords, Vorpal Blades, or Holy Swords. Such a weapon will invariably develop an Ego.

FORGING ARMOR

When forging magical armor, essentially the same procedure is followed as for magical weapons. The metal must be enchanted to BMR 0 at 100%. When heated, the metal is enchanted and afterwards is worked on the Anvil. Leathers are 'cured' by smoking them above the fires of the forge. The time required is:

–1 armor or shield	= 2	weeks
–2 armor or shield	= 5	weeks
–3 armor or shield	= 7	weeks
–4 armor or shield	= 14	weeks
–5 armor or shield	= 21	weeks

This time is in excess of the time normally needed to fashion any armor or shield. The armor or shield must be coated with the Temper 3 times for each –1 enchantment worked on it. At the end of the time, the armor is fully enchanted. Only 1 day out of each week is needed to fashion the armor once the normal time to shape the armor has ended (see the list of weapon costs for time to make armor).

SPECIALIZED WEAPONS:

Ego Swords

An Ego sword is a blade literally possessed by a type of Demonic force. The personality of the sword (IQ, Wisdom, Alignment) is determined as for a person. It will invariably seek glory in battle, and if its combined IQ and Wisdom are ever higher than its owner's, it will lead



him into danger to test his worthiness to own such a fine weapon and to gain the opportunity of slaying enemies. Ego swords are intensely jealous of any other swords the owner may possess, especially magical swords. They are also treacherous when stolen from an owner with the same piety (their powers will fail anyone they disapprove of at a crucial point in a battle). Also, an Ego sword has several magical powers which operate continuously:

DETECT PIETY
DETECT ENEMIES
DETECT INFLUENCE
DETECT INVISIBLE
DETECT OBSERVATION

The range of such spells is determined by the PMF of the Weaponsmith who enchanted the sword. Also, if the IQ and Wisdom scores are over 12, the Sword may acquire the power of speech. Additional spells may be placed in the sword by a Cabbalist, who inscribes Runes of Power on the blade.

FLAMING SWORD

An enchanted blade which flames when drawn in battle. An additional six-sided die of damage (1-6 points) is done every time it strikes a blow. There is also a 15% chance that flammable materials will ignite.

DANCING SWORD

A +9 magical weapon that not only possesses an Ego but also can move by itself (speed of a man, charging). If struck from the hand, it will leap back in an instant. It can also fight for 3 turns by itself before returning to the hand of its owner. Once acquired, such a weapon will not leave its owner willingly. In one case out of three, it is also a Soul Drinker, for all Chaotic blades of this type can such 1000 – 20000 experience points from the body of a victim each time it strikes. Anyone slain by such a weapon has his soul taken into the blade. The owner of a Soul Drinker is cursed (with no chance of lifting the curse) for the weapon will one day be the cause of the owner's own death.

BANE SWORD

A +10 magical weapon that is sensitized to one type of creature. For example, a sword vs Lycanthropes will inflict the usual damage to such beings but, in addition, will have a 20% chance of slaying outright if a critical hit is scored.

VORPAL BLADE

A +10 magical weapon that always scores a critical hit when it strikes a victim, with a 20% chance of beheading the victim.

HOLY SWORD

A thrice-blessed weapon intended only for the hand of a Lawful person who intends no evil purpose. A Holy Sword will not serve any other person but one pure in heart. It defends the user like a Holy Relic against all spells (it must be blessed 3 times by a Bishop, and a Relic must be placed in the pommel). The Holy sword is essentially like a Vorpal Blade except that, like Excalibur, it can cut through metal like

cheese. Only magical armor has full defense against it; all other armor is class 0. A Holy Sword cannot be forged by a Weaponsmith with a Piety of 12 or higher.

MITHRIL ARMOR

If a Weaponsmith is ever fortunate enough to acquire enough Mithril to make an alloy of 1 Dr. of Mithril to 6 Dr. of steel, he may forge −7 armor from it. Such armor also reduces damage from all magical and ordinary weapons by ½, unless the weapon is +7 or higher.

17.15 JEWELSMITH ARTIFICERS

Jewelsmiths have the skills of an artist, a jeweller, and a thief. They are able to make an exact appraisal of gems, jewelry, and coins. They have 'connections' as well, so they pay only 50% of the market value for precious metals and gems. When selling loot, they have three times the likelihood of finding a buyer, compared to an ordinary person.

When enchanting materials, a Jewelsmith can decrease the BMR by 1 level per successful spell of enchantment, and at BMR 0 by 50% per spell.

Jewelsmiths can learn 5 spells per Magick Level, which they can enchant into jewelry, etc. They do not cast spells directly.

THE GREAT TALISMAN

When a Jewelsmith reaches MKL 7 he can enchant a 3' ' diameter medallion made from 1/5 Dr. of the Star of Copper + the ingredients for any potions given to him. This mixture is melted down for 7 months minus a number of weeks equal to the MKL of the Jewelsmith. The materials are transmuted and the Talisman which is fashioned from them will make 1 dose of each potion per day in water and 2 doses in wine.

RINGS OF POWER

When a Jewelsmith reaches MKL 11 he can enchant a Ring of Power from Dwarvish Gold, Dragon Horde Gold, or the Star of Gold. Such a ring will hold a number of spells equal to the MKL of the Jewelsmith. Additional spells may be placed into the ring by the addition of gems. If a powdered Alchemetical Gem is added to the gold, the spell capacity is doubled, with 7 recharges per day. Enchantment time: 7 months.

GREAT RINGS OF POWER

A Great Ring can only be prepared by a Jewelsmith and enchantment takes 1-3 years. He requires each of the 7 Alchemetical Metals, 4 Dwarf-cut gems- - ruby, emerald, sapphire, and diamond- - and an Alchemetical Gem. The finished ring is not yet endowed with any properties but it can hold up to 200 spells, with 21 recharges per day. The Great Ring is a Focusing device which can then be filled with spells by a Magick User in 1 year.

AMULETS

Amulets are made from Dwarf-cut gems set into large medallions of precious metal with a fine-linked chain to permit wearing them about the neck. They will be able to provide appropriate protection when final enchantments are placed by a Magick User.

17.16 MECHANICIAN ARTIFICERS

Mechanicians have the skill of a military engineer, a stonemason, a clockmaker, and a fighting man.

As a military engineer, he is capable of designing and supervising construction of large fortifications. When he reaches MKL 3, cost of such works is reduced by 5% per MKL of the Mechanician until costs are lowered to 50%.

The Mechanician is capable of constructing any engine of war and of supervising its operation.

The Mechanician can enchant 10 x the weight of material that an ordinary Magick User can when dealing with common materials, such as rock, leather, wood, and metals other than silver, gold, and platinum. He is able to reduce the BMR by 1 level per spell of enchantment he successfully casts. Note: Only another Mechanician may take any advantage of such enchantments because they are so completely attuned to the Magick of Mechanicians that the object seems to be at its original BMR to any other type.

The Mechanician can learn 5 spells per Magick Level, but these can be placed only in a Mechanician's device.

At MKL/1 a Mechanician can Animate an Object directly. There is no Backfire upon failure except for a 50% loss of fatigue points. The spell is cast at a basic 35% chance of success (enhancement is possible) + 5% per MKL attained after MKL 3. The spell can be used only once per day, with the following results:

Unenchanted Object:	animated for 1-10 turns + ½ MKL
Partially Enchanted:	animated for 21-40 turns + ½ MKL
Fully Enchanted:	animated for 100 turns + 7 x MKL

The object must be functional in form: e.g., a battering ram, robot machine, etc., and is not merely a lump of material.

At MKL/1 a Mechanician also acquires **CONTROL ANIMATED OBJECT**, a spell which allows him to direct an animated object so long as it is in operation. The spell must be cast to switch on an animated object or give it instructions to do so, and it lasts for the time the object is functioning. However, there is only a percentage chance of control:

Unenchanted Object:	40% + 2% per MKL (max. 80%)
Partially Enchanted:	60% + 2% per MKL (max. 90%)
Fully Enchanted:	80% + 2% per MKL (max. 99%)

Failure to exercise control means that the animated object runs amok for 1-100 turns, blindly wrecking everything in sight or else doing whatever comes naturally, like the animated broom in The Sorcerer's Apprentice. Once gained, control is constant for 24 hours, after which the spell must be cast again. If control is lost, the spell may be cast again to shut down the mechanism (for the day).

Animated Statues, etc., are really complex clockwork devices. Once the materials are enchanted, the Mechanician will construct the mechanism: 2 days are required for each hit point the mechanism will sustain (maximum of 200); 2 days are required for each 1% hit probability (maximum = that of maker); and 3 days are required for each damage point it will inflict (maximum of 21). To put in each of the above characteristics requires 10 Dr. of material. In other words, a statue of 1 hit point with 1% hit probability and able to do 1 point of damage would weigh 30. Dr. and would take 7 days to construct. Rock has an armor class of 8; metal has an armor class of 10. If an armorer and a blacksmith are assisting the Mechanician, construction time is reduced by 1/3.

17.17 ASTROLOGY

Astrologers are among the most literate of the Minor Arcane, like Alchemists, and they write unenchanted books in which all of their learned spells and their observations are inscribed. However, only another Astrologer is capable of reading such writings. While there are very few formal titles among Astrologers, they insist on being called Master at MKL 10 and Doctor at MKL 16. Except for the Circle of Protection and the few spells specifically within their ability to cast directly, Astrologers can perform no Magick unless using a device enchanted by someone else.

Before any major undertaking, player-characters will consult an Astrologer 80% of the time. Lawful Clerics, Fighting Clerics, and Elves do not seek consultation, however. The Astrologer will study the task of enterprise to be undertaken to determine whether the Stars are 'favorable' or 'unfavorable' to the doing of such a thing:

1-25%	= Planets are well placed	= Good Aspect	= 5% advantage on all die rolls.
26-75%	= Planets are neutral	= Neutral Aspect	= no special advantage or penalty.
67-100%	= Planets are poorly placed	= Poor Aspect	= 5% disadvantage on all die rolls.

In addition to drawing Horoscopes for specific tasks or adventures, Astrologers will also cast a Life **Horoscope** for a character. This Horoscope is cast at the birth of a child and is always accurate. The Horoscope Table at the end of the Astrology section is used to find the most favorable calling ordained by the Stars for the child. The numbers indicate the percentage increase or decrease in experience points that can be earned in a particular field or endeavor and are termed Astrological bonuses. The Sign under which each character is born and the planetary aspect should be recorded for permanent reference. Once the Horoscope is cast, there is no changing it.

When Magick Users are enchanting devices of great Power (capable of recharge), they must have the Horoscope of the device cast to determine the Sign most favorable to the work. This procedure is outlined in the section dealing with Enchanting a Magick Device.

If an Astrologer has the time to make a thorough study of the problem, there is always 100% Accuracy. Time required is 7 days + 1-100 days divided by the Magick Level. If a quick reading is required, the accuracy of the finding varies. There is a basic 25% chance + 2% per MKL of the Astrologer that the findings are accurate. The determination of his accuracy is made only when the first important die roll of the character is made once the task has begun. If the finding turns out to be accurate, all subsequent die rolls made during the task or adventure is adjusted accordingly. If he was in error, the placement of the planets is re-checked and the new finding is taken as the accurate one, with 1-10% chance of Good Aspect, 11-90% chance of Neutral Aspect, and 91-100% chance of Poor Aspect.

Astrologers can also perform a limited number of Spells, which they learn at casting level 1 and BMR 1.

LOCATE OBJECT

At night, with a clear sky, or if gazing into a **Stellar Mirror**, he may attempt to locate a specific object whose origin date is known. He has a 30% chance + 3% per MKL to find the exact direction. He then has a 10% chance + 3% per MKL of finding the distance. If he is successful, subsequent Locate spells have a +10% chance of being accurate. The spell may be used once per day per object, with a limit of 5 objects in any day. Only –5% loss of fatigue points occurs when the spell is cast. It cannot be blocked by any Magick unless the object is underground. Lead does not affect the spell.

LOCATE PERSON

Under the same conditions as given above he may locate a particular person, creature, etc. Circles of Protection lower the probability by –10%.

DETECT PIETY

Under the same conditions as given above, he may determine Piety of any person, creature, etc. The spell operates automatically and without fatigue if face to face, with a 25% chance of knowing and a 75% chance of coming up with a blank.

DETECT EXPERIENCE FACTOR

As for Detect Alignment.

DETECT INFLUENCE

As for other Detect spells, only the Basic Influence Factor (BIF) of a character is known.

READ MAGICK/READ LANGUAGES

A Natural Talent possessed by Astrologers which they may use the moment they begin their vocation. Cost: 5% fatigue points. Duration: 3 readings.

LEGEND LORE

An Astrologer will specialize in the study of all legends that he can find to determine the date that some object or magical device was made, or the date some past figure was born. If the object or person is identified, he has a 10% chance + 2% per MKL of determining the exact date. If the object or person is not identified, he has a 10% chance + 2% per MKL of determining the identity, after which he can discover the date. He will know if has has made an error, but he must wait 1 month to check again. Fatigue expenditure: –50% fatigue for 1-7 days. If total success occurs, he will be able to tell the location (Locate Object) and 7 significant characteristics about the object or person.

SIGN			Ftr.	Mag.	Cler.	Thief	Law Govt.	Craft	Guild	Farm.	Merchant Money Ch.	Other
1-10	ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
		N	0	0	0	+10	0	0	0	0	+10	+10
		P	–5	–5	–5	+5	–5	–5	–5	–5	+5	+5
11-18	TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
		N	0	0	0	0	0	0	+10	+15	0	0
		P	–5	–5	–5	–5	–5	–5	+5	+5	–5	–5
19-25	GEMINI	W	+5	+25	+5	+5	+5	+5	+5	+5	+15	+5
		N	0	+10	0	0	0	0	0	0	+10	0
		P	–5	+5	–5	–5	–5	–5	–5	–5	+5	–5
26-32	CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
		N	0	0	+10	0	0	+10	0	+10	0	0
		P	–5	–5	+5	–5	–5	+5	–5	+5	–5	–5
33-40	LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5
		N	+10	0	0	0	0	0	0	0	0	0
		P	+5	–5	–5	–5	–5	–5	–5	–5	–5	–5
41-48	VIRGO	W	+5	+25	+5	+5	+15	+5	+15	+5	+5	+25
		N	0	+10	0	0	+10	+10	+10	0	0	+10
		P	–5	+5	–5	–5	+5	+5	+5	–5	–5	+5
49-56	LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5
		N	0	0	+10	0	+10	+10	0	0	0	0
		P	–5	–5	+5	–5	+5	–5	–5	–5	–5	–5
57-64	SCORPIO	W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5
		N	0	+10	0	0	0	0	0	0	0	0
		P	–5	+5	–5	–5	–5	–5	–5	–5	–5	–5
65-72	SAG.	W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5
		N	+10	0	0	0	+10	0	0	0	0	0
		P	+5	–5	–5	–5	+5	–5	–5	–5	–5	–5
73-80	CAPRI.	W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+25
		N	0	0	0	+10	0	0	0	+10	0	+10
		P	–5	–5	–5	+5	–5	–5	–5	+5	–5	+5
81-88	AQUAR.	W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5
		N	0	0	+15	0	0	0	0	0	0	0
		P	–5	–5	+5	–5	–5	–5	–5	–5	–5	–5
89-100	PISCES	W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+15
		N	+10	0	0	+10	0	+10	+10	0	0	+10
		P	+5	–5	–5	+5	–5	+5	+5	–5	–5	+5

W = Well Aspected N = Neutrally Aspected P = Poorly Aspected

17.18 DIVINATION

Like Astrologers, Diviners have the ability to see into the future and are able to locate and detect objects and persons, although at less range than Astrologers. Diviners have no Legend Lore, but they are able to determine certain qualities of an object by handling it. This ability is called psychometry.

1. Diviners may be consulted instead of an Astrologer to give advice about 1 to 6 events which might occur on an adventure. If a good aspect occurs, the player has the sole option as to which event it should cover. If a bad aspect occurs, the player who is managing the adventure has the option of applying it:

1-25% = good aspect 26-75% = neutral aspect 76-100% = bad aspect

As for Astrologers, Diviners may or may not give good advice. A Diviner has a chance of 40% + 3% per MKL or being correct. His accuracy is checked when the good or bad aspect is applied to a particular event. If he is wrong, there is a 1-75% chance that the aspect is neutral and a 76-100% chance that the aspect is opposite to the one he predicted. Good aspects give a 5% advantage on all die rolls. Bad aspects bring a 5% disadvantage on all die rolls. The length of time covered by the prediction is equal to the MKL of the Diviner, measured in turns.

2. **Locate Object:** A Diviner learns a Locate at BMR 1. He is able to locate a specific object within his range by using a Dowsing Rod which he enchants from Hazelwood. He has a 40% chance + 3% per MKL of determining the exact distance. If he is successful, the chance is increased by +10% the next time he attempts the spell to locate the object sought.

3. **Locate Person:** As for a Locate Object, only a specific person is sought. Spell = BMR 1.

4. **Detect Piety:** When face to face (20 feet away), a Diviner has a 40% chance + 3% per MKL of discovering the exact piety of a character. If examining some article belonging to the character in question, he has a 25% chance + 2% per MKL. Spell = BMR 1.

5. **Detect Experience Factor:** As for Detect Alignment. Spell = BMR 1.

6. **Trace:** A Diviner can determine a number of things about an object when he handles it personally. He begins with a 10% chance + 3% per MKL and gains 1% per additional fatigue point expended. The spell can be cast only once per day. If successful, he will learn the information indicated by the percentage rolled on a 1-100 die:

1-30%	=	The immediate past of the object in question.
31-50%	=	Whether or not the object is enchanted.
51-75%	=	The number of spells placed in the object, if any.
76-85%	=	The number and exact nature of the spells placed in the object.
86-95%	=	Whether or not the object contains defensive spells or Curses.
96-100%	=	The maker of the object, its purpose, and all other relevant information.

If there is a failure, the chance of success is reduced —25% for the next Trace attempted.

7. Unlike all other Magick Users, a Diviner can enchant a Focus from Hazelwood and does not need to consult the Stars, etc., for a favorable Sign or use the 22 Correspondances. The Focus is used to cast all of his Divination spells (1 to 6, above).

8. **The Great Decks:** Diviners cannot cast any spells directly except the Divination spells listed above. However, they can enchant a Focus in the form of a 54-card deck or a 78-card deck. These Great Decks enable him to cast spells of Basick Magick and, in the case of the 78-card Tarot deck, spells of Illusion as well.

The complete deck is enchanted by preparing each card as an enchanted scroll. When all of the cards are prepared, the Great Deck becomes magically active.

a. **THE 54-CARD GREAT DECK:** A standard 52-card playing deck plus two Jokers will be used to perform spells of Basic Magick:

Diamonds	=	Earth Spells
Spades	=	Air Spells
Clubs	=	Fire Spells
Hearts	=	Water Spells
Joker	=	Any Spell, any suit

1-5	=	Create & Detach
6-10	=	Create, Detach, & Amplify
Jack	=	Create or Detach or Remove
Queen	=	Create, Detach, & Amplify or Concentrate
King	=	Create, Detach, & Amplify or Remove

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material that can be moved, range, etc.:

1-10	=	+PMF equal to number on card; eg: 6 = + 6 PMF.
Jack	=	+15 PMF
Queen	=	+20 PMF
King	=	+25 PMF
Joker	=	+30 PMF

To cast a spell, 5% fatigue points are expended and a card is drawn at random. The spell does not have to be cast if it is appropriate, but fatigue points are still lost. The card is replaced and the deck is shuffled before the next draw.

b. **THE 78-CARD TAROT DECK:** The Tarot Deck can be used to cast Basick Magick and Illusions. As in the case of the 52-card deck, cards are drawn at random at 5% fatigue point expenditure, and the spell can be cast or withheld as desired:

Pentangles	=	Earth Spells
Swords	=	Air Spells
Wands	=	Fire Spells
Cups	=	Water Spells
1-5	=	Create & Detach
6-10	=	Create, Detach, & Amplify
Page	=	Create or Detach or Remove
Knight	=	Create, Detach, Amplify, & Accelerate
Queen	=	Create, Detach, & Amplify or Concentrate
King	=	All spells of Basick Magick

The numbers on the cards indicate the PMF bonus to be added to the Diviner's Personal Magick Factor when computing the amount of material to be moved, range, etc.

1-10	=	+PMF equal to number on card
Page	=	+15 PMF
Knight	=	+20 PMF
Queen	=	+25 PMF
King	=	+30 PMF

The 22 cards of the Major Arcane cast Illusion Spells:

Jester: Any spell of **Basic Magick** (+30 PMF) or any Illusion up to Seventh Circle.

Magician: Outermost Circle: Sleight of Hand or Wall Fog.

Priestess: Outermost Circle: Blurred Image or Detect Illusion I.

Empress: Outermost Circle: Wall of Fog or Detect or Dispell Illusion I.

Emperor: Second Circle: Cloud of Dust or Deafness or Delusion.

Pope: Second Circle: Detect or Dispell Illusion II or Illusory Script.

Lovers: Second Circle: Delusion or Detect Illusion II.

Chariot: Second Circle: Cloud of Dust or Detect or Dispell Illusion II.

Justice: Third Circle: Diminish or Detect or Dispell Illusion II.

Hermit: Third Circle: Hallucinatory Landscape or Growth.

Wheel of Fortune: Third Circle: Mirror Self or Trustworthiness.

Strength: Fourth Circle: Detect or Dispell Illusion III.

Hanged Man: Fourth Circle: Hypnotic Spiral or Hallucinatory Landscape.

Death: Fourth Circle: Projected Image or Hallucinatory Landscape.

Temperance: Fifth Circle: Detect or Dispell Illusion V.

Devil: Fifth Circle: Disguise or Phantasmal Landscape.

Tower: Fifth Circle: Phantasmal Weather or Detect Illusion V.

Star: Sixth Circle: Detect or Dispell Illusion VI.

Moon: Sixth Circle: Shadow Forces or Shadow Monsters.

Sun: Seventh Circle: Detect or Dispell Illusion VII.

Judgment: Seventh Circle: Phantom Monsters.

Universe: Eighth Circle: All Illusions from Outermost to Eighth Circle.

The Illusion spells cast with the Tarot Deck are rated at the level of proficiency of the card itself. For example, a Hanged Man casts a Fourth Circle spell, but the Sun casts a spell at the Eighth Cirlce of proficiency. For protective purposes, the Diviner personally saves as an Eighth Circle Adept.

17.19 THE HEX MASTERS: WITCHCRAFT

Not all Witches are devoted to Black Magick and Devil Worship. There are actually a number of distinct types of witch or Hex Master:

17.20 SOLITARY HEX MASTERS

Solitary Hex Masters are neutral or lawful in alignment and are truly rugged individualists. They have IQ's of 17 or higher. They call themselves Hex Masters only until they reach MKL 11, whereupon they assume the title of Sorcerer. At MKL 18, they become Wizards.

1. **The Focus:** A Solitary Hex Master will enchant a wand as a Focus, using the 22 Correspondances favored by the Sign of the Focus.

2. The moment a Solitary Hex Master begins the study of Black Magick and Demonology, he will acquire a Familiar, usually a cat, which is actually a Demonic Spirit (not evil). The **Familiar** will act as a second Focus, but does not need to be enchanted. The practice of Black Magick and Demonology is possible for the Solitary Hex Master because he refrains from employing such measures against anyone except chaotics (turning their own Evil against them) and uses the Name to command Demons rather than submitting to the Powers of Darkness to obtain their assistance.

3. **Magical devices** enchanted by a Solitary Hex Master include potions, books, scrolls, amulets, and a broom for transportation.

At MKL 11, a Solitary Hex Master becomes a Sorcerer. As a Sorcerer he can choose to specialize in one of several fields:

Dexterity 12 or higher: Conjuration is possible, and the Sorcerer may practice the Art as if he were a Conjuror, but without the limitations placed on that type of Magick User.

Bardic Voice 14 or higher: Power Word Magick is possible, and the Sorcerer may practice the Art as if he were a Power Word Magician, but without the limitations placed on that type of Magick User.

Wisdom 12 or higher: Divination is possible, and the Sorcerer may practice the Art as if he were a Diviner, but without the limitations placed on that type of Magick User.

The magical devices which Magick Users of one of the three types may enchant will be within the power of the Sorcerer to enchant once he chooses his specialization.

17.21 EVIL PRIESTS

Evil Priests are the chaotic counterpart to the Solitary Hex Master. They too must have IQ's of 16 or higher. And they require Impiety/ —08 to —10. Evil Priests will join a Coven of Witches and practice Magick as one of their number. However, when he reaches MKL 11 he can become an Evil Priest. The sole advantage he has over other Coven members is that he may proceed farther along in the practice of Demonology, Illusions, and Commands.

1. **Focus:** as for Solitary Hex Masters.

2. **Familiar:** The Familiar is acquired immediately as an Evil Genius who guides the prospective Evil Priest along the paths of damnation. The Familiar will divulge the secrets of Black Magick to the Evil Priest one casting level early (e.g.: level 3 spell is given at level 2). See cats in the Men and Monsters chapter.

3. **Magical devices** enchanted by an Evil Priest include potions, books, scrolls, amulets, and a broom for transportation.

At MKL 11 the Evil Priest should be studying the Invocation and Sacrifice to the Lords of Hell, for the moment he is able to perform the ceremony he will attempt to summon Lucifer himself to dedicate his life to the service of the Dark One. If he is successful, he will acquire control of the Coven (he may have to slay the current leader, who is also an Evil Priest). Upon becoming an Evil Priest, he will have the following abilities like a Cleric:

CURE MINOR WOUNDS
CURE GRIEVOUS WOUNDS
REMOVE CURSE
NEUTRALIZE POISONS
RAISE DEAD

These Clerical miracles can be performed to the benefit only of members of a chaotic Coven or chaotics in the service of the Evil Priest who have sealed their loyalty to him with an oath of Damnation. The Evil Priest will have a 50% chance of performing such miracles at a cost of 5% fatigue for each attempt, successful or not.

17.22 THE COVENS

Hex Masters who do not possess an IQ of 16 or higher become ordinary members of Covens. A Coven will always contain 13 members. Those who attain MKL 11 become Coven Leaders- - usually these turn out to be Evil Priests who subvert lawful Covens almost immediately. If there is already a Coven leader, he must be overthrown or else a new Coven has to be started by influencing 12 others to join.

Members of Covens are often referred to as Witches and Warlocks, and the Coven they belong to is part of a vast invisible government. At MKL 13, a Coven Member may become a Prince or Princess of the Witches and acquires a Coven made up of the leaders of 12 Covens. These are preferrably 6 males and 6 females. Promotion is not possible unless the office is open, and 12 offices generally exist. At MKL 21 a character may become King or Queen of the Witches provided that office is not already filled. If there is already such a personage, the character moves to the Higher Council, a Grand Coven of 33 which advises the King or Queen. The King or Queen has a Coven composed of the 6 Princes and 6 Princesses.

Ordinary Witches and Warlocks enchant the following:

1. **Focus:** as for Solitary Hex Masters.

2. **Familiar:** acquired immediately as for Evil Priest.

3. **Magical devices:** potions, amulets, and a broom for transportation.

One spell may be worked per Coven Meeting, which is held on the Black Sabbath, at the leader's choice. The chance of success is raised by +50% because of the combined effort and concentration of the 13 Witches and Warlocks present. Such spells are used for the purpose of learning new spells (by the leader) or the enchanting of materials. If any materials are being enchanted, the quantity that can be enchanted is 3 x leader's normal limit. Also when casting spells offensively, presence of the entire Coven enhances the leader's chances (or those of any member casting the spell) by +25%, provided no other member casts a spell in the same firing phase.

17.23 THE MAJOR ARCANE

The following types of magick and magicians are referred to as the Major Arcane.

17.24 CONJURATION

The Conjuror performs all of his Magick by brewing it up in his Magick Cauldron or by using some of the 'brew' as a potion.

1. **THE ENCHANTING OF THE CAULDRON:** The Cauldron is the Conjuror's Focus. It is made by enchanting the 22 Correspondances required by the Sign under which the Focus has to be made. The 'brew' thus enchanted is placed in a cauldron of iron or copper, and 6 additional parts of each of the corresponding materials (unenchanted) are then added to the brew to increase its volume. Each time the Conjuror learns a new spell he adds 7 different materials (3 parts of each, unenchanted) to the brew.

Once each year, during the Sign of his Cauldron, the Conjuror must replenish the brew. He must add 7 parts (unenchanted) of each of the 22 original Correspondances plus 21 herbs, 7 flowers, 7 powdered skins, 7 crushed bones or horns, 7 essences, 7 woods, 7 crushed Gems, and 7 metals. To this must be added 7 uncommon liquids, 21 parts of each. Failure to perform this task will cause the Cauldron to boil dry in 10-100 days after the sign, requiring the complete re-enchantment of the Focus.

2. **THE BREW:** The brew contained in the Cauldron is a form of Universal Potion which can duplicate any magical effect which the Conjuror has learned as a spell. On any given day, he may draw off a number of 'doses' of the potion equal to his MKL, but he must add materials equal to the number of doses he draws off. When he drinks a dose of his brew, the Conjuror can instantly cast the spell he desires, provided it is a learned spell contained in the brew. In this case, the brew acts as a Focus.

If the Conjuror is preparing a particular potion for another person, there is a 5% chance per MKL that he can draw off 1 dose of the correct potion. For example, a Conjuror of MKL 8 would have an 8 x 5% = 40% chance of coming up with the desired potion for a customer. If the desired potion is not obtained, no one knows it; for the check is made only when the potion is actually consumed. If a mistake has been made, one of the following things will happen:

1-90%:	Nothing happens, just a foul taste in the mouth from the potion.
91-95%:	Drinker shrinks to 1/20 size for 1-20 turns (1-50%) or 1-20 days (51-100%).
96-100%:	Drinker turns into a Frog requiring a Princess to kiss it better.

3. **THE 'SPOOK':** There is a 1% chance per 10,000 Experience points acquired by the Conjuror that he will attract a rather mischievous Spirit of the Brew to his Cauldron. He can learn new spells from the Spook 1-50% of the time, checked once per week. The Spook is also capable of defending the Cauldron and the Magick User's quarters from intruders by casting spells like a Magick User of the Conjuror's level on his Home Ground.

Alchemist's and Conjurors get along very well with each other, for they both deal with the same basic type of Magick.

17.25 ENCHANTERS

The Enchanter performs his Magick through verse, song, and musical instruments, as all of his magical effects are created through sound. If he can produce no sounds, he can do no Magick. Backfires for Enchanters result in laryngitis for 1-20 days, with no other ill effects.

THE BOOK

An Enchanter will write a Magick Book containing the spells he has learned. He is exceedingly sensitive to the power of the spoken word, and the Book preserves his spell chants perfectly, with a profusion of marginal notes. Any failure in the pitch, tone, and certainly in the wording of a chanted spell would result in utter failure.

SCROLLS

An Enchanter's scrolls are totally incomprehensible to any other Magick User unless he has learned to read music (cost = 6 language points).

Many Enchanters become Poets, Troubadours, Musicians, and the like, because of the close relation of the Fine Arts to their type of Magick. When they travel, they will assume such guises to conceal their true vocations.

THE FOCUS of an Enchanter is a musical instrument fashioned by enchanting the 22 Correspondences required by the Sign under which the Focus has to be made.

All Magick Devices fashioned by an Enchanter are in the form of musical instruments (except for the Books and Scrolls he may write).

Enchanters are very contemplative and have high powers of concentration. Thus they are capable of **MEDITATION** at ½ the normal rate even when in public and engaged in other activities and tasks. Only a violent fight will break such concentration, and then only if the Enchanter himself is directly involved in it.

17.26 NECROMANCY

The Necromancer deals with death and he does not fear it in any of its forms. He is not affected by Illusions and Fear 90% of the time (save if 91-100%); for when one has laced the ultimate reality of Death mere Illusions hold no perils. His magical impliments are all suggestive of the

grave. Bones form the basis of his wands, staves, and many other magical devices. His books and scrolls are inscribed on parchments made up of exotic skins with inks made of the blood of creatures and a pen of human bone. He prefers to wear clothes rescued from dead bodies, and even the very room he is in will tend to be filled with the odor of death. His skin acquires a ghastly pallor because of his preference for the dark, his features are sunken and skull-like, and he acquires the ability to see in the absence of light when he attains MKL 2.

A Necromancer fashions his Focus by enchanting the 22 Correspondances required by the Sign under which the Focus is made, then adding 7 additional kinds of bone. The Focus is always a wand made from the thigh bone of a man. When it is completed, it must be washed in 7 different kinds of blood and is carried in a wand case made of 7 different exotic skins. Additional spells are placed by inscribing a Symbol for the spell on the wand and inlaying the Symbol with 3 precious metals enchanted to BMR 0 at 100%.

A Necromancer will acquire a **Shadow Guide**, a Spirit of the Dead who was once a powerful Necromancer and acts as his Mentor. In this sense, the Shadow Guide acts as a 'Master', but the relationship is not one of superior and inferior. To summon the Shadow Guide for advice and to be taught new spells, the Necromancer must perform a solemn ceremony (see Demonology).

A Necromancer shuns the learning of all spells of **ILLUSION**, but he will actively and enthusiastically pursue knowledge of all spells of **COMMAND** he is capable of performing. Most important of all, there are a number of Necromantic spells unique to his mode of Magick. These spells cannot be learned by anyone else, although a device containing such spells might be used 1-10% of the time by a Magick User of MKL 10 or higher.

LEVEL 1 NECROMANTIC SPELLS

All spells in this section are at casting level 1 and BMR 1.

Command Undead

A very powerful spell which increases in effect as the Necromancer rises in knowledge and ability. The spell gives him the power to exert influence over Undead beings and also Illusory figures like Shadows, Phantoms, and Spectres.

The following table gives the degree of influence available to a Necromancer at any given Magick Level. 'T' means the power to **turn away** the figure named and keep him at a safe distance. 'D' means the power to **dismiss** and figure from the Necromancer's presence. 'C' means the power to **command obedience** or to **dispell** the figure if it is enchanted (Skeleton, Zombie, Shadow, Phantom, Spectre). '—/' means no effect. The number printed after any letter indicates the number of such figures that the Necromancer may have under his own command as servants of his will at any one time; e.g.: T/10 means that he can turn away such figures and also have up to 10 under his own control.

Type of Undead	Magick Level of the Necromancer Commanding Undead										
	1-2	3-4	5-6	7-8	9-10	11-12	13-15	16-18	19-20	21	22
Skeleton I	T/1	T/5	T/10	T/15	D/20	D/25	D/30	D/40	D/45	D/50	C/50
Skeleton II	—/1	T/1	T/5	T/10	T/15	T/20	D/25	D/30	D/35	D/40	C/50
Average Zombie	—/1	T/1	T/5	T/7	T/10	T/15	T/20	T/25	D/30	D/40	C/50
Strong Zombie	—/1	—/1	T/3	T/5	T/7	T/10	T/12	T/15	T/17	D/20	C/25
Ghoul	T/1	T/2	T/3	T/4	T/5	T/6	T/7	T/8	T/9	C/10	C/11
Great Monster	—/0	—/0	—/1	—/1	—/1	—/1	—/1	—/2	—/3	—/4	—/5
Barrow Wight	—/0	—/0	—/0	T/0	T/0	T/0	D/0	C/1	C/1	C/1	C/3
Mummy	—/0	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3
Vampire	—/0	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1	C/3
Wraith	—/0	—/0	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	C/20
Death	—/—	—/0	—/—	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0
Shadow	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	D/0	C/1
Phantom	—/0	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1
Spectre	—/0	—/0	—/0	—/0	T/0	T/0	T/0	T/0	D/0	D/0	C/1
Ghost	—/0	—/0	—/0	—/0	T/0	T/0	T/0	D/0	D/0	D/0	C/1



The chance of turning away or dismissing an Undead is 25% + 5% per 2 MKL or part thereof possessed by the Necromancer. A Command or Dispell is successful 90% of the time. The Necromancer can turn away or dismiss a number of Undead equal to his MKL in one turn at a range of 50 feet or less. Great Undead can only be affected at a rate of 1 per 3 MKL or part thereof in one turn. Each figure to be affected must be successfully 'targeted' on the Magick Conflict Table Duration: Time Factor of Necromancer.

Create Skeleton

A spell which permits a Necromancer to animate a skeleton and make it an extension of his will. The skeleton must be intact. An animated skeleton will be capable of self-directed behavior, subject to the orders given it by the Necromancer, who has complete control and may direct it by **TELEPATHIC COMMAND** from a considerable distance. Only a MKL 22 Necromancer may take over control of such a figure from the creator. Also, if the creator is a Superior Magick User to the Necromancer attempting to dismiss a skeleton, all that can be done is turn away the figure. The spell endures until dispelled by Necromantic Magick.

Create Zombie

A spell which permits a Necromancer to animate a corpse and make it an extension of his will. Otherwise, like **CREATE SKELETON**, above.

Ghoul Control

A spell which enables a Necromancer to gain control over a Ghoul who has no Necromancer for a Master. Once the Ghoul is placed under the Necromancer's influence, he will serve his Master loyally. Range: 50 feet; Duration: 1 turn. The spell will affect only 1 Ghoul at a time. Once control is obtained, only a MKL 21 or 22 Necromancer may break the spell.

LEVEL 2 NECROMANTIC SPELLS

All spells in this section are at casting level 2 and BMR 2.

Fear

A spell which causes all living beings approaching within 20 feet of the Necromancer to check FER CR-7 if excessive casualties had been suffered. Figures over experience level 7, intelligent Monsters with more than 75 his points, or unintelligent Monsters with more than 100 hit points are unaffected. Range: 30 feet around Necromancer, with a duration of 1-6 turns. Undead are unaffected, as are Necromancers.

Speak With Dead

A spell which permits the Necromancer to speak with the dead. There is a 100% chance of success with a body dead from 1 to 7 days; a 50% chance + 5% per 2 MKL with a body dead 8 to 30 days; a 25% chance + 5% per 2 MKL for a body dead 1 to 6 months; and a 5% chance per 2 MKL for a body dead more than 6 months. Even if the spell is fully successful, there is a 10% chance + 5% per 2 MKL of the Necromancer that the Dead will make reply to each of 3 questions. The Dead will not lie, but they will withhold any part of the truth not clearly and specifically included in the question, which cannot be more than 25 words in length. In short, the Dead resist speaking of what they know, and questions must be carefully phrased. Personal enemies of the Necromancer or of any person for whom he is asking the question will lie outright 1-25% of the time: the Dead also bear grudges. Duration: 3 questions of 25 words each, with a 5 minute limit, real time, on the whole operation. Answers should be given promptly, with a minimal waste of valuable time. Game duration: 1 turn. This spell is needed to speak with the Spook.

LEVEL 3 NECROMANTIC SPELLS

All spells in this section are at casting level 3 and BMR 3.

Panic

A spell which causes all living beings approaching within 50 feet of the Necromancer to check FER CR-5 as if excessive casualties have been suffered. Figures over experience level 12 or intelligent Monsters with more than 100 hit points are unaffected. Duration: Time Factor of Necromancer, with 1-turn extensions at a cost of 1-3 fatigue points per turn. Check morale −10% for each turn that affected figures are in range (50 feet) of the Necromancer.

The Secret of Life and Death

At the moment a Necromancer is able to cast level 3 spells, he will begin his first great project, the inquiry into the Secret of Life and Death. His ambition is to develop a Monster or great power, a super-zombie with the fighting ability of a Mighty Knight of experience level 24. The Necromancer will go to any lengths in order to acquire the 'components' needed to fashion the body of the Great Monster. Because the specifications for any part of the creature are very demanding, there is only a 1-5% chance per hand, arm, leg, foot, etc., that the part is acceptable. If any part is unacceptable, the remainder of the body being examined is considered worthless, and parts must be found from another body. Components taken from corpses very recently dead and undiseased are utterly essential.

When completed, the body of the Great Monster will absorb 100 + 1-100 hit points, like a Zombie. It will be unaffected by spells of Command or Illusions, and it will obey its creator without questions 1-95% of the time (the other 5% it runs 'amok'). The problem is to animate the Monster. There is a 5% chance + 1% per MKL of the Necromancer that he will successfully bring the creature to life. An attempt may be made only 3 times per year, during a severe thunderstorm. Each time a Necromancer reaches a new spell casting level, he researches the Secret of Life and Death at the next BMR (eg: level 4 spell at BMR 4). With each installment of the spell learned at a new casting level, +5% is added to the chance of animating the creation. Only one such creature should be animated at any one time, for if it ever meets with another it runs 'amok' and they will fight to the death.

LEVEL 4 NECROMANTIC SPELLS

All spells in this section are at casting level 4 and BMR 4.

Paralysis

A spell which causes one of two effects: a beam of darkness springing from the pointed finger or wand of the Necromancer up to ½ range or paralysis on touch. A beam of paralyzing darkness must be targeted and, 1-20% of the time, causes living beings to be totally paralyzed for 1-6 turns. 21-100% = partial paralysis, with loss of all hit, parry, and dodge bonuses. Touch is determined by using the Combat Tables. Any creature fully paralyzed is unable to move any part of the body.

LEVEL 7 NECROMANTIC SPELLS

All spells in this section are at casting level 7 and BMR 7.

Summon Demonic Warriors

A spell which enables the Necromancer to summon Demonic Fighting Men to his assistance for 1 turn per MKL he possesses. He must stand within a protective circle as he is not asking permission of the Lords of Hell for such aid but is rather Commanding the Dead to serve him. The number of Demonic troops he may summon is equal to the number of troops that can be hired (see Demonology). Cost: 50% fatigue.

Terror

A spell which causes any living being approaching within 100 feet of the Necromancer to instantly flee in complete terror if below experience level 12. All others check FER CR-7 as if excessive casualties had been sustained. A morale check is made thereafter so long as the Necromancer is within his range of the affected beings.

LEVEL 11 NECROMANTIC SPELLS

All spells in this section are at casting level 11 and BMR 10.

Command the Great Undead

A spell which enables the Necromancer to exert command over the high ranking Undead: Barrow Wights, Mummies, and Vampires. The numbers of each type that can be controlled are given in the Command Undead Table (see level 1 spells, above). Only a Necromancer with a higher experience factor can break such control (25% chance). Range: 1/6 normal range. Duration: until spell is broken.

Command Shadows, Phantoms, and Spectres

Not only is the Necromancer immune to the effects of Illusions but he is also able to assume control of them when he has learned this spell. From 1-75% of the time the Necromancer will merely be able to dispell the Illusion, but 76-100% of the time he will be able to assume full control of the Shadow, Phantom, or Spectral Monster and turn it on the sender.

Command Spirits (Ghosts)

A spell which enables a Necromancer to command a Spirit to give truthful answers to 3 questions. Range: 20 feet. The questions must be given and answered within 5 minutes, real time.

The Ring of Great Command

A spell which the Necromancer places in an enchanted Ring of Power. The Ring binds the possessors of lesser Rings also fashioned by the Necromancer: 9 for mortal men; 7 for Dwarf Lords; and 3 for the Elven Kings. Upon completion of the Ring, which takes 1 year to fashion, the Necromancer places much of his Power in it. The Ring gives him the power to assume the form of a Nazgul for a period up to his Time Factor once per day. It also enables him to control any Wraith he meets.

The remaining 19 Rings are all Rings of Power, too, containing spells appropriate to the races for which they are intended. However, each of the Rings for mortal men is, like the Great Ring, capable of turning the possessor into a Wraith under the command of the Master. Persons placing a Wraith Ring on their fingers are loath to part with them, with only a 3% chance per week of doing so. The Wraith Ring will reduce the victim's constitution by 1 point per week until 0 is reached, whereupon the victim becomes a Wraith and seeks out his Master. Only Hobbits are resistant to these effects, with a 7% chance of discarding it and a loss of 1 constitution point per month so long as they remain in possession of it. All those with a Piety of 1 will be immune to the effect, however; and High Elves of MKL 13+ will recognize the nature of the Wraith Ring instantly. The Rings for the Dwarves and Elves are not so hellish, but all that their possessors do is known to the Master, so long as he possesses his Great Ring.

If the Necromancer should lose his Great Ring, he cannot fashion another. He must seek out his lost Ring. However, his Wraiths will remain loyal and obedient to him. His powers are greatly reduced as well, for ½ of all the spells he learned must be placed in the Ring. Note: only a Magick User of MKL 18 or higher will be able to use the lost Ring of Great Command; all others will merely run the risk of being turned into a Wraith.

17.27 THAUMATURGY

The Thaumaturgist is the worker of miracles, a master of Illusion. He has a talent for slight of hand, and can pick pockets like a Thief of equal experience level or juggle and do feats of popular 'magic' like a jongleur. He practices his Magick largely through the use of 'smokes' and perfumes, and is a specialist in spells of Illusion and Command,

which he will learn in preference to any other spells that come into his possession.

The quarters of a Thaumaturgist will be found filled with vials and bottles of powders, essences, herbs, and the like, which he uses to prepare his magical incenses and perfumes.

THE BOOK

A Thaumaturgist will write a book containing the recipes for spells he has learned, but he does not have to enchant the materials used because he does not use the book to actually cast spells. The time needed to write a page is therefore only 1 day. If the Book is lost or stolen, a Thaumaturgist will re-write the spells he has learned from memory (see Remember Spells, IQ Prime Requisite). Any spells he fails to remember have to be researched again at a rate of 2 days per level of spell, after which they may be inscribed correctly.

THE FOCUS

A Thaumaturgist will enchant a magick powder from the 22 Correspondances of the Sign favorable to the creation of his Focus. This magick powder or incense is the basis for all of his powders and perfumes. It has no spells in it, but it serves as a magical catalyst which automatically enchants any materials used in a powder or as a magical catalyst which automatically enchants any materials used in a powder or perfume that does contain a spell. Enchantment time = 1 day per casting level of a spell x number of doses of powder or perfume needed + 7 days. Once each year, in the Sign of the Focus, the stock of magical powder must be replenished by the 22 Correspondances, each one of which must be enchanted by the Thaumaturgist to BMR 0.

POWDERS AND PERFUMES

A Thaumaturgist will prepare a powder or perfume for each spell he has learned. Each powder requires 7 ingredients which are essences or organics, plus 3 ingredients for each casting level of the spell. From 6-10 doses of powder will result. When thrown into a flame (the Thaumaturgist usually carries a brazier of hot coals), the powder will produce a magical smoke that creates the spell. Only 5% fatigue loss occurs when such a spell is cast. Perfumes are prepared from 7 liquids, 3 essences, 7 organics, and 3 fresh flowers. The level of the spell is irrelevant, but only 1-3 doses are prepared. Perfumes are used to contain spells which affect the emotional state of the intended target or his actual physical state; they do not directly cause damage. If powdered gems are used in a potion or powder, targeting is enhanced by +5%. Any Alchemetical oil or mercury used in a perfume will automatically enhance targeting to +25%. Any Alchemetical metal or gem ground into a powder will automatically enhance targeting to +25%.

If a Thaumaturgist has lost his magick powder of Focus, he must enchant each material used in a powder or perfume to BMR 0 at 100% to place a spell in it.

As long as a powder or perfume contains some of the magick powder, the Thaumaturgist casts spells with all the advantages of having a Focus. If no magick powder is in the powder or perfume, treat as an ordinary device.

17.28 THE MYSTICS

17.29 CABBALIST-SYMBOLISTS

The Cabbalist performs all of his Magick by writing a Symbol on some object, scroll, etc. The Symbol then discharges the spell in the manner desired.

The Focus

Cabbalists prepare a Focus which is nothing more than a Magick Inkpot made of the 22 Correspondances required by the Sign.

The Cabbalist Ink

Cabbalists prepare a form of universal Magick Ink from 7 liquids, 7 crushed gems, 7 powdered metals, 7 essences, and 21 organics, all of which are enchanted to BMR/E. The Magick Ink so produced is equivalent to 22 spell charges and regenerates at the rate of 7 charges per day when kept in the Magick Inkpot Focus. An additional 'recharge' is produced for each of the Alchemetical Mercuries added to the Ink, which can double the recharge to 14 if all 7 of the Mercuries are added.

The Brush/Pen

Cabbalists prepare a brush or pen to write the Symbols. It is formed from 7 woods and the hairs of 21 different creatures, all Enchanted to BMR/E. From a distance, the writing instrument has the appearance of a short wand.

Symbols drawn with the Focus, Brush, and Ink cost 5% from Fatigue Levels and will last almost indefinitely if placed on a permanent, fixed item like a wall, floor, ceiling, etc. Such symbols will gradually fade in time, usually a period of weeks equal to the Magick Level of the Cabbalist. If inscribed on a movable object, the Symbol will fade at the end of the Cabbalist's time factor and become inoperable. However, if inscribed on a fully Enchanted object specially prepared to receive the Symbol (such as a magical Scroll, Book, or perhaps an Amulet or Weapon), the Symbol will be truly permanent and will be able to generate one spell per day.

The Cabbalist can also draw Symbols with regular Magical Ink (used by most Magicians for Magick Writings). However, Symbols so inscribed have two important restrictions placed upon them. (1) The Symbol might not be correctly inscribed if the surface is not appropriate (ink could run, etc.), with a chance of error equal to 10% x spell level minus 2 x DEX of the Cabbalist. (2) The Symbol will always be temporary, with a duration of ½ the Cabbalist's time factor if placed on a fixed surface, and 'instantaneously discharged' if placed on a movable surface. The cost of inscribing such a Symbol is 10% from Fatigue Levels.

With only a regular pen and ink, a piece of chalk, or anything similar, a Cabbalist can inscribe a Symbol as described for regular Magical Ink, but at a cost of 15% to Fatigue Levels. If the Symbol is inscribed in the dust with a finger or stick, the spell will be ruined if the wind distorts it or if it is in any way disturbed.

Finally, at a cost of 20% to Fatigue Levels, a Cabbalist may write a symbol in the air with his finger or the like. The Symbol appears as a glowing form of 'fire' and the spell is cast instantaneously. The same effect can be produced at 10% cost to Fatigue levels if the Cabbalist uses his Magick Brush/Pen dipped in his Cabbalist Ink.

Cabbalists often work with Artificers, particularly Weaponsmiths and Goldsmiths, because they are capable of inscribing the Symbols on Magical Devices to permit them to be used by Non-Magick Users. The majority of Such Symbols are usually DETECTION spells or Symbols of Guard. (Offensive spells are often very tricky when in the hands of Non-Magick Users and thus will not often be placed on items designed for common use).

Cabbalists are also very interested in Demonology, but more from the point of view of binding and restraining destructive spirits or else to command them to perform works in the service of Good (a cruel irony, from the Demon's point of view). Refer to the **Seals of Solomon.** They will tend to avoid the Black Magick route out of religious and philosophical reasons. To reflect this, Cabbalists will not be allowed if PCs have negative Piety.

17.30 POWER WORD MAGICK

The Power Word Magician is a natural linquist. He spends his early career learning the 7 Ancient Languages, in which all Magick is written. As soon as he masters the 7 Magick Tongues and 21 modern languages, he has acquired a vocabulary sufficient to enhance the targeting of all the spells he has learned by +10%. For the exact Word is utterly vital to the practice of his Art. There is great Power in the single Word that sums up the very essence of a magical effect, and therefore improves its efficiency.

The Focus

Power Word Magicians invariable use a staff as a focusing device. The Staff of Focus is enchanted from the 22 Correspondances required by the Sign of the device. It is shod with metal, furthermore, to give it weight and strength, for a Power Word Magician's Staff is also the only offensive weapon he will use in battle. With it, he obtains a +10%/+02 chance of striking a blow and a —15%/—03 parry against all manner of weapons, with a maximum chance of a bash at 20%. It deals out 2 points of damage per WDF and is employed like a Quarterstaff.

The Book

Power Word Magicians will write down spells they have learned in a book or scroll that is fully enchanted. A second Focus may be fashioned in the form of a book that has already been written and enchanted by binding it in a cover made of the 22 Correspondances.

Power Word Magicians get along well with Enchanters, whom they regard as kindred spirits because of their love of the spoken word.

17.31 MAGICK SQUARE MYSTICISM

The Magick Square Magician is devoted to Numerology and the wonder of Numbers. He will embody all of the spells he has learned in mystical number sequences which contain the mathematical relation of the magical effects he creates to the world as a whole.

The Robe

A Magick Square Magician will create a Focus from the 22 Correspondances required by the favorite Sign by using threads created from the correspondances to embroider squares containing number sequences on his robe.

The Book of Number

A Magick Square Magician will write down spells he has learned in a book or scroll that is fully enchanted. A second Focus may be fashioned by binding an enchanted Book of Number in a cover made of the 22 Correspondances. Each page will contain one spell, with notations, finally translated into the correct numerological form.

If a Magick Square Magician has lost his Focus, he may write a magical number sequence on a parchment, in the dust of the ground, or in the air to cast a spell he has learned. However, so alien is this technique to his usual method of performing magick that he will lose 20% of his fatigue points casting the spell, as it is too direct and hasty a method.

A Magick device may be enchanted by a Magick Square Magician in the typical manner of most Magick Users. The device will be inscribed with the magical number sequence.

To cast a Magick Square spell, one has to read the number sequence or else pass one's hand over the symbol in the prescribed manner (only Magick Square Magicians know how to do either of these things).

Because of their mutual love of mathematics, Magick Square Magicians and Artificer Mechanicians often become close associates and assist each other in magical projects of joint interest.

ANTI-MAGICK

At MKL 18, a Magick Square Mystic acquires the ability to temporarily nullify all magical effects around him for a distance of 1-10 times his spell casting range. The Anti-Magick capability is not learned but rather comes as a mystical insight into the nature of the Universe. From 1-3 Fatigue points are expended per turn the capability is exercised.

THE SPIRIT GUIDE

At MKL 7, a Magick Square Mystic acquires a Spirit Guide similar to the Medium's, and he is able to enter Medium-like trances.

18 Magical Combat

Any Magick not clearly beneficial to a recipient is considered to be hostile in nature and will be resisted by a factor akin to BMR. A spell might be compared to a missile which must be targeted so that it strikes and so affects the intended target(s). Targeting is required for all spells which influence a creature/object directly or which will reveal some information about the subject on whom the spell is cast. This includes the vast majority of spells of Basic Magick, Necromancy, Detection, Command, Illusion, Black Magick, Ancient Lore, and a few Communication spells.

18.01 TARGETING

The Magick Conflict Table presents probabilities of targeting an object or creature with a spell cast by a Magician or Magical Device. Targeting must be successful if the spell is to have an effect upon the intended recipient(s)/victim(s). The table contains a number of columns of percentages, with each column representing the chance of a given type of Magician to 'target' a particular class of creature:

Target	Natural	Min. Arcane	Maj. Arcane	Mystic	Evil Priest	Magick Device
Natural	90/50/25	90/50/25	80/50/25	80/50/25	80/50/25	80/45/20
Minor Arcane	80/45/20	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Major Arcane	80/45/20	80/50/25	90/50/25	90/50/25	80/50/25	80/45/20
Mystic	80/50/25	80/50/25	80/50/25	90/50/25	80/50/25	80/45/20
Cleric	80/50/25	75/45/20	75/40/25	75/40/25	80/50/25	70/40/20
Evil Priest	90/50/25	80/50/25	80/50/25	90/60/25	90/50/25	75/45/20
Ftg. Cleric	80/55/30	80/50/25	80/50/25	90/55/25	80/50/25	80/60/25
Knights	80/60/30	80/60/30	80/60/35	80/60/40	85/60/40	80/60/40
Ftg. Men	90/65/40	90/60/40	90/60/40	90/60/40	90/70/45	90/60/40
Other Men	90/70/50	90/60/40	90/60/40	90/65/45	90/70/50	90/60/40
Hobbits	75/45/20	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
Dwarves	85/45/25	70/40/20	70/40/15	75/50/25	80/50/20	75/45/20
High Elves	80/45/20	80/45/20	75/40/20	80/50/25	75/40/20	75/40/20
Wood Elves	90/50/25	80/45/25	80/45/25	90/50/25	80/45/25	80/50/20
Goblins	90/75/50	80/60/40	85/65/45	90/75/50	85/65/45	90/75/50
Gnolls	80/60/40	80/50/30	85/55/40	90/75/50	85/65/45	90/60/40
Ogres	80/50/20	75/50/20	75/50/20	90/60/30	80/50/25	80/50/25
Trolls	80/50/25	70/40/20	70/40/20	80/50/25	80/50/25	80/50/25
Giants	80/50/25	80/45/20	80/45/20	80/50/25	80/50/25	80/45/25
Lycanthropes	80/60/30	80/45/20	80/50/20	80/50/25	80/60/30	80/45/25
Skeletons	40/40/40	50/50/50	50/50/50*	45/45/45	60/60/60	50/50/50
Zombies	40/40/40	50/50/50	55/55/55*	45/45/45	60/60/60	50/50/50
Deaths	40/40/40*	35/35/35	35/35/35*	40/40/40	50/50/50	40/40/40
Ghouls	80/45/25	80/45/25	80/45/25*	80/45/25	80/45/25	80/45/25
Barrow Wights	25/25/25*	25/25/25	25/25/25*	35/35/35	35/35/35	25/25/25
Wraiths	25/25/25*	25/25/25	25/25/25*	25/25/25	35/35/35	25/25/25
Phantoms	25/25/25*	25/25/25	25/25/25*	50/50/50	25/25/25	40/40/40
Spectres	20/20/20*	20/20/20	20/20/20*	40/40/40	20/20/20	30/30/30
Vampires	40/40/40	25/25/25	30/30/30	35/35/35	50/50/50	40/40/40
Mummies	20/20/20	20/20/20	30/30/30	30/30/30	40/40/40	40/40/40
Demons	75/50/25	75/50/25	75/50/25	90/60/30	80/60/30	75/50/25
Great Horses	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	40/40/40
Basilisks	45/45/45	20/20/20	25/25/25	30/30/30	35/35/35	40/40/40
Centaurs	80/80/80	50/50/50	50/50/50	75/75/75	60/60/60	60/60/60
Chimera	80/80/80	40/40/40	60/60/60	75/75/75	60/60/60	50/50/50
Cockatrices	75/75/75	30/30/30	35/35/35	40/40/40	45/45/45	60/60/60
Dragons	90/60/25	75/40/20	75/40/20	75/40/25	75/40/20	80/50/25
Gargoyles	45/45/45	45/45/45	45/45/45	60/60/60	70/70/70	60/60/60
Gorgons	25/25/25	25/25/25	35/35/35	35/35/35	40/40/40	50/50/50
Griffins	60/60/60	25/25/25	35/35/35	40/40/40	35/35/35	45/45/45
Harpies	50/50/50	50/50/50	60/60/60	60/60/60	60/60/60	50/50/50
Hippogriffs	70/70/70	25/25/25	35/35/35	40/40/40	35/35/35	50/50/50
Hydras	50/50/50	40/40/40	40/40/40	40/40/40	75/75/75	50/50/50
Manticores	65/65/65	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Minotaurs	60/60/60	50/50/50	50/50/50	50/50/50	50/50/50	50/50/50
Pegasi	50/50/50	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Unicorn	35/35/35	25/25/25	25/25/25	25/25/25	25/25/25	25/25/25
Will O'Wisp	30/30/30	40/40/40	35/35/35	70/70/70	40/40/40	45/45/45
Wyverns	80/80/80	40/40/40	50/50/50	50/50/50	50/50/50	70/70/70

*Special Targeting Bonuses for Mediums (Natural) and Necromancers (Major Arcane) of +35%.

The basis of comparison, where applicable, is the Experience Factor, which is 1/10,000 of the accumulated experience points. The Experience Factor of the Magician is compared to his target's Experience Factor. If the Magician has more than 5 EF advantage, the first percentage is used. If the Magician has 5 EF to −10 EF, compared to the target, the second percentage is used. If the Magician has over −10 EF, compared to the target, the third percentage is used.

For example, if a Mystic were targeting a Mage of the Minor Arcane (see above), one of three probabilities would be available. Suppose in all cases that the Minor Arcane has 20 EF (200,000 e.p.). If the Mystic had 26+ EF, targeting is on 01-90. If the Mystic has 10-25 EF, targeting is on 01-50. Finally, if the Mystic has 0-9 EF, targeting is on the 01-25.

Magical Devices are rated at the EF of the Magician upon completion of the Enchantment, plus +1 EF per 5 years of existence. Focusing Devices are rated at the Magician's current EF, but will add +1 EF per 5 years of existence after his death.

Some targets will not be rated for EF. Thus the percentages remain the same across the board, as in 50/50/50.

18.02 TARGETING ENHANCEMENT

It is possible to enhance the targeting probabilities through meditation and fasting done prior to going out on an adventure. A Magician may select 1 spell he knows per Experience Level possessed and enhance it.

An enhancement of +1% may be gained x Magick Level of the Magician per day of meditation on the spell. The enhancement will be raised to +2% x Magick Level if he fasts during his meditations and does nothing else for the period of meditation.

This enhancement process can be used to raise the targeting probability by up to +25%. Only one spell will be raised in this manner at a time, so if several are to be enhanced, the period of time required for each spell will be added to the others.

The period of time that the Enhancement will endure is equal to the time spent x Magick Level of the Magician, after which it will decline by −1% per day thereafter. The duration of the Enhancement can, of course, be extended by additional meditation time.

18.03 CASTING THE SPELL

A Magician may cast any spell he has learned if he can Remember it in the previous turn (see 9.06, Remember Spell).

A Magician may cast any spell if he can Read it from a Scroll or Book (see 9.05, Read Well). However, the time required to read the page may take 30 minutes − IQ, if it is familiar, or 60 minutes − IQ if it is unfamiliar. After the reading, 1 turn is required to concentrate on the spell before casting it.

A READ MAGICK spell at casting level I and BMR/9 can be learned by literate Magicians, reducing the time factor to 1 turn prior to spell casting.

If a Scroll or Book is inscribed in a language unknown to the Magician, he cannot use it to cast a spell- - even if he has a READ MAGICK to assist him.

If the Remembering or Reading is unsuccessful, the spell is automatically a Backfire (see **18.08**).

18.04 OVERCOMING TARGET DEFENSES

If the target is protected by Magick, the spell may have to overcome the protections before the intended victim may himself be targeted:

If a circle of Protection defends the intended target, the Circle must be itself targeted for the spell to penetrate. Failure to penetrate the Circle causes the spell's effects to be dissipated outside the Circle.

If the intended target is wearing an Amulet of Protection, the Amulet must be targeted to penetrate its defenses. The Amulet will have an 'Experience Factor' equal to that of the Magick User who fashioned it (at the time of enchantment). In addition, an Amulet will acquire 1 Experience Factor of its own for every 5 years of its existence. For example, if a Magick User with 100 Exper. Factors fashioned an Amulet 300 years ago, the Amulet would have 100 + 60 = 160 Exper. Factors for purposes of defense. If such an Amulet is overcome, the defensive spell will discharge for 1-10 days if the spell overcoming it was of a harmful nature and directly injurious. Note: Amulets protecting against spells of Illusion and Command have other properties as well.

If the intended target is carrying a Focus, the Focus will have the same Exper. Factor as the Magick User wielding it. The Magick User may elect to use the Focus defensively, like an Amulet. However, there is a 20% chance of a Backfire occurring if the Focus fails to stop the spell. (See Magical Backfire).

After all of the above defenses have been overcome, the spell will reach the victim himself and is targeted against him according to a comparison of the Exper. Factors of attacker and defender. If targeting occurs, the victim is affected by the spell.

If Words of Guard or Prayers had been spoken, the penalties against targeting are subtracted from the percentage needed to target the outermost magical defense.

The Magick Conflict Table gives the percentages chance of hitting a particular target. However, animals and non-sentient materials are not in the list of targets.

If an animal is the target, use the following guidelines:

Small animals

25% chance of targeting; Natural Talents add 10%.

Large animals

50% chance of targeting; Natural Talents add 10%.

Increase the targeting chance by +2% per MKL of the Magick User.

If non-sentient material (rock, wood, etc.), the basic chance is 60% + 2 per MKL of the Magick User.

Area Effects: When a Magick effect occurs in a general area, all figures in that area may be affected by the spell. Each figure is individually targeted. Fireballs and the like are area effects, as are many illusions and some commands.

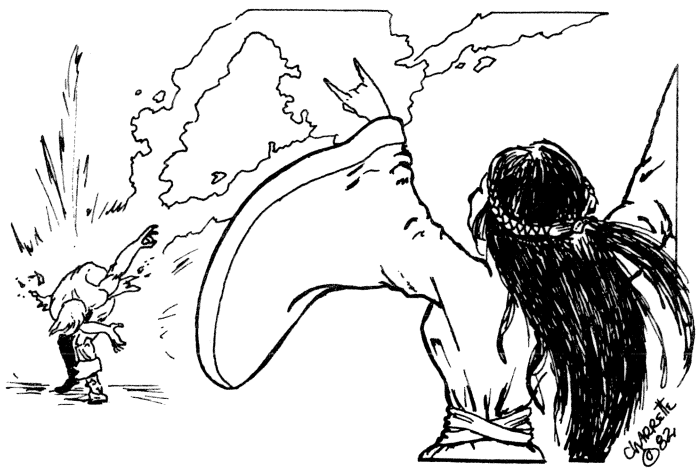
Necromancers: Necromancers enjoy special advantages when casting spells at all forms of Undead, so increase their targeting probability by +35% against Undead, Deaths, Barrow Wights, Wraiths, Phantoms, and Spectres.

Mediums: Mediums are used to dealing with Spirits and other incorporeal beings, so increase their targeting probability by +35% against Deaths, Barrow Wights, Wraiths, Phantoms, and Spectres.

18.05 EFFECT OF OBSTACLES

The targeting percentage chance of success is lowered if the spell has to penetrate an obstacle. The Magick effect only appears to travel from the Magick User, but actually only the spell influence does the travelling. The effect itself materializes at the target location. That is why spells might be cast through solid objects, like walls. A failure to target the spell would mean, in such instances, that the spell failed to penetrate the obstacle. The following deductions are cumulative for any obstacles that stand between the spell caster and his target:

Target Invisible but generally located	−25%
Target obscured by foliage or partial cover	−10%
Target seen in a mirror or pond reflection	−10%
Target using 'Blurred Image' spell	−10%
Target obscured by real or illusory cloud	−3% per foot
Targeting by Astrology or Divining	−20%
Target behind obstacle of dense rock	−25% per foot
Target behind obstacle of porous rock	−15% per foot
Target behind obstacle of dirt	−10% per foot
Target behind wall of water	−5% per foot
Target behind wall of ice	−6% per foot
Target behind wall of fire	−5% per foot
Target behind wall of light	−10% per foot
Target behind wall of darkness	−15% per foot
Target behind wall of cloud	−2% per foot
Target behind wall of True Lead	no penetration
Target behind wall of lead	−20% per inch
Target behind wall of metal	−15% per inch
Target clad in full armor of Star of Iron	−10%
Target clad in full armor of Mithril	−20%



18.06 EFFECT OF MOVEMENT

Targeting percentages may also be affected by movement of either the caster of the spell or the target:

Spell caster is moving faster than 10 feet per turn	−10%
Target is stationary and in view	+10%
Target is moving faster than 30 feet per turn	−5%
Target is moving faster than 100 feet per turn	−15%
Target is advancing toward spell caster	+10%

18.07 SPELLS WHICH MISS THE TARGET

If a spell misses its target, it does not disappear unless it was stopped inside a Magick Protective Circle. Rather, the aim of the Magick User was off. Roll percentage dice:

Die Roll	Result
1-15%	Spell deflected 60° to the right of the spell caster.
16-30%	Spell deflected 30° to the right of the spell caster.
31-40%	Spell lands short ¼ of the distance away from the target.
41-47%	Spell lands short ¾ of the distance away from the target.
48-52%	Spell caster manages to correct error in time and strikes target.
53-60%	Spell overshoots target by 10 to 30 feet.
61-70%	Spell overshoots target by 10 to 60 feet.
71-85%	Spell deflected 30° to the left of the spell caster.
86-100%	Spell deflected 60° to the left of the spell caster.

18.08 BACKFIRE

Backfire is an undesired effect which occurs when a spell has gone awry. Backfires occur on two occasions:

When a Magick User fails to cast an unlearned spell against a specific target on the Magick Conflict Table.

When a Magick User fails to cast any spell against a target defended by an Amulet of Protection enchanted by a Magick User of equal or higher level.

Magicians work with exceedingly powerful forces, and the more they are able to draw upon them, the higher the probability that something else can happen, for control has been lost when a backfire occurs. If a Backfire is possible, the chance of a Backfire occurring is the same as the percentage chance of casting an 'unlearned spell' or else the percentage chance of targeting the intended victim or material. If the Backfire does occur, use the following table:

Level of Spell Cast	Fatigue Loss	Rebound
Below spell casting level	1-85% = −15% fatigue	86-100%
At spell casting level	1-80% = −25% fatigue	80-100%
Above spell casting level	1-65% = −50% fatigue	66-100%
Unlearned spell	1-50% = −50% fatigue	51-100%

LOSS OF FATIGUE POINTS means that no magical effect materializes, but from 15% to 50% of the Magick User's total fatigue level is exhausted by the failure to control the spell. Any excess points required for expenditure become body hits, as in the case of a Magick User who has already expended 60% of his fatigue level and has a Backfire for a spell above his casting level. He would have to take hits to the body equal to 10% of his total fatigue points.

REBOUND means that something bad happens to the Magick User. The exact nature of the Rebound is variable, but always in keeping with the mode of the spell caster. The exact details should be left to the player-referee, who is encouraged to be original and humorous but never murderous or overly brutal. Some spells could boomerang on the Magick User, but not fatally. A 50 hit-point Fireball could become a point of flame just enough to give a hotfoot. An Enchanter might find he had temporary loss of voice for several turns. A Power Word Magician could forget the Word of Power for a spell he was trying to cast. A Cabbalist might develop a trembling in the fingers that makes it impossible to inscribe a Symbol for a time. And so on.

BACKFIRE IN A SCROLL OR DEVICE has more serious results. Fatigue Loss means that 15% to 50% of the charges in the device are drained from the device. Rebound has a 10% chance of completely erasing the spell that was cast from the Scroll or Device, and otherwise causes fatigue loss by draining spell charges.

When learning spells, there is sometimes a chance of an Automatic Backfire as well. In such cases, see failure to cast the spell on the Magick Resistance Table. (see Magick Resistance).

18.09 SPELLS OF PROTECTION

There are a number of spells of protection, but the one universally used to counter the hostile Magick of others is the enchanted Circle of Protection. All practitioners of the Arcane Arts automatically know how to cast a Circle.

18.10 THE CIRCLE OF PROTECTION

All Magick Users can cast a charmed protective Circle up to 10 feet in diameter. A single Magick User can protect himself and up to 6 companions in this way. A Coven of Witches (Hex Masters) may cast a 20-foot Circle which may contain the 13 Witches and 3 others. Unless created by an Enchanter with a Lyre of Apollo, the Circle is immobile. So long as the caster and his companions remain in the Circle, they are protected.

To form a Circle, the caster must Remember the spell. This procedure takes at least 1 turn, and possibly longer if the caster cannot remember right away. When he has Remembered, the circle is formed by the caster expending 1-6 fatigue points and casting the spell according to his usual method:

Trance State: Shaman, Drug Trance, Dance/Chant, Medium.

Incantation and **Mantra Gesture:** Power Word, Enchanter, Elf.

Physically Drawing the Circle and **Incantation:** All other Magick Users.

When the Circle is formed, the boundaries of the protected area shimmer in a manner like the way air shimmers over hot pavement. The protection lasts for the full Time Factor of the caster; but it can be extended at the further cost of 1-3 fatigue points per turn, and anyone in the Circle may lose fatigue points as required.

If more than one Magick User is present in the Circle, up to 3 may combine their Power to strengthen its defenses. The 3 most powerful usually do this. The most powerful of the Magick Users contributes his full Experience Factor, and the other 1 or 2 Magick Users contribute ½ of their Experience Factors.

TARGETING

All spells directed against the Circle must be targeted on the Magick Conflict Table as if the attacking Magick User was casting a spell at the defending Magick User at the comparative targeting percentages. If Words of Guard or Prayers have been uttered, the targeting percentage is reduced by the penalty percentage. If targeting fails, the spell is dissipated at the boundary of the charmed area, and rebound effects will occur for all materials cast at the Circle with Basic Magick.

PROTECTION VS BASIC MAGICK

After targeting is successful, matter cast at any of the occupants of the Circle will be able to enter the protected area. If the defending Magick User(s) do not know the Create spell for the type of matter, ½ damage will be suffered and bash probabilities exist. If the defender has learned the Create spell, ¼ damage is suffered and no bash occurs, with the material disappearing as damage is assessed. If the defender is able to duplicate the spell, 1/10 damage is suffered and no bash occurs, with the material disappearing as damage is assessed. Note: To strike anyone, the material breaking into the Circle must be successfully targeted against him. If targeting fails against everyone in the path of the missile, it passes out of the Circle and continues to the limit of its range.

PROTECTION VS ILLUSIONS

After targeting is successful, an Illusion cast at any of the occupants of the Circle will be able to enter the protected area. All who can see the Illusion will save at the IQ percentage of the defending Magick User with the highest IQ score. If the defender is wearing an Amulet of Protection vs Illusions (see Illusion Spells) or is speaking Words of Guard, the appropriate save bonus is added to the percentage needed to disbelieve the Illusion's reality. If the highest defending Magick User disbelieves, the Illusion disappears. If he fails, all must disbelieve at their own IQ percentages to save. If the defender has learned a Detect Illusion and a Dispell Illusion capable of identifying and dispelling it, he may cast the Dispell before the Illusion is targeted against the Circle. In this instance, the Detect and Dispell count as a single spell for the purposes of fatigue point loss for spell casting.

PROTECTION VS COMMANDS

After targeting is successful, a Command cast at any of the occupants of the Circle will be able to enter the protected area. The protective field reduces the spell of Command by 1 grade of proficiency for each 3 MKL or part thereof which the defender possesses (in this case, only the highest defender in the practice of spells of Command). For example, if a Magick User of grade IX proficiency cast a Command at the Circle of a MKL 9 defender, the spell would drop to grade VI save percentages (MKL 9 = −3 grades). If the Circle fails in this second phase of defense, the spell is unleashed inside at grade IX percentages. If the defending Magick User was also wearing an Amulet of Protection vs Command or Words of Guard were spoken, the appropriate save bonuses would be added to the save percentages of the circle.

PROTECTION VS SUMMONINGS

A Circle provides total protection against any being who is summoned by the defender; Demonic or otherwise makes no difference because any summoned being cannot cross the edge of the Circle, nor cast Magick into it, nor cause anyone else to enter it. However, if the summoner or any of his companions leave the circle for any reason, the summoned being will instantly attack.

PROTECTION VS DETECTION

A Circle will block most forms of detection except an Astrological Reading or Diviner's Prediction. In most cases, the beings inside a Circle will appear to have vanished from the very face of the planet. Adepts at the casting of Illusions may choose to confound such magical eavesdropping, for a Circle will reveal attempts at Detection 1-25% of the time. Such an Illusion is a form of Misdetection spell, permitting the eavesdropper to see or overhear only what the Adept desires. However, since it is the nature of Magick that risks have to be run, a failure of the Misdetection causes the eavesdropper to succeed with his Detection spell.

PROTECTION VS UNDEAD AND LYCANTHROPES

There is a 10% chance per 2 MKL or part thereof possessed by the defender that any Undead or Lycanthropes attempting to cross the edge of a Circle will be prevented from doing so. If the Undead or the Lycanthrope fails, it is prevented from making another attempt for 1-6 turns.

PROTECTION VS BLACK MAGICK

A Circle proves 95% protection against Curses, Death Spells and the like, which are cast at anyone within the Circle. Such spells require exact precision and meticulous planning, and any protective barrier as powerful as an enchanted Circle will upset the delicate balance of Black Magick penetrating the circle by successful targeting. Note: any Amulets vs Curses, etc., would automatically negate such spells entirely within a Circle.

PROTECTION VS MISSILES

A Circle reduces the hit probability of all missiles thrown or shot by hand or by weapons and engines by –5% per 2 MKL or part thereof possessed by the defender. Missiles which are stopped will fall to earn 1-50% or deflect 51-100% of the time. When a defender has attained MKL 16, any deflected missiles will be turned back on the persons firing them, with accuracy equal to the defender's own hit probability. This also applies to missiles cast by Basic Magick, provided a defender has a PMF capable of manipulating the volumes of material involved. Basic Magick missiles so deflected will travel only ½ the range of the original caster.

PROTECTIVE BARRIER

If the caster of a Circle knows the appropriate Create spell, he may erect a Wall around the circumference of the protected area. He may cast the Create spell simultaneously with the Circle of Protection (the spells are separate, requiring additional fatigue point expenditure for the Create), or he may cast it at any time afterward. The barrier affects targeting a spell both inside and outside the Circle because solid material lies between. It also impedes movement or does damage to any being attempting to cross the edge of the Circle. Missiles, including those of Basic Magick, are affected by the presence of the barrier. There is a 1-25% chance that the barrier will be Invisible to anyone outside the Circle.

THE GREAT PROTECTION

At an expenditure of 1-6 fatigue points per turn, a defender may erect a magical shield around the Circle that is impervious to any Magick. However, all light is blocked by the Protection, and there is no way of seeing out or of driving any spell through the magical barrier. From the outside, the protected area appears as an intense black hemisphere. All physical objects and all beings, physical or incorporeal, are unable to pass. The spell may be maintained as long as any of the persons inside can expend the required fatigue points.

EXHAUSTION OR UNCONSCIOUSNESS

The moment a Magick User exhausts all of his fatigue points or is rendered unconscious or under the control of another, the Circle of Protection will disappear in the following turn. There is also a 20% chance that a Circle penetrated by a spell of a Superior Magick User will collapse under the Power unleashed against it. If total collapse occurs in this way, any protections that the Circle might provide to occupants even after a spell has penetrated are lost.

18.11 PRAYERS

Prayers fall into several categories:

COMMON PRAYER

Any character may say a Prayer to his particular diety, giving him a 5% defensive advantage against all forms of spell targeting and also on saves from the effects of Illusions, Commands, and Black Magic. A Prayer may be said at the cost of 1 fatigue point, and the effects last 6 turns.

CLERICAL PRAYER

A Cleric or Fighting Cleric may say a personal Prayer 75% of the time before a spell is targeted against him, giving him 20% advantage against targeting and also saves from the effects of Illusions, Commands, and Black Magick. It may also be said in anticipation of peril, and the effects last 6 turns. Cost: 1 fatigue point.

BENEDICTION

A Cleric may bless his companions, giving them all a 10% advantage in all defensive targeting situations and on saves from the effects of Illusions, Commands, and Black Magick. A Benediction may be given at any time characters, are not actively engaged in combat. It may be bestowed at the cost of 1 fatigue point per recipient and the effects last 10 turns.

Prayers are similar to Words of Guard, and both cannot be employed at the same time in a defensive situation unless protecting against Black Magick or Poison.

18.12 HOLY RELICS

Holy Relics are cherished items of deep religious significance, like bits of the bones of a Martyred Saint. Such Relics are rare, although many imitations abound in the marketplace. A true Relic is one of the most powerful defenses against Magick that can be found, but it will operate only for a Lawful person.

Any Lawful person in possession of a Relic will automatically occupy the position of a Superior defender in the Magick Conflict Table. He will be immune to Black Magick. A Relic may be employed in addition to any other form of magical protection.

18.13 MONASTIC CHANTS

Monks have very powerful anti-magical Powers by virtue of their retreat from the world and their renunciation of all its many Evils. In addition to acting as a Clerical Prayer when employed by a single Monk, a Monastic Chant will gain in power by 2% for each additional Monk saying the chant. Forty Monks can block any magical spell, no matter what form of Enhancement of targeting percentages, etc., is employed. Duration: 11-30 turns, at 1 fatigue point per 5 turns. Forty Monks can put up an impenetrable Circle of Protection 200 feet in diameter through Monastic Chants. Such a Circle will bar the passage of any Magick spell, enchanted Monster, Undead, Lycanthrope, (except Lawful ones), or Demonic force. It will not erect any form of physical barrier, however, and missiles will never be deflected back at attackers. The Circle will last as long as the holy brothers have the fatigue points to expend to continue Chanting. One fatigue point will be expended per Monk for each 5 turns. It should be noted that Monasteries produce Water of Life and Healing, so fatigue levels can be maintained a long time from existing stocks.

18.14 CLERICAL PROTECTIVE CIRCLES

Lawful Priest will create a Circle of Protection whenever he celebrates a Mass or other high ceremony. The Circle is 20 feet in diameter and lasts for the duration of the Rite, which is usually 11-20 turns. The Circle is always Superior to any Magick User attempting to penetrate it with a spell, and it repells enchanted Monsters, Undead, Lycanthropes, and other such beings 90% of the time. The Cleric will not perform such high Rites simply to provide protection; they are holy ceremonies and usually are conducted in moments of relative peace and security (i.e.: between battles).

An Evil Priest can create a Circle of Protection similar to that of a Lawful Priest when he conducts Unholy Rites such as a Black Mass or a Human Sacrifice. He is otherwise like any other Magick User.

A Lawful Priest on Consecrated Ground (in the Sanctuary of the Church, by the Altar) always defends against Magick like a Superior defender.

An Evil Priest on Unholy Ground (in the Sanctuary of a Temple of the Damned, by the Defiled Altar) always defends against Magick like a Superior defender unless a Lawful Priest of equal experience factors is in the group opposing him.

18.15 MAGICK USERS ON HOME GROUND

Magick Users tend to perform many enchantments in a favorite place in their quarters. As time progresses, that place acquires powerful Magick of its own which the Magick User may draw upon if he is attacked there.

If attacked on his home ground and in a favorite place for Meditation and Enchantment, a Magick User who normally would defend in the Magick Conflict Table as an Equal is raised to a Superior position. A Magick User who would be Inferior is raised to an Equal status if he is within 20 Experience Factors of his attacker. If his attacker is clearly Superior, however, no change occurs in the targeting percentages.

18.16 WORDS OF GUARD

Whenever a Magick User learns a spell, he also learns how to defend against it. Words of Guard are acquired to reduce the targeting probabilities on the Magick Conflict Table by —10%. Words of Guard require the expenditure of 1-3 fatigue points and the spell will protect 1 person per fatigue point expended for 6 turns.

Command and Illusion spells have special Words of Guard which add an additional bonus to saves against the effects of the spells as well as reducing the targeting percentage by —10%. See the introductions to these types of spells for details.

Power Word Magicians are masters of the Word, and whenever they learn a new spell, they also research the single Word of Guard that will provide protection against all of the spells they have learned, including the latest one. Thus, whenever a Power Word type speaks a Word of Guard, he is protected against all of the spells he knows.

Elves are similar to Power Word Magicians in that they also have a Word of Guard which provides protection against all spells, known and unknown. Upon uttering the name of the most revered of the Valar, 'Elbereth Gilthoniel', —10% is obtained against attempts to target them with any spell. This powerful Word of Guard requires the expenditure of 1-3 fatigue points and protects only the Elf uttering it. It also protects against any spell of Command or Illusion as if the Elf was an Adept at that type of spell.

Other Magick Users have only a probability of choosing the correct Words of Guard needed to protect against a spell. When inside a Circle of Protection, the Words of Guard are chosen correctly 90% of the time. When unprotected by a Circle, there is a 10% chance + 5% per 2 MKL of the Magick User that the correct Words will be uttered. Such protection is acquired before the spell is targeted, as the Magick User instinctively recognizes the way the magical forces are gathering around him and anticipates the spell being cast against him.

Words of Guard are applied only against spells striking the outermost magical defenses of the person speaking them (see Magical Conflict).

18.17 AMULETS OF PROTECTION

Amulets of Protection act as a barrier against targeting spells. Before the spell can be targeted against a defender wearing an Amulet, the Amulet itself must be targeted and overcome. The Amulet has an Experience Factor equal to that of the Magick User who fashioned it (at the time of its enchantment). In addition, an Amulet acquires 1 Exper. Factor of its own for every 5 years of its existence. If targeting is successful against the Amulet, and the spell was of an injurious nature, the defensive spell will discharge fully and the Amulet will be inoperative for 1-20 turns.

Amulets vs spells of Command and Illusion have special properties which affect saves against the effects of the spells as well as providing a barrier against targeting. See the introductions to these spells for details.

An Amulet characteristically takes the form of a medallion worn about the neck by a chain. However, Rings, Wands, Medicine bags, or even, in the case of Cabbalists, a Symbol embroidered on a robe will also act as protective devices.

The Focus of a Magick User may also act as a protective device. However, to use one's Focus in this way runs the risk of causing it to Backfire 20% of the time, if a spell penetrates its defenses. The effects of such a Backfire could be grievous, as there is a chance of permanent damage to the Focusing device.

18.18 THE LIMITS OF PROTECTION

Characters may not carry unlimited numbers of protective devices, etc. The rule is one Protective Circle, one utterance of Words of Guard, one Amulet of Protection, or Focus.

In short, there can be up to 3 magical barriers between an oncoming spell and the target. Of course, a character might carry several Amulets with him if he wished, but only one would be operative at a time. Similarly, he could utter several Words of Guard against different spells, but that would be a waste because only one check would be made in any event to see if the Words were an appropriate protection.

18.19 DISPELLING MAGICK

The power of a Magick User to Dispell the enchantments of another is relatively limited when it comes to permanent enchantments. Usually, a magical device has to be destroyed utterly to destroy the enchantment. (Magick Square Mystics do acquire temporary Anti-Magick abilities, however). In the matter of spells cast against one another, however, or against third parties, Magick Users do have ability to Dispell the affects.

If a Magick User has learned the spell he wishes to Dispell, he may simply cast the spell in reverse with 50% chance of success plus or minus 5% per MKL above or below the Magick User who cast the spell he wishes to get rid of.

If a Magick User has not learned the spell he wishes to Dispell, he may attempt to Disrupt the spell with 20% chance of success plus or minus 5% per MKL he is above or below the Magick User who cast the spell he wishes to get rid of. If failure occurs, however, there is a 50% chance of a Backfire (see Magical Conflict).

A Magick User may attempt to defuse a spell placed in a scroll or device as a defense against unauthorized use or tampering if he has detected the presence of that exact spell. He goes through the same procedure as for learning a spell, then attempts to Dispell the enchantment as in above. If he succeeds, there is a 5% chance per IQ point possessed by the Magick User that he will be able to remember enough of what has happened to understand the spell he has removed. In short, he will have learned the spell simply by defusing it.

18.20 SPELLS OF DETECTION

Detection spells alert the caster to the presence of some object, creature, etc. The ranges of such spells vary, depending on whether one is beneath the ground or under the open sky. In the open, Detection spells have full casting range; underground, the range is severely limited, as 1 foot of rock or 3 of earth will reduce the range by —10%. In all cases, lead will prevent the penetration of the spell.

LEVEL 1 DETECTION SPELLS

All the spells in this section are at casting level 1 at BMR 1.

Detect Piety: A spell which reveals the Piety of a person 50% of the time. Range is always limited to 20 feet, and the duration is 1 turn. Only one person or object may be checked.

Detect Altitude: A spell which reveals altitude or depth beneath the earth in the turn it is cast. Since air pressure is being measured, in fact, the spell always works, no matter what shielding materials are present.

Detect Life: A spell revealing the presence of living creatures. Duration: 3 turns.

Detect Magick: A spell revealing the presence of an enchantment in an object, place, person, or other creature. No specific information is given beyond the existence of some enchantment. Duration: 1 turn per MKL of the caster. High level Magick Users are so sensitive to Magick that the duration increases to 1 hour per MKL after MKL 10.

Detect Metal: A spell revealing the presence and general location of any **specified** metal. Dwarves possess this spell as a natural ability and will always detect metals and be able to recognize them instantly upon seeing them or being within 10 feet of them. Alchemists also possess the natural ability once they have conquered the common metals.

Detect Secret Door: All characters have 1 chance at 10% of detecting a secret door when they **first** look in its direction. Elves always see such doors. The spell increases the ability of a Magick User to detect a secret door to 100% for 1 turn, provided that he is facing in the right direction. The spell only works in line-of-sight.

Detect Shifting Walls
Detect Sloping Passage
Detect Small Traps
Detect Suspicious Rooms
Detect Trap

A set of five spells which reveal whether seemingly solid walls actually move, whether a seemingly level passage in fact slopes upward or downward, whether a small trap is present, or whether a room or corridor is actually a large trap. Possession of all five spells causes all of them to operate when any one spell is cast. Range is line-of-sight up to 50 feet for 3 turns. 50% of the time, the location of any triggering device is revealed.

Detect Tracks: A spell which enables the caster to determine the type of creature that had passed by, provided that visible signs are present. If the track is less than 3 days old, the caster can follow it unerringly 90% of the time.

Find Direction: A spell which permits the caster to determine true North. Duration: 1 turn.

Measure Distance: A spell which enables the caster to judge the exact distance travelled in a turn or to determine the exact line-of-sight distance. Duration: 1 turn per MKL of caster. Range: to limit of line-of-sight.

Measure Volume: A spell which enables the caster to judge the exact dimensions of any room, etc., he is in. Duration: 1 turn. Range: to limit of line-of-sight. The spell may also be used to measure the volume of objects, holes, etc.

LEVEL 2 DETECTION SPELLS

All spells in this section are at BMR 2 and casting level 2.

Detect Enemies: A spell revealing the presence of enemies lurking nearby. The number of enemies is revealed 25% of the time, and the nature of the enemies is known 10% of the time. Range: to casting limit, subject to barriers. Duration: 3 turns.

Detect Evil: A spell revealing the presence of Evil purpose in a creature or else the presence of Undead, Demons, Spirits, and the like, however masked, hidden, or disquised. Duration: 3 turns. A Unicorn or Lion of St. Mark possesses this ability for a range of 1 mile, irregardless of barriers except true lead, and the spell functions continuously.

Detect Good: A spell revealing honorable, trustworthy, or beneficial intentions in any being. Range: 20 feet in line-of-sight. Duration: 3 turns.

Detect Invisible Presence: A spell revealing the presence of an Invisible being up to 100 feet away in line-of-sight. The exact location is not revealed, however, but the general direction will be known 50% of the time and the approximate distance 25% of the time. Duration: 1 turn + ½ Time Factor.

Detect Jewels and Jewelry: A spell unique to Dwarves and Jewel Smiths. The presence and general location of gems is revealed up to 10 feet away, and the value of the gems and settings is always known once they are seen. Duration: 1 turn.

Detect Poison: A spell revealing the presence of poison. If an object is being examined, range is adjacent. When faced with a cloud of poison gas and the like, range is normal, subject to barrier reductions. Duration: 1 turn.

Detect Old Tracks: A spell unique to Foresters. The spell enables the Forester to determine the type of creature that passed by if visible signs are present. If the track is less than 3 days old, he can follow it unerringly 100% of the time. If 4 to 7 days old, he has a 90% chance of tracking. If 8-14 days old, he has a 50% chance of tracking. He will know the time within a few hours of when the creature(s) passed, their exact numbers, size, etc. If rains, etc., have washed away most of the signs, there is still a 10% chance that he can detect the tracks. If he does so, he will track at the normal probabilities. All Elves possess this spell as a natural ability, for Elves are born to the woods.

Detect Observation: A spell which causes the back of the neck to prickle. All Natural Talents have this as a natural ability. The spell reveals whether the caster is being 'watched' in some way. If the observer is seeing the caster in the flesh, the caster will know the direction of the observer 50% of the time. Duration: Time Factor.

LEVEL 3 DETECTION SPELLS

All spells in this section are at casting level 3 and BMR 3.

Detect ESP: A spell which alerts the caster to the fact that he is being observed in some way by ESP or Astral Projection or Vision. If the watcher is within the casting range of the caster, he has a 50% chance of knowing the general direction and also the approximate distance.

Find the Path: A spell which points the way, turn by turn, out of some situation in which the caster finds himself lost or disoriented. The spell is 100% successful if he has been that way before, and 50% successful if he has not. If he loses the path, he will know it instantly. Duration: 1 turn + ½ Time Factor. The caster cannot proceed faster than ¼ movement if he wishes to keep to the path.

LEVEL 4 DETECTION SPELLS

All spells in this section are at casting level 4 and BMR 4.

See the Invisible: A spell which enables the caster to see an Invisible being or to see a being in the Astral Plane. Duration: 1 turn certain. Each subsequent turn reduces the chance by 10%, so that turn 2 is at 90%, turn 3 at 80%, and so on. If vision is lost, the spell is ended.

Sense the Hidden: A spell which operates in line-of-sight to 20 feet and alerts the caster to the presence of some object that has been deliberately hidden. He has a 50% chance of knowing the general direction and a 10% chance of finding the exact location. Duration: 1 turn. The object may be general (i.e.: nature is unspecified) or specific if the identity of the object is already known to the caster. The object may also be a person known to the caster.

18.21 SPELLS OF COMMUNICATION AND TRANSPORTATION

Not all Magick Users are capable of learning more than a few spells of Communication and Transportation, for such spells are highly specialized and, indeed, even unique to some modes of Magick.

LEVEL 1 SPELLS

All Spells in this section are at casting level 1 and BMR 1.

They are natural to the Magick Users indicated and do not have to be acquired from any source to be learned. In only a few cases may Magick Users of excluded modes use the spells through devices that are fashioned by those with the natural talent.

Astral Projection: A spell unique to Cabbalists, Magick Square Magicians, Necromancers, Solitary Hex Masters, Evil Priests, Shamen, Mediums, and Drug-Trance Magicians. Astral Projection allows the caster to send his Astral Form from his physical body to another place, generally undetectable to anyone not on the Astral Plane. The Magick User cannot cast any offensive Magick spells but may cast protective spells and spells of Detection, Communication, and Transportation. There is a 50% chance that such spells will fail minus 2% per MKL of the Astral Traveller. Failure instantly returns the Astral Traveller to his body and totally exhausts his fatigue levels. Demons also operate on the Astral Plane, and there is a chance of Demonic possession for every 30 minutes or part thereof spent in Astral Form. The chance of possession is 10% minus 1% for every 2 MKL of the Astral Traveller, with a minimum 1% chance of possession at the upper end of the range of magical proficiency. The Astral Traveller may journey 50 miles per MKL at a speed of 500 mph. and the spell will last 15 minutes per MKL of the Traveller. If the Astral Traveller remains in the Astral Plane so long that he is unable to return to his body in the time remaining, he will return with a traumatic suddenness which leaves him in a catatonic trance for 1-20 days. An Astral Projection is blocked by protective Magick and by lead.

Astral Vision: A spell unique to Necromancers, Solitary Hex Masters, Evil Priests, Shamen, and Drug-Trance Magicians. Astral Vision permits the Magick User to send forth his Eye on the Astral Plane. The Astral Eye may pass through all material objects not sheathed in lead or shielded by protective Magick. The Astral Eye may travel at the pace of a man walking up to 5 times the range of the Magick User until he reaches MKL 10, at which point vision is extended to the limit of Astral Projection. A check is made for Demonic Possession, as in the case of Astral Projection, only this time a Demon so encountered will be able to cause blindness for 1-20 hours. Duration: 15 minutes per MKL of the Magick User.

Clairaudience: A spell unique to Mediums. Clairaudience permits the Medium to overhear targeted subjects. The spell has a range of 10 feet per MKL of the Medium until MKL 10 is reached, whereupon ranges are measured in miles. A crystal ball increases ranges to 100 miles per MKL but cannot be enchanted until MKL 7 is attained. Mystics, Major Arcane, and Minor Arcane may use a crystal ball provided they are taught by a Medium. Duration: 1-10 minutes.

Clairvoyance: A spell unique to Mediums. It is similar to Clairaudience except that the caster can see his subjects.

Communicate: A spell unique to Hex Masters in a Coven. If a Familiar is present, a Coven member may converse with another member of the Coven up to 100 miles distant. The Princesses, Princes, King, and members of the Grand Coven have the ability to converse with any Witch up to 300 miles distant. The spell may be used once per day.

Fly: A spell unique to Cabbalists, Necromancers, Hex Masters, and Primitive Talents. The caster is able to Fly 250 feet per turn. If extended cross-country flight is involved, range is 25 to 150 miles. Duration: 1-6 hours. Hex Masters must enchant a broom to Fly, and in it they bind a level I Demon which cannot escape and must perform 1 flight per 24 hours. Further flights must be checked (see Demonology).

LEVEL 2 SPELLS

All spells in this section are at casting level 2 and BMR 2.

They are natural to the Magick Users indicated and do not have to be acquired from any source to be learned.

Passwall: A spell unique to Mystics, Enchanters, Solitary Hex Masters, Necromancers, and Primitive Talents. The spell opens a temporary hole in solid rock, man-sized and up to 5 feet deep per 3 MKL of the caster. Duration: ½ Time Factor. Range: adjacent.

Telepathic Command: A spell unique to Cabbalists, Necromancers, and Thaumaturgists. This spell permits the Magick User to give orders to beings under his command from a considerable distance. The Necromancer has the added advantage of being able to see whatever his Zombies see, for this spell is also the advanced spell of Zombie Control. Range: 5 x normal range. Duration: 1 turn, except indefinite for Necromancers when ordering their Zombies.

Telepathy: A spell unique to Cabbalists, Mediums, Drug Trance Magicians, and Natural Talents. Telepathy is a very powerful ESP spell permitting the caster to read in detail the mind of one creature. However, any figure has a 25% chance of blocking such a spell. If the IQ of the subject is equal to the caster's, the percentage chance of blocking is 50% + 5% per IQ point above the caster's IQ. Range: 2 x normal range, with targeting being necessary. Duration: 1-3 turns.

Teleport: A spell unique to all Mystics, Necromancers, Covens of Hex Masters, Solitary Hex Masters, Evil Priests, and Primitive Talents. A Teleport spell provides instant transportation from place to place, with a range of 1 mile per MKL until the Magick User reaches MKL 10, at which time the range increases to 50 miles per MKL. There is a chance that the teleport spell will go awry. If the Magick User does not have certain knowledge of the destination, there is a 60% chance he will travel in another direction (1-25% = north, 26-50% = east, 51-75% = south, 76-100% = west), with a 20% chance of materializing inside a solid object at the end, causing death. If the caster is knowledgeable about the general features of the destination (e.g.: can see them or knows about them), he has a 25% chance of going in another direction, with a 10% chance of materializing inside a solid object. If the caster is closely familiar with the features of the destination, he has a 10% chance of going in another direction and a 1% chance of materializing inside a solid object. Lead and protective spells will prevent the Teleport spell from working past the barrier; check for any chance of materialization inside solid materials if this happens. A Mechanician is able to construct a Teleportal mechanism (see below), and may learn a Teleport spell for the purpose of placing it in an enchanted doorway or device but may not cast the spell directly.

LEVEL 3 SPELLS

All spells in this section are at casting level 3 at BMR 3.

Animal Messenger: A spell possessed by any Magick User who has learned Command Animals. The Animal messenger will find the recipient of the message 75% of the time (100% if the sender has a Locate Person spell). The animal travels day and night and averages 25 mph. if a land animal or 100 mph. if a flying creature + 10 mph. per 5 MKL of the sender. The animal will bear a written message or appropriate-sized object and is undetected unless some form of Detection spell is used. Animals capable of speech will also carry verbal messages.

Astral Connection: A spell unique to Cabbalists. By the use of symbols the Cabbalist may Astrally link two points together, providing him with a type of 'alarm' system that is undetectable by anyone not on the Astral Plane. Anyone passing over or by the symbol will cause the other symbol to respond in some way. Range: 25 feet per MKL or Cabbalist.

Levitage: A spell unique to Power Word, Magick Square, Necromancers, Shamen, and Primitive Talents. The caster is able to cause himself or any other object or person to rise into the air at a rate of 10 feet per turn. The weight of the levitated person or object can be up to the caster's carrying capacity + 10% per MKL. Some horizontal movement is also possible at 10 feet per turn. Duration: Time Factor + 1-6 turns. Targeting is needed when levitating objects and unwilling persons.

Magick Carpet: A spell unique to Power Word, Cabbalists, Enchanters, and Solitary Hex Masters. The Magick Carpet will Fly (see above) for 1-10 hours and will carry twice the carrying capacity of the maker + 10% per MKL.

Rope Trick: A spell unique to Mystics and Shamen. The Magick User casts a 5' to 25' rope in the air so that it stands upright and rigid, allowing him and 3 companions to climb to the end and disappear into another dimension. Once there, they can travel up to 250 feet through any material except lead, emerge at their destination by letting down another rope, and remain there for 3 turns, after which they must climb back up. The spell can be extended 1 turn for each 4 MKL attained by the caster. If either rope is removed, while they are in the other location, they will remain. If either rope is removed while they are in the other dimension, there is a 1-25% chance that they will immediately fall to earth, 26-75% chance that they will be trapped in a Interdimensional Labyrinth (see Ancient Lore), and 76-100% that they will fall to earth at the starting point. A fall causes 1 die of damage per 5' fallen.

Teleportal: A long-range, permanent travelling spell which can be placed between two points frequented by a Magick User on a regular basis. Its range is the same as for a Teleport, with no chance of error. The spell is placed usually in some object such as a doorway, and the spell has no chance of error. Mechanicians and any Magick Users who have learned how to Teleport may construct such a device. The first 3 trips are subject to the usual Teleport error until the Teleportal is calibrated. The Teleportal activates upon command of the caster and may be set to act as a trap for the unwary.

LEVEL 4 SPELLS

Projected Self: A spell which may be learned by any Magick User who has learned Teleport and Mirror Self. The image of the Magick User is created by Illusion and Teleported to a distant place to deliver a message in person. Range: 50 miles per MKL of the caster. Duration: 1 minute (real time). The spell is one-way, however, and the caster cannot see or hear the recipient, although he will know if he can speak safely as the presence of enemies is revealed, etc., before the Image appears. The Image cannot be projected through lead and is targeted like a Teleport spell.

18.22 BASIC MAGICK

Basic Magick deals with the manipulation of the four elements: Earth, Air, Fire, and Water. It is through the use of Basic Magick that fireballs are created, water rises or falls or freezes, winds blow, or earth moves. There are 8 basic effects, giving rise to a total of 112 basic spells which a Magick User can learn if he wants to perform magical operations on unliving matter. All these effects are governed by what we know to be the Laws of Physics.

Several terms are used repeatedly in this section, and the player must understand them if he is to follow the explanations of Basic Magick:

STANDARD VOLUME

A set amount of matter representing a standard unit of Earth, Air, Fire, or Water. Each of the 4 elements have different standard volumes and weights.

SPHERE

Theoretically, a uniform ball which may be rolled or flung toward a target or a location like a magick missile. To avoid complex mathematics, spheres of solid material are given in cubic volumes. A sphere may be flung to the limit of a caster's range, with a reduction in range for each additional volume added to the first (see 16.05). Once the sphere reaches the end of its range, it will fall to earth and continue to roll for ¼ of the distance it went through the air. Only solid material and Magick Fire will retain a spherical shape beyond one turn. All others collapse into a horizontal sheet at the end of the turn.

BOLT

A spear-like, uniform volume of material flung at a target or location. A bolt can be flung to the limit of a caster's range, with a 10% reduction in range for each additional volume added to the first.

BEAM

A continuous stream of material extending to ½ a caster's range but not over 50 feet away. It turns into a sheet of matter upon reaching the limit of its range. Duration: 1-3 missile-firing phases.

SHEET

A flat volume of material, usually 1 inch thick. All materials can be turned into a vertical sheet for 1 turn, but only solid materials and Fire will retain a vertical shape beyond 1 turn. Fluid materials tend to collapse into horizontal sheets at 1-25% + 25% per turn after the second turn. It is possible to move a sheet of matter away from the caster at 5 ft. per turn if solid and by 25 ft. per turn if fluid. An **Accelerate Matter** spell will increase this rate by 5-10 x basic speed for the duration of the spell or up to twice the caster's range limit. Movement can be halted by removing the material or by blocking it in some way.

WALL

A vertical sheet of material at least 6 inches thick which does not move and which resists attempts at magical removal by subtracting —50% from spell targeting percentages + 2% per MKL of the caster. A Wall is formed by casting a Create and Affix Matter spell. Any material can be made into a Wall, and it will last for the duration of the spell. Unless solid, it will then collapse and disappear. Ice Walls begin to weaken at 10% per turn after the duration of the spell ends; this weakening applies to strength and EDF effects, and the Ice Wall collapses when 0% is reached.

18.23 BASIC MAGICK SPELLS

Create Matter: No matter is actually created except for Magick Fire; the matter is drawn off from some unknown place elsewhere and may be made to appear up to ½ range from the caster. Matter which is merely Created cannot act as a weapon for creatures threatened by its presence in their location, for they have 1 turn to move out of its way-- if they can. The amount of matter created is under the caster's control 1-90%, but on 91-100%, a greater or lesser amount will materialize (limits: 0 to maximum possible).

Detach Matter: In order to move matter, a caster must detach it from the location he finds it in. Detach is the power to remove one or more standard volumes from any point up to ½ range and send it to any other point up to ½ range away. There is a delay of 1 turn after casting the spell, after which movement is exceedingly rapid. Volumes of material so large as to make avoidance impossible will hit any target in the path of the material. However, most Spheres, Bolts, and Beams must be 'targeted' on the Magick Conflict Table.

Affix Matter: The power to hold one or more standard volumes in place anywhere up to ½ range. It increases the duration of fluid materials in Walls or Sheets to the Time Factor of the caster. For example, a Magick User with PMF 12 at MKL 2 would have a spell duration of 4 x

2 = 8 turns. The spell is useful to hold material against the ceiling, as in the case of a collapsing roof designed as part of a trap.

Amplify Matter: The power to double the amount of matter created. Our Magick User of PMF 12 and MKL 2 could normally create 5 volumes of Porous Rock, but an Amplify would produce 10 volumes if he wanted it. Amplify spells can be used only to create materials to be used as Walls and Sheets; magick missiles cannot be Amplified.

Concentrate Matter: The power to increase the density of a given volume of earth or water so that it doubles in weight for the same volume. Air and gases increase in pressure and produce winds. Concentrate spells are useful in changing matter from less to more dense states, or vice versa, as dust to sand or sand to porous rock, etc. If applied to a Wall, the defensive properties are greatly increased.

Intensify Fire: The power to fan a Fire to increase its effects. The spell raises the EDF of any Fire by 1 x EDF or else increases the range of the spell by 5 ft. per MKL of the caster.

Remove Matter: The power to remove materials from a point up to ½ range and transport them to some unknown place (the reverse of a Create Matter). The amount of matter that can be removed is equal to the volume the caster may fire as a missile if Earth or Water are involved. Otherwise, he may remove the maximum possible volume. Such a spell can be used to create powerful wings, extinguish fires, or even dig holes.

Accelerate Matter: The power to increase the rate of a Detach spell to make it effective on the turn it is cast. An Accelerate spell also increases the range of magick missiles or any other matter spell by 100%. Sheets of moving matter move at 5-10 x normal rate.

18.24 BASIC MAGICK: EARTH

Earth is the most resistant of all materials, especially dense rock, and the power to move the Earth elements is accordingly high:

Spell Type:	Dense Rock Level	Spell BMR	Porous Rock Level	Spell BMR	Sand Level	Sand BMR	Dust Level	Dust BMR
Create	2	6	2	5	1	1	1	1
Detach	3	9	3	6	1	1	1	1
Affix	3	9	3	6	1	3	1	3
Amplify	3	10	3	9	2	4	2	2
Accelerate	3	10	3	9	2	4	2	2
Concentrate	3	9	3	8	2	5	2	3
Remove	2	6	2	5	1	1	1	1

Each spell will be learned at the spell casting level and a BMR level as given in table. Once a Create spell has been learned, the Magick User will be able to learn all of the others.

One standard weight of Earth = 400 Dr.

Dense Rock: 1 cubic foot
Sphere: 1 ft. x 1 ft. x 1 ft. block of stone
Sheet: 1 inch x 3 ft. x 4 ft. block of stone

Sand: 4 cubic feet
Sphere: 10 ft. x 10 ft. x 10 ft. whirling sand
Beam: 6 inches x 6 inches x ½ rge stream of sand
Sheet: 1 inch x 7 ft. x 7 ft. layer of sand
Pile: 1 inch x 2 ft. x 2 ft. mound of sand

Porous Rock: 2 cubic feet
Sphere: 1 ft. x 1 ft. x 2 ft. block of stone
Sheet: 2 inches x 3 ft. x 4 ft. block of stone

Dust: 8 cubic feet
Sphere: 10 ft. x 10 ft. x 10 ft. swirling dust
Beam: 2 ft. x 2 ft. x ½ rge stream of dust
Sheet: 1 inch x 12 ft. x 12 ft. layer of dust
Pile: 2 ft. x 2 ft. x 2 ft. pile of dust

1. Rock is defensively strong and, when magically placed, it sustains considerable damage before a hole can be broken through it by H type weapons, large beasts, or magical missiles possessing blast or impact effects. Defensive values per 1 inch of thickness are:

Dense Rock Wall	150
Dense Rock Sheet	75
Porous Rock Wall	50
Porous Rock Sheet	25

If a Concentrate matter spell is used, the barrier's defense strength increases by 50% and 'targeting' penalties rise to —100% —2% per MKL of the caster vs any Remove Matter spell directed against the Wall.

When attempting to break through a rock barrier, damage is inflicted at the spot the attempt is made.

2. A moving sheet of rock will push back any person, creature, or object up to 4 x its own weight. It can be jammed by 1 iron spike per 100 Dr. of weight or by any solid and immovable obstacle. Persons able to push against it with carrying capacities equal to its weight will also stop it. It can crush victims caught between it and an unyielding obstacle at 10 points of damage per turn. Its advance may be halted by an Accelerate cast in reverse or it may be Removed. If the caster is concentrating on maintaining the sheet, —50% targeting penalties are assessed against any Magick User attempting to remove or halt the moving material.

3. A sphere of rock delivers a bash at 20% per volume flung as a magical missile. It must be targeted to strike any person or obstacle in its path, with a check being made for each person. The EDF of dense rock = 10 x EDM of caster times the volume thrown. The EDF of porous rock = 6 x EDM of caster times the volume thrown. When damage points equal to the total EDF have been inflicted, the rock will fall to the ground and stop.

4. A sphere (cloud) of dust or sand obscures vision. Sand reduces visibility by 5% per foot of thickness, dust by 10%. This also affects targeting. Figures passing through a cloud of whirling dust or sand also run a 20% risk of choking and coughing, resulting in a loss of 1-3 blows during each melee turn they are in the cloud and in the first turn they emerge, with movement reduced to 1/6 normal. Choking effects can be stopped 30% of the time with a cloth covering the face- - 70% if the cloth is wet.

5. A beam of sand delivers a bash at 10% per volume sprayed as a magical missile, which must be targeted to strike. A beam of sand can hit 1-6 figures in a firing phase and will do 1-10 points of damage to anyone it hits. There is also a 25% chance that the flying grit temporarily blinds a target for 1 turn.

6. A beam of dust has a blinding effect similar to sand and also a choking effect of 10% per volume of dust sprayed as a magical missile. From 1-6 figures may be targeted per firing phase.

7. Acceleration of any magical missile increases the bash effect by 10% per volume that is accelerated.

8. Sand and dust are excellent materials for covering one's tracks and, when laid down horizontally in a sheet, completely obscure any visible signs that a party has passed.

9. A pile of sand will prevent resistance to passage. A Charge or Fleche across deep sand produces 25% chance of stumbling (check for 'bash') and movement is reduced to ¼. A Wall of sand (a pile of considerable height and thickness) can be forced through at a rate of 1 ft. per 100 Dr. of weight possessed by a figure to a maximum of 6 ft. Failure to force through brings partial collapse of the Wall, burying the figure alive. To dig out of sand or break down a wall, a figure can dig 1 cubic foot per 100 Dr. of carrying capacity per game turn.

10. A pile of dust provides little resistance, but there is a 50% chance of stirring up a cloud of dust if passage is attempted at a rate above 20 feet per turn. Fighting or other strenuous activity will always stir up the dust.

18.25 BASIC MAGICK: WATER

Water is quite resistant because of its fluid nature and the difficulty of making it hold a definite shape. Handling ice is much the same as working with solid rock.

Spell Type:	Ice Level	Spell BMR	Liquid Level	Water BMR	Rain& Spray Level	Rain& Spray BMR	Fog & Mist Level	Fog & Mist BMR
Create	3	6	1	4	1	3	1	2
Detach	3	6	2	5	1	4	1	3
Affix	3	6	2	6	1	4	1	3
Amplify	3	9	2	7	1	7	1	5
Accelerate	3	9	2	9	1	7	1	5
Concentrate	3	8	2	8	1	7	1	5
Remove	2	6	1	4	1	3	1	2

One standard weight of Water = 1000 Dr.

Ice: approx. 20 cubic feet*
Sphere: 3 ft. x 3 ft. x 2 ft.
Sheet: 1 inch x 15 ft. x 15 ft.

Rain & Spray: 1000 cubic feet*
Sphere: 10 ft. x 10 ft. x 10 ft.
Sheet: 5 ft. x 10 ft. x 20 ft.

Liquid Water: approx. 20 cubic feet*
Sphere: 3 ft. x 3 ft. x 2 ft.
Sheet: 1 inch x 15 ft. x 15 ft.
Beam: 3 inches x 3 inches x ½ rge.

Fog & Mist: 4000 cubic feet*
Sphere: 10 ft. x 20 ft. x 20 ft.

*Materials will collapse into a sheet.

1) Ice is a fairly strong material when it is thick. The defensive values per foot are:
Ice Wall: 60
Ice: 30
If a Concentrate Matter spell is used, the strength of the Ice is increased by 50%, and targeting penalties against a Wall rise to −110% + 2% per MKL of the caster of the Wall vs Remove Matter. Fire spells melt 2 cubic feet of Ice per volume of Fire used, with the melting at a specified point. Ice melts naturally at the rate of 20% per hour.

2) A Sheet of Ice laid down across water will support 100 Dr. per inch of thickness, and 6 inches of thickness will support 2000 Dr.

3) A moving sheet of Ice behaves in the same manner as sheets of Rock.

4) A horizontal sheet of Ice provides a most slippery surface, and anyone crossing it at 1/6 speed has a 10% chance of slipping and falling. Crossing at normal speed brings a 25% chance of falling, while fast speeds cause falling 50% of the time. Members of the Magick User's party are unaffected unless engaged in combat. Anyone struck by a blow while on ice would suffer an automatic bash if the attacker is equal in weight or heavier. Sliding is also possible. Roll random dice to indicate direction and distance if a character slips and falls unintentionally.

5) A sphere of Ice is so heavy that it can be hurled only 1/5 normal range. However, if slid along a horizontal sheet of ice, it will travel for the full range. Treat as a sphere of porous rock, with the EDF = 4 x EDM of caster the volume thrown. The sphere has a 20% chance of shattering when it strikes any reasonably solid object or large creature or person. (When used against Fire creatures, EDF = 10 x EDM of caster).

6) A Flash Flood may be produced with a sphere of water. This specialized sheet of water, unlike sheets of solid material or Fire, will move 50 ft. per turn unaccelerated or 150 ft. Accelerated. The Flash Flood must be at least 5 ft. high and 3 ft. thick to produce a bash, with 15% chance of a bash per foot of thickness. A Flood 7 feet thick will carry along any creature weighing less than 1100 Dr. The effect must be performed in a confined space, however, as the edges of an unconfined flood will flow away rapidly and the water will become a sheet lying horizontally within 25 feet.

7) A Wall of Water may be made to stand stationary and prevent passage of fiery creatures. All Fire missiles of magical origin are reduced by 10% damage per foot of water they pass through and have a 10% chance per foot of water of 'exploding' then and there, reducing the Wall to a horizontal sheet. Flaming arrows and the like are immediately extinguished.

8) A Remove spell coupled with a Detach and Accelerate spell will create a corridor 5 ft. wide and 10 ft. long per standard volume possessed by the caster through water not more than 20 ft. deep. This is a magical Part the Waters spell with a duration of ½ the Magick User's Time Factor.

9) A Beam of liquid water may be likened in effect to a highpressure fire hose. It delivers a bash of 15% per volume of water used and may be directed at 1-10 figures when fired. The Beam must be targeted against each figure to strike. A beam of water will wash beings lighter than 1000 Dr. 5-30 feet away from where they were standing when the beam hit.

10) Rain and Spray may be likened to a cloudburst in effect. In a Wall form, it has the same effect on fiery creatures and fire missiles of normal or magical origin as a Wall of Water, with a 10' thickness being equal to 1 ft. of liquid water. Ordinary fire missiles will be put out when passing through 10 ft. of Rain or Spray but are not otherwise impeded.

11) Fog obscures vision by −3% per foot of thickness in daylight and, in darkness, any ordinary illumination such as a torch or lantern will cause so much reflection of the light that vision is impossible beyond 10 ft. away from the one attempting to see.

12) A Flash Flood will wash away any visible signs that a party has passed by the area flooded and completely eliminates any trace of scent.

13) A Rain or Spray will have a 10% chance per turn of duration of washing visible signs away and a 20% chance of washing away all scent of the party.

14) Water can be used to extinguish fires. Small fires will be extinguished almost at once when one volume of liquid water or rain is dumped on them. Large fires are not as easily extinguished. There is a 10% chance + 5% per turn for each volume of water used that a fire will be extinguished by a Beam or Rain, and a 20% chance + 5% per turn for each volume of liquid water in a Sphere or Wall form. Oil-fed fires will require 1-3 extinguishings and Magick Fire 1-6 extinguishings.

15) Magick may be used to produce water, but the water is itself real and remains after the end of the spell's duration in the form of a horizontal sheet.

18.26 BASIC MAGICK: FIRE

Fire and all variations on temperature and cold, light and darkness, are included under this group of Basic Magick spells.

Spell Type:	Normal Fire Spell Level	BMR	Heat/ Level	Cold BMR	Smoke Level	BMR	Light/ Level	Dark BMR	Flame Level	BMR	Magick Level	Fire BMR
Create	1	2	3	3	1	2	1	1	2	3	3	0
Detach	1	2	3	4	1	1	1	2	2	3	3	1
Affix	2	3	3	4	1	4	1	2	2	3	3	1
Amplify	4	4	4	4	2	3	3	3	3	3	4	2
Accelerate	4	4	5	5	3	3	4	4	4	4	4	3
Intensify	5	5	6	6	4	3	4	4	5	5	4	5
Remove	2	4	2	4	1	3	1	1	2	4	3	0

Standard Volumes

Normal Fire
a. **Sphere:** 1 ft. diameter
b. **Sheet:** 2 ft. x 2 ft. x 3 ft. (12 cu. feet)
c. **Spark:** ignites kindling on touch

Heat or Cold
a. **Sphere:** 1 ft. diameter
b. **Sheet:** 1 ft. x 3 ft. x 3 ft. (9 cubic feet)

Smoke
a. **Sphere:** 7 ft. diameter
b. **Sheet:** 5 ft. x 5 ft. x 5 ft.

Light or Darkness
a. **Sphere:** 10 ft. diameter
b. **Sheet:** 10 ft. x 10 ft. x 10 ft.

Flame
a. **Beam:** 1 inch x 1 inch x ½ range
b. **Sheet:** 2 ft. x 2 ft. x 3 ft.

Magick Fire
a. **Sphere:** 1 ft. diameter
b. **Beam:** 1 inch x 1 inch x ½ range
c. **Sheet:** 2 ft. x 2 ft. x 3 ft.

1) FIRE: Fire will do 1-6 points of damage per volume of material used, with a 10% chance of ignition of flammable materials per volume. If a creature's hair, clothes, etc., are set on fire, it will immediately check morale −25% and at best attempt to smother the fire or put it out in some way or other. Normal fire will last only 1-2 turns unless given flammable materials to feed upon.

2) MAGICK FIRE: Unlike ordinary flames, Magick Fire will last for the duration of the spell and does 11-20 points of damage per volume when cast as a fireball, and 6-10 points of damage in other forms. There is a 15% chance of ignition per volume used.

3) FIRE BALLS: Upon striking a target, Fire Balls explode and fill a volume equal to a 'Sheet' of Fire. Anyone caught in the explosion zone besides the targeted victim has a 35% chance of being burned (½ damage) and a 15% chance of catching fire.

4) HEAT: may be used to warm an area if used as a Sheet or to cook food, etc., if used as a Sphere. If 5 volumes are used as a Sphere, metals will be heated up to a point that they cannot be held, wood will ignite, etc. If 10 volumes are used in a sphere (which can be Concentrated to a 1 ft. x 1 ft. x 1 ft. volume), Heat will cause metals to melt 1-25% each turn. It raises air temperatures by 20°F per volume in Sheet Form.

5) COLD: When used upon ordinary human beings, Cold has the effect of lowering the temperature of the immediate surroundings by 20°F per volume in Sheet form. If employed in the form of a Sphere, it will freeze 200 Dr. of material solid per volume used 1-25% of the time. Beings quick-frozen in this way will take 1 hour per 50 Dr. to thaw out, with a 1-50% chance of returning to life. Used against fiery creatures, a sphere of cold will do equivalent damage to Magick Fire. When used to freeze the body of a fallen comrade, a Cold Sphere retards decomposition by 1 full day.

6) SMOKE: If there is any fire available, it can be used to generate a Smokescreen that is twice as dense as an equal amount of Fog. There is also a 15% chance per turn that beings caught in the smoke will begin coughing and choking and will lose all fighting bonuses for the time they are in the smoke and for 1-2 turns after they emerge.

7) LIGHT: To provide illumination, a Magick User may create Light in Sphere or Sheet form. If a moving Sphere is used to enclose the Magick User and his friends in light of moderate intensity, the effect can be maintained beyond the spell duration by the expenditure of 1-2 fatigue points per hour. A Sheet of Light cannot be moved and will remain in position for the duration of the spell, with the intensity of noon-day sun. If an Amplify, Intensity, and Accelerate are used, the Wall of Light will become so bright that it is impossible to look at it without becoming blinded for 1-6 turns if the viewer is within the spell range of the caster from the Wall.

8) DARK: To extinguish light in an area, Darkness may be created. If Amplified, Intensified, and Accelerated, the Dark will become so intense that no one except the Magick User will be able to see beyond 10 ft., even with Night Vision. Only Light will counter such a spell, and vice versa.

9) FLAME: Flame spells may be used to kindle large fires quickly casting a jet or Beam of fire from the fingertip, a sort of magical flamethrower that may be directed against 1-6 targeted figures up to ½ the caster's range away. Damage is 1-6 points per volume used, with a 15% chance of ignition per volume.

10) Fire is a limited duration material unless fed by some flammable source and will go out without fuel.

18.27 MOVE AIR SPELLS

Air is a most useful commodity, for it not only can cause powerful drafts and windstorms, but also is necessary for breathing and is the medium by which various gases are transported. It can also be used to feed fires and so intensify them.

Spell Type:	Normal Air Spell Level	BMR	Poison Level	Gas BMR
Create	2	2	6	6
Detach	2	1	6	6
Affix	2	5	6	6
Accelerate	3	3	7	7
Concentrate	4	4	7	7
Remove	3	3	3	3

Air:

a. Sphere: 5 ft. x 5 ft. x 5 ft.
b. Beam: 5 ft. x 5 ft. x ½ rge.

Poison Gas:

Sphere: 5 ft. x 5 ft. x 5 ft.

1) In the form of a Sphere, Air can be used to provide breathable oxygen in a sealed space. It can also be used to Intensify a fire, with two volumes of air being equal to Intensification of 1 volume of fire. If a Magick User casts an Air Sphere greater in volume than Poison Gas, Smoke, Fog, etc., and Concentrates it, the Air will keep the other gas from entering the volume. (A volume of air will provide enough breathable gas to keep a man alive for an hour or more if quiet).

2) A Sphere of Air of 10 volumes will generate a Wall of Air that swirls outward from the centre of the Sphere, preventing the passage of creatures under 100 Dr., with 25 Dr. being added to that limit for each volume added above that. If a Concentrate Air is employed, these values are doubled.

3) A Remove Air spell will extinguish 1 volume of normal fire for every 2 volumes of air removed. If Detach and Accelerate spells are also used, the spell will put out 1 volume of normal fire per volume of Air used. Also, two volumes of Detached and Accelerated Remove Air will extinguish 1 volume of Magick Fire.



4) A Beam of Air is nothing more than a wind blowing as if from the tip of the Magick User's finger or wand. The Wind is at 10 mph per volume of Air used. If Amplified, the wind speed is doubled. 20 mph is enough to cause fine dust to form thick cloud. 30 mph causes torches to gutter (increase chance of torch being put out by 25% per 10 mph over 30 mph), and fine sand is blown to form sandstorms. At 50 mph, there is a 15% chance of stumbling —10% per 100 Dr. of weight, with a +15% additional chance for each 10 mph above 50 mph . If a character or figure stumbles, there is an equal chance that he will be blown backward for 5-30 feet, with the possibility of being stunned if he bumps against a solid obstacle.

5) At MKL 12+, a Magick User will be able to create a Tornado with an Amplified, Concentrated, and Detached Remove Air spell, which lasts the duration of the spell. (See Weather Control in Ancient Lore).

6) Poison Gas (Chlorine) may be generated in the form of a Sphere which will be wafted away from the Magick User at a speed of 10-60 feet per turn. Any living creature caught in the sphere of poison gas has a 1-10% chance of killing outright, an 11-20% chance of causing unconsciousness for 1-6 turns, a 21-50% chance of causing severe watering of the eyes, choking, and coughing that eliminates all combat bonuses, and a 51-70% chance that the victim checks morale as if he has suffered 50% damage to the body. Dragons, Trolls, characters with constitutions of 19 or 20, and the like will add 1-20% to their die roll because of toughness. A breeze or Wind over 20 mph will dissipate the cloud of poison gas in 1-3 turns. Each turn an affected creature remains in the gas brings 1-10 points of damage and another dice roll is made to find out whether any of the above effects have occurred.

18.28 COMBINATION BASIC MAGICK SPELLS

Once a Magick User has mastered all of the spells for a particular type of matter- - for instance, all of the spells for Magick Fire, he may cast up to 3 spells at the same time without expending more than 5% fatigue for each additional spell.

18.29 SPELLS OF COMMAND

The casting of spells of Command is most typical of Power Word Magicians, Enchanters, and Shamen. Thaumaturgists, Hex Masters, Dance/Chant Magicians, and Elves also reach high levels of proficiency. All other Magick Users may learn such spells, but they will not be able to advance as far. Command affects the non-rational side of the victim's nature and interfere with his ability to control his own thoughts, emotions, and behavior. Wise victims will be more resistant to spells of Command than unwise ones.

WIS SCORE	DESCRIPTION	WIS SAVING THROW VS SPELLS OF COMMAND CR	I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Witless	01	01	–	–	–	–	–	–	–	–	–	–
05	Foolish	02	02	01	–	–	–	–	–	–	–	–	–
06	Foolish	03	03	02	01	–	–	–	–	–	–	–	–
07	Simple	04	04	03	02	01	–	–	–	–	–	–	–
08	Unwise	05	05	04	03	02	01	–	–	–	–	–	–
09	Naive	06	06	05	04	03	02	01	–	–	–	–	–
10	Average	07	07	06	05	04	03	02	01	–	–	–	–
11	Average	08	08	07	06	05	04	03	02	01	–	–	–
12	Average	09	09	08	07	06	05	04	03	02	01	–	–
13	Discerning	10	10	09	08	07	06	05	04	03	02	01	–
14	Discerning	11	11	10	09	08	07	06	05	04	03	02	01
15	Penetrating	12	12	12	11	10	09	08	07	06	05	04	03
16	Astute	13	13	13	12	11	10	09	08	07	06	05	04
17	Wise	14	14	14	13	12	11	10	09	08	07	06	05
18	Inspired	15	15	15	14	14	13	12	11	10	09	08	07
19	Profound	16	16	16	15	15	14	14	13	12	11	10	09
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	12	11
25-29	Visionary	17	17	17	17	16	16	16	15	15	14	13	12
30-34	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
35-39	Visionary	19	19	19	19	18	18	18	17	17	16	15	14
40	Visionary	19	19	19	19	19	18	18	18	17	17	16	15

A percentage dice result within the indicated save limits means that the character or Monster is unaffected by the Command. Resistance to Command causes a loss of fatigue because energy has to be expended to fight the effects of the spell (1-6 points lost).

The Wisdom of a target determines his resistance level to Commands, as signified by the values in the save table. Unintelligent beasts and Monsters have an instinctive Wisdom of 1-10. Fairly intelligent Monsters have a wisdom of 1-10. Highly intelligent Monsters, Enchanted Monsters, and Great Horses have a Wisdom of 1-20. Dragons have a Wisdom of 1-20 when Young or Mature, 11-20 when old, and 20 when Ancient. Demons have a Wisdom equal to their level + 1-10 points, while the Demon King always has a Wisdom of 20 + 1-20% on the Save Table. Unicorns and Plants are highly resistant to control of any kind and save at Wisdom 20 + 1-20% on the Save Table. If a Magick User is the target and has learned the spell being used on him, he may substitute his Charisma or Bardic Voice score + 1-20% when attempting a save.

There are eleven grades of proficiency in casting Spells of Command, and they correspond to the grades in spells of Illusion. The proficiency level that can be attained varies according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all spells of Command he has learned are raised to the new probabilities given in the Save Table. While a Magick User can learn spells beyond his maximum attainable proficiency grade, the percentages for a target's 'save' will remain at his maximum grade. For example, Primitive Talent could learn a level XI spell, but his percentages would remain at level III.

The proficiency grades that a Magick User can attain are:

XI.	The Innermost Circle:	Power Word
X.	The Tenth Circle:	Enchanters, High Elves
IX.	The Ninth Circle:	Shamen, Evil Priests, Necromancers.
VIII.	The Eighth Circle:	Thaumaturgists, Dance/Chant
VII.	The Seventh Circle:	Conjurors, Cabbalists
VI.	The Sixth Circle:	Magick Square, Drug Trance
V.	The Fifth Circle:	Hex Masters, Mediums
IV.	The Fourth Circle:	Elves
III.	The Third Circle:	Primitive Talents
II.	The Second Circle:	—
I.	The Outermost Circle	Any Man, Elf, Dwarf, or Hobbit with Charisma or Voice over 18, and who is not a magic user.

ENHANCEMENT OF COMMANDS:

Spells of Command may be enhanced in several ways:

1) If the caster has a Second Requisite that is Charisma or Bardic Voice, reduce save percentages by –5% for each 2 points over 14; e.g.: Charisma 17 = 10%.

2) If the caster has learned a Mantra gesture (time to learn the spell is increased by 25%), saves are reduced by –5%.

3) Meditation reduces saves from Command by –1% per day spent meditating on the spell to a maximum of –25%. Note: This form of enhancement is a 'one-shot' technique and the spell so enhanced can be cast only once with such an advantage.

CASTING SPELLS OF COMMAND:

Spells of Command must be targeted if they are going to be fully effective (see Magick Conflict Table). In such instances, only one figure will be affected. If Commands are targeted into an area up to 50 feet by 50 feet, all figures in that area may be affected. However, the save percentages are dropped to the next proficiency grade (e.g.: VI to V), and the percentages are increased by a +1-20% for each figure. When attempting to Command a large number of figures, a Magick User may be able to influence up to 22 targets.

PROTECTION FROM SPELLS OF COMMAND:

Increased percentages may be obtained on saves from spells of Command through the use of several magical counter-spells.

Circles of Protection

A charmed Circle of Protection will reduce a Command by one level of proficiency for each 3 MKL possessed by the caster of the circle. The spell must first succeed against the circle before it can penetrate to affect those inside at the normal level of proficiency. Thus, if a Magick User of grade IX casts a spell of Command at a cirlce drawn by a Magick User of MKL 9, the spell would drop to grade VI percentages for purposes of penetrating the circle.

Amulets of Protection

May be enchanted by Magick Users who have learned all the spells of a certain grade of proficiency. Such amulets add +15% to saves against spells of a lower or equal grade, and +5% to saves against spells of a higher grade.

Words of Guard

Power Word Magicians, Enchanters, Shamen, Dance/Chant, Hex Masters, Evil Priests, lawful Clerics, Necromancers, and Elves may devise rhyming chants or other Words of Guard to defend against Commands as for Amulets. However, such forms of protection require an expenditure of 1-6 fatigue points. Such words may be applied to protect from 1-6 people (1 person per fatigue point expended).

Prayer

Any character may employ Prayer to his particular diety to defend against a Command. Prayer used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point.

18.30 COMMANDS OF THE OUTERMOST CIRCLE

All spells in this section are at casting level 1 at BMR 1.

Awaken: A spell which causes sleeping figures to awaken. It affects a number of figures equal to the level of the caster in a 20 ft. x 20 ft. area. To be able to select the subjects to be awakened, 1 fatigue point must be expended per person in the area. Awaken cancels the effects of Sleep spells and most drugs, but not an Enchanted Sleep. The spell may be placed in a potion to be administered to a sleeping figure.

Charm Person: A spell which has a 5% chance per MKL of the caster of convincing the target that the caster is a friend, to a maximum of 50% chance of success. A person so affected will not act with hostility toward the caster and will actively support the caster in most arguments or fights. Duration: as long as the victim cannot free himself from the Charm. Check each week: There is a 5% chance of freeing from the spell per 2 IQ points possessed by the victim. Persons of equal or higher

Charisma or Wisdom than the caster will not be affected. Note: Anyone with a Charisma or Bardic Voice above 18 automatically knows this spell without learning it, and even non-Magick Users may cast it 1 time per day at 1-20% chance of success. Number affected: 1 person per spell.

Sleep: A spell which will put living beings to sleep. The area affected may be up to 20 ft. x 20 ft. The number of figures affected is S/N x H, where S = 200 x MKL of the caster, N = number of figures to be put to sleep, and H = total hit points possessed by the targets. The result indicates the number of figures that can be put to sleep for 1 turn. The time can be increased by decreasing the number of targets. For example, a MKL 10 Magick User casts a Sleep spell into a room containing 4 figures with a total of 130 hit points. In the formula we substitute: 200 x 10 /4 x 130 = 3.8 turns asleep. Figures with less than 25 hit points are automatically put to sleep without a save if the spell is targeted on the area they are in. Killing sleeping victims is considered unheroic and brings 10% of the normal experience bonus.

18.31 COMMANDS OF THE SECOND CIRCLE

All spells in this section are at casting level 2 at BMR 2.

Charm Small Animals: A spell which Charms small animals at 5% chance per MKL of the caster to a maximum of 75% chance of success. Animals so affected will become affectionate and will defend the caster against attack. There is a basic 10% chance per week that the Charm will wear off and the animal will leave. It will otherwise accompany the caster, but will resent other animals and will attack natural enemies. Animals affected: up to caster's MKL.

Clumsiness: A spell causing a living creature to have difficulty in coordinating his body movements, so that an attacker has +20% probability of hitting him. Duration: Time Factor of the caster. One creature will be affected for 1-6 melee turns.

Hold Small Animals: A spell which causes small animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-50% of the time and will flee 51-100% of the time. Duration: Time Factor. From 1-10 small animals will be affected + 1 animal per MKL of the Magick User.

Muscle Spasm: A spell used to disrupt the aim of a single fighting opponent by lowering his hit probability by −10% + −1% per MKL of the caster. Duration: 1 melee turn.

18.32 COMMANDS OF THE THIRD CIRCLE

All spells in this section are at casting level 3 at BMR 2.

Command Small Animals: A spell which acts like a Charm Small Animals, except that the caster now gains full control over his victims. They understand his commands and obey his orders with steadfast loyalty. Only a Magick User of higher level who knows the Command spell may dispell the caster's influence on his small animal friends.

Hold Large Animals: A spell which causes large animals to halt in their tracks, preventing further approach to the caster. If he approaches, they will fall back an equal distance 1-25% of the time, flee 26-75% of the time, and charge 76-100% of the time. Duration is ½ Time Factor. Animals affected: up to ½ caster's MKL. Trained warhorses carrying an experienced rider will be unaffected 90% of the time.

18.33 COMMANDS OF THE FOURTH CIRCLE

All spells in this section are at casting level 4 at BMR 4.

Command Large Animals: A spell which permits the caster to gain control over one large animal. The animal understands his orders and obeys loyally. Only a Magick User who knows the Command spell may dispell the caster's influence. Duration: until the large animal frees itself from the spell, with one check at 25% probability per week.

Hold Person: A spell which prevents the approach of any sentient, living being of a manlike race. If the caster advances, the held person will retreat an equal distance. Duration: ½ Time Factor. Persons affected: up to ½ caster's MKL. Magick Users who know this Command spell save each turn to see if they can break the enchantment.

Summon Animals: A spell which calls a particular species of animal to the caster. There is a 90% chance that any animal visible will respond and a 65% chance that an animal not present will come in 1-100 turns. (Mounted animals are immune to the spell unless the animal belongs to the Magick User or another member of the party). The summer will have an advantage in charming or commanding the animal when it arrives: reduce animal's save by −10%. From 1-6 small animals or 1 large animal may be summoned.

Words of Power: 'Deafen': Only Power Word Magicians and Enchanters may learn this spell. It completely deafens the victim so that he is unable to hear any sounds. Duration: Time Factor. Number affected: 2 per MKL up to ½ caster's range.

18.34 COMMANDS OF THE FIFTH CIRCLE

All spells in this section are at casting level 5 at BMR 5.

Hold Monster: A spell which prevents the approach of any legendary beast (unless mounted), but which has no effect on Monsters with intelligence over 15. It should be noted that if caster advances, however, the spell will be broken. Duration: ½ Time Factor. Monsters affected: 1 per 3 MKL of caster.

Words of Power: 'Stun': Only Power Word Magicians and Enchanters may learn this spell. A zone in the shape of a cone ½ the Magick User's range and 10' wide per MKL extends outward in front of the caster. One living creature or material undead per MKL of the caster will be affected. The spell has a 90% chance of bashing each victim to the ground, and a 25% chance of rendering him unconscious for 1-10 turns. A mount and rider count as 1 victim, although separate checks are made for each.

18.35 COMMANDS OF THE SIXTH CIRCLE

All spells in this section are at casting level 6 at BMR 6.

Beserker Rage: A spell that makes the recipients fight as Viking Beserkers, heedless of personal danger. See the Individual Combat section for details. The spell can be dispelled only by a Fear spell (see below). Number affected: 1 person per MKL of the caster. Monsters are unaffected unless they are human or manlike.

Bravery: A spell which immediately counters Demoralization (see below) and makes the recipients stand firm in the face of the most dangerous or fearsome of foes. Number affected: 1 per MKL of the caster.

Confusion: A spell which will affect the judgment of living creatures and confuse them considerably. The spell affects 2 x caster's MKL in small animals, and 1 x caster's MKL for all other living creatures. Duration: Time Factor. Each creature affected will do one of three things: 1-25% = attack caster's party; 26-75% = mill around, doing nothing; 76-100% = attack each other. There will be a delay of 1-3 turns before the spell comes into effect.

Demoralization: A spell causing creatures under 50 hit points to immediately check morale. Add 10 hit points to the maximum limit for each grade of Command spell the caster has advanced above grade VI. Number affected: 2 x MKL of caster up to ½ range.

Hate: A spell filling a victim with a wide variety of responses:

1-20%	=	Hate any enemy around except caster.
21-40%	=	Hate companions.
41-60%	=	Hate everybody except caster.
61-80%	=	Hate whoever the caster desires.
81-90%	=	Hate caster.
91-100%	=	Hate self.

Any living creature may be filled with hate and will immediately attack the named party. If Hate is directed against the person himself, there is a 50% chance he will commit suicide if under Wisdom 12. Otherwise, no effect.

Love: A spell which will cause any living creature to fall passionately in love with the person of the caster's choice. There is a 10% chance that the love will be permanent if the object of affection is over Comeliness 13. Otherwise, treat as a temporary emotion that fades in 1 day x MKL of caster + 1-100 days. If more than one person is made to fall in love with the same individual, there is a 25% chance of jealousy that will lead to a mortal combat which only the object of their love can prevent.

Mesmerism (Hypnosis): A spell which has a 5% chance per MKL of the caster of placing a human or manlike figure under the command of the caster. It is necessary to look the caster in the eyes at face-to-face range (20 feet or less), however, and the spell is of no effect against Magick Users of a higher grade of Command. The person so mesmerized will not do anything against his basic nature but will otherwise obey his master. The victim has a 5% chance of freeing himself from the spell per IQ point he possesses, and a check is made once per day following the casting of the spell.

18.36 COMMANDS OF THE SEVENTH CIRCLE

All the spells in this section are at casting level 7 at BMR 7.

Geas: A spell which compells the victim to perform a desired task. Any attempt to deviate from the performance of the task will result in a 10% loss of maximum fatigue per day until 0 fatigue is reached, at which point all attack and defense bonuses are lost. A Geas may be placed upon any living, sentient creature of manlike shape, except Trolls. Ignoring the Geas entirely will bring down a Curse upon the victim (see Curses). The Geas will endure until the task is completed or the Geas is lifted with a Remove Curse spell cast by a Magick User of equal or higher experience factor than the one who had placed the Geas. Note: All grade VI Command spells must be learned before a Geas can be learned. Magick Users above the grade of the caster are unaffected by a Geas.

Word of Power: 'Weaken': Only Power Word Magicians and Enchanters may learn this spell. The victim becomes weaker at the rate of 10% per turn until 50% of normal strength is reached. This weakness is reflected in attack and defense capabilities, carrying capacity, and fatigue levels and recovery rates. Duration: Time Factor. The spell may be cast up to ¼ the caster's range.

18.37 COMMANDS OF THE EIGHTH CIRCLE

All the spells in this section are at casting level 8 at BMR 8.

Forgetfulness: A spell which causes the victim to lose 1-10 IQ points for 1-6 days x MKL of the caster. A Magick User so afflicted will be unable to remember any spells. A loss of 10 IQ points means that the victim has total amnesia and is utterly feebleminded. Only one figure may be affected at a range up to ¼ range. Magick Users above the grade of the caster will be unaffected.

Word of Power: 'Blind': Only Power Word Magicians and Enchanters may learn this spell. The victim has a 1-50% chance of suffering a partial vision loss, with all attack and defense bonuses reduced by ½; and a 51-100% chance of suffering a total loss of vision. The spell will affect 1 person per MKL of the caster up to ½ range. The Undead are unaffected, however, because they do not 'see' as normal beings do. Duration: Time Factor.

18.38 COMMANDS OF THE NINTH CIRCLE

All the spells in this section are at casting level 9 at BMR 9.

Enchanted Sleep: A powerful sleep spell that will affect only one person or Monster (except Undead). The person put to sleep cannot awaken until the conditions needed for awakening are fulfilled. The spell must be placed in some item of food and eaten by the victim. Note: spells of divination may reveal the conditions necessary to awaken the victim. The conditions should be difficult to meet, but not ridiculous.

Great Command: A powerful spell of Command giving the caster the ability to control any single living creature. Undead and Demons cannot approach and, 1-75% of the time, must immediately leave the presence of the caster and not return for 1-100 days. Duration: until dispelled by caster or until victim breaks the spell (see Command Spells). The range is ¼ caster's range.

Word of Power: 'Blast': A spell causing a bolt of lightning to issue from the finger of the caster. Only Power Word Magicians and Enchanters may learn this spell. The bolt will do 5 x MKL points of damage to any being, smashing him to the ground, and rendering him incapacitated 1-50% of the time for 1-6 turns. Fire creatures suffer double damage and immediately flee if possible. The bolt is 50 ft. long and 5 ft. wide, and all creatures within it are affected. The initial point of impact is targeted, and all creatures within it are affected. The initial point of impact is targeted, and the bolt is measured back from there. Failure to target causes the bolt to go to the full range of the Magick User x 1-6. If a solid target is struck, the bolt will Remove material in a volume equal to an Amplified. Remove at the caster's PMF. The bolt will rebound backward 25 ft. from any solid target that is struck, affecting an area 25 ft. x 25 ft. Note: Shamen who master Weather Control can learn the effect.

18.39 COMMANDS OF THE TENTH CIRCLE

All spells in this section are at casting level 10 at BMR 10.

Word of Command: 'Air': A spell giving the caster all Basic Magick Air spells.

Word of Command: 'Earth': A spell giving the caster all Basic Magick Earth spells.

Word of Command: 'Fire': A spell giving the caster all Basic Magick Fire spells.

Word of Command: 'Water': A spell giving the caster all Basic Magick Water spells.

The Lyre of Apollo: An Enchanter may fashion a golden lyre which provides him with −15% reduction on saves vs spells of Command and acts as a Circle of Protection so long as the Enchanter plays it. The Enchanter Adept will not fashion such a lyre for anyone except himself.

The Pipes of Pan: An Enchanter may fashion the silver Pipes of Pan, giving him −10% on all saves vs spells of Command. The Enchanter Adept will fashion such a musical instrument for another Enchanter.

The Star of Alexander: A Dwarvish cut ruby set into a ring or other setting and thrice enchanted. The Magick User must have learned all spells which influence or command men to perform this enchantment. The possessor of the Star of Alexander will have a Military Ability of 13 and a Charisma for purposes of commanding troops and maintaining morale of 25. Troops personally led by such a charismatic leader never check morale.

18.40 COMMANDS OF THE ELEVENTH CIRCLE

All spells in this section are at casting level 11 at BMR 10.

Miracles 1-9: The ability to perform Miracles places the Magick User in the Clerical System. Each spell empowers the caster to perform the Miracles in the number sequence on the Miracles list. Miracles 1-3, for instance, allows the caster to perform Miracles 1 to 3. The spells must be learned in sequence.

Miracles 10-11: The Demon King may also perform Miracles, but is loathe to do so because many of them have the potential of doing good.

18.41 SPELLS OF ILLUSION

The creation of Illusions is properly the province of the Thaumaturgist and, to a slightly lesser degree, the Conjuror and the Mystic. Other Magick Users may also learn to cast the spells, but they cannot advance as far. Illusion is the art of creating in the mind of the beholder what is actually not there. 'Belief' in the reality of the Illusion is thus fundamental to the success of the spell. A disbeliever will be affected far less by what he sees, knowing it to be unreal. The Intelligence of a person assists him in resisting the effects of Illusions; for the man of keen mind is able to analyze what he perceives and distinguish the real from the false more readily. All figures must therefore come to 'disbelieve' the Illusion by successfully saving from the spell on the following Belief Table:

IQ		IQ	SAVING THROW VS SPELLS OF ILLUSION										
SCORE	DESECRIPTION	CR	I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Idiot	01	01	—	—	—	—	—	—	—	—	—	—
05	Cretin	02	02	01	—	—	—	—	—	—	—	—	—
06	Lack-Wit	03	03	02	01	—	—	—	—	—	—	—	—
07	Dim-Wit	04	04	03	02	01	—	—	—	—	—	—	—
08	Half-Wit	05	05	04	03	02	01	—	—	—	—	—	—
09	Average	06	06	05	04	03	02	01	—	—	—	—	—
10	Average	07	07	06	05	04	03	02	01	—	—	—	—
11	Average	08	08	07	06	05	04	03	02	01	—	—	—
12	Average	09	09	08	07	06	05	04	03	02	01	—	—
13	Bright	10	10	09	08	07	06	05	04	03	02	01	—
14	Very Bright	11	11	10	09	08	07	06	05	04	03	02	01
15	Smart	12	12	11	10	09	08	07	06	05	04	03	02
16	Ingeneous	13	13	12	11	10	09	08	07	06	05	04	03
17	Scholarly	14	14	14	13	13	12	12	11	11	10	09	08
18	Brilliant	15	15	15	14	14	13	13	12	12	11	10	09
19	Genius	16	16	16	15	15	14	14	13	13	12	12	11
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	13	12
25-29	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
30-34	Visionary	19	19	19	18	18	18	17	17	17	16	15	14
35-39	Visionary	19	19	19	19	18	18	18	17	17	17	16	15
40	Visionary	19	19	19	19	19	18	18	18	17	17	17	16

A percentage dice result within the indicated save limits means that the character or Monster 'disbelieves' the Illusion. Disbelief causes a loss of fatigue because energy has to be expended to fight the effects of the spell, with 1 fatigue or Body point being expended per game turn or melee turn. If a victim fails to disbelieve in any subsequent turn, but with −10% from his chances of disbelieving.

The IQ of a victim determines the percentage possibility of disbelief. Unintelligent Monsters have an IQ of 1-10. Highly intelligent Monsters

have an IQ of 11-20, as do most Magical and Enchanted Monsters (including 'Great Horses'). Dragons, Unicorns, and very high level Demons have an IQ of 6-25. In some instances, Monsters have specific IQ's printed in their Profiles, and these should be used when determining belief or disbelief.

The ten spell casting levels represent the ten grades of proficiency that a Magick User or Magick-Using Monster can attain in the performance of Illusions. The proficiency levels vary according to the type of Magick User or Monster casting the spells. As soon as a Magick User reaches a new spell casting level, all Illusions he has learned up to that time are raised to the new probabilities given in the Belief Table.

The Proficiency grades that a Magick User can attain are:

XI.	The Innermost Circle:	Thaumaturgists
X.	The Tenth Circle:	Conjurors, High Elves
IX.	The Ninth Circle:	Enchanters, Power Word, Evil Priests
VIII.	The Eighth Circle:	Cabbalists, Wood Elves, Shamen
VII.	The Seventh Circle:	Magick Square, Drug Trance
VI.	The Sixth Circle:	Dance/Chant
V.	The Fifth Circle:	Mediums
IV.	The Fourth Circle:	Hex Masters (Witches & Warlocks)
III.	The Third Circle:	Primitive Talents
II.	The Second Circle:	—
I.	The First Circle:	—

While a Magick User may learn spells beyond his proficiency grade, the percentages for disbelief remain at his proficiency grade. For example, a Primitive Talent could have learned a level X Illusion, but victims would save at level I percentages.

THE INNERMOST CIRCLE

The Innermost Circle is the highest grade of proficiency that an Adept at Illusion can attain, and it is limited to Thaumaturgists and the Demon King. All Illusions are much more powerful, so that 'saves' are made against them —20% at the level X percentages, with three times the cost in fatigue or body points to resist the effects of the spell.

ENHANCEMENT OF ILLUSIONS

Illusions may be enhanced in three ways:

1) The use of smokes such as those produced by burning incense, fogs against which an Illusion can be projected, perfumes and essences to produce mysterious odors, or cauldrons of steaming brew reduces the chance of a save by —10%.

2) Chants reduce saves from Illusions by —5%. These are unique to a few Magick Users.

3) Meditation reduces saves from Illusions by —1% per day spent meditating on the spell, to a maximum of —25%. Note: This form of enhancement is a 'one-shot' technique and the spell so enhanced can be cast only once with such an advantage.

CASTING ILLUSIONS

Unlike many other spells, Illusions need not be targeted on the Magick Conflict Table. Illusions can be cast against specified people or into an area in which all occupants will be affected.

The spell range is given in the Personal Magick Factor Table and, upon the caster's reaching the Second Circle, ranges are doubled. The only limitation is that the Magick User be able to see the target, either by normal sight or by magical means. (Cabbala/Symbolists, of course, are exempted from this rule, as they may leave their Symbols behind them to be activated later).

PROTECTION FROM ILLUSIONS

Increased percentages may be obtained on saves from Illusions through the use of several magical means:

Amulets of Protection

May be enchanted by Magick Users who know all the spells of a certain grade of proficiency. Such amulets add +10% on saves against spells of a higher proficiency grade and +15% on saves against spells of an equal or lower grade.

Words of Guard

Enchanters, Power Word Magicians, Hex Masters, Shamen, Evil Priests, Lawful Clerics, and Dance/Chant Natural Talents may devise rhyming chants or other Words of Guard to defend against Illusions as for Amulets. However, such protection requires an expenditure of 1-3 fatigue points. They can be applied to as many persons or creatures as the Magick User has proficiency grades and last for his Time Factor for spell duration.

Prayer

Any character may employ prayer to his particular deity to defend against an Illusion. **Prayer** used in this manner increases chances of a save by +5%, at a cost of 1 fatigue point or body point.

Circles of Protection

A charmed Circle of Protection requires an Illusion spell to be targeted against the intended victim. If targeting is successful on the Magick Conflict Table, check for individual saves. Targeting is computed by comparing the experience factors of the attacking and defending Magick User, and applies to each person in the circle. Saves are made according to the IQ of the Magick User who has erected the defensive barrier, unless a character has a higher IQ.

18.42 ILLUSIONS OF THE OUTERMOST CIRCLE

All the spells in this section are at casting level 1 and BMR 1.

Blurred Image: The caster's appearance is highly blurred, providing —10% on opponents' hit probabilities and —10% on targeting by an attacking Magick User of equal or lower spell casting level. Duration: 3 turns minimum.

Detect Illusion I: A spell of long duration which permits the caster to Detect an Illusion of grade I from 1-3 times. The spell can also be placed in a potion.

Dispell Illusion I: A spell which permits the caster to Dispell an Illusion of grade I up to ½ his spell range. The spell must be targeted on the location of the suspected Illusion, with a 25% chance of successfully dispelling the Illusion if on target.

Sleight of Hand: A spell giving the caster the ability to perform sleight of hand tricks (including successfully picking pockets, etc.) and other forms of popular 'magick' that are designed to entertain, baffle, and impress the uninitiated. It is ineffectual against Magick Users above the casters proficiency grade.

Wall of Fog: A spell which creates the Illusion of an actual Fog (see Basic Magick).

18.43 ILLUSIONS OF THE SECOND CIRCLE

All the spells in this section are at casting level 2 and BMR 2.

Cloud of Dust or Sand: A spell which creates the illusion of a swirling cloud of dust or sand (see Basic Magick).

Deafness: A spell which causes the victim to believe he cannot hear until the spell is Dispelled, Cured, or removed by the caster.

Detect Illusion II: As for Detect I, only grade I and II spells are detected.

Dispell Fatigue: A spell which gives the recipient the illusion of being healthy and fully rested. It permits the recipient to continue on without rest until the spell has ended (Time Factor + 1-20 full game turns). However, one must rest twice as long as usual after the effects wear off, usually in a deep sleep. Men who have been badly wounded or who were recently Raised from the dead can move about normally, but at the end of the spell they suffer 1-10 points of damage. This spell can be placed in a potion.

Dispell Illusion II: A spell like Dispell I. Grade II Illusions are dispelled at 25%, while grade I Illusions are dispelled at 40%.

Illusory Script: A spell that blurs the caster's writing so that only the one who is intended to read it can do so safely. Any others attempting to read must save or else be totally confused for 1-10 turns. One spell is enough to protect one page. Failure to save upon chancing a second reading causes confusion for 11-30 days. To actually be able to read the script requires a Dispell II.

Delusion: A spell that causes the target to suffer from an unjustified belief in his own abilities or those of newly found items which may appear to be (or are) enchanted. There can be only one save. Victims now tend to do things which, in a normal frame of mind, they would never do. Duration: Time Factor + 1-20 full game turns.

18.44 ILLUSIONS OF THE THIRD CIRCLE

All the spells in this section are at casting level 3 and BMR 3.

Detect Illusion III: As for Detect I, only grade I and III spells are detected.

Diminish: A spell creating the illusion that a figure or object is up to 1/20 its normal size. Only one save is possible. If believe occurs, the figure or object will be seen to be able to do anything something that small could do. Duration: 1-20 turns.

Dispell Illusion III: As for Dispell I. Grade III Illusions are dispelled at 25%, while grade I and II Illusions are dispelled at 45%.

Growth: A spell creating the illusion that a figure or object is 1-20 times its normal size. Only one save is possible. If belief occurs, the figure or object will be seen to be able to do anything something that large could do. Duration: 1-20 turns.

Hallucinatory Landscape: A spell which conceals or else creates terrain features which appear real to the beholder. It is a broad-area illu-

sion existing in all directions up to the maximum range of the caster. Only Magick Users may save from this spell, and if disbelief occurs, they must approach to within 20 feet of any illusory object to see it is unreal. All other figures must actually touch an illusory object to see it is unreal. Duration: 1 game day per MKL of the caster.

Mirror Self: A spell creating the illusion of 1-6 figures identical to the caster and duplicating his every move. Any beholder failing to make an initial save will not be able to tell the difference until the spell has ended. Any image that is touched will disappear. Duration: 2 x Time Factor.

Trustworthiness: A spell creating the illusion that the caster can be trusted completely. The spell is effective when made face-to-face, and it will influence anyone that close up to 6 turns after it is cast. Each failure to save reduces save probabilities by 10%. Any figure failing to save will trust the caster until given some reason for suspicion.

18.45 ILLUSIONS OF THE FOURTH CIRCLE

All the spells in this section are at casting level 4 and BMR 4.

Detect Illusion IV: As for Detect I, only grade I to IV spells are detected.

Dispell Illusion IV: As for Dispell I, Grade IV Illusions are dispelled at 25%, while grade I to III Illusions are dispelled at 50%.

Hypnotic Spiral: A spell creating the illusion of a whirling spiral of scintillating color that appears directly in front of the caster. Any being of IQ 12 or less will be held motionless and staring so long as the caster concentrates on the spell, plus 1-6 turns. Anyone will be affected within 60 feet who fails to save, unless above IQ 12. Members of the Magick User's party must avert their eyes to be protected from the spell.

Illusory Image: A spell creating the illusion of any person or Monster the caster has seen before. So long as the caster concentrates on the spell, the figure will move and speak convincingly. Anyone who does not immediately disbelieve in the figure's reality will act accordingly. Duration: 1 x Time Factor or until touched.

Projected Image: A spell which projects the image of the caster up to his full spell range. The image will move, act, and speak as if it were the caster, and all spells will seem to emanate from it. However, the spell range is measured from the caster's actual position to the target. Only one save may be made against this spell, and the image will remain 3 x Time Factor or until touched.

Hallucinatory Landscape: A spell closely resembling the spell of the Third Circle, except that non-Magick Users must disbelieve each time they touch an illusory object or it will continue to appear real to them. Duration: 1 game day per MKL of the caster.

18.46 ILLUSIONS OF THE FIFTH CIRCLE

All spells in this section are at casting level 5 at BMR 5.

Detect Illusion V: As for Detect I, only grade I to V spells are detected.

Dispell Illusion V: As for Dispell I, Grade V Illusions are dispelled at 25%, while grade I to IV Illusions are dispelled at 50%.

Disguise: A spell permitting the caster to assume a disguise successfully. Only one save is possible, after which a believer will not question the authenticity of the caster's assumed identity until the Disguise is Dispelled or the real person whose identity was taken appears on the scene. Duration: until Dispelled.

Phantasmal Landscape: A spell creating the illusion of reality for all of the senses. All must disbelieve each time they touch a phantasmal object or it will appear in every way to be real. Even when carried outside the zone of the spell, the objects will still continue to have existence for the characters believing in them. Only persons who had saved or who were never exposed to the spell will see that nothing is present. Range is to the limit of the caster's range. Duration: until Dispelled.

Phantasmal Weather: A spell creating the illusion of actual weather conditions. Rain will seem to wet believers to the skin, snow will cause believers to feel cold, etc. Only one save is possible against this spell. Duration: up to 1 game day. While the range of the spell is only to the limit of the caster's range, the effect will travel with those who are affected and will appear to extend to the horizon.

18.47 ILLUSIONS OF THE SIXTH CIRCLE

All spells in this section are at casting level 6 at BMR 6.

Detect Illusion VI: As for Detect I, only grade I to VI spells are detected.

Dispell Illusion VI: As for Dispell I. Grade VI Illusions are dispelled at 25%, while grade I to V spells are dispelled at 55%.

Shadow Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause ½ damage. If disbelieved, 1/10 damage is caused. All Basic Magick effects can be simulated by this spell, although no effect is had on non-sentient materials.

Shadow Monsters: A spell creating quasi-real Monsters that, if believed by the victim, will act in every way like the real version and have similar effects on the believes. However, all damage is ½ normal. If disbelieved, the Shadow disappears for the characters recognizing its unreality. Only one save is possible against this spell. Once created, the Shadow will endure 3-20 game turns or until Dispelled or slain. Shadow Monsters will sustain ¼ the damage of the real Monster.

18.48 ILLUSIONS OF THE SEVENTH CIRCLE

All spells in this section are at casting level 7 at BMR 7.

Detect Illusion VII: As for Detect I, only grade I to VII spells are detected.

Dispell Illusion VII: As for Dispell I. Grade VII Illusions are dispelled at 25%, while grade I to VI spells are dispelled at 60%.

Phantom Forces: A spell creating quasi-real offensive spells that, if believed by the victim, will cause full damage. If disbelieved, 1/5 damage is caused. All Basick Magick effects can be simulated by this spell, and non-sentient materials are affected.

Phantom Monsters: A spell creating quasi-real Monsters that, if believed by the victim, will act in every way like the real version. All damage is full, unless disbelieved, in which case damage is 1/5. Phantoms will sustain 1/3 the damage of the real Monster. Once created, the Phantom will endure 5-20 game turns or until Dispelled or slain. As it is fairly material, it will pursue victims beyond the caster's spell range.

18.49 ILLUSIONS OF THE EIGHTH CIRCLE

All spells in this section are at casting level 8 at BMR 8.

Dispell Illusion VIII: As for Dispell I. Grade VIII Illusions are dispelled at 25%, while grade I to VII Illusions are dispelled at 65%.

Djinn Creation: A powerful Illusion spell permitting the caster to create material objects such as palaces, castles, etc. Once created, the objects are real so long as the enchantment is not Dispelled by a Magick User of equal or greater power. An area equal to ½ of the caster's range in every direction round about may be filled with the Illusion. It may even be peopled by Phantom beings who appear real in every way. However, precious metals such as silver, gold, and platinum have a very limited life (1-20 days) and will disappear 50% of the time if dropped onto a plate of cold iron. Such a spell will totally exhaust a Magick User, causing 100% fatigue drain. There is a 50% chance that he will be unable to perform any spells for 1-20 days after casting a Djinn Creation spell.

Fairy Gold: A more limited application of Djinn Creation, with minimal energy drains, which creates 1-100 pieces of Fairy Gold per MKL of the caster. The Gold will last for an indefinite period. If it survives the test of cold iron, it will continue to appear real for 1-20 days afterward and cannot be Dispelled or caused to disappear by further tests with cold iron until the period is over.

True Sight: A spell permitting the caster to see through the Illusions of any Magick User of a lower grade, and otherwise acting as a Detect Illusion spell with 50% chance of detection.

18.50 ILLUSIONS OF THE NINTH CIRCLE

All spells in this section are at casting level 9 at BMR 9.

Dispell Illusion IX: As for Dispell I. Grade IX Illusions are dispelled at 25%, while grade I to VIII Illusions are dispelled at 65%.

Spectral Monsters: A spell creating the illusion of a quasi-real Monster based upon the most terrible fears of the victim. The Monster is visible only to the caster of the spell and the victim. The Spectre is able to cross all barriers and is immune to attacks by normal weapons. The subject may attempt to disbelieve, but disbelief lasts only 1-3 turns, after which the Monster will reappear. If the victim has faced such attack before he has a 25% chance of turning the Monster on the caster and a 75% chance that the Monster will disappear, provided of course that he disbelieves. If the victim also possesses the spell, there is a 50% chance that he will gain full control of the Monster if he is able to disbelieve. Spectral Monsters have a 5 x PMF of the caster in hit points, do 4 x WDF damage with Giant Claws and Fangs, and have hit probabilities of 60%. Duration: 21-40 turns.

18.51 ILLUSIONS OF THE TENTH CIRCLE

All spells in this section are at casting level 10 at BMR 10.

Dispell Illusion X: As for Dispell I. Grade X Illusions are dispelled at 25%, while grade I to IX Illusions are dispelled at 70%.

The Nightmare: A spell creating a quasi-real Spectral Monster with unlimited duration. Only a Dispell Illusion X or XI or an Exorcism can remove the 'curse' of the Nightmare. First of all, the Nightmare attacks all of the victim's livestock: horses are found lathered and exhausted in the morning, literally ridden into the ground; cattle, sheep, etc., are found slain in the morning; and so on. This phase lasts 1 to 3 months. Then the victim will dream he is riding for his life, and in the morning he will wake exhausted. He cannot recover fatigue from sleep, but al-

ways wakes drained and weakened. This phase lasts 1-3 weeks. Finally, if the Nightmare has not been Dispelled or Exorcised by this time, it will inevitably appear each night in the form of a great Black Horse and attempt to trample the victim to death. The victim survives only if he disbelieves and awakens. He will be totally exhausted (0 fatigue points) after each experience.

18.52 ILLUSIONS OF THE ELEVENTH CIRCLE

All spells in this section are at casting level 11 at BMR 10.

Chaotic Landscape: A spell that affects an area up to the limit of the caster's range in all directions, causing confusion in the affected zone because everything is changing shape and color continuously. Anyone failing to save from the spell has a 1-10% chance of becoming permanently insane, 11-25% chance of becoming temporarily insane for 1-6 days, and 26-100% chance of being confused and incapable of purposeful action for the duration of the spell. Duration: as long as caster concentrates on the spell without interruption, with 1-6 fatigue points drain per turn after the third turn. Note: There is a 5% chance per turn that the caster will himself become confused and lose his concentration.

Dispell Illusion XI: A spell which dispells all Illusions of grade I to IX at 75% and Chaotic Landscape at 25%.

Protection from Illusions: A powerful protective spell which gives the caster +25% protection on saves from any Illusion spell. The spell is usually placed in a Magick device. Adepts of the Innermost Circle will not enchant such a device for anyone but themselves.

The World Riddle: A spell that raises the Great Question in the mind of the victim until it becomes an obsession. If the victim fails in his initial save, the spell builds in its effects over 1029 days. At that point, nothing changes in the external world, but the victim is inflicted with a Morose Introspection and begins to doubt the existence of the world and even of himself. Once inflicted by this terrible doubt, the victim becomes a total catatonic because he is unable to develop the belief needed for purposeful action. He attempts a 'save' once each day, but every failure reduces the save percentage by −5%. Conversely, each successful save reinforces the victim's belief that he and the world are real and increases the save percentage by +5%. Once the 'save' reaches 100% chance of success, the victim is freed of any further attacks of doubt so long as he lives totally in the present and makes no long range plans. Any time he attempts any action that will require any real planning, the 'save' probability drops to 60% and a 'save' is attempted. Failure to 'save' returns him to the 'save' probability he had when first inflicted, and the process repeats itself. Note: This presents grave risks to a Magick User who is so inflicted, for he must necessarily engage in intense planning to practice the Arcane Arts. The Caster of this powerful spell also runs risks. Each time he casts it, he adds 1-5% chance of being trapped in the very doubt he is attempting to inflict on others. The Demon King, if so trapped, is afflicted for 200 years at most, then returns to normal. The base value for 'entrapment' is 0% chance.

18.53 SPELLS OF ANCIENT LORE

In addition to the already vast number of spells in the body of common-knowledge most Magick Users possess as a whole, there are also ancient enchantments long forgotten. A Magick User who has learned such spells will not divulge them to anyone. Ancient Lore must be acquired by finding and researching old scrolls and books or by summoning Demons capable of giving instruction.

18.54 LEVEL 1 ANCIENT LORE

All spells in this section are at casting level 1 and BMR 2.

Noise: A spell to create background noise within the range of the caster. Sounds are not complex, like speech, but they are highly realistic and will tend to distract enemies. Duration: 1 turn.

Hold Portal: A spell used to hold a door as if it were barred. It may be negated by a Dispell or passed by using a Knock. If the door is forced by Balrogs or other high-ranking Demons, it will be shattered 1-50% per turn if it is made of wood and 1-25% if metal. The 'hold' will last for 3-8 turns.

Night Vision: A spell which bestows upon the recipient the ability to see perfectly in the dark up to a distance of 60 feet. Dwarves possess this as a natural ability. Duration: 10-60 turns (1-6 hours).

Hear: A spell which enhances one's ability to hear noises by +10% per MKL when listening at doors, through thin walls, or to noises in the distance, up to a 90% chance of successful detection. Duration: 3 turns + Time Factor.

Ventriloquism: A spell which projects the caster's voice up to 100 feet for 1 turn.

18.55 LEVEL 2 ANCIENT LORE

All spells in this section are at casting level 2 and BMR 3.

Astral Lock: A powerful binding spell which seals a portal shut and prevents passage unless the lock is dispelled by a Magick User of equal or higher MKL. Physical force has only a 10% chance of forcing the door if it is wooden, and a 1% chance if it is metal (this includes battering rams, heavy missiles, and the like). Duration: until Dispelled.

Knock: A spell permitting the caster and up to 6 friends to pass through a **Held Portal** without disturbing the spell, to open secret doors, or to unlock normally secured doors and gates. An actual knock is required, whereupon the portal swings open for 1 turn, and then closes and locks again.

Silence: A spell which deadens all sounds around the caster for 1-6 turns. The duration may be extended by expending 1 fatigue point per extra turn. The spell may be placed on 1-6 others as well as if they are within 10 feet of the caster. This is a protective spell to prevent being overheard. It does not impair speech.

Far Sight: A spell enabling the caster to see to the horizon as if looking through a very powerful telescope. Duration: 3 turns + Time Factor.

18.56 LEVEL 3 ANCIENT LORE

All spells in this section are at casting level 3 and BMR 4.

Healing: A spell enabling the caster to heal wounds by reducing damage 1-6 points. The spell will restore fatigue and body levels. Only one person may receive the benefit.

Growth/Diminish: A spell enabling the caster to increase or reduce in size any recipient who is living. The spell must be targeted. Growth will be 2-3 times normal. Diminution will be from ½ to 1/20 normal size. Duration: 3 turns + Time Factor.

Haste: A spell which enables the recipient to move at twice his normal speed for 10 turns.

Speed: A spell which enables the recipient to travel three times the normal distance in a day. The recipient must rest the following day.

Strength: A spell which increases the recipient's strength for 10 turns, enabling him to carry double his normal carrying capacity, strike +3 extra blows per turn, and do 1-6 additional points of damage each time he strikes an opponent.

Water Breathing: A spell which enables the recipient to breathe under water for 10 turns.

18.57 LEVEL 4 ANCIENT LORE

All spells in this section are at casting level 4 and BMR 5.

Command Plants: A highly specialized command spell of the Fourth Circle which enables the caster to control plants within the limits of their natural characteristics. The plants affected are those within the casting range of the Magick User. They will hinder passage of enemies by tripping, entwining, or even striking them. Combined with a Growth spell, the plants will grow so dense that passage will be virtually impossible to all those not specifically welcome to the caster.

Legend Lore: A spell which enables the Magick User to research a particular device. From 1-100 days will be required, after which the Magick User will have a 25% chance of knowing the answers to each of 7 questions he has about any device, book, etc., in his possession.

Reflection: A spell which reflects the gaze of any Basilisk or Medusa like a mirror. It can also reflect the gaze of a vampire 20% of the time if he is attempting to Mesmerize the Magick User. Range: 30 feet. Duration: 1-3 turns.

Shape Change: A spell enabling the recipient to assume the form of any animal (not legendary or enchanted beasts) for up to 24 hours (240 turns). The spell may be cast on oneself or on another.

18.58 LEVEL 5 ANCIENT LORE

All spells in this section are at casting level 5 and BMR 6.

Doppelganger: A Doppelganger is a duplicate of a person which is under the complete control of the Magick User who creates it, but which develops a personality and sense of independence of its own with the passage of time. In order to create a Doppelganger, a number of spells and procedures are required:

1) The original or 1-7 objects recently in contact with him are essential for the model.

2) Ice or snow must be used to mold the body. The ice or snow must be enchanted.

3) An Illusory Image must be cast 3 times on successive weeks to give the Doppelganger the features of the original.

4) Strength must be cast to give the Doppelganger the power to move.

5) Healing must be cast to give the Doppelganger the power to recover from fatigue and wounds.

6) Telepathy must be cast to impress the Doppelganger with the thoughts of the original.

7) Telepathic Command must be cast to place the Doppelganger under the control of the Magick User. The Magick User's influence will last 1-6 months, after which time a check must be made to see if the

'friendly relationship' will continue (50% chance). If the Doppelganger is freed from the Magick User's influence, he will be immune to further attempts by his Creator to control him in any way and will react with deep hostility toward his Creator 25% of the time.

The Doppelganger will take from 1-6 months to prepare and instruct, after which it will have the ability to assume the identity of the original. Initially, it will have 10% of the original's abilities, and gains 10% per month until it reaches 90%. A Doppelganger can be detected 1-20% of the time when the original is present, provided the person who sees them together knows the original well. The Doppelganger will seek to destroy the original and will stop at nothing to eliminate the person whose identity is the reality, while the Doppelganger's is a mere shadow of that reality.

Gaseous Form: A spell enabling the recipient to become gaseous like a Vampire, for up to 6 turns. While in such form, the recipient is immune to all Basic Magick spells except Magick Fire and winds created by air spells, which will dissipate the gas. However, except for casting magical spells, anyone in Gaseous Form is completely without substance and cannot handle objects, etc.

Regeneration: A spell which enables the caster to give himself the ability to regenerate wounds at +1 point per turn. The spell can be cast only once.

18.59 LEVEL 6 ANCIENT LORE

All spells in this section are at casting level 6 and BMR 7.

Interdimensional Labyrinth: A very powerful Illusion of the Sixth Circle which places the victim in an interdimensional trap for 20 + 1-100 turns. After this time has elapsed the victim will emerge at the location where he was caught in the Labyrinth 1-60% of the time. 61-100% of the time he will emerge at another location 1-100 miles distant. Creatures with IQ's of 12 or better require ½ the time to thread their way through the dimension maze and escape. Creatures with IQ's of 19 or better require ¼ the time. Creatures with IQ's of 7 or less require 3 x the normal time. Range: 60 feet, with an area 10 ft. x 10 ft. affected by the spell.

Magick Jar: A spell permitting the Magick User to place his life force in an enchanted Jar while he attempts to possess the body of another creature within 100 feet of the Jar. The Jar must also be within 10 feet of the body of the Magick User when the spell is cast. A possession takes place as if a Command of the Ninth Circle had been cast and it will last as long as the Magick User desires. Only an Exorcism will drive him out. If the possessed body is destroyed, the life force will return to the Magick Jar or else attempt another possession. If the body of the Magick User is destroyed, his life force must either remain in a possessed body or return to the Jar. If the Jar is destroyed, the Magick User will be totally and irrevocably annihilated. The possession will be quite obvious to those who know the possessed person well, for the Magick User gains no knowledge of the routine or habits of the person whose body he has borrowed. There is a 1-15% chance per turn he is so exposed to people who know the possessed victim that they will notice something is definitely odd or amiss.

18.60 LEVEL 7 ANCIENT LORE

All spells in this section are at casting level 7 and BMR 8.

Control Weather: A spell permitting the caster to alter the weather conditions for 1 mile x MKL in all directions. The delay between casting the spell and the onset of the weather is 1-20 turns. The weather conditions will last 1-50% = 10 turns; 51-75% = 60 turns; 76-100% = 240 turns (1day):

1) **Rain/Stop Rain:** a heavy downpour which turns the ground to mud in 3 + 1-100 turns. The spell may be reversed by a Stop Rain, which also stops normal rainfall for the duration of the spell.

2) **Fog:** a dense mist settles over the area for the duration of the spell. Only a Heat Wave will disperse it.

3) **Heat Wave/Cold Wave:** a sudden heating or cooling effect. A **Heat Wave** will cause troops or animals to fatigue twice as quickly as normal, while a Cold Wave reduces general fighting efficiency by 25%. Each spell is used to counter the other.

4) **Cloudy Day:** a spell which causes a dense overcast of black cloud, permitting light-hating creatures to venture forth without discomfort or demoralization. Clouds may be dispersed by a Heat Wave, which is nothing more than an intensely Sunny Day. A Cloudy Day may be used to dispell a Heat Wave.

5) **Tornado:** a huge whirlwind encompassing a radius of 50 feet and rising 1000 feet into dense clouds overhead. Each turn a victim is caught inside the tornado, 1-20 points of damage is suffered. There is a 1-20% chance of being thrown clear of a tornado each turn, and the victim will be released from 10 to 100 feet above the ground, suffering 1 6-sided die of damage per 10 feet fallen. It will instantly demolish small structures, especially of wood or wattle construction, pick up large animals and all except the largest monsters, and dissipate all except the Great Elementals. Only the first 4 turns of a tornado are controllable by the caster of the spell, after which the vortex moves randomly (1 = N; 2 = E; 3 = S; 4 = W) each turn. The speed of the tornado is 50-100 feet per turn. Anyone within 500 feet will instantly check morale as if excess casualties had been suffered.

Move Earth: When above ground, the Magick User may use this spell to move major landforms such as hills or ridges. The spell takes 1-100 turns to take effect and the terrain so affected will move 10 feet per day for 2-7 days. This is a more limited spell than meets the eye, for it is not an offensive spell. Hills and mountains will not instantly rear up to crush entire armies; the terrain moves very gradually, with a minimum of fuss, and with no disruption of structures on it or in front of it. In fact, it is comparable to a wave of earth which flows around or raises up points of resistance. Remember, it took all of the combined power of the great Witches of Eastcarp to move a Mountain Range, and a single Magick User is just not powerful enough to do something that spectacular. It is a spell best suited to improving fortifications or to siegework. One defect is that if there are enough actively opposed wills to show disbelief (treat the spell as an Illusion of the Fifth Circle for this purpose), the spell will fail. From 50-300 disbelievers are quite sufficient. Assume an average IQ of 10 for humans, and check per 25 observers. If all of the observers present approve of the project, however, there is no need to check for disbelief because they are actually willing the earth to move along with the caster.

Super Concentration: A spell which enables a Magick User to enhance his chances at casting or targeting spells by +10% instantly. Memory is increased by 1-20% as well. Duration: 1 turn.

Vitality: A spell which enables a Magick User to double his fatigue recovery rate for an entire day. It may be used 1-3 times per week.

18.61 LEVEL 8 ANCIENT LORE

All spells in this section are at casting level 8 and BMR 9.

Teach: A spell which gives the caster the ability to teach a spell to another in ½ the time normally needed to learn it.

Immortality: A spell which must be placed into a Potion of Longevity to give the one who drinks it a life of 1000 years (see Alchemy, 'The Elixer').

18.62 BLACK MAGICK

Black Magick deals with spells of a particularly Evil nature, and Lawful Magick Users will learn such spells only to obtain the maximum of protection from them. There are no low level Black Magick spells, and a character must be at MKL/5 to begin learning Black Magick. All spells must be targeted against victims.

18.63 LEVEL 3 BLACK MAGICK

All spells in this section are at casting level 3 and BMR 4.

Cause Minor Wounds: A spell which appears to Heal 1-6 points of damage but which really causes 1-6 points of damage. While the spell may be cast by touching a victim, subterfuge is best because the spell has a 1-50% chance of seeming to be a healing spell.

Corrupt Food and Water: A spell which will cause food and water to become tainted when the caster touches it, making it totally unfit for consumption.

Evil Prayer: A blasphemy which increases all die roll advantages of a Impious by 10% and reduce all die roll advantages of the Pious by 10%. Duration: 1 turn. Range: 60 feet.

Slow Spell: A broad-area spell affecting 1-10 creatures within a 20 ft. x 20 ft. area. All affected creatures move at ½ speed and fight with 1-3 less blows for 1 turn. Range: 60 feet.

Weakness: A broad-area spell affecting 1-10 creatures within a 20 ft. x 20 ft. area. All affected creatures inflict ½ damage and can carry ½ their normal weight capacity. Duration: 1 turn. Range: 60 feet.

Celebrate Black Mass: A Black Mass is essential as part of the ceremony of summoning a Demon of Hell. The required materials are:

1. A profaned Holy Book
2. Bell
3. Candle
4. Chalice
5. Thrice Cursed Knife of Sacrifice
6. Silken Bag of assorted filth
7. Animal for Blood Sacrifice

The Black Mass should have 13 celebrants present. The ceremony requires 10 turns (1 hour) to perform. If interrupted, the Mass cannot be performed for another 24 hours.

18.64 LEVEL 4 BLACK MAGICK

All spells in this section are at casting level 4 and BMR 5.

Curse: A Curse is a spell of great power which invokes some Demon and brings misfortune to the victim. A Curse will not take effect for

1-100 days- - MKL of the Magick User laying the Curse. Only an Exorcism or a Remove Curse will prevent the misfortune. The presence of a Holy Relic will instantly nullify a Curse as well. Each one of the following Curses can be learned at BMR 5:

1) **Non-Fatal Disease:** By uttering the words 'Ashak vul Kalathoth unrak Kashak' (from memory), the Magick User may cause a victim he touches or who is within 30 feet to contract a loathesome disease that cannot be cured by the usual means. There is a 10% chance + 3% per MKL of the person laying the Curse that the victim will contract the disease.

2) **Misfortune:** By uttering the words 'Ashak vul Unraal ag Ashak' (from memory) and making the Sign of the Damned, the Magick User may bring great misfortune to anyone who is within 30 feet. Misfortune consists of having a 5% disadvantage on all die rolls. The **Curse** will last until removed.

3) **Fatal Disease:** By uttering the words 'Ashak vul Talathoth unrak ag Ashak' (from memory), the Magick User may cause a victim he touches to contract a fatal disease. There is a 50% chance of death 1-6 days after contracted- - 1% per Constitution point possessed by the victim.

Create Poison: A spell which enables the Magick User to prepare a variety of deadly poisons to be administered through food or drink, or to be smeared on the tip of a Weapon. It is possible to create 1-10 doses at a time:

Medusa Blood + 6 Organics + 3 liquids + 1 Bat Wing = 1-90% Death in 1-3 turns

Black Poppy Essence + 6 Organics + 3 liquids + Boar Tusk = 1-80% Death in 1-3 turns

Black Lotus Essence + 6 Organics + 3 liquids + Wolf Bone = 1-75% Death in 1-4 turns

Black Rose Essence + 6 Organics + 3 liquids + Orc Hide = 1-70% Death in 1-5 turns

Arsenic + 6 Organics + blood + reptile bone = 1-60% Death in 1-6 turns

Nightshade + 6 Organics + 2 bloods + powdered lead = 1-55% Death in 1-6 turns

Aconite + 6 Flowers + 3 bloods + Wormwood = 1-50% Death in 1-6 turns

The victim's constitution reduces the chance of death by −2% per point over 10. Other poisons may be developed, but one component must be of a poisonous nature.

Antidote for Poison: For each poison a Magick User learns to make, he also learns an antidote. However, only an expert in poisons will recognize which antidote to use to counteract poison used. As only 1 antidote may be administered per turn, time could run out if an amateur was doing the doctoring. One dose of antidote is produced for every two doses of poison if this spell is used while Creating Poison.

Create Tainted Water: A spell which will taint water in such a manner that no one will be able to notice it unless a Detect Magick spell has been cast, whereupon the nature of the impure water will be revealed. When coupled with a Curse spell or a Poison, the chances of success are increased +10%.

Create Wine of Drunkenness: An exceedingly potent wine may be made by casting this spell 3 times into wine. Up to 1 cask may be so enchanted. It has the power to intoxicate to the point of unconsciousness. One flagon will incapacitate 10 damage points. Thus, if a character of 50 damage points consumed 5 flagons, he would become unconscious. The wine will produce a drunken stupor for 20-40 turns. Once tasted, a character has a 25% chance of stopping before he has literally drunk himself under the table.

Inflict Grievous Wounds: A spell similar to Cause Minor Wounds, except this time 1-20 points of damage will be inflicted.

Perform Empathic Self Cure: A spell which enables the Magick User to cure wounds he has suffered at the expense of another. What happens is that he transfers 1-10 points of damage from himself to the other person by touching him.

Summon Werewolves: A spell which enables the Magick User to summon 1 werewolf to his service for every 3 MKL he possesses. The wolves are real, not conjured, and will appear in 1-10 days. The wolves will remain in the Magick User's service until dismissed or 3 months have passed. The spell may be used 3 times per year.

18.65 LEVEL 5 BLACK MAGICK

All spells in this section are at casting level 5 and BMR 6.

Finger of Death: A spell which will inflict 21-40 points of damage on a victim. The Magick User merely points his finger and utters the words 'Ashak ul Karak nun Ashak' (from memory) and a target can be stricken within 30 feet. The spell requires −10% expenditure of Fatigue points and can be used 3 times daily.

Possession: A spell similar to a Magick Jar, only the Magick User does not leave his own body. Rather, he controls his victim through a Demonic Spirit under his control. Note: He must have summoned such a Demon prior to casting the spell. Lawful Clerics and Fighting Clerics are immune. Range: 30 feet. Duration: until Exorcised.

Summon Weretiger: A spell similar to a Summon Werewolf, except that 1 Weretiger will appear per 4 MKL of the Magick User. Note: Weretigers and Werewolves are hostile to each other.

18.66 LEVEL 6 BLACK MAGICK

All spells in this section are at casting level 6 and BMR 7.

Damnation: A spell which seals the soul of a willing neutral or chaotic character to the service of the Forces of Darkness. It is an excellent way of enforcing loyalty, as any oath signed in blood during the ceremony is guarded by an immediate death by Demonic Possession. The Damnation oath can be safely broken only within a Church Sanctuary, where a Cleric may perform an Exorcism. A character released from such an oath will then be given a Quest as penance for his dispicable submission to Evil.

Evil Eye: The mark of a truly chaotic character, the Evil Eye can:

1) Curse the victim under its gaze: or

2) Fill him with unreasoning Fear (check morale −10%).

The range of the Evil Eye is 30 feet. It can be used 1-6 times after the spell is cast. Lawful Clerics and Fighting Clerics are immune.

Unholy Strength of the Eternally Damned: A spell which imparts to any impious recipient sworn on an oath of Damnation from 1-6 additional points of damage whenever he strikes a foe. Range: 30 feet. Duration: 1-3 turns.

18.67 LEVEL 7 BLACK MAGICK

All spells in this section are at casting level 7 and BMR 10.

Invocation: A spell of frightful power which permits the Magick User to summon Demons of level VIII to XI. Such a spell must never be spoken outside a protective Circle.

Sacrifice to the Lords of Hell: The ceremony of Human Sacrifices, one of the blackest of all practices of the Dark Arts. Once performed, the Magick User is doomed, for he must seal his soul forever to the Lord of Hell, Lucifer, who will claim it in 7 years. Any character who performs such an act will be, if discovered, Excommunicated by the Church and placed under sentence of burning for Heresy. The rite must be performed in the Dark of the Moon and lasts all night:

1) Evil Prayers are said.

2) A Black Mass is celebrated.

3) Wine of Drunkenness is created.

4) An enchanted chain of 7 times 7 links is used to bind the victim to the Altar of Defilement.

5) A Circle of Protection is formed, into which the 13 celebrants must step for the duration of the rite.

6) The Invocation is spoken. As soon as the Demon has appeared, the Magick User will state his petition, then plunge the Thrice Cursed Knife of Sacrifice into the heart of the victim, catching the blood in the Chalice. Placing the Chalice on the Altar, he will await the answer of the Demon.

7) There is a 1-90% chance that the sacrifice is favorable to the Demon, whereupon the 13 celebrants are free to step out of the Circle and approach the Lord of Hell in their midst. Drunken revels follow until dawn.

After the rites are over, the Demon will perform the requested service.



18.68 DEMONOLOGY

The summoning of Demons is a traditional practice of Magicians. Demons possess great knowledge and power which the Magick User may be able to command a Demon to use on his behalf. The practice is fraught with peril, however, as a mistake could result in disaster. Also, the Church frowns on Demonology and will react violently whenever Black Magick is involved. Magicians of the Minor Arcane, Major Arcane, and Mystical systems of Magick are able to summon Demons as exper-

ience factor 15 (150,000 experience points). Natural Magick Users deal with Totem Spirits and rarely become involved in the practice of Demonology until they summon the Great Totems (levels IX to XI).

18.69 SPELLS OF DEMON SUMMONING

To summon a Demon, a Magick User must learn the rites of Summoning and the Names of the Demons to be commanded:

BMR	Requirements for the Rite of Summoning
2	Burn incense, Magick Circle, 25% fatigue loss
3	Burn incense, Magick Circle, 50% fatigue loss
4	Burn incense, Magick Circle, 75% fatigue loss
5	Burn incense, Magick Circle, 100% fatigue loss*
6	Burn incense, Magick Circle, 150% fatigue loss*
7	Burn incense, Magick Circle, 175% fatigue loss**
8	Burn incense, Magick Circle, 200% fatigue loss**
9	Burn incense, Magick Circle, 250% fatigue loss**
10	Burn incense, Magick Circle, 300% fatigue loss***
10	Burn incense, Magick Circle, 500% fatigue loss***
10	Burn incense, Magick Circle, 700% fatigue loss***

Demon & Experience Factor		
I	Gargoyle	25
II	Imp	75
III	Lesser Balrog	50
IV	Greater Balrog	125
V	Great Elemental	200
VI	Djinn of the Ring	200
VII	Djinn of the Lamp	300
VIII	Demons de l'Enfer	400
IX	The Fallen Angels	500
X	The Powers	700
XI	The Principalities	800

*One Assistant required to absorb excess fatigue loss.

**Two Assistants required. Sacrifice small animal, and offering of 100-600 SP.

***Three Assistants required. Human Sacrifice and offering of 100-600 GP. If no human sacrifice is made, added cost is 10-1000 GP. Sacrifices must be above average in beauty and are mandatory for Truly Evil Types. Others must have enough people in attendance to absorb the fatigue loss.

18.70 THE SUMMONING

The summoner must cast a protective Magick Circle around himself and his friends after drawing a smaller circle inscribed with a pentagram or triangle. Witches must have first celebrated a Black Mass and also a Sacrifice to the Dark Lords before attempting a summoning above level VII. The Magick Circle must be perfect:

First Attempt: 50% + 2% per MKL of the summoner that the Magick Circle is formed. If there is a failure, the rite may be halted. If continued, the summoning cannot be stopped.

Second Attempt: 50% + 1% per MKL of the summoner minus the level of the Demon. If a failure again occurs in forming the Circle, another try is possible, as the Demon is only starting to materialize in the circle with a pentagram or triangle.

Third Attempt: 25% + 1% per MKL of the summoner minus the level of the Demon.

The Demon now appears. If the Magick Circle is incomplete, the Demon may cross it and 'punish the foolish mortals for their presumption'. The Demons always have an advantage of complete surprise at such times. Gargoyles attack with ferocity. Imps attempt to steal some treasured item from the summoner (35% chance minus MKL of the summoner). Lesser and Greater Balrogs attack on 1-50% and ask for a ransom to spare the lives of those present on 51-100%. Elementals attack once on 1-25% or simply depart on 26-100%. Djinn turn the summoner into a toad for 2-7 months, with a 10% chance each month that the toad will die violently. Demons de l'Enfer Curse 1-25% of the time, demand one chaotic service 26-85% of the time (Geas), and attack on 86-100%. Higher Demons will demand instant obedience and dedication to the Dark One or else carry off the summoner to the fiery pits of Hell to suffer endless torments.

However, if the Circle is completed, the summoner may attempt to 'command' the Demon to serve him. The chance of commanding is 50% + 2% per MKL of the summoner minus the level of the Demon. If more than one attempt was necessary, reduce the chance of a 'command' by —10% per attempt made to form the protective Circle. Failure to command the Demon releases it and the Magick User cannot summon it again for a full year or ask anyone else to do so on his behalf. Success requires the Demon to perform one service, but he cannot be called again for 1-6 months afterward.

18.71 BINDING DEMONS

Demons of Level I to VIII can be 'bound' to a more lengthy service. The Magick User attempts a binding spell instead of a command, with a 25% chance + 2% per MKL minus the level of the Demon. Success astrally imprisons the Demon in a prepared container:

Gargoyles: enchanted collar of 3 metals (7 Dr.) is placed about the Demon's neck.

Imps: enchanted silver flask capped with lead: the 'Bottle Imp'.

Balrogs: enchanted collar of 7 metals (7 Dr.) is placed about the Demon's neck.

Djinn and Efreet: enchanted flask of silber or brass capped with True Lead or a lamp of silver or brass.

Elementals: Earth 'Gnome' is kept in a brazier or dirt; Sylph of the Air is kept in an empty brazier; Salamander is kept in a brazier of coals or a fireplace or forge; Undine is kept in a wet, humid place.

Higher level Demons may be 'bound' by placing them in enchanted silver flasks capped with True Lead and flinging them into the ocean, where they will remain undiscovered for 1-100 years.

Bound Demons will perform 90% of the time —5% per Demon level. Once they have done the basic service required of them by the original summoning, they will attempt to escape, with a 5% chance per level of the Demon that it will be successful each time it is called forth to perform a task. Upon escaping:

1-50% chance it will simply depart and never again answer a summoning by the Magick User who imprisoned it or else possessed the imprisoning device at the moment it escaped.

51-80% chance it will attack the wielder of the device.

81-100% chance it will seek out the maker of the device and revenge himself.

18.72 THE RELEASE

If a bound Demon is released by an innocent party, it will grant three services as a reward 1-75% of the time. There is a 76-90% chance it will grant service for a full year and a day, with no more than one service every 11-30 days. But there is a 91-100% chance that captivity has so soured him that the Demon has sworn to revenge himself on the first living creature he sees — namely the one who released him!

18.73 THE SERVICES

Demons are exceedingly treacherous and will do anything to escape the performance of a task as intended by the summoner. Orders have to be worded with utter clarity and with no ambiguities; for a Demon will seize on any loopholes to thwart the purpose of any command given to it. They are, furthermore, very literal-minded up to level VIII and do exactly what they are told, no more and no less.

18.74 WORDS OF COMMAND

A few Magick Users possess spells of command of great power. Great Command, and Words Commanding Air, Earth, Fire, or Water will exact instant and complete obedience from level I to VII Demons. When used to bind such Demons, there is 100% chance of a success.

18.75 LEVEL I DEMONS

Gargoyles are dealt with in the Monster Profiles. From 1-3 Gargoyles will be summoned and will serve the summoner for 1 day. From 1-3 Gargoyles may be bound per 2 MKL of the summoner, so a maximum of 66 could be in the service of a Magick User of MKL 22. They will serve as guards for 3 months, after which they check individually to see if they may escape. If released at the end of 3 months and given appropriate 'gifts', they will go in peace.

18.76 LEVEL II DEMONS

Imps are small Demons with the fighting abilities of Average level 5 Knights, with a body of 50 and weight of 200 Dr. They know 7-20 spells, but not Ancient Lore or Basic Magick. As soon as 7 spells have been cast, an Imp will depart. If bound in a device, they will perform 3 spells once per day, checking to see if they can escape. Spell level: 1 to 4, with a PMF of 25. They carry 3 times their body weight and may fly at 350 feet/turn.

18.77 LEVEL III DEMONS

The Lesser Balrogs are terrifying winged creatures, humanoid in shape with leathery wings. Only one will serve a Magick User at any one time. They fight as Superior level 10 Knights, with a body of 75, height of 8 ft., and weight of 750 Dr. They know no spells but can self-immolate on 1-20%, their flaming bodies delivering 1-20 points of damage and a 1-20% chance of igniting flammable materials when they make a successful body 'bash' or grapple with an opponent. They carry 5 times their weight and fly at 300 feet/turn.

18.78 LEVEL IV DEMONS

The Greater Balrogs resemble their Lesser brothers but are equal to Superior level 15 Knights, with a body of 125, height of 12 ft. to 15 ft., and weight of 1400 Dr. to 1800 Dr. They know all spells of Black Magick and 7-20 other spells, but not Ancient Lore or Basic Magick. Spell level: 1 to 6, at PMF 30. They are otherwise like Lesser Balrogs.

18.79 LEVEL V DEMONS

The Great Elementals are the personifications of the elements: As such, each of the Elementals has full knowledge of the Basic Magick spells of its type at PMF 50+, and the volume they may move is 5 times the volume multiplier for ordinary Magick Users:

GOB: Lord of the Earth Elementals. If bound, he will grant the Magick User the service of a Gnome-like figure who will dwell in a brazier filled with earth and will cast 7 Earth Spells + 1 additional spell per 3 MKL of the Magick User at PMF 50. If GOB is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

PARALDA: Lord of the Air Elementals. If bound, he will grant the Magick User the service of a Sylph who will dwell in a brazier filled with nothing but air. The Sylph will cast 7 Air Spells, including Tornadoes and other great winds + 1 additional spell per 3 MKL of the Magick User at PMF 50. It will also be able to transport the Magick User with the speed of the wind (150 mph) for a full day. If PARALDA is commanded directly, he will assume the form of the maximum amount of material possible or else a wind storm for up to 1 hour.

DJIN: Lord of the Fire Elementals. If bound, he will grant the Magick User the service of a Salamander, a small lizard creature who appears in fiery form of vaguely human shape and fights 9 times for 1-6 turns as a flaming Superior Knight of level 20 (1-20 additional points of damage upon striking a target plus 1-25% chance of igniting flammable materials) or casts up to 9 Fire spells with a PMF of 50. If DJIN is commanded directly, he will assume the form of the maximum amount of material possible for up to 1 hour.

NECKSA: Lord of the Water Elementals. If bound, he will grant the Magick User the service of an Undine, one of the Moss Folk distantly related to Ents and which appears as reeking, rotting swamp vegetation dripping with damp. The Undine fights 9 times for 1-6 turns as a Superior Knight of level 20 (1-20 additional points of damage when it closes for bare-hand combat or flows over fallen victims due to smothering and drowning effects) or casts up to 7 Water Spells with a PMF 50. If NECKSA himself is commanded, he will assume the form of the maximum amount of material possible for up to 1 hour.

Salamanders must be kept in a hot place when not in use, while Undines require very damp and humid quarters, such as pools or swamps.

GOB and NECKSA are mortal enemies of PARALDA and DJIN, and they or their servants fight the opposing Elementals whenever possible, disregarding all commands to the contrary. Thus opposing Elementals may never be kept near each other. Since they will cancel each other in power, they destroy each other in 1 cataclysmic turn in which the force of both Elementals is felt in the area affected. Great Elementals cancel lesser servants and themselves remain diminished by 1 x maximum material.

18.80 LEVEL VI DEMONS

Djinn of the Ring. The Djinn of the Ring fight as flaming Giants of level 10. They will grant 1-3 'Wishes' of Djinn Creation at PMF 40 when summoned, such wishes to be exercised any time within the year. If bound to an enchanted Ring of Power, they will grant 3 Wishes + 1 Wish per 4 MKL of the caster and +1 additional for each of MKL 21 and 22. If they escape, they will attempt to slay the one currently owning the Ring, but the Ring will be mysteriously lost 1-50% of the time and the Djinn will be bound to it until he recovers it, having to serve each master as the first. They know all transportation spells.

18.81 LEVEL VII DEMONS

Djinn and Efreet of the Lamp. These powerful beings fight as flaming Giants of Level 13 and level 14, respectively. They can cast spells like the Djinn of the Ring, but they do so at PMF 50+ and also know all Spells of Illusion to the Ninth Circle. Upon escape, the same conditions apply to them as to the Djinn of the Ring. On occasion a silver or brass bottle stoppered with True Lead is used as a container in place of a silver or brass lamp.

18.82 LEVEL VIII DEMONS

Chevaliers de 1'Enfer or Demons of great power but having no title are able to fight as Mighty Knights of Level 15, with a body of 150 points, height of 8', and weight of 750 Dr. They are sometimes winged and fly at 350 feet/turn. They know all Black Magick spells, spells of Command to the Eighth Circle, all spells of Detection, Teleportal, Clairaudience, and Clairvoyance. They will perform one service up to 3 hours' duration and cast 3 spells on behalf of the Magick User at PMF 50+. They cannot be 'bound', however, unless a Cleric is in the protective Circle and pronounces an Exorcism during the binding ceremony. A Demon so bound will be sealed in a silver flask and the flask Cursed and flung into the ocean to be lost for 1-100 years. Whoever opens the bottle will be attacked instantly by the enraged Demon. Some of the Chevaliers de 1'Enfer are:

Agraes	Ayperos	Loray	Gusoyn	El A'aswer
Narbes	Bathim	Valefor	Botis	Orias
Pruslas	Abigar	Nuberos	Forate	

18.83 LEVEL IX DEMONS

The Fallen Angels are Demons of immense power and are able to fight as Mighty Knights of level 20 with maximum superhuman strength levels. They are always winged and fly at 700 ft/turn. They know all Black Magick Spells, Ancient Lore to level 6, spells of Command to the Ninth Circle, Illusions to the Eighth Circle, all spells of Detection, Teleportal, Clairaudience, Clairvoyance, and Communicate (which they use to converse with Covens under their protection). They will perform 1 service or teach 1 spell, and cannot remain more than 30 minutes in the world. They may be bound in the same way as Level VIII Demons. Each has an attribute or purpose and will only perform a service that fits its duty. Direct action (i.e.: force) is ruled out unless they are attacked, but they will cast up to 3 spells at PMF 50+, with targeting boosted +10%. Some of the very numerous host are:

Azael	=	Corruption
Isheth	=	Plagues
Sanemsal	=	Poison
Fesre	=	Filth
Zemunin	=	Prostitution
Bes	=	Nightmares
Baphomet	=	Homosexuality
Anaitis	=	Seducing Virgins
Tlazol	=	Illicit Pasions
Baclum-Chaam	=	Deception
Clual	=	Lust
Kauas	=	Disharmony
Mannos	=	Avarice
Tezazith	=	Insanity
Cardiacus	=	Melancholy
Churreyls	=	Treachery
Xezbeth	=	Lies
Zaebos	=	Pride
Satorus	=	Anger
Asmoneus	=	Lechery
Zifher	=	Gluttony
Persan	=	Envy
Buer	=	Sloth
Palgo	=	Migrane
Shabriri	=	Blindness
Rachiel Sachiel Sarabotos Abalidot Flaef	=	Patrons of Witches
Incubi Tulpus Emhiaties Succubi Hyphiate	=	Seducers of Women Seducers of Men
Lilith	=	Seducer of the Holy Man

Clearly, if a Magick User wants to call down a curse upon someone, the Fallen Angels are the ones to deliver the desired results. Needless to say, dealing with such evil Demons is grounds for Excommunication and the stake unless done to confound the forces of Chaos.

18.84 LEVEL X DEMONS

The Powers are among the highest ranking Demons of Hell next to Lucifer himself, and as such they have the ability to cast spells of all types up to level 10 at PMF 50+, and target on all creatures at a minimum 50%. There is no real purpose giving data about their fighting ability as they can overwhelm any mortal with ease. They can sustain up to 250 points of damage from Magick before being driven back to the Infernal Regions. They will not normally cast spells directly unless the Summoning is interrupted by outsiders, but they will 'advise and instruct' those who dared to call upon them if 'commanded' to do so. The chance of direct action (the casting of a spell) is 5% + 1% per MKL of the summoner. The Powers are:

BALL: appearing as a King with a human or toad or cat-head and speaking in a hoarse voice. He will teach any spell to the summoner at −3 BMR up to level 7.

AGARES: appearing as a handsome old Duke riding on a crocodile, with a goshawk on his right wrist. He makes those who run stand still, brings back runaways, teaches all languages, and causes earthquakes of 5 x normal intensity.

VASSAGO: appearing as a Prince or Duke in the form of a handsome old man of goodly nature. He declares things past and present and finds all things lost.

GAMGYN: appearing as a Marquis, but first in the guise of a horse or ass before he changes shape. He summons the souls of drowned men or souls in Purgatory who will reply to 3 questions truthfully, and 1-3 men may be summoned. He teaches Alchemists so well that they may reduce the time to learn or perform a projected Alchemetical operation by 10% to 60%.

MARBAS: appearing as a mighty lion, then in the shape of a man (a President of a great guild). He answers truly about things hidden or secret, causes or cures disease, teaches mechanic skills to Mechanicians, or changes men into various shapes.

BARBATOS: a great Count and Duke who appears when the sun is in Sagitarius with three companies of troops which, on 1-20%, he will loan for 1 day (each of the companies is 500 Demonic Warriors strong). He reveals treasures concealed by any enchantment and reconciles friends who have quarreled or those in power. His cause is the cause of great Kings and Barons, and he resents summoning by less mortals.

PAIMON: a great King obedient to Lucifer who appears crowned on a dromedary, preceded by musicians and heralds. He teaches all sciences, arts, etc., and makes men subject to the Magician (summoner may have **one** chance at 1-20% of receiving a permanent bonus to enhancement of targeting of +10%). He provides Hex Masters with good cat Familiars so that they fight as lions despite their small size and sustain 75 points of damage.

LERAJIE: a powerful Marquis appearing in the likeness of an archer in green and bearing a bow and quiver. He occasions battles and causes all wounds gained therein to putrefy and heal in twice the time.

ELIGOR: a great Duke appearing as a goodly Knight with lance and scepter. He causes wars, marshals armies, and procures favors from Lords and Knights (summoner will gain 1 Favor from any man not his declared enemy).

RATHIN: a great Duke appearing as a strong man with a serpent's tail and riding upon a pale horse. He knows the virtues of all herbs and precious stones, and will tell men exactly where to find them. He also transports up to 21 men swiftly from one country to another, and back again if desired.

IPOS: a mighty Earl and Prince appearing as an angel with a lion's head, the webbed feet of a goose, and a hare's tail. He imparts wit and courage, so that men may speak with biting wit and insight without fearing to speak at all, a 'must' for all jesters and loyal advisors. (Summoner will gain 2 Bardic Voice points **once** from IPOS).

AINI: a powerful Duke appearing in the form of a handsome body on which sits the head of a serpent, a man with two stars on the forehead, and a cat, riding on a viper and carrying a blazing firebrand which spreads destruction. He reveals secrets and all private matters, and imparts cunning to plotters who would divide good friends.

GLASYALABOLAS: an influential President appearing in the form of a dog with wings of a griffin. He teaches all arts and sciences instantly (1 spell), incites men to do bloodshed, is the patron of all homicides, and makes men invisible.

ASTOROTH: a great Duke appearing as a beautiful angel on a dragon, with a viper in his right hand and having foul breath. He answers truly about past and present and the Hierarchy of Hell. He must be consulted before any other Demon of Level X or XI is summoned or will be unable to 'command' any Demon of Level IX or higher.

FURUR: a great Earl appearing as a hart with a fiery tail, but changing into an angel with a hoarse voice when 'commanded'. He raises thunder, lightning, and all manner of great winds. All Elementals of the Air serve him and will do his bidding.

MALPAS: a lordly President appearing as a crow but changing to human form. He brings Master Artificers swiftly from all parts of the world, and he destroys the desires and thoughts of enemies (−2 on morale checks for one battle in any given year).

SABNACK: a powerful Marquis appearing as an armed soldier with a lion's head and riding a pale horse. He builds towers, camps, and cities, and fortifies same. Treat as 7 Djinn of the Lamp when performing such feats. He will be summoned only once by any Magick User.

FLAUROS: a mighty Duke appearing as a terrible leopard but changing to a man with fiery eyes and terrifying countenance. He will command his subordinate, Djin, to grant the use of a Salamander for a year and a day, with 1 service per day. However, at the end of that time, there is a 33% chance the Salamander will return in 1-3 months to destroy ½ of the possessions of the Magick User.

CIMERIES: a great Marquis appearing as a valet (Negro) soldier on a black horse. He rules the spirits and parts of Africa and teaches grammar, logic, and rhetoric so that men gain 1-20 status points when seeking influence during the following 1-6 months.

OSE: an influential President who appears as a leopard but changes to human form. He gives skill in the sciences. He also can change men into any shape the summoner wants, and he who is changed does not know it. He can also reduce men to insanity so that they will believe for one hour that they are the person the summoner desires them to believe they are.

ZAZEN: a mighty King and President appearing as a bull with the wings of a griffin but changing to human form. He can change blood to oil, oil to water, wine to water or blood, the products all being at full enchantment (1-100 doses). He will also change any metal to 1000 x 1-6 GP (1-25%), SP (21-85%), or CP (86-100%). Lastly, he can make fool's wise: re-roll Wisdom (only once per character).

AMDUSCIS: a powerful Duke appearing as a Unicorn but changing to human shape on request. He causes all manner of musical instruments to be heard and not seen and may teach **The Lyre of Apollo** and The Pipes of Pan to an Enchanter. He may also make trees fall to the limit of his range.

SEERE: a mighty Prince appearing as a handsome man on a winged horse. He may perform Djinn Creation, transport anyone or anything to any place, instantly. He discovers all thefts, the identity of the thief, and the current location of the criminal. He is indifferently good or bad and will do the will of the Magick User without treachery the first time he is summoned.

18.85 LEVEL XI DEMONS

The Principalities are the ranking Demons in the Hellish Host, led by Lucifer himself. Their powers are, by mortal standards, almost unlimited; and they can cast spells up to level 11 at PMF 50+ and target at a minimum 60%. They can take up to 350 points of damage from Magick before being returned to the Infernal Regions. Like the Powers, they will not normally cast spells but will 'advise and instruct' those who dared to summon them. The Principalities are:

BELIAL: a Prince and King first after Lucifer, appearing as a beautiful angel in a fiery chariot and speaking in a pleasant voice. He will not remain one hour in the world if not constrained by divine power. He distributes preferences for government positions and causes favors of friends and foes (recipient receives 3 favors as a superior in status to person requested). He provides excellent Familiars, cats who fight as Were-Tigers and sustain 100 points of damage. He is the Commander of the Demonic Cohorts, and to him all must come for permission to levy the Legions of Hell, then command:

ZIMIMAR: King of the North, from whom armies must be sought for battle in the northern reaches of the land.

GORSON: King of the South, from whom armies must be sought for battle in the south.

AMAYMON: King of the East, from whom armies must be sought for battle in the east.

GOAP: King of the West, from whom armies must be sought for battle in the west.

The Demonic Host is composed of 2400 Legions under the command of four Kings above. Once they have been consulted, they will refer you to their sub-commanders, who once again must be commanded to give assistance, only with a 45% chance of success. The troops that will appear at the appointed time are given for each hour of the day or night:

Hours of the Day

Time	Commander	Troops
1st	Samael	400 Type A & 100 Type B
2nd	Anael	300 Type A & 200 Type B
3rd	Veguaniel	200 Type A & 300 Type B
4th	Vachmiel	300 Type B & 200 Type C
5th	Sazquiel	200 Type B & 300 Type C
6th	Samil	100 Type B & 400 Type C
7th	Barginiel	200 Type B & 300 Type C
8th	Osgaebiel	300 Type B & 200 Type C
9th	Vadriel	400 Type B & 100 Type C
10th	Oriel	500 Type A & 500 Type B
11th	Bariel	500 Type A & 5500 Type B
12th	Baratiel	1000 Type A& 1000 Type B

Hours of the Night

Time	Commander	Troops
1st	Gamiel	400 Type C
2nd	Farris	300 Type C
3rd	Sarquamich	200 Type C
4th	Jefischa	300 Type B
5th	Abasdarhon	400 Type B
6th	Zaazonash	500 Type A
7th	Mendion	400 Type A
8th	Narcoriel	300 Type A
9th	Nacoriel	200 Type A
10th	Jusquarin	300 Type A
11th	Dardariel	400 Type B
12th	Sarindiel	500 Type B

For each commander consulted, reduce the chance of success by –5%. The cost of the troops is ½ pay/per day for each hour in the field, payable in advance. There is a 20% chance that the troops will not arrive in any given hour. The date the troops are to be used must be set, with a leaway of 1-10 days either way. No refunds! The troops appear on the phase previous to their 'hour' one normal move anywhere behind the battlelines of the summoner's side.

The Kings of the Four Corners of the Earth may also be consulted directly with respect to the hiring of individual Demonic Warriors. There is a flat 75% chance that the King will agree and refer the summoner to one of his Generals. The General will agree 60% of the time to hire out 1-20 of his Demonic Warriors for 1-3 days:

1-25% Type A Mighty Knight of level 5-14, pay at 25 GP + 1 GP per level per day.

26-50% Type B Superior Knight of level 5-14, pay at 20 GP + 1 GP per level per day.

51-75% Type C Average Knight of level 5-14, pay at 15 GP + 1 GP per level per day.

76-100% Type D Sergeant of level 5-14, pay at 10 GP + 1 GP per level per day.

Demonic Warriors sustain the same amount of damage as mortals, but only ½ damage is inflicted by ordinary weapons and magical weapons under +3. Anyone meeting with such troops instantly checks morale upon sighting them, with the exception of Necromancers and Clerics, who treat them as Wights. Mortals who slay such creatures receive 150% of the experience bonus for slaying equivalent humans. Such Demons may cast 7 spells up to the 3rd level as well, in each day.

The one hitch is that the number of Demons that will be hired out is fixed randomly. If troops are requested, the summoner must pay for the number provided and in advance. If he does not, the General will take the balance owed on credit, at 20% interest per week. If not paid within a year and a day, or if the character is slain before discharging the debt, his soul is forfeit!

18.86 LUCIFER, PRINCE OF DARKNESS

Anyone daring to summon this mightiest of the infernal host runs grave risks but also stands to profit mightily. Lucifer is the Master of Lies, the Lord of Cunning, and the Champion of Evil. He will use every turn of the phrase, every hesitation, every weakness of the summoner to turn the tables on him. However, if he is dealing with a true Chaotic, he will 'seal' the soul of the summoner to himself and grant his servant great power in the world. He will place the Witchmark on the shoulder of his servant, give him a Familiar, and direct him to the nearest evil Coven of Witches. He will also assign a Demon to guard his servant, usually a Mighty Knight of level 9-14. However, in return he will demand blood sacrifices and evil deeds in abundance, granting one request for knowledge per Black Sabbath in which the servant attends Black Mass. The servant will prosper materially, gaining 1-10 times his normal income each day. However, in 1-7 years, Lucifer will appear to collect the soul of his servant as payment.

Those who do not wish to enter into a formal contract with the Prince of Darkness have to Command the Demonic Lord to obtain information or material assistance. If a summoner offers up his soul, however, he will gain the favor of Lucifer instantly. Needless to say, he will be burned at the stake for every offense against God and Canon law if the Church authorities ever catch up to him. Characters with Piety higher than Piety 1-10 **will not** make such an attempt to enter into a formal relationship.

Demons are a necessary and important part of full fantasy gaming, as they occupy a special place in the literature and tradition as the Ultimate Enemies of Mankind. But they are all powerful beings- - so much so that the average PC will often be entirely overmatched by them. This means that Demons have to be treated with an eye to a long-range perspective of the campaign- - in which the PCs have a continuing part to play. In short, Demons should not be used as monstrous killing mechanisms, but rather as great forces which have an effect on the lives and goals of the Player Characters.

The Great Demons, the full subjects of Hell, are immortal and cannot be killed, only banished from this Plane of Existence for a time until they recover their powers and can reopen the Gate Between Worlds. This gives them a peculiar attitude toward mortals and events in the world of men. First of all, they have an immensely inflated opinion of their own powers. This is combined with a great contempt for the ability of mortals to oppose them seriously. Thus, they underestimate their Player Character adversaries and often do not follow through to be certain that a PC has been permanently eliminated.

The Great Demons are necessarily made immensely powerful in gaming terms. They have to be if Players are to take them seriously. At the same time, the Great Demons can easily wipe out most PC adversaries. But there is a balance in the Cosmic Game: SOMETHING is there which acts to protect men of good heart so that they do not quite perish. They seem to be defeated utterly, and yet they rise up and confront the Evil again and again. This is the true Heroic Tradition. Thus all PC Heroes will be deemed to survive a slaying at the hands of a Great Demon if they roll their resurrection percentages (see **15.27**). No form of Clerical miracle is needed here. It is a matter for a Higher Power to decide. All the PC knows is that the Demon seemed to be tearing him apart when the 'lights went out'. Then he awakes a few minutes or hours later to find he is battered but alive!

Also, the Great Demons have a view which spans thousands of years and do not see the events of an infinitesmal moment in their long lives to be of particular importance. Thus they do not take the time to make sure of their mortal opponents. The fact is that the Great Demons make mistakes! They may, for example, incapacitate PC opponents and place them in difficult circumstances as their form of sadistic joke. Thus a PC defeated by a Great Demon might find he is banished to a copper mine in the desert somewhere, chained and naked except for a loin cloth. Or he might awake to find himself chained to an oar in a galley. He might even be allowed to remain in his present situation, the Demon being so sure of himself that he feels he can permit the foolish mortal to live and suffer in the knowledge that he is totally helpless against the Power of Hell. The Demon is playing with his toys; and a PC worth his salt will try to demonstrate that the Heroes of Men cannot be toyed with. From a long-term point of view, this form of adventure gaming is filled with opportunities.

The Lesser Demons are mortal and can be killed. Thus Gargoyles, Imps, Balrogs, Djinn, and Efreet have a slightly more cautious view of men. Put bluntly, the Lower Demons know they can be killed, and thus they may tend to play for keeps on principle. In their case, a slaying of a PC Hero is subject to a WIS CR on their part. If they fail the WIS CR, the Hero is given the chance for a Divine Intervention in the form of a resurrection roll. Also, the Lesser Demon might choose to 'play with his toys' because of an over-inflated sense of his power- - showing much the same contempt as his more powerful superiors. Thus a Hero might, again, be spared to have a return bout with his Demonic adversary.

NPCs are not subject to the above considerations. In the game, they are the victims of Evil which the Heroes are attempting to defeat and act as a spur to the courage of PCs to find a solution to the problem.

Some GameMasters might object to this seeming intervention in the natural course of events. However, **C&S** is a game, and it attempts to simulate the events that occur in a fantasy adventure fully in the tradition. In the literature, Heroes survive certain death repeatedly, where lesser men perish. There is no way to simulate this FATE factor in a combat or magick system without distorting the system. But the outcome can be altered. This is our solution to the problem of confronting the PCs with almost impossible odds against them, yet permitting survival of a Character even if he is defeated.

The following sections present the essential combat information and general characteristics of the Demons which can be raised according to the procedures outlined in Demonology, 18.68 to 18.86.

19 The Demon Profiles

19.01 LEVEL I DEMONS: GARGOYLES

Gargoyles are the most commonly depicted monster in medieval art and architecture. They are guardians of important places and attack all unauthorized intruders. Their form is vaguely human, but grotesquely misshapen and often reptilian or demonic in over-all appearance. They are fairly intelligent- - or rather cunning- - and can be expected to behave with purpose and planning. Gargoyles emanate FEAR, requiring all Characters to check morale at FER CR-2 per turn they are within 50 feet of an operating Gargoyle. When at rest or guard, Gargoyles resemble stone statues and usually find high places on which to perch. In combat, they receive only ½ damage from ordinary weapons and cannot be harmed by fire. Magick Fire and magical weapons do full damage:

EXPER AWARD	= 4000	WIS CR	= 10
BODY LEVEL	= 75	IQ CR	= 10
FATIGUE LVL	= 35	BV CR	= 04
HEIGHT	= 6'6''	APP CR	= 01
WEIGHT	= 500	CHA CR	= 0
CC	= 2500	PIETY	= –10
DEX CR	= 16	MOVE	= 60/150*
CON CR	= 18	FLYING	= 240
STR CR	= 19	AC	= 5

ATTACK MODE:

4WDF	MLC/6 Claws x4 blows	HITS	= +08/+40%
3WDF	MMH/4 Horns x2 gores	DODGE	= –08/–40%
3WDF	MMB/2 Fangs x1 bite		

Gargoyles inflict +2 damage points per hit. They are immune to spells of Illusion or Command unless cast by an Adept of the Second Circle.

19.02 LEVEL II DEMONS: IMPS

Imps are small Demons with modest fighting abilities, but they cast 7 spells per day and may be bound in a confining device, such as a bottle, by the binding magician. Spells are cast at PMF/25 at MKL/4. Spell levels 1-4. Imps can change to man-size for combat, with ordinary weapons doing only ½ damage to them. They cannot be harmed by ordinary fire. Magick Fire and magical weapons do full damage:

EXPER AWARD	= 4000	WIS CR	= 12
BODY LEVEL	= 46	IQ CR	= 12
FATIGUE LVL	= 26	BV CR	= 06
HEIGHT*	= 5'10''	APP CR	= 01
WEIGHT*	= 185	CHA CR	= 0
CC	= 900	PIETY	= –10
DEX CR	= 19	MOVE	= 60/150*
CON CR	= 16	FLYING	= 300
STR CR	= 16	AC	= 5

*6'' tall and ½ dr. weight in Imp form.

ATTACK MODE:

PCF/20 with melee weapons,		or HITS	= PCF/20 rating
4WDF	MMC/2 Claws x4 blows		
2WDF	MMB/2 Fangs x2 bites		

Imps inflict +2 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Third Circle.

19.03 LEVEL III DEMONS: LESSER BALROGS

Balrogs are winged creatures of decidedly demonic appearance. They cast no spells, but they emanate FEAR, requiring all Characters to check morale at FER CR–2 when within 50 feet, checking each turn. They are able to self-immolate (20% chance/turn) causing 1D20 damage points to anyone they grapple and hug- - with a 20% chance that inflamable clothing and equipment ignites. They cannot be harmed by ordinary fire or weapons. Magick Fire and magical weapons under +3 do only ½ damage.

EXPER AWARD	= 6000	WIS CR	= 13
BODY LEVEL	= 75	IQ CR	= 13
FATIGUE LVL	= 40	BV CR	= 09
HEIGHT	= 8'	APP CR	= 01
WEIGHT	= 750	CHA CR	= 15*
CC	= 3750	PIETY	= –10
DEX CR	= 17	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 8

*For those of Evil nature; CHA CR = 07 otherwise.

ATTACK MODE:

PCF/28 with melee weapons,		or HITS	= PCF/28 rating
5WDF	MLC/6 Claws x5 blows	DODGE	= PCF + –03/–17%
2WDF	MMB/2 Fangs x2 bites		

Balrogs inflict +4 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Fourth Circle.

19.04 LEVEL IV DEMONS: GREATER BALROGS

The Great Balrogs are larger and far more powerful versions of the Lesser Balrogs. They know all spells of Black Magick and 7-20 other spells, which they cast at PMF/30 at MKL/6. Spell levels 1-6. The Greater Balrogs are so fearsome that all Characters experience PANIC, requiring a FER CR–5 so long as they are within 50 feet, taken each turn. Greater Balrogs cannot be harmed by ordinary fire or weapons. Magick Fire and magical weapons under +3 do only ½ damage.

EXPER AWARD	= 10,000	WIS CR	= 14
BODY LEVEL	= 125	IQ CR	= 14
FATIGUE LVL	= 45	BV CR	= 12
HEIGHT	= 12'	APP CR	= 01
WEIGHT	= 1500	CHA CR	= 16*
CC	= 7500	PIETY	= –10
DEX CR	= 17	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 9

*For those of Evil nature; CHA CR = 08 otherwise.

ATTACK MODE:

PCF/33 with melee weapons,		or HITS	= PCF/33 rating
5WDF	MLC/6 Claws x5 blows	DODGE	= PCF + –03/–17%
3WDF	MMB/2 Fangs x2 blows		

Greater Balrogs inflict +5 damage points per hit with melee weapons. They are immune to spells of Illusion or Command unless cast by an Adept of the Fifth Circle.

19.05 LEVEL V DEMONS: THE ELEMENTALS

All of the Elementals have certain characteristics in common:

GNOMES/SYLPHS/ SALAMANDERS/UNDINES		GOB/PARALDA/DJIN/NECKSA	
EXPER AWARD	= 10,000	EXPER AWARD	= 20,000
BODY LEVEL	= 125	BODY LEVEL	= 375
FATIGUE LVL	= 11 turns	FATIGUE LVL	= 22 turns
DEX CR	= 10	DEX CR	= 16
CON CR	= NA	CON CR	= NA
STR CR	= 19	STR CR	= 19
WIS CR	= 10	WIS CR	= 15
IQ CR	= 10	IQ CR	= 15
BV CR	= NA	BV CR	= 10
APP CR	= NA	APP CR	= NA
CHA CR	= NA	CHA CR	= 20
PIETY	= NA	PIETY	= NA
FEAR EFFECT	= FER CR–2	PANIC EFFECT	= FER CR–5

No elemental can be harmed by ordinary weapons, and magical weapons do ½ damage if under +3. The Elementals are immune to spells of Command or Illusion if not cast by an Adept of the Fifth Circle, while the Great Elementals are immune if the spells are not cast by an Adept of the Sixth Circle.

The Lesser Elementals can be bound fo a fair duration, but the Great Elementals can be bound for only one service, which must be performed within 22 turns. If a spell is required, only 1 will be cast, plus 1 per 3 MKL of the Magician requesting it of the Great Elemental.

If a Lesser Elemental is destroyed while performing a task, it will be released from its bondage to the Mage and returns to its parent Elemental spirit. A Mage losing an Elemental in this way will be unable to summon another for a period of a year and, if confronted by any Elemental of the same type, will be attacked in revenge during that time. Elementals do not forgive bunglers easily.

Elementals are natural enemies: Earth and Air attack each other on sight, doing full damage plus 1D100% until one or both are destroyed. The same is true of Fire and Water. Elementals of the same type will merge if summoned simultaneously on the same spot, and the Great Elemental will form and then depart with his children, doing whatever destruction that befalls as he leaves the area, but not deliberately attacking anyone unless itself attacked or blocked.

Air and Fire are allied, as are Earth and Water. Such allies attack at their full damage –5D10% when ordered to fight one another. When

one is vanquished, the other has a 75% chance of departing. If it does not, it has an 01-20% chance of carrying out further orders from its master, a 21-30% chance of attacking him for giving an order to fight an ally, and a 31-00% chance of declining further service for a period of 6D6 days as it sulks over the matter.

Any Basic Magick spell of the same type as an Elemental does only ½ damage to it. Enemy spells (Earth vs Air, Fire vs Water) do full damage + 1D100% damage. Allied spells (Earth vs Water, Fire vs Air) do full damage –5D10% damage.

19.06 EARTH ELEMENTALS

An Earth 'Gnome' appears in the form of a mound of fluid, swirling earth and rock about 8 ft. tall and 5 ft. across at the base. It has two great arms which it uses as Infantry Flails in close combat. Gob, Lord of Earth Elementals, has similar form but stands 20 ft. tall and is 9 ft. across at the base. Against ordinary mortals, both have bash effects as if they weighed 10,000 dr. and 30,000 dr., respectively.

EARTH ELEMENTAL 'GNOME'

PMF	=	50
MKL	=	11
SPELLS	=	x7/day +1/3MKL of Mage
VOLUME	=	50 vol. moving Earth 5 vol. Earth Missiles
ATTACK	=	7 WDF Inf. Flail x6 blows
HITS	=	+02/+10% with Flail Arms

EARTH ELEMENTAL LORD GOB

PMF	=	55
MKL	=	22
SPELLS	=	3 spells/service
VOLUME	=	150 vol. moving Earth 15 vol. Earth Missiles*
ATTACK	=	10 WDF Inf. Flail x9 blows
HITS	=	+06/+30% with Flail Arms

*Gob's Earth Missiles will be cast in the form of 5 volumes, maximum, so a full effect would be 3x 5-vol. Earth Missiles!

The 'Gnome' has the power of a 10-man battering ram with his Flails, (mass equivalent 1500 dr.), while Gob has the power of a 30-man battering ram (mass equivalent 5000 dr.).

Missiles like arrows and crossbow bolts, thrown daggers, axes, or javelins, and sling bullets have no effect on Earth Elementals- - even if magical. Magical Crushing Weapons of +3 or better do double damage against them.

19.07 AIR ELEMENTALS

A Sylph of the Air appears in the form of a swirling column of air, in which dust and debris may be mixed, resembling a miniature whirlwind 10 ft. to 25 ft. tall and about 3 ft. across at the base. In combat, it flings 2+ 1D6 solid objects into foes within 50 ft. of it with the force of Light Crossbow bolts. Paralda, Lord of Air Elementals, has the appearance of a Tornado and may stand as much as several hundred feet tall, with a base 10 ft. to 20 ft. across. He flings solid objects into foes within 100 ft. of him with the force of Arbelest shots (4+1D6 missiles).

AIR ELEMENTAL 'SYLPH'

PMF	=	50
MKL	=	11
SPELLS	=	x7/day +1/3MKL of Mage
VOLUME	=	50 vol. moving Air 5 vol. Gas or Tornado
ATTACK	=	6WDF Lt. X-Bow x2+1D6 shots
HITS	=	+02/+10% when 'shooting'

AIR ELEMENTAL LORD PARALDA

PMF	=	55
MKL	=	22
SPELLS	=	3 spells/service
VOLUME	=	150 vol. moving Air 15 vol. Gas or Tornado*
ATTACK	=	7WDF Arbelest x4+1D6 shots
HITS	=	+06/+30% when shooting.

*Paralda's Gas Missiles will be cast in the form of 5 volumes, maximum, so a full effect would be 3x 5-vol. Gas Missiles!

Since Missiles have no effect on Earth Elementals, Air Elementals will go 'Tornado' when fighting them and deliver equivalent damage to Flails (Sylph = Gnome; Paralda = Gob). (See The Ancient Lore CONTROL WEATHER spells).

19.08 FIRE ELEMENTALS

A Salamander of Fire appears in the form of a small, slightly glowing, warm lizard when in quiescent state. It likes to live in warm places and will enjoy a nice, roaring blaze in the fireplace when not needed for a service. In combat, the Salamander takes on a fiery aspect, vaguely reminiscient of a human shape about 10 ft. tall. Djin, Lord of Fire Elementals, appears as a huge conflagration of 150 volumes of Fire.

FIRE ELEMENTAL 'SALAMANDER'

PMF	=	50
MKL	=	11
SPELLS	=	x7/day +1/3MKL of Mage
VOLUME	=	50 vol. Fire 5 vol. Fire Missiles
ATTACK	=	As Flaming Superior Knight with PCF/39. Weapon does 1D20 extra points of damage and has 25% chance of igniting a flammable target. Its weapon is a flaming 2-Handed Sword. Mass equivalent = 1500.

FIRE ELEMENTAL LORD DJIN

PMF	=	55
MKL	=	22
SPELLS	=	3 spells/service
VOLUME	=	150 vol. Fire 15 vol. Fire Missiles*
ATTACK	=	As Flaming Champion Knight with PCF/55. Weapon does 1D20 extra points of damage and has 25% chance of igniting a flammable target. His weapon is a flaming 2-Handed Sword. Mass equivalent = 5000.

*Djin's Fire Missiles will be cast in the form of 5 volumes, maximum, so a full effect will be 3x 5-vol. Fire Missiles!

Djin assumes the Knightly form when fighting Water Elementals. In such a form, he stands 30 ft. tall.

19.09 WATER ELEMENTALS

An Undine of the Waters appears in the form of a 10 ft. mass of reeking, rotting, swamp vegetation which oozes trickles and streams of water. It hates fires and will extinguish any present. In combat, the Undine fights as the equivalent to a Superior Knight.

WATER ELEMENTAL 'UNDINE'

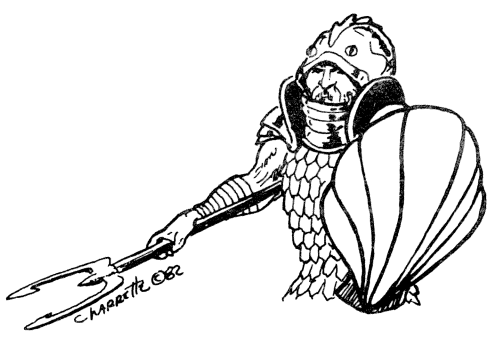
PMF	=	50
MKL	=	11
SPELLS	=	x7/day +1/3MKL of Mage
VOLUME	=	50 vol. Water 5 vol. Water Missiles
ATTACK	=	As Superior Knight with PCF/39. Weapon does 1D20 extra points of damage. Its weapon is a great Club trailing dripping moss. Weight = 1500 dr.

WATER ELEMENTAL LORD NECKSA

PMF	=	55
MKL	=	22
SPELLS	=	3 spells/service
VOLUME	=	150 vol. Water 5 vol. Water Missiles*
ATTACK	=	As Champion Knight with PCF/55. Weapon does 1D20 extra points of damage. Its weapon is a great Club trailing dripping moss. Weight = 5000 dr.

*Necksa's Water Missiles will be cast in the form of 5 volumes, maximum, so a full effect will be 3x 5-vol. Water Missiles!

Necksa assumes the Knightly form when fighting Fire Elementals. In such a form, he stands 30 ft. tall. Otherwise, he appears as a huge, rearing wave of 150 volumes of Water.



19.10 LEVEL VI DEMONS: DJINN OF THE RING

The Djinn of the Ring are giant beings. They are Arabic in dress and manner, and their favored weapons are huge Scimitars equivalent to Two-Handed Swords of +1 magical enchantment:

BODY	= 175	IQ/14	= CR/11
FAT.	= 40	BV/15	= CR/13
PCF	= 20	APP/12	= CR/09
PMF	= 40	FER/17	= CR/17
MKL	= 12	CHA/16	= CR/15
DODGE	= –03/15%	HEIGHT	= 15'
DEX/15	= CR/15	WEIGHT	= 3000
CON/20	= CR/19	CC	= 15,000
STR/25	= CR/19	MOVE	= 901240
WIS/15	= CR/12	AWARD	= 15,000

Djinn of the Ring inflict +6 damage points per hit because of their great strength and size.

The Djinn will grant 3 Wishes to anyone who binds them. The Wishes may be in the form of Djinn Creation (to casting level/6) or else any other 3 services. They have all Transportation spells and all other spells to casting level/4. They will employ their magick to fulfill their tasks, but they will not accept direction as to which spells to employ in the doing of those tasks. Also, being of Piety/–05 to –10, they are treacherous beings and will attempt to defraud their masters by hanging on the exact letter of any request. If there is any way to misinterpret the meaning of a Wish, the Djinn will find it.

Djinn are very fond of beautiful maidens (APP/22+), as enumerated in some detail in Tales of 1001 Nights. They will kidnap, ravish, and lavish with attention and rich gifts any fair damsel who catches their eye. Girls of Fair Appearance (APP/13-21) must fail an APP/CR to avoid the same treatment. Rescues of unfortunate maidens in the hands of Djinn are clearly indicated for PC missions.

In combat, Djinn suffer ½ damage from ordinary weapons and full damage from magical weapons. Fire does not harm them, while Magick Fire does only ½ damage if employed in the form of Magick Missiles. Though they wear no armor, weapons under +3 enchantment have effects as if they were clad in AC/8.

19.11 LEVEL VII DEMONS: DJINN OF THE LAMP & EFREET

The Djinn of the Lamp are virtually identical to Djinn of the Ring, except for the following:

BODY	= 190
FAT.	= 45
PCF	= 24
PMF	= 50
MKL	= 16

SPELLS = to casting level/5 in all areas except for DJINN CREATION (level/8) and ILLUSION (level/9). They have all TRANSPORTATION spells. Like Djinn of the Ring, they will grant 3 wishes for DJINN CREATION or services.

EXPER AWARD = 17,500

Efreet (Ifrit) are little different from the Djinn of the Lamp, except that they have BODY/200 and PCF/27.

Both Djinn of the Lamp and Efreet inflict +7 damage point per hit because of their great size and strength.

Djinn of the Lamp and Efreet like to create the Illusion of being truly huge in size, often appearing as towering giants 50 ft. to 100 ft. in height. Even one who sees through the illusion and knows the Djinn/Efreet to be around 15 ft. tall is still struck by the impression that the creature should be towering far overhead!

In combat, Djinn suffer ½ damage from ordinary weapons and full damage from magical weapons. Fire does not harm them, while Magick Fire does only 1/3 damage if employed in the form of Magick Missiles. Though they wear no armor, weapons under +4 enchantment have effects as if they were clad in AC/9.

19.12 LEVEL VIII DEMONS: CHEVALIERS DE L'ENFER

The Knights of Hell are the myriads of Demons in the Legions of Satan/Shaitan. While very powerful, they do not have anything in the way of important positions in the Hellish Kingdom- - but mortals would do well to address them as 'Lord' out of 'courtesy'. These demons are clearly demonic in appearance and will cause PANIC, so Characters must make a FER CR–5 whenever within 50' of them (checked each turn).

When fighting lesser Demons, they suffer ½ damage. The same is true when fighting Undead or other Legendary Monsters and Beasts. Ordinary weapons cannot harm them, nor can fire. Magical weapons under +5 do ½ damage, as does Magick Fire. Magical weapons of +5 or better do full damage. They and all higher Demons have FER/19 = CR/19.

EXPER AWARD	= 20,000	WIS CR	= 15
BODY LEVEL	= 150	IQ CR	= 15
FATIGUE LVL	= 3 hours	BV CR	= 12
HEIGHT	= 8'	APP CR	= 01
WEIGHT	= 750	CHA CR	= 18*
CC	= 3750	PIETY	= –10
DEX CR	= 19	MOVE	= 60/180*
CON CR	= 19	FLYING	= 300
STR CR	= 19	AC	= 10

*For those of 'Evil' nature; CHA CR = 09 otherwise.

ATTACK MODE: PCF/35 with melee weapons,
5WDF MLC/6 Claws x5 blows
3WDF MMB/2 Fangs x2 bites
or
DODGE = PCF+ –03/–19%

The Chevaliers de l'Enfer also do +7 damage points per hit because of their great strength and skill. They never are rated as having less than the mass of an opponent for bash purposes.

These Demons have the following magical capabilities:

Their PMF varies between 40 and 50, and their MKL is 14-16. The spells they cast include:

(1) All Black Magick Spells;
(2) Command to the 8th Circle;
(3) All spells of Detection
(4) TELEPORTAL
(5) CLAIRAUDIENCE
(6) CLAIRVOYANCE

They will perform 1 service, requiring up to 3 hours, and will cast 3 spells as directed in addition. They will also use whatever magick they wish in their own interests or defense. After 3 hours, they must depart and cannot be summoned by the same person for 7 days.

19.13 LEVEL VIII DEMONS: THE FALLEN ANGELS

This group of Demons represents the Officer class of Hell and are truly awesome adversaries. The general comments introducing the Chevaliers de l'Enfer also apply to them:

EXPER AWARD	= 25,000	WIS CR	= 16
BODY LEVEL	= 225	IQ CR	= 16
FATIGUE LVL	= 30 min.	BV CR	= 16
HEIGHT	= 8'	APP CR	= 01 or 18*
WEIGHT	= 750	CHA CR	= 18**
CC	= 5000	PIETY	= –10
DEX CR	= 19	MOVE	= 60/180*
CON CR	= 19	FLYING	= 700
STR CR	= 19	AC	= 10

*These Demons can change shape to appear human, often very attractive. It is a form of Illusion, and TRUE SIGHT reveals them to the beholder. Others are subject to the CR roll, but a save against an 8th Circle Illusion is also possible, and though the CR succeeded, a person who saves will be 'uneasy' about the beauty/handsomeness and will react accordingly.

**The Charisma is an Illusion, treated like the APP CR and halved if one sees through it, unless of Evil nature.

ATTACK MODE: PCF/50 with melee weapons,
7WDF MLC/6 Claws x7 blows
4WDF MLB/2 Fangs x3 bites
or
DODGE = PCF+ –03/–19%

The Fallen Angels also do +7 damage points per hit. They never are rated as having less than the mass of an opponent for bash purposes.

These Demons have the following magical capabilities:

Their PMF is 50 at MKL/17. They have enhanced targeting +10% and can cast:

(1) All Black Magick Spells;
(2) Command to the 9th Circle;
(3) Illusions to the 8th Circle;
(4) All spells of Detection;
(5) All Ancient Lore to Level/8
(6) TELEPORTAL
(7) CLAIRAUDIENCE
(8) CLAIRVOYANCE
(9) COMMUNICATE

They will perform 1 service (30 minutes' duration) or teach the summoner 1 spell. Force is ruled out unless they are attacked or their followers are attacked during the audience, at which time they will cast up to 3 spells and attack with weapons/claws/fangs. Also, they will perform in person any task especially suited to their particular talents.

19.14 LEVEL X DEMONS: THE 'POWERS'

The Powers are equivalent to High Nobility in Hell and have great powers and authority. The general comments introducing the Chevaliers de l'Enfer also apply to them:

EXPER AWARD	= 35,000	WIS CR	= 17
BODY LEVEL	= 250	IQ CR	= 17
FATIGUE LVL	= 30 min.	BV CR	= 17
HEIGHT	= 8'-20'	APP CR	= 01 or 18*
WEIGHT	= 2000	CHA CR	= 18**
CC	= 10,000	PIETY	= –10
DEX CR	= 19	MOVE	= 60/240*
CON CR	= 19	FLYING	= 1000
STR CR	= 19	AC	= 10

*These Demons can change form, as described for Fallen Angels, with the Illusion at 9th Circle.
**The Charisma is real.

ATTACK MODE: PCF/50 with melee weapons,
7WDF MGC/9 x9 blows
4WDF MGB/6 x3 bites
or
DODGE = PCF+ –03/–19%

The 'Powers' also do +7 damage points per hit. They never are rated as having less than the mass of an opponent for bash purposes. All lesser Demons are rated as having less than their weight, except for Elementals.

Their PMF is 50 at MKL/18. They have enhanced targeting +10% and never target under 50% unless a Circle of Protection is used. They can cast all spells to Level/10.

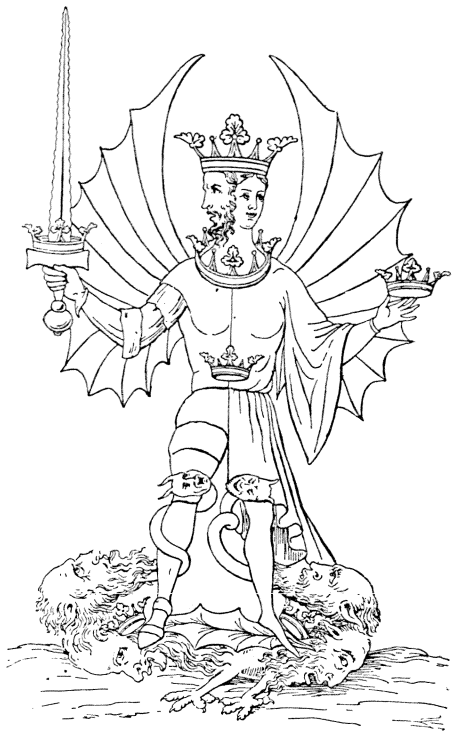
19.15 LEVEL XI DEMONS: THE PRINCIPALITIES

The Principalities are literally that- - Princes of Regions of Hell. Their powers are comparable to those of the Powers, except for the following:

EXPER AWARD	= 50,000
BODY LEVEL	= 350
MKL	= 19

They know all spells to Level/11 and target at a minimum 60% unless a Circle of Protection is used, with +10% enhanced targeting as well.

Their sub-commanders are Powers, and their unit Captains are all Fallen Angels.



19.16 LEVEL XII DEMONS: LUCIFER/SATAN/SHAITAN

The Prince of Darkness cannot be engaged in combat and, for that matter, himself declines it as too crude for words to describe. He can cast all spells at PMF/55 and MKL/22, but again prefers not to use Magick unless it is really necessary. He prefers verbal duels, using his great persuasive powers and incredible Charisma to sway or at least shake his intended victims:

WIS CR	= 19
IQ CR	= 19
BV CR	= 19
APP CR	= 19
CHA CR	= 19

If one does wish to fire at him, he has a body of 500 and can fight as a Principality, but the appearance of a Holy Sword will send him packing, as will HOLY WORDS and EXORCISMS (He cannot stand the very sounds of words of Scripture or Church rites and leaves before the ceremony ends). No experience award, but resisting his blandishments adds +1D6 Piety points (max. Piety/20, however). A Cleric successful in a direct confrontation adds +10 Status points (once in his career).

20 The Beasts of C&S

The following tables summarize the essential characteristics possessed by a variety of animals that might be encountered in an FRP campaign. These include:

H/L
Height/Length of the animal, excluding tail unless it is a large and massive appendage. A (b) entry = height to top of back.

WT.
The body mass in dr. (lb. equivalent), used in determining bashes.

BODY/FATIGUE LEVELS
Capacity to absorb damage and the energy levels needed to perform tasks of a strenuous nature. These levels can be varied +20%/–20%.

AC
Armor class of natural hide/shell/chitin, etc.

ATTACK MODE
The natural weapons of the animal and the WDF rating of the weapons. If several are listed, they will all be used in combat or, if preferred, bites can always be transferred to claws when determining blows.

BLOWS
The number of attacks possible with natural weapons per combat turn.

HITS (+)
The hit bonus added to the basic hit probability. The first value is the D20 add, and the second value after the slash (/) is the D100 add.

DODGE (–)
The dodge bonus subtracted from the enemy's basic hit probability. The first value is the D20 penalty, and the second value after the slash (/) is the D100 penalty.

MOVE
The speed of the animal in combat turn mode, given as feet/turn. For game moves, double the speed. For hourly movement in mph, divide by 73.

HABITAT
The usual environment in which the animal is found. Man = human settlements, a domestic animal. W = Woods. J = Jungle. S = Swamp. Sh = Shoreline areas. R = River. L = Lake. D = Desert. Mountains are 'W' areas or 'D' areas, depending on the climate.

DIET

Animals have various food preferences. C = Carnivore or hunter. O = Omnivore, a plant-eater that will also take meat. H = Herbivore, a grazer or leaf/fruit eater. I = Insect eater.

POS

Posture is the natural stance of the animal. Q = Quadreped or 4-footed. 6-Lgd = Insect/Crustacean. 8-Lgd = Spider. Flier = airborne creature.

CR LEVELS

Used for such things as determining reaction to spells of command or Illusion, reaction to Critical Hits, and morale determinations, the CRs can be applied as given or varied up or down 1 or 2. Ferocity CRs sometimes appear in the form 08+5, 10+6, etc., with the first number giving the fight/flee reaction when surprised, and the combined value giving the ferocity level of the creature when cornered or wounded and close enough to counterattack.

EXPER AWARD

The experience points (e.p.) given for slaying.

Riders add ½ their body height to the height of a mount's back.

Tramples occur when a foe is knocked down and the animal is charging/moving over him. Tramples have the hit probability of the weapon type indicated, without bonuses in some instances. Criticals do not usually occur unless the beast is deliberately trying to stomp the victim- - generally unlikely as most creatures are 'nervous' of anything on the ground. Stampedes, however, or massed cavalry charges or tight melees bring the chance of Criticals.

The general behavior of animals should reflect the natures of the real creatures as much as possible. For instance, a boar will likely charge from dense undergrowth when it feels itself or its young/mate are threatened, but it may well choose flight under other circumstances. Fight/Flee/Stand form the basic options open to a Beast, not a mindless hostility to Characters. And the Beast will evidence some intelligence and cunning, too. A blind charge is not the way of wolves, for instance. Rather, it is a feinting attack which tests the opposition, several advancing at once to distract, while the real attack comes from another quarter. In the face of savage opposition, retreat is often chosen in favor of waiting for a more opportune moment. Or, again, some animals may be distracted by offerings of food thrown down at their feet, shouts, or sudden aggressive charges in their direction- - depending upon the beast.

Such factors are too numerous to outline in detail. The fact is that no animal is simple in its reactions, but at the same time most react according to their basic instincts. To the degree that a GameMaster acquaints himself with the reactions of specific animal types and depicts them in the game, the animal encounters will take on a feeling of reality well worth the effort.

20.01 THE ANIMAL PROFILES

RIDING & DOMESTIC ANIMALS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
CAMEL	9'/10'	1500—	33	15	1	2WDF MLK/7	3 kicks	01/05	02/10	60/200	Man	H	Q	03	03	13	08+5	150
CC = 650 dr.	(7½' b)	1800				3WDF MLK/7	trample	—										
DONKEY/BURRO	5'/6'	500—	18	14	1	3WDF MLK/7	3 kicks	02/10	04/20	60/160*	Man	H	Q	04	04	13	06+8	50
CC = 375 dr.	(3½ ' b)	650				2WDF MLK/7	trample	—										
DRAFT HORSE	8¼'/9'	1300—	33	15	1	3WDF MLK/7	3 kicks	02/10	02/10	60/210*	Man	H	Q	03	04	12	06+8	75
CC = 500-600 dr.	(6' b)	1600				2WDF MLK/7	trample	—										
MULE	8½'/9½'	1700—	40	16	1	4WDF MLK/7	3 kicks	04/20	02/10	60/210*	Man	H	Q	04	05	14	10+5	125
CC = 700 dr.	(6½' b)	2000				3WDF MLK/7	trample	—										
PALFREY	7½'/8½'	900—	30	15	1	2WDF MLK/7	3 kicks	01/05	02/10	60/250*	Man	H	Q	03	04	12	08+5	100
CC = 325 dr.	(5' b)	1000				2WDF MLK/7	trample	—										
PONY	6½'/7'	600—	27	15	1	2WDF MLK/7	3 kicks	01/05	03/15	60/230*	Man	H	Q	03	04	12	08+5	75
CC = 250 dr.	(4½' b)	800				2WDF MLK/7	trample	—										
BULL	6 '/9½'	1500—	50	13	2	3WDF MLH/7	3 gores	03/15	01/05	60/200	Man/G	H	Q	02	02	16	12+5	200
		2000				1D6+4 Damage	trample											
COW	5'/8'	1000	25	10	2	1WDF MLH/7	2 gores	—	01/05	60/180	Man/G	H	Q	02	02	12	08+3	50
						1D6 Damage	trample	—										
OX	8 /10'	1800—	60	15	2	2WDF MLH/7	2 gores	01/05	—	60/160	Man/G	H	Q	02	02	17	08+5	75
		2500																
RAM	3' /4'	100	15	10	2	2WDF MLH/7	3 butts	02/10	03/15	60/180	Man/G/W	H	Q	02	02	13	10+4	25
						1D6 Damage	trample											
SHEEP	2¼'/3½'	50-60	08	10	2	—	—	—	03/15	60/180	Man/G/W	H	Q	01	01	10	05	—

Tramples are delivered when the foe is overrun and bashed to the ground: Hit = 05/25%.

WAR MOUNTS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
LIGHT WARHORSES																		
AV. LIGHT HORSE . . .	7½'/8½'	900	32	17	1	2WDF MLK/7	3 kicks	04/20	04/20	60/270*	Man	H	Q	03	04	12	10+5	125
CC = 375 dr.	(5'b)	1200				2WDF MLK/7	trample	04/20										
FINE LT. HORSE	7½'/8½'	900–	33	18	1	2WDF MLK/7	3 kicks	04/20	04/20	60/280*	Man	H	Q	04	05	13	10+5	150
CC = 375 dr.	(5'b)	1200				2WDF MLK/7	trample	04/20										
SUPERB LT. HORSE . .	7½'/8½'	900–	36	20	1	2WDF MLK/7	3 kicks	04/20	04/20	60/290*	Man	H	Q	05	05	14	10+6	175
CC = 375 dr.	(5'b)	1200				2WDF MLK/7	trample	04/20										
NOBLE LT. HORSE . . .	7½'/8½'	900–	38	22	1	2WDF MLK/7	3 kicks	04/20	04/20	60/310*	Man	H	Q	06	06	15	10+6	200
CC = 425 dr.	(5'b)	1200				2WDF MLK/7	trample	04/20										
GREAT LT. HORSE . . .	7½'/8½'	900–	40	27	1	3WDF MLK/7	4 kicks	05/25	05/25	60/320*	Man	H	Q	10+	10+	18	15+4	400
CC = 475 dr.	(5'b)	1300				3WDF MLK/7	trample	05/25										
MEDIUM WARHORSES																		
AV. MDM. HORSE	8¼'/9'	1400–	40	17	1	3WDF MLK/7	3 kicks	04/20	04/20	60/250*	Man	H	Q	03	04	12	10+5	200
CC = 500 dr.	(6'b)	1600				2WDF MLK/7	trample	04/20										
FINE MDM. HORSE . . .	8½'/9'	1400–	41	18	1	3WDF MLK/7	3 kicks	04/20	04/20	60/260*	Man	H	Q	04	05	13	10+5	225
CC = 500 dr.	(6' b)	1600				2WDF MLK/7	trample	04/20										
SUPERB MDM. HORSE .	8¼'/9'	1400–	44	20	1	3WDF MLK/7	3 kicks	04/20	04/20	60/270*	Man	H	Q	05	05	14	10+6	250
CC = 500 dr.	(6' b)	1700				2WDF MLK/7	trample	04/20										
NOBLE MDM. HORSE. .	8¼'/9'	1400–	46	22	1	3WDF MLK/7	3 kicks	04/20	04/20	60/280*	Man	H	Q	05	05	14	10+6	275
CC = 550 dr.	(6' b)	1700				2WDF MLK/7	trample	04/20										
GREAT MDM. HORSE .	8¼'/9'	1400–	48	27	1	4WDF MLK/7	4 kicks	05/25	05/25	60/320*	Man	H	Q	10+	10+	18	15+4	500
CC = 600 dr.	(6' b)	1700				3WDF MLK/7	trample	05/25										
HEAVY WARHORSES																		
AV. HEAVY HORSE. . .	8½'/9½'	1900–	47	17	1	4WDF MLK/7	3 kicks	04/20	03/15	60/220*	Man	H	Q	03	04	12	10+5	275
CC = 650 dr.	(7' b)	2000				3WDF MLK/7	trample	04/20										
FINE HV. HORSE . . .	8½'/9½'	2000–	48	18	1	4WDF MLK/7	3 kicks	04/20	03/15	60/230*	Man	H	Q	04	05	13	10+5	300
CC = 650 dr.	(7' b)	2100				3WDF MLK/7	trample	04/20										
SUPERB HV. HORSE . .	8½'/9½'	2000–	51	20	1	4WDF MLK/7	3 kicks	04/20	03/15	60/240*	Man	H	Q	05	05	14	10+6	325
CC = 650 dr.	(7' b)	2200				3WDF MLK/7	trample	04/20										
NOBLE HV. HORSE . . .	8½'/9½'	2000–	54	22	1	4WDF MLK/7	3 kicks	04/20	03/15	60/250*	Man	H	Q	06	06	15	10+6	350
CC = 700 dr.	(7 ' b)	2300				3WDF MLK/7	trample	04/20										
GREAT HV. HORSE. . .	8½'/9½'	2000–	56	27	1	5WDF MLK/7	4 kicks	05/25	04/20	60/320*	Man	H	Q	10+	10+	18	15+4	500
CC = 750 dr.	(7 ' b)	2400				4WDF MLK/7	trample	05/25										

Height to back is denoted (–b).
Light Warhorses may add +2 to +3 AC for barding.
Medium Warhorses may add +2 to +7 AC for barding.
Heavy Warhorses may add +2 to +9 AC for barding.

Trampling is limited to mounts trained in the tactic (feudal European and Byzantine mounts, for the most part), and all horses **not** trained in battle dressage will trample a fallen foe on 07/35%, with no chance for a Critical Hit.

BEARS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
BLACK BEAR	.3'/5'	350	40—	15	3	2WDF MLC/6	4 claws	03/15	03/15	60/180*	W	O	Q/B	05	05	16	10+8	250
	(6')		45			2WDF MLB/3	2 bites	04/20										
BROWN BEAR	.3'/6'	450	50—	15	3	2WDF MLC/6	4 claws	03/15	03/15	60/180*	W/G	O	Q/B	05	05	16	10+8	300
	(6')		55			2WDF MLB/3	2 bites	04/20										
GRIZZLY BEAR I . . .	.3½'/6½'	750	60—	15	3	3WDF MLC/6	4 claws	03/15	03/15	60/180*	W	O/C	Q/B	05	05	17	13+5	500
	(7½')		70			2WDF MLB/3	2 bites	05/25										
GRIZZLY BEAR II. . .	.4'/8'	1500	75—	15	3	4WDF MLC/6	4 claws	04/20	03/15	60/180*	W	O/C	Q/B	05	05	17	13+5	750
	(9½')		85			3WDF MLB/3	2 bites	06/30										
POLAR BEAR	.3½'/7'	900	60—	20	3	4WDF MLC/6	4 claws	05/25	05/25	60/225*	Polar	C	Q	08	08	18	15+4	700
	(8')		75			3WDF MLB/3	3 bites	06/30										

Bears will attempt to 'hug' enemies smaller than themselves 25% of the time upon scoring a hit with claws. A 'hug' does 1D6 damage per WDF for claws. Damage is halved for armor at AC/7+. Hugs cost 1 blow and the bear has a 50% chance of either tossing a victim 5-30 feet (if smaller) and stunning it (25% chance) or continuing the 'hug' and automatically scoring a claw hit on the back, head, etc., on the next blow. Bears also do ½ damage against others of the same size or larger. Posture 'B' = rears up in attack.

BOARS & PIGS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
GREAT BOAR	.40'/6½'	750	50	12	3	4WDF MMB/2	4 tusks	03/15	04/20	60/180	W/G	H	Q	06	06	17	19	250-350
WILD BOAR	.24'/3½'	125	35	12	3	4WDF MMB/2	3 tusks	02/10	05/25	60/180	W/G	H	Q	05	05	16	16	150
DOMESTIC BOAR . . .	.30'/4'	200	35	10	3	2WDF MMB/2	3 tusks	02/10	03/15	60/180	Man	H	Q	05	05	15	10+6	50

Swine invariably score leg hits against large opponents with their tusks, unless the victim is already down. Swine trample fallen victims but do not kick. A trample is 1D6 damage per WDF done with the tusks (basic). Victims in metal armor suffer ½ damage from tramples; those in plate suffer ¼ damage. Note: pigs were smaller in past days, except for 'Great Boars'.

CROCODILIANS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
5' CROCODILE	.15'/5'	100	20	10	3	2WDF MLB/3	3 bites	02/10	—	60/120s	S/R	C	Q	01	01	17	12+7	75
10' CROCODILE. . . .	.2'/10'	300	35	10	3	2WDF MLB/3	3 bites	03/15	—	60/120s	S/R	C	Q	01	01	17	12+7	100
15' CROCODILE. . . .	.3'/15'	500	50	10	4	3WDF MLB/3	3 bites	04/20	—	60/120s	S/R	C	Q	01	01	17	12+7	125
20' CROCODILE. . . .	.3½'/20'	1000	60	10	4	3WDF MLB/3	3 bites	06/30	—	60/120s	S/R	C	Q	01	01	17	12+7	250

CANINES	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
GREAT DIRE WOLF	3½'/6'	550	55	25	2	3WDF MLB/3	5 bites	07/35	05/25	60/240*	W/G	C	Q	08	08	16	14+4	400
DIRE WOLF	3'/5'	400	45	22	2	3WDF MLB/3	4 bites	05/25	05/25	60/240*	W/G/D	C	Q	08	08	15	13+4	250
SMALL DIRE WOLF	27''/4'	200	25	20	2	5WDF MMB/2	4 bites	05/25	05/25	60/240*	W/S	C	Q	08	08	15	12+4	100
TIMBER WOLF	24''/3½'	125	16	22	1	3WDF MMB/2	4 bites	02/10	05/25	60/240*	W	C	Q	08	08	15	12+4	50
TIM. WOLF LEADER	27''/4'	200	25	25	1	4WDF MMB/2	5 bites	05/25	05/25	60/240*	W	C	Q	10	10	16	14+4	100
COYOTE TYPES	20''/3'	50	10	18	1	2WDF MMB/2	3 bites	02/10	07/35	60/300	G/D	C	Q	08	08	12	06+8	25
WILD DOG	24''/3½'	100	15	18	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	G/W/D/S	C	Q	07	07	13	10+4	25
HYENA	20''/3'	100	15	15	1	3WDF MLB/3	3 bites	03/15	05/25	60/225	G/D	C	Q	06	06	14	05+8	25
TALBOT	24''/3½'	75	12	15	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	06	06	12	10+4	25
STAGHOUND	27''/3½'	100	16	20	1	3WDF MMB/2	3 bites	03/15	05/25	60/290*	Man	C	Q	06	06	12	12+4	25
WOLFHOUND	33''/4'	150	24	25	1	4WDF MMB/2	5 bites	07/35	07/35	60/280*	Man	C	Q	07	07	13	14+4	75
SOUTHERN HOUND	30''/3½'	100	16	18	1	3WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	06	06	12	10+5	25
MASTIFF	33''/4'	175	24	18	1	4WDF MMB/2	4 bites	05/25	05/25	60/240*	Man	C	Q	06	06	15	14+4	50
WAR DOG	33''/4'	200	24	18	7	4WDF MMB/2	4 bites	05/25	05/25	60/225*	Man	C	Q	06	06	15	14+4	150
SHEEPDOG	20''/3'	50	12	15	1	2WDF MMB/2	3 bites	03/15	07/35	60/270*	Man	C	Q	09	09	12	10+4	25
MUTT/MONGREL	20''/3'	50	7-12	15	1	2WDF MMB/2	3 bites	02/10	05/25	60/240*	Man	C	Q	07	07	12	08+6	25

Most Canines are pack animals (except coyotes) and will attack using teamwork to distract the prey while one or two close in for the direct assault. Canines can spring 2xlength to the attack (3xlength for coyotes), and can leap 4xlength and jump up 2xlength. An attack spring adds +50% to weight for 'bash' purposes. Unless prey is 'down', attacks are feinting slashes and dodges away to avoid counterattack: Canines rarely enter into close combat for long.

FELINES	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
CAT	8''/15''	10	05	10	0	4WDF MSC/0	4 claws	05/25	10/50	60/180*	Man	C	Q	10	10	15	06+10	0
						3WDF MSB/0	2 bites	07/35										
CHEETAH	33''/3½'	90	30	10	2	3WDF MMC/3	4 claws	04/20	06/30	60/380*	G/D	C	Q	07	07	14	10+6	150
						3WDF MMB/2	2 bites	02/10										
HUNTING CAT	24''/3½'	50	15	12	1	2WDF MMC/3	3 claws	04/20	08/40	60/240	W/J/G/S	C	Q	09	09	15	08+8	50
						2WDF MMB/2	2 bites	05/25										
LEOPARD, SPOTTED	27''/4'	100	25	13	2	3WDF MMC/3	3 claws	05/25	07/35	60/235	W/J/S	C	Q	09	09	15	11+5	150
						3WDF MMB/2	2 bites	05/25										
LEOPARD, BLACK	30''/4½'	150	35	13	2	3WDF MMC/3	3 claws	05/25	07/35	60/300	W/J/S	C	Q	10	10	15	11+5	200
						3WDF MMB/2	2 bites	05/25										
LION	3'/5½'	500	50	15	2	3WDF MLC/6	3 claws	05/25	05/25	60/240*	G	C	Q	08	08	15	13+3	400
						2WDF MLB/3	2 bites	06/30										
PUMA/COUGAR	27''/4'	125	30	15	1	3WDF MMC/3	3 claws	05/25	07/35	60/325	W	C	Q	08	08	15	11+5	175
						3WDF MMB/2	2 bites	06/30										
TIGER, INDIAN	3'/6½'	700	55	15	2	3WDF MLC/6	4 claws	05/25	05/25	60/240	J	C	Q	09	09	15	13+4	500
						2WDF MLB/3	2 bites	06/30										
TIGER, SIBERIAN	3'/6½'	800	60	15	2	3WDF MLC/6	4 claws	06/30	05/25	60/240	W	C	Q	10	10	15	13+4	550
						2WDF MLB/3	2 bites	06/30										
WITCH'S FAMILIAR	8''/15''	10	50	25	3	2WDF MLC/0	4 claws	08/40	12/60	60/180*	Man	C	Q	19	19	19	20	1000
						1WDF MLB/0	2 bites	08/40										

Felines are capable of a spring covering 6xlength (Pumas), 5xlength (Leopards, Cheetahs, Lions, Tigers), or 4xlength (Cats, Hunting Cats). The spring adds +50% to weight for 'bash' Purposes, and is followed by a bite with the fangs + claw attack simultaneously. When fighting each other, Felines do ½ damage, as they are agile and avoid prolonged close combat with others of their type if possible. Note also that a simple leap (not an attack spring) add 3xlength to distance covered, while 3xlength is also the height a feline can jump straight up.

WILD ANIMALS	H/L	WT.	BODY LVL	FAT LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
ANTELOPE	2½'/3½'	50	10	08	0	2WDF MSH/2	3 butts	01/05	08/40	60/350	G	H	Q	02	02	10	05+5	25
						2WDF MSK/3	trample	—										
AUROCHS	6'/9' (6' b)	1000–1200	50	12	2	3WDF MLH/7	3 butts	01/05	01/05	60/200	W	H	Q	02	02	14	08+6	200
						2WDF MLK/6	trample											
BADGER	15' '/2½'	35-50	10	08	2	1WDF MLB/3	2 bites	03/15	03/15	60/180	W/G	O	Q	03	03	13	10+5	25
						1WDF MMC/3	2 claws	01/05										
GIANT BADGER	3'/5'	300–400	40–50	08	3	2WDF MLB/3	3 bites	05/25	01/10	60/180	W/G	O	Q	03	03	15	12+5	300
						3WDF MLC/6	3 claws	03/15	07/35									
BAT	8½"/8½" (30' 'w)	1-3	05	12	0	2WDF MSB/0	2 bites	—	Flying	60/240f	Cave	I	Q	02	02	06	05+5	0
VAMPIRE BAT	8½"/8½' '	1-3	05	12	0	3WDF MSB/0	3 bites	06/30	–07/35	60/240f	Cave	C	Q	08	08	06	15+4	0
Blood Drain = 1D6						Blood Drain	3 drain	bite	Flying									
CRAB	6' '/9' '	1-3	05	05	4	3WDF MSP/0	3 pinch	—	—	30/60	Sh	C	6-Lgd	01	01	10	05+8	0
GIANT CRAB	3'/4½'	250	25	08	6	2WDF MGP/6	3 pinch	—	—	60/120							07+6	125
	3½'/5'	400	30	08	6	3WDF MGP/6	3 pinch	—	—	60/120	Sh	C	6-Lgd	01	01	10	08+6	150
	4'/6'	550	35	09	7	3WDF MGP/6	3 pinch	01/05	—	60/120	Sh	C	6-Lgd	01	01	11	09+6	175
	5'/8'	900	45	09	7	4WDF MGP/6	3 pinch	02/10	—	60/120	Sh	C	6-Lgd	01	01	12	10+6	200
GREAT WHITE STAG DEER	5½'/7' (4' b)	550	50	20	5	4WDF MLH/7	4 butts	05/25	05/25	60/300*	W	H	Q	09	07	14	12+5	1000
						6WDF MSK/3	2 kicks	05/25										
GREAT STAG DEER	5'/6½' (3½' b)	500	35	15	1	3WDF MLH/7	3 butts	04/20	05/25	60/300*	W	H	Q	07	05	13	10+5	200
						6WDF MSK/3	2 kicks	04/20										
STAG DEER	4½'/5½' (3¾' b)	300	25	12	1	2WDF MLH/7	3 butts	01/05	05/25	60/240*	W	H	Q	03	04	12	08+5	100
						4WDF MSK/3	2 kicks	01/05										
FEMALE DEER	4'/4½' (3½' b)	100–150	15	10	1	3WDF MSK/3	2 kicks	—	05/25	60/240*	W	H	Q	03	03	11	05+5	50
INDIAN ELEPHANT	9'/12' (9' b)	8000	140	16	3	4WDF MLH/7	4 tusks	03/15	—	60/180*	W/G	H	Q	06	08	16	10+5	1750
						6WDF MLK/6	trample	—										
						3D6 Trunk/7	3 trunks	03/15										
AFRICAN ELEPHANT	10'/13 ' (10' b)	10000	150	16	3	5WDF MLH/7	4 tusks	04/20	—	60/180*	W/G	H	Q	06	08	16	12+5	1800
						6WDF MLK/6	trample	—										
						3D6 Trunk/7	3 trunks	04/20										
FOX	12' '/2½'	10	05	13	0	6WDF MSB/0	3 bites	05/25	08/40	60/240	W/G	C	Q	10	06	10	05+8	10
GIANT FROG/TOAD	3 '/4 '	300	30	10	1	3WDF MMB/2	3 bites	—	03/15	60/180	S/L	C	Q	01	01	10	06+6	200
						20' tongue												
PORCUPINE	1'/2'	30	08	08	2	Quills = 1D6 Damage	4 tails	—	—	30/90	W	H	Q	01	01	08	05	0
GIANT PORCUPINE	2½'/4'	200	25	10	5	Quills = 2D6 Damage	5 tails	02/10	—	30/120	W	H	Q	01	01	10	05	100
RAT	10' '/2'	4-10	05	10	0	3WDF MSB/0	3 bites	—	04/20	50/120	all	O	Q	07	05	08	05+10	0
GIANT RAT	2½'/4½'	150	25	10	4	4WDF MMB/2	3 bites	03/15	04/20	60/180	ruins	O	Q	08	06	10	10+5	50
RHINOCEROS	6 '/12' (6' b)	8000	125	12	6	4WDF MLH/7	4 gores	03/15	—	60/160*	G	H	Q	02	02	16	10+6	1500
						3D6 Damage	trample	gore										
SKUNK	10' '/20"	10-15	05	08	0	Spray: 10 'x 5 ' for CR–7 (Incapacitate)	2 spray	—	02/10	60/120	W	O	Q	02	02	10	05+6	0
GIANT SKUNK	20"/3½ '	100	20	10	0	2WDF MMB/2 Spray: 20'x 10' for CR–9 (Incapacitate)	3 bites	—	02/10	60/150	W	O	Q	02	02	12	05+6	50
WEASEL/FERRET	6"/15"	2	05	08	0	6WDF MSB/0	3 bites	04/20	08/40	60/120	W	C	Q	02	02	08	10+5	10
GIANT WEASEL	20"/3½'	75	25	10	2	3WDF MMB/2	3 bites	03/20	04/20	60/180	W	C	Q	03	03	12	12+5	150
Blood Drain = 2D6						Blood Drain	3 drain	bite										
WOLVERINE	15"/3½'	50-75	25–30	12	3	3WDF MMB/2	2 bites	05/25	05/25	60/180*	W	C	Q	05	03	16	12+5	200
						4WDF MMC/3	4 claws	05/25										
GIANT WOLVERINE	2 '/5'	200–250	50–60	15	4	3WDF MLB/3	2 bites	05/25	04/20	60/200*	W	C	Q	06/04		17	13+5	600
						3WDF MLC/6	4 claws	05/25										

INSECTS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
ANTS, GIANT	.4"/12'	2-3	4-6	12	3	4WDF MSB/0	3 bites	—	—	60/90	W/J/G	C	6-lgd	01	01	08	10+9	25
	6'/18"	15	10	12	4	6WDF MSB/0	3 bites	02/10	—	60/90	W/J/G	C	6-lgd	01	01	09	10+9	75
	8'/24"	25	12	12	5	2WDF MMB/2	3 bites	02/10	—	60/90	J	C	6-lgd	01	01	10	10+9	125
	9'/36'	50	16	12	5	1WDF MLB/3	3 bites	03/15	—	60/90	J	C	6-lgd	01	01	11	10+9	150
	1'/4'	100	20	12	7	1WDF MGB/3	3 bites	03/15	—	60/90	J	C	6-lgd	01	01	12	10+9	175
	1½'/5'	250	25	12	8	2WDF MGB/3	3 bites	03/15	—	60/90	J	C	6-lgd	01	01	13	10+9	200
	2'/6'	400	35	12	8	2WDF MGB/3	3 bites	04/20	—	60/90	J	C	6-lgd	01	01	14	10+9	225
BEE, GIANT	.5'/6'	30	12–16	10	0	3WDF Lt. Swd. P/6 Poison = 1D6 Damage	2 stings	05/25	04/20	20/275f	W/J/G	C	Flier	01	01	10	06+9	50
CENTIPEDE. MILLIMEDE	.1"/6"	0.1	01	06	0	3WDF MSB/0 P/5 Poison	2 bites	—	—	10/20	W/J/S	I	M-lgd	01	01	05	08	0
GIANT CENTIPEDE. MILLIPEDE	.4"/3'	25	20	10	2	2WDF MMB/2 P/8 Poison	2 bites	02/10	—	80/160	J/S	C	M-lgd	01	01	10	08+8	50
	6"/5'	75	30	10	2	2WDF MMB/2 P/9 Poison	2 bites	03/15	—	80/160	J/S	C	M-lgd	01	01	12	10+8	150
	1'/10'	250	50	10	3	2WDF MLB/3 P/10 Poison	2 bites	04/20	—	80/160	J/S	C	M-lgd	01	01	14	10+8	300
MOSQUITO, GIANT	.6'/7' (9' w)	50	10–20	10	0	3WDF Lt. Swd. 2D6 blood–drain	4 stings	05/25	04/20 Flying	20/300f	J/S	C	Flier	01	01	07	16	100
PREYING MANTIS (GIANT)	.8'/12'	1500	60	10	3	5WDF MGC/9 3D6 'hug'	2 blows	08/40	—	60/180	W/J/S	C	6-lgd	01	01	12	10+9	500
SCORPION	.2"/4"	1/10	01	08	0	1WDF MST/0 P/5 Poison	1 sting	—	—	10/20	D	I	6-lgd	01	01	05	08	0
GIANT SCORPION.	.1'/9'	300	35	10	5	3WDF MLP/3 1WDF MLT/6 P/8 Poison	2 claws 1 sting	04/20 02/10	—	60/150	D	C	6-lgd	01	01	13	08+8	200
SPIDERS, GIANT	.3'/1'	30	10	08	0	1WDF MLB/3 P/7 Paralysis	3 bites	—	04/20	60/160*	J/S	C	8-lgd	03	02	10	12+4	200
	5'/2½'	100	30	08	0	1WDF MGB/6 P/8 Paralysis	3 bites	01/05	04/20	60/180*	J/S	C	8-lgd	03	02	10	12+4	400
	8'/3½'	300	40	08	0	2WDF MGB/6 P/9 Paralysis	3 bites	03/15	04/20	60/180*	J/S	C	8-lgd	04	03	10	12+4	500
	15'/6'	600	60	08	0	3WDF MGB/6 P/10 Paralysis	3 bites	05/25	02/10	60/180*	J/S	C	8-lgd	05	05	10	12+4	750
WASP, GIANT	.6'/7' (9' w)	35	12–16	15	0	3WDF Lt. Swd. P/8 Paralysis	3 stings	05/25	04/20 Flying	20/300f	W/J/S	C	Flier	02	01	10	10+5	100

For Poison Effects, see **Serpents** following.

SERPENTS	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	HABITAT	DIET	POS	CR LEVELS IQ	WIS	CON	FER	EXPER AWARD
CONSTRICTOR	12'–15'	100–150	10–15	10	0	MMS Strike+ 2D6 constrict	2 strike	—	—	30/60*	W/J/S	C	Serp.	01	01	12	10+5	25
LGE. CONSTR	20'	250	20	10	0	MLS Strike+ 3D6 constrict	2 strike	02/10	—	30/60*	W/J/S	C	Serp.	01	01	12	10+5	50
	25'	250	27	12	0	MLS Strike+ 4D6 constrict	2 strike	02/10	—	30/60*	W/J/S	C	Serp.	01	01	13	10+5	75
	30'	600	35	15	0	MGS Strike+ 5D6 constrict	2 strike	03/10	—	30/60*	W/J/S	C	Serp.	01	01	14	01+5	100
SMALL VIPER	3'–4'	3-10	05	08	0	MSS Strike+ P/4 to P/10	2 strike	02/10	—	30/60*	W/J/S/G	C	Serp.	01	01	10	10+5	25
LARGE VIPER	5'–9'	15-30	10–15	08	0	MMS Strike+ P/6 to P/10	2 strike	02/10	—	30/60*	W/J/S/G	C	Serp.	01	01	12	10+5	50
GIANT SERPENT	40'	1000	50	12	3	MGS Strike+ P/7 to P/10+ 4D10 constrict	3 strike	03/15	—	60/160*	W/S	C	Serp.	02	02	15	12+5	700
	50'	1500	65	12	3	MGS Strike+ P/8 to P/10+ 4D10 constrict	3 strike	03/15	—	60/160*	S	C	Serp.	02	02	15	12+5	900

Strikes are at 1 WDF for small snakes and 2 WDF for large snakes. Constrictors roll Criticals, as do Giant Serpents. Vipers do not roll Criticals. Fang penetration requires at least 1 point of damage scored against victim, after armor absorption. See section **9.46** for details on poison effects and procedures. A few snakes have poisons rated above P/10 levels (such as the Sea Snake at P/13), but these are rare types. Snakes have poison sufficient for 5 strikes, though larger ones can have more. Strike range is as given for the strike/fang range in the combat tables.

P/4 = CON CR–3 or 2D6+2 damage for 1-3 turns.
P/5 = CON CR–3 or 2D6+3 damage for 1-3 turns.
P/6 = CON CR–4 or 2D6+3 damage for 1-4 turns.
P/7 = CON CR–4 or 2D5+3 damage for 1-5 turns.
P/8 = CON CR–5 or 2D6+3 damage for 1-5 turns.
P/9 = CON CR–5 or 2D6+3 damage for 1-6 turns.
P/10 = CON CR–6 or 2D6+3 damage for 1-6 turns.

20.02 THE LEGENDARY BEASTS & MONSTERS

The following sections present the descriptions and characteristics of a number of beasts and monsters common in legend. The tables give a summary of essential fighting characteristics, while the following description sections outline some of the special features of each creature.

20.03 LEGENDARY BEASTS & MONSTERS COMBAT PROFILES

LEGENDARY BEAST/MONSTER	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	EXPER AWARD
Basilisk	6'/9'	700	75	25	5	3WDF MLB/3	2 bites	03/15%	02/10%	60/160	3500
						3WDF MLC/6	3 claws	05/25%			
						Petrification		on look			
Centaur Leader	9'/9'	2000	75	40	2	PCF/40	Weapon	PCF	03/15%	60/300	4000
						4WDF MKL/6	3 hoofs	05/25%			
Centaur Hero	9'/9'	2000	65	38	2	PCF/35	Weapon	PCF	03/15%	60/280	3000
						4WDF MKL/6	3 hoofs	05/25%			
Centaur Warrior	8¾'/9'	1500	55	35	2	PCF/20	Weapon	PCF	03/15%	60/280	1750
						3WDF MKL/6	3 hoofs	03/15%			
Centaur Female	8½'/8'	1200	45	35	1	PCF/10	Weapon	PCF	03/15%	60/280	500
						3WDF MKL/6	3 hoofs	02/10%			
Centaur Young	5'/5½'	350	20	20	0	PCF/4	Weapon	PCF	05/25%	60/240	100
						1WDF MKL/6	3 hoofs	—			
Chimera	4'/7½'	1000	100	30	6	4WDF MLC/6	4 claws	05/25%	05/25%	60/240	4500
						3WDF MLB/3	2 bites	04/20%			
						Immolation	1D20	on hug			
Chimera (3-Headed)	4'/7½'	1000	100	30	6	4WDF MLC/6	4 claws	05/25%	05/25%	60/240	6000
						3WDF MLB/3	2 bites	04/20%			
						3WDF MLH/7	2 butts	04/20%			
						Fire Breath	2x2D10	10/50%			
						Immolation	1D20	on hug			
Cockatrice	6'/8'	500	50	25	5	2WDF MLB/3	3 pecks	05/25%	03/15%	60/120	2000
						2WDF MLC/6	3 talon	03/15%			
						Petrification					
Great Eagle Lord	7'/9' (45')	2000	125	50	3	2WDF MGB/6	3 pecks	05/25%	07/35%	50/700	5000
						3WDF MGC/9	3 talon	05/25%	(Flying)		
Great Eagle	6'/8' (40')	1000	75	40	3	3WDF MGB/6	3 pecks	05/25%	07/35%	50/650	2500
						3WDF MGC/9	3 talon	05/25%	(Flying)		
Great Eagle (Roc)	15'/20' (100')	6000	175	50	3	4WDF MGB/6	3 pecks	05/25%	03/15%	50/500	10,000
						4WDF MGC/9	3 talon	05/25%	(Flying)		
Gorgon	7'/9' (40')	350	80	35	3	PCF/50	Weapon	PCF	PCF	60/150	10,000
						1WDF MST/0 (CON CR—7 or P—9 type Poison)	3 bites	—		Fly 240	
						Petrification		on look			
Griffins/ Gryphons	9'/10' (50')	2000	90	40	6	3WDF MLB/3	2 bites	07/35%	05/25%	60/240	5000
						4WDF MGC/9	4 claws	08/40%		Fly 360	
Harpies	6'/6' (30')	350	40	30	3	PCF/20	Weapon	PCF	05/25	60/120	2000
										Fly 300	
Hippogriff	9'/10' (50')	2000	75	40	5	3WDF MLB/3	2 bites	06/30%	05/25%	60/240	4000
	Claws Front					3WDF MLC/6	4 claws	07/35%		Fly 360	
	Hoofs Rear					3WDF MKL/6	4 hoofs	05/25%			
Hydra	8'/40'	2000	100	30	5	1WDF MSG/9 (CON CR—5 or P—9 type Poison)	2 bites per head	03/15%	03/15%	60/150	10,000
Manticore (Spike Tail)	4'/7'	1000	75	30	5	3WDF MLC/6	3 claws	07/35%	05/25%	60/240	4500
						Lt. X-Bow	4 shots	05/30%			
Manticore (Mace Tail)	4'/7'	1000	75	30	5	3WDF MLC/6	3 claws	07/35%	05/25%	60/240	4000
						Inf. Flail	3 blows	08/40%			
Manticore (Stinger Tail)	4'/7'	1000	75	30	5	3WDF MLC/6	3 claws	07/35%	05/25%	60/240	4000
						1WDF MLT/6 (CON CR—4 or P—7 type Poison)	2 sting	08/40%			
Minotaur	7'	550	75	35	4	PCF/50 +4 D.P.	Weapon	PCF	PCF+ 05/25%	60/180	5000
						3WDF MLH/7	2 butts	05/25%			
Pegasus	8½'/9' (40')	1400	50	50	2	3WDF MKL/6	5 hoofs	08/40%	08/40%	60/300	5000
										Fly 360	
Unicorn	8'/9'	1400	60	50	3	3WDF Lance and	1 blow	08/40%	10/50%	60/300	5000
						3WDF Spear	3 blows	05/25%			
						3WDF MKL/6	3 hoofs	07/35%			
Wyvern	8'/12'	1000	75	30	6	3WDF MLC/6	3 claws	07/35%	04/20%	60/120	3500
						1WDF MLT/1	2 sting	05/25%		Fly 300	
						Fire Breath	2D10	10/50%			

20.04 BASILISKS

The Basilisk is a fabulous reptile believed to be hatched by a serpent from a cock's egg. The look of the Basilisk, and also its breath, can prove fatal. For PETRIFICATION occurs whenever a victim looks at its eyes and fails a CON CR—5. That baleful effect operates continuously so the CON CR must be made each combat turn to avoid being turned to stone. The Basilisk is not immune to its own gaze and can be petrified itself (20% chance) if it sees its reflection in a mirror or some other highly polished reflector.

Basilisks are not intelligent. But they can be captured and trained as watchdogs. Tamed Basilisks are utterly loyal and obedient to their masters and bring a high price. Eggs command 500 +20.D10 SP, while adults have been sold for 6.D10 SP per dr. of weight. It should be noted that Basilisks are almost impossible to surprise: they have a 90% chance of hearing the most stealthy approach and a 75% chance of sensing the presence of an invisible being. Thus they will be looking in the direction of an intruder most of the time.

Basilisks are rated at WIS/16 (CR/13 and IQ/16 (CR/13) when faced with spells of Illusion and Command. Constitution rates at CON/18 (CR/18).

20.05 CENTAURS

Centaurs are the famed half-men and half-horses of classical mythology. They run in bands of 3-18 males, about twice that number of females, and a few young. Their social organization is a cross between the tribe and the herd, and a full tribe could consist of 10-60 bands. Some Centaurs frequent hidden glens and wooded mountainsides, with their lairs deep in the forests. Others are plains-dwellers- - nomads who wander the wide grasslands.

Centaur males are fierce warriors, comparable to the finest light and medium cavalry. Most are rather barbaric, but some are well armored and armed- - almost the equivalent of Chivalry. Their armaments include clubs, javelins, lances, swords, war axes, and self-bows. Medium Shields (I and II) and armor of AC/1 to AC/9 are also in evidence, while the greatest Heroes and Leaders of the more advanced tribes may be clad in full horse armor in addition to upper body armor. Females and young are usually lightly armed- - but one can expect a dagger or poignard. Unlike the males, the females and young do not fight unless hard pressed.

Centaurs are fairly intelligent, and should be treated as equivalent to human nomads, with the following general characteristics parameters:

DEX/10-20	=	CR/04-19	BV/04-17	=	CR/01-15
CON/12-18	=	CR/12-18	APP/10-30	=	CR/06-21
STR/12-18	=	CR/10-16	FER/12-20	=	CR/12-20
WIS/04-20	=	CR/01-17	CHA/04-32	=	CR/02-19
IQ/04-20	=	CR/01-17	PIETY/0-10		

Centaurs cannot be tamed and, indeed, resent any kind of restriction on their freedom. However, they may become friendly with men of courage and good-will, particularly if they have fought as allies in some truly desperate combat. Also, it should be noted that most Centaurs are quite comely and have an eye for the opposite sex- - including humans.

20.06 CHIMERA

The legendary Chimera is a fearsome beast combining the forebody of a lion with the hind quarters of a goat, the wings of a dragon, and the tail of a serpent. Though legend records only one such creature, slain by Bellerophon mounted on the winged horse Pegasus, others have been seen. Chimera have three heads in one version- - a lion's head which tears its prey with giant fangs; a dragon's head which breathes a cone of fire 5 ft. x 20 ft.; and a goat's head which can butt and gore with its horns. Other Chimera have only the lion's head. But all possess the capacity for FIERY IMMOLATION and can burst into magical flame which does 2D10 damage points whenever in direct contact with an opponent (hug or spring). The creatures move with the speed of a lion on the ground and can also fly at full charge speed.

Chimera are rated at WIS/18 (CR/15) and IQ/18 (CR/15) when faced with spells of Illusion and Command. Their constitutions are CON/19 (CR/19).

To slay a Chimera brings Honor Points = 1/100 Exper. award + 1D100.

20.07 COCKATRICES

The Cockatrice is a fabulous creature often closely identified with the Basilisk. It is described as having the head, wings, and talons of a fighting cock, while its body is scaled and ends in a barbed serpent's tail. While its gaze and breath will not turn anyone to stone, the slightest touch of its feathered wings will. PETRIFICATION occurs when anyone is touched on the bare flesh or through cloth of leather and fails a CON CR—7. The Cockatrice is immune to the touch of its own feathers. Cockatrice feathers can cause PETRIFICATION even when removed from the creature (1D6 charges per feather) at a CON CR—4. The creature is slow on the ground but can fly up to 240 feet at a time before returning to the ground (it rarely stays in the air for any length of time). The creature can be captured, tamed, and used as a watchdog. But it is an unintelligent creature and must be confined to prevent it from eventually wandering off.

Cockatrices are rated at WIS/07 (CR/04) and IQ/10 (CR/07) when faced with spells of Illusion and Command. Constitution rates at a very high CON/16 (CR/16).

20.08 GREAT EAGLES & ROCS

The Great Eagles are comparable to the very large, fierce birds in Tolkein's works. They are highly intelligent (WIS/11-20 = CR/08-17 and IQ/11-20 = CR/08-17) and almost fearless (FER/18 = CR/18). Nor are they particularly lacking in hardihood (CON/19 = CR/19). The Eagles nest in the highest crags and tend to take a neutral attitude toward mankind. Thus they rarely become involved in the affairs of the earth. They are not usually hostile, either, unless their nests are threatened. They sometimes assist persons of a law-abiding nature, and they regard Evil persons with great suspicion as a matter of basic principle.

The Rocs are immense birds of prey. The original Roc of Arabic legend was said to be so large that it preyed upon elephants. They are not intelligent, being beasts, but they have equivalent resistance to Eagles with regard to spells of Illusion and Command.

Great Eagles and Rocs have +1D6 on their bash dice when plummeting down upon their prey. They have no dodge capability on the ground, being clumsy like all birds when landed. Their carrying capacity (CC) in flight is 50% of their body weight.

20.09 GORGONS

According to Greek myth, the Gorgons were dragonlike creatures with the lower body of a reptile, torso and head of human females, and hair with poisonous asps. It is said, 'Thou canst not look upon the face of the Gorgon and live'. For to do so brings a flat 90% chance of PETRIFICATION. The only way to avoid this terrible fate is to avert one's eyes (DEX CR—3 if surprised by a Gorgon) and to keep them averted. The Gorgon will try to beguile intended victims into looking directly upon its face, and an IQ CR—4 is required each turn within 50' of it to avoid doing so.

One may look upon the Gorgon as Perseus did- - through a mirror. This prevents PETRIFICATION and will largely overcome the compulsion to look directly. But one's combat efficiency is greatly impaired (Hit Probability is halved), which is still better than a career as a statue. Also, like the Basilisk, the Gorgon is not immune to its own reflected image and has a 30% chance of seeing itself in a mirror held up to it, with a resulting 90% chance of being PETRIFIED itself. However, unless the mirror is as large as a polished shield, the chance the Gorgon will see herself is reduced by —1% per foot of distance. Note: The Gorgon can avert its eyes in such instances as any other victim would do when surprised.

The most famous of the Gorgons was the dread Medusa. She was mortal, while her two sisters were immortal. The immortal Gorgons cannot be harmed except by Magick Weapons of +4 or better. Medusa can be harmed by +1 Magick Weapons. These two types of Gorgons can be present in the campaign. Of course, Magick is always effective. At the same time, the Gorgons are highly magick-resistant, and even when a spell is properly targeted, the chance of it having any effect is equal to 4%xMKL of the caster or a flat 20% for magical devices in the hands of non-magicians. Spells of Illusion and Command are ineffectual unless cast by a Mage of the Seventh Circle or higher.

Gorgons are not particularly fast on the ground, but their leathery wings can speed them through the air at up to 240' per turn.

To slay a Gorgon brings 150+1D100 Honor Points.

It is written that the blood from the heart of the Gorgon has mysterious powers. From 1-3 pints of blood can be drawn from each ventricle - each pint providing 10.D10 doses of deadly poison (P-13 type; see 9.46) if taken from the left ventricle; and 10.D10 doses which can be used as a base for preparing WATERS OF GREAT HEALING by a Cleric or an Alchemist-Physician.

20.10 GRIFFINS/GRYPHONS

The Griffin is one of the finest of the legendary flying steeds. It is capable of bearing 1000 dr. in flight. The griffin is strong, swift, ferocious, and intensely loyal to its master once tamed. The beast is fully equivalent to a Great Horse. It has the head and wings of a great eagle, the body and hind quarters of a lion, and the heart of a Warrior-born. The Ancients believed it originated in the land of Scythia, where it guarded golden treasures.

As beasts go, Griffins are quite intelligent. When faced with spells of Illusion and Command, they are rated at WIS/15 = CR/12 and IQ/15 = CR/12. Their Constitutions are at CON/19 = CR/19. They prefer men of lawful persuasions for masters, and truly Evil men must resort to naked coersion and Magick to CONTROL a Griffin. For its part, the Griffin will attempt to overcome such compulsion and may prove treacherous.

Griffins fly at 360 ft. per turn and can bash prey up to 4 times their own weight in a diving attack. They can carry 1000 dr., as noted, and on the ground they move and maneuver like Great Light Horses. They fight with beak and taloned forelegs, never check morale, and prefer horses as food, which means that they should never be tethered near the horse lines to prevent the poor beasts from becoming too nervous at the hungry looks they are getting. Griffins bring GP 1000 + 60.D100 GP on the open market when fully trained, and about ¼ that amount when wild.

20.11 HARPIES

Harpies are female creatures with the upper torso and heads of women, and the lower body and wings of eagles or buzzards. They are totally hostile to all human-like creatures and will attempt to kill or capture them whenever possible. They are creatures of foul and disgusting habits, leaving behind them an odorous stench similar to that of a skunk. A favorite trick of the creatures is to befoul food and drink or to discharge excrement, bird fashion, upon the heads of their enemies!

Harpies are slow and clumsy on the ground (no dodge). In the air they fly up to 300 ft. per turn and have a fair bit of maneuverability (dodge bonus is applied). The Harpies may be encountered in the open in flocks of 5-30, and will be detected before arrival by the raucous noise of their screeching voices.

Harpies are rated as having WIS/13 = CR/10 and IQ/13 = CR/10 when faced with spells of Illusion and Command. Their constitutions vary from CON/10-14 = CR/10-14.

20.12 HIPPOGRIFFS

The Hippogriff is a fabulous creature similar to the Griffin, except that its hind quarters are that of a horse instead of a lion. Hippogriffs are no less loyal than the Griffin, and little less ferocious. But their intelligence is only that of a beast and does not compare to the Griffin's almost human cunning. Rate Hippogriffs at WIS/11 = CR/08 and IQ/11 = CR/08 when faced with spells of Illusion and Command. The beasts have constitutions at CON/17 = CR/17, while Ferocity is at FER/18 = CR/18.

Hippogriffs fly at 360 ft. per turn and can bash prey up to 4 times their own weight in a diving attack. They can parry up to 750 dr. in flight. On the ground they move and maneuver like Great Light Horses and fight much like Griffins. Hippogriffs bring GP 1000 + 40.D100 GP when trained, and about ¼ that when wild.

20.13 HYDRAS

The Hydra is a giant serpent with three heads. When one of the heads is severed from the body (a slashing weapon will do this 25% of the time if scoring a Critical Hit), two heads will instantly grow back from the stump. Only fire will prevent the regeneration of the serpent heads, so one must either use a Flaming Sword or else sear the stump with a torch. In either case, a DEX CR-3 is required to be successful.

Unseared wounds regenerate at +5 damage points per combat turn, so the creature requires a lot of killing. Also, one of the heads is immortal and cannot be killed. It should be buried in a deep hole and covered with stones, as it can, in time, regenerate the entire Hydra once more.

Each Hydra head has 2 strikes per combat turn. If the blow penetrates the victim's armor (at least one damage point must be suffered after armor absorption is deducted), a P-9 Poison effect (see 9.46) occurs if the victim fails a CON CR-5. Otherwise, damage is at the WDF rating of the fangs. Up to 20 doses of P-9 Hydra poison can be milked from a dead Hydra, and the poison is effective even if smeared on the skin of a victim.

Hydras are not susceptible to spells of Command unless cast by an Adept of the Fifth Circle. They are vulnerable to Illusions. When faced with such spells, Hydras rate WIS/14 = CR/11 and IQ/14 = CR/11. Their constitutions are at CON/18 = CR/18, for Hydras are resiliant creatures with characteristic retilian life-force. Ferocity is at FER/17 = CR/17.

20.14 MANTICORES

The Manticore or Manticora is a legendary beast with the body of a lion and the face of a man. Three types exist. One has a tail with a large stinger delivering P—7 Poison (at least one damage point must be suffered after armor absorption is deducted from WDF rating of the stinger) at CON CR—4. A second has a spiked tail which can throw 3 spikes per combat turn with the force of a Light Crossbow fired at LR (long range). The third type, which is most common, has a mace-like appendage which strikes like an infantry flail. All are also armed with claws which they use in close combat. Fortunately, Manticores are not above beast levels of intelligence and are rated at WIS/04-09 = CR/01-06 and IQ/04-09 = CR/01-06 when faced with spells of Illusion and Command. Their ferocity is at FER/15 = CR/15, and CON/16 = CR/16.

The favorite food of the Manticore is Man!

20.15 MINOTAUR

The Minotaur is half-man and half-bull. The creature is 8 ft. tall and has a human body. The head is that of a bull. The Minotaur is incredibly strong and so ferocious it rarely checks morale. Anyone encountering a Minotaur can expect an instant attack, as the creature feeds on human flesh. It will pursue as long as it can see or hear its prey, but it soon loses interest if it is evaded by its prey and cannot find a good trail. The creatures' general characteristics are:

DEX/14-16 = CR/14-16		FER/16 = CR/16	
CON/17-18 = CR/17-18		CHA/02 = CR/02	
STR/40 = CR/19		PIETY/—10	
WIS/10-13 = CR/07-10		HEIGHT = 8 feet.	
IQ/10-13 = CR/07-10		WEIGHT = 550	
BV/04 = CR/01		CC = 2100	
APP/04 = CR/01			

Minotaurs do +4 Damage Points per Hit scored because of their superhuman strength. They also produce FEAR in Characters meeting them in their labyrinthine lairs if the Character is a non-fighter or is under Experience/8, with a FER CR—2 whenever within 50' of the creature.

To slay a Minotaur brings 100 Honor Points.

20.16 PEGASUS

The Pegasi or winged horses are at once both very shy and completely wild and free. They cannot be tamed except with an enchanted Bridle of Animal Command. They are as fleet afoot as Great Light Horses, and are also able to fly at 360 ft. per turn, with sprints of 600 ft. per turn possible at the expenditure of 2 Fatigue points per turn. They can bear up to 750 dr. in flight. Except for the fact that they cannot converse in the tongues of men, they are the equal of Great Horses. They rate as having the equivalent of WIS/12 = CR/09 and IQ/12 = CR/09 when faced with spells of Illusion and Command. Their ferocity is at FER/16 = CR/16, and CON/16 = CR/16.

20.17 UNICORNS

Unicorns are shy, elusive beasts resembling ponies or light horses, with a single sharp horn projecting from the forehead. They avoid all contact with humans unless it is unavoidable. The Unicorn cannot be controlled by any means, magical or otherwise, except by the mysterious spell which may be cast over it by a virginal maid pure in heart and thought. For only a pure maiden can approach a Unicorn and charm him. The Unicorn will bear and obey a Warrior Maid so long as she remains pure.

In battle, the usually shy Unicorn is utterly fearless. In his initial charge, he strikes with his horn as if armed with a Chivalric Lance, with aim equivalent to that of a superior Knight. Thereafter, his horn is equivalent to a thrusting spear, while his hooves are employed like those of a heavy warhorse.

Unicorns are magical beasts. They sense the approach of enemies a full mile away, no matter what form of stealth or Magick is used to mask them. All spells of Command are powerless against them, and they have an 90% chance of resisting Illusions of any type. A Warrior Maiden or virgin mounted on his back is protected by the same magical resistance.

Unicorns have exceedingly hardy constitutions of CON/19 = CR/19. Though gentle beasts, when forced to battle they are utterly ferocious. A unicorn can carry 500 dr. on its back and still maintain its pace. At an expenditure of 2 Fatigue points per turn, it can sprint at a truly incredible 375 ft. per turn.

20.18 WYVERNS

The Wyvern is a relative of the Dragon but is much smaller and has the intelligence of a beast. The creature has the serpentine body and the leathery wings of a dragon, with a barbed tail. The legs resemble those of a huge bird of prey. Wyverns have a fiery breath weapon for the most part, although a very few also have a poison sting (P—7, with CR—4 to save from the effects). They otherwise bite and claw their foes.

The beasts are rated at WIS/08 = CR/05 and IQ/08 = CR/05 when faced with spells of Illusion and Command. Their constitutions are equal to CON/20 = CR/19, and their ferocity is at FER/17 = CR/17.

20.19 DRAGONS & DRAGON LORE

To the medieval mind, no creature represented more destructive power than the dread Firedrake. They characteristically dwell in large caves, from which sulphurous smoke and fumes issue.

By any standard, Dragons are huge creatures dwarfing even the Giants. Dragons up to 100 feet in length have been reported by reputable medieval scholars and poets. They possess venomous and corrosive spittle which drips from their long, forked tongues. Their huge jaws are filled with rows of exceedingly sharp teeth. Able to breathe fire, Dragons can incenerate most creatures on the spot. Even their blood is corrosive, blistering the skin wherever it touches. Their mightly tails are weapons as well, capable of bashing large foes for yards with a veritable twitch. Nor are their huge, taloned claws to be discounted; for they can rend and tear even the stoutest armor. As for their scales, Dragons possess iron-hard armor able to turn sharp weapons. Only a small spot on the belly, close by the heart, is unprotected. Worst of all, Dragons can fly at great speed on their leathery wings, spreading death and devastation over a large area of the countryside.

If all this were not enough, Dragons are very intelligent. They are often capable of speech, and some are masters of spells of Command. (Dragons dearly love to talk and have learned to mesmerize a hidden listener with the power of their words).

Dragons have the singularly destructive occupation of ravaging, pillaging, and scourging the countryside around their lairs, devouring animals and fair maidens at will. Yet they are notoriously lax about doing their duty. Being lazy and sluggish creatures, they prefer to rest on their reputations. They are even lazy about guarding their great treasures, often doing so by sleeping on their huge mounds of gold, silver, and gems, or else coiling around the treasure with their vast bulk. But woe to him who dares steal so much as a copper coin from the horde. If the truth be known, Dragons dote on their treasures and know every piece of it.

The rage of a robbed Dragon is boundless. He will instantly sense the loss and, after a period of mourning in which he will fondle the remaining coins, precious cups, necklaces, rings, and gems; he will issue forth from his lair to vent his wrath on the world. The thief might well escape, but the vengeful Dragon will wreck the land round about. The culprit would do well to quit the area forever, as the surviving inhabitants, no less than the enraged Firedrake, will surely take their vengeance upon him! If one is going to steal from a Dragon, it is best to slay the beast first.

For all their terrible might, Dragons are mortal. It may chance that a great Hero will acquire a Sword of Great Power or a Magick Arrow that will find the heart of the beast and slay him. An Enchanted Shield will serve to protect the face and body from the fiery breath of the monster. Blood squeezed from the heart of the Great White Stag shot deep in the forest will reduce fire damage to 10% if it is Enchanted and rubbed into one's skin. Golden Apples gathered on the mysterious Island of the Hesperides far to the West by the Pillars of Heracles (Gibraltar) may divert the attention of the Dragon long enough to make a killing stroke. If a great and powerful Magician can be persuaded to help, powders can be used to make the mighty beast sleep. It is also known that men with good and comely voices can sing the beasts into a deep slumber. Of course, the vulnerable unprotected spot in the belly is the one sure area for a sudden kill, but a Dragon will expose it only once during each turn of combat, and a Critical Hit is required to strike it with a mortal blow.

It is also prudent to remember that one should step well back after delivering a mortal blow to a Dragon. The Dragon-kind die exceedingly hard and require a considerable amount of space for their death throes, with much thrashing about and roaring as they expire. If at all possible, a dying Dragon will attempt one last act of vengeance upon its slayer before it dies.

YOUNG DRAGONS are 10.D10 year old, 10 feet long plus 1 foot per 10 years of life over 10. They weigh 200 Dr. per foot. The body of the Young Dragon will sustain 25 points of damage plus 5 points per foot of length. Prime Requisites: IQ/4+3D6; WIS/4+3D6; FER/20+.

HIT VALUES	WEAPONS	BLOWS
+06/+30%	4xWDF MLC Large Claws	5/turn
+07/+35%	4xWDF MLB Large Fangs	2/turn
05/25%	Tail Bash 'H': 1D10 points of damage plus automatic bash for 5D6 feet.	2/turn
10/50%	Fiery Breath: Cone 20' by 5 ft., with 5 +1D20 points of damage; with Dodge possible. Max. of 4 blasts possible.	2/turn
15/75%	Acid Venom: If bitten, a 15/75% chance exists (—01/—05% per AC of victim) of sustaining 1D10 points of burn damage.	

AC & VULNERABILITY AC/7: Vulnerable spot over the heart at AC/3. In each turn in which the Dragon is using his claws/fangs, or is flying overhead, there is a 05% chance plus 02% per Exper. level of his chief opponent that he will expose his vulnerable belly once. A Critical Hit = mortal blow if struck with a stabbing/thrusting weapon or a slashing sword. The Young Dragon will take 1-3 turns to die and cannot move more than 50' per turn. But it is still able to fight until death.

MATURE DRAGONS are 100 +10.D20 years old, 20 feet long plus 1 foot per 10 years of age over 100. They weigh 250 Dr. per foot. The body of the Mature Dragon will sustain 50 points of damage plus 5 points per foot of length. Prime Requisites: IQ/10+2D6; WIS/10+2D6; FER/20+.

HIT VALUES	WEAPONS	BLOWS
+07/+35%	4xWDF MGC Giant Claws	5/turn
+08/+40%	4xWDF MGB Giant Fangs	2/turn
06/30%	Tail Bash 'H': 2D10 points of damage plus automatic bash for 10+ 5D6 feet.	2/turn
10/50%	Fiery Breath: Cone 30' by 7 ft., with 10 + 3D10 points of damage; with Dodge possible. Max. of 6 blasts possible.	2/turn
15/75%	Acid Venom: as for Young Dragons.	

AC & VULNERABILITY AC/9: Vulnerable spot over the heart at AC/5. In all other respects, the same as for Young Dragons, except that mortally wounded Mature Dragons can move 60' per turn and take 1-6 turns to die.

OLD & ANCIENT DRAGONS are 300 +10.D100 years old, 40 feet long plus 1 foot per 20 years of age over 300. They weight 300 Dr. per foot. The body of the Old Dragon will sustain 150 points of damage plus 3 points per foot of length. Prime Requisites: IQ/12+2D6; WIS/12+2D6; FER 20+. Old Dragons are talkers and have mastered 1 level of spells of Command per 150 years of age.

HIT VALUES	WEAPONS	BLOWS
+09/+45%	5xWDF MGC Giant Claws	5/turn
+09/+45%	5xWDF MGB Giant Fangs	2/turn
07/35%	Tail Bash 'H': 2D10 points of damage plus automatic bash for 10+ 5D6 feet.	2/turn
12/60%	Fiery Breath: Cone 60' by 10 ft., with 10 + 7.D6 points of damage; with Dodge possible. Max. of 10 blasts possible.	
15/75%	Acid Venom: as for Young Dragons.	

AC & VULNERABILITY AC/12: Vulnerable spot over the heart at AC/7. In all other respects, the same as for Young Dragons, except that mortally wounded Old Dragons can move 75' per turn and take 1-10 turns to die.

A Critical Hit against a Dragon's vulnerable spot produces 10 times the usual weapon damage inflicted (as corrected for a Critical with the 1D6 roll). If sufficient to dispatch the Dragon, it is a 'mortal blow' and the Dragon is dying. Knights charging on horseback with lance will score a critical hit with the lance upon rolling a Lance Critical —1D6. The Dragon will not resort to Fire when facing an initial lance charge.

All Dragons have a walking pace of 60 ft./turn and a charge of 180 ft./turn. When flying, they move at 650 ft./turn and can Dodge at —10/—50% when under missile attack.

Dragons have an Experience Factor (used against Magical Targeting) of 1 x length in feet.

Poisons have no effect on Dragons unless delivered in massive quantities (6.D6 doses). Fire is totally ineffectual. Spells of Cold or Ice do double damage when they are breathing Fire, while a jet of water directed into the gaping jaws has a chance equal to 3% x MKL of the Magician of extinguishing the Breath Weapon for the duration of combat. (This is very disconcerting to the Dragon, who checks morale with a FER CR at 10!)

A Dragon-Slaying Sword (Bane Sword of +5) will instantly slay a Dragon upon attaining a Critical Hit, with no thrashing around afterward. However, the Sword has a 20% chance of melting away from the blood of the Dragon in 1D10 turns.

THE DRAGON HORDE is a vast treasure which the Dragon has amassed over the years. The older the Dragon, the greater the treasure:

TYPE OF DRAGON	GP[b]	SP[b]	CP[b]	GEMS[c]	JEWELLERY[d]	CUPS[d]	ARMS[e]
YOUNG DRAGON	10	100	200	1-6	1-3	1	1
MATURE DRAGON . . .	20	200	300	1-6	1-6	1-2	1
OLD DRAGON	50	1000	1500	1-6	1-6	1-3	1
ANCIENT DRAGON[a] . .	100	2500	3000	3-18	1-6	1-6	1

(a) Ancient Dragons are 1000 years old or more.
(b) Multiply by Age of Dragon.
(c) Multiply by Age of Dragon/20. Each Gem is 1D20 ct. in weight and may be appraised by a Dwarf, Goldsmith, or Thief with the skill on the spot. The types of Gems are determined by the GameMaster.
(d) Multiply by Age of Dragon/20. Each piece of jewellery or Cup is worth 20 GP +1D100 GP.
(e) Multiply by Age of Dragon/20. The weapons and armor are Magick (largely +1 weapons or −1 armor, but there will be more powerful arms as well as the age of the Dragon increases, reflecting the strength of the enemies who came against him and perished in the past).

The body of the Dragon may itself be a treasure. From 6-60 (6.D10) minimum quantities of material may be collected from the Dragon's corpse before the beast begins to decompose. Dragons will dry up into a pile of dust or melt into a large grease spot within a fairly short time.

EXPERIENCE AWARD FOR DRAGON-SLAYING

100 e.p. x Hit Points of the Dragon, to a maximum of 25,000 e.p. If slain by a single Character (either by attricion or by a mortal blow), that Character will be Knighted if a Commoner or else is raised to the peerage if a Knight. Also, a Dragon-Slayer brings a FER CR−4 when confronting his enemies, who would have reason to fear him. Honors awarded = 1/100 Exper. Award.

DRAGON FEROCITY

Being fearsome creatures, all those facing a Dragon must roll a FER CR−6 unless of Experience/15+. Reduce the CR penalty by 1 for each level the Dragon is below Ancient type.

DRAGON ENCOUNTERS

The following random table is provided for those requiring guidance on the matter of encountering Dragons in the countryside. Roll 1D20.

01-09	Dragon Tracks! The party may elect to follow them or else continue on. If the group decides to avoid pursuit, roll for Dragons in the next hour.
10-11	Smoke Issuing from a Cave! The cave is still somewhat distant. The party may elect to investigate what might be a Dragon lair.
12	Stream That Is Seething and Steaming! There is an 01-08 chance that a Dragon will appear if anyone attempts to wade or swim. Beware of log bridges; there is a 01-07 chance it is the Dragon himself! Sneak attacks against the 'log' have a 01-16 chance of failure because the Dragon is vigilant and prepared for such an event. Roll 1D20 for these probabilities.
13	Shrieks of a Maiden in Distress and the Roarings of a Dragon! Knights have a hard time of turning aside from such an event.
14	Dragon Flying Overhead! In the day, the Dragon has an 01-12 chance of seeing the party (halved if under forest canopy), but the party has an 01-10 chance of getting under cover before being spotted. Roll 1D20.
15-16	Dragon Seen/Heard in the Distance!
17-20	Dragon Ambushes the Party! Roll 1D20:

01-15	Young Dragons on the Prowl
16	Mature Dragon
17	Old Dragon
18	Ancient Dragon
19	The Blatant Beast (see **20.20**)
20	Tracks of the Questing Beast (see **20.21**)

STALKING THE DRAGON IN HIS LAIR

If the party is intrepid (or foolish) enough to investigate the cave of a Dragon, use the following tables to determine the type of Dragon and his current status. Roll 1D20:

01-15	Young Dragon
16-19	Mature Dragon
20	Old Dragon

01-08	Sleeping! There is a 25% chance that the Dragon hears the intruders plus 01% per 50 years of age. Increase the chance of hearing by +20% once any member of the party approaches to within 10 feet.
09-10	Feigning Sleep! The Dragon has overheard the party and is about to ambush them if they approach.
11-12	Awake and Talking! The Dragon has overheard the party and speaks to the intruders when they reach the edge of his cavern. Old Dragons will have spells of Command and will use them 50% of the time. Ancient Dragons will do so 80% of the time. Command Spell Range = 20 ft. x Age/100.
13-20	Absent! The Dragon appears to be absent for the moment. But Dragons have a habit of turning up at the last minute, with a 15% chance per turn the party lingers (and likely loots).

20.20 THE BLATANT BEAST

The Blatant Beast is a Dragon of Ancient character who has a deep and passionate love for poetry. He will accost anyone he meets and demand a poem or song. If he likes the recitation, he will allow the wayfarers to proceed. If he does not approve, or if a poem or song is not forthcoming, he may make a meal of the party (20% chance) or else demand a ransom from them. Age = 1300 years or more. Prime Requisites: IQ/25; WIS/25; FER/20+.

Use the SING/RECITE Entertainment Skill (see **9.51**) to determine the quality of the performance. If successful, roll 1D20 on the following table:

01-02	Blatant Beast Is Ecstatic! Being a mine of information about Ancient Lore of all types and knowing something just about everything, he will be ready to answer each of 3 questions accurately 75% of the time. (He is not all-knowing, however, and cannot answer questions about the deepest secrets or obscurities).
03-10	Blatant Beast Is Entertained! The Beast will remember the poet/singer and, the next time they meet, he will greet him cordially with comradely pleasantries.
11-20	Blatant Beast Is Pacified. While diverted by the selection chosen and the quality of the recitation, the Beast allows that he has heard better. He warns the poet/singer to do a more acceptable performance the next time they meet! (This will invariably occur within a year's time; roll 2D6 months in secret and confront the Character accordingly).

One must always be careful to address the Blatant Beast as 'M' Lord or 'Your Grace'. He is a very chivalric creature who fancies himself of noble blood and deeply resents discourtesy of any kind. Commoners without manners are dealt with forthwith, while Knights who do not conduct themselves in a seemly way are instantly challenged to Trial by Combat to settle the breach of honor and courtesy. However, he has a fondness for Magicians (they never fight), which is fortunate for the Mages because he has an Experience Factor of 500!

20.21 THE QUESTING BEAST

The exact nature of the Questing Beast is unknown, although it is noised about that he might be a Dragon with Shape-Shifting powers. No one is exactly sure because the Questing Beast is so elusive that no one has ever seen it. Its tracks always begin as a Dragon's, then change into that of some other animal. The tracks change every few hundred yards, confusing the tracker, dogs, and just about everything else. Any Yeoman Forester, Knight, or other Character given to hunting has a 10% chance of falling under the 'spell' of the Questing Beast and will set out for distant parts any time he hears of these mysterious tracks being seen. There is no cure for the mania once acquired.

Any Hunter actually catching sight of the Questing Beast (01% chance) earns 1000 e.p. and will be lionized by his fellows eager for details (100 Honor Points awarded for first sighting).

21 The NPC Profiles

One of the tasks facing the GameMaster is providing a wide range of Non-Player Characters or NPCs for the campaign. The following sections provide scores of NPCs, human and otherwise. Each section contains a general note on the NPC type, followed by entries listing such important gaming factors as Experience Levels and Experience Factors, Body and Fatigue Levels, Personal Combat Factor (PCF), Dodge Bonus, Social Status, Experience Award, and General Characteristics.

EXPERIENCE LEVEL
Equivalent level of experience, for purposes of broad comparison.

EXPERIENCE FACTOR
Used for magical 'targeting' (see **18.01**).

BODY/FATIGUE LEVELS
Used primarily in combat, but also for casting Magick and Strenuous activity.

PERSONAL COMBAT FACTOR
Used in combat, the PCF gives the level of combat performance according to the PCF Tables in 5.12. The PCF Tables are duplicated on the Judge's Screen and can be referred to when determining the capabilities of the NPC in combat.

DODGE BONUS
Added to the Dodge probability in the PCF Tables, the Dodge Bonus represents the Dexterity of the NPC in combat situations.

SOCIAL STATUS
The rating of the NPC in the social order for finding his degree of influence on others.

EXPERIENCE AWARD
The experience points awarded for slaying, etc., the NPC in question.

GENERAL CHARACTERISTICS
The Prime Requisites, Characteristics Rolls (CRs), Height, Weight, Carrying Capacity (CC), and any other important features needed in routine gaming. It should be noted that each NPC group is rated for a specific set of Prime Requisites. However, following the CR level is a bracketed ( ) range of CRs which suggest variations which the GameMaster might apply for variety. The same is true for Height, Weight, and Carrying Capacity, which might be modified as desired.

21.01 MODIFYING NPC CHARACTERISTICS

It should be noted that space alone restricts the sheer variety of NPCs which can be presented in these rules. For that reason, the GameMaster must be prepared to modify their characteristics to suit the occasion and also to provide variety.

It is not necessary to justify any variations by actually working them out using the Character generation system. For instance, an NPC might be based on DEX/14, but his value could be raised/lowered in a specific instance without having to recalculate the PCF or any other factors already included in the Profiles. Consider that any increase/decrease in a characteristic is balanced by some reduction somewhere else, and leave the matter alone. The idea is to play the game. Of course, if a variation is chosen, note it down so that the NPC can be played consistently while he is in the action.

Put bluntly, it just doesn't matter whether an NPC is consistent with all the rules. Common sense should govern the GameMaster's modifications of NPC capacities. NPCs are essentially 'walk-on' characters designed for short appearances, not prolonged character play. Only when a NPC is intended to play a major part in the action for a long period of time should he be designed along the lines followed for Player Characters. In this respect, too, not all the rules need be followed. For instance, if a high-powered PC is desired, simply allocate 150 or 160 CPR points and begin designing. Rolling stupid random dice to obtain the desired CPR level is a waste of time and energy. You know what you want. Design it. Also, a few CPR points over or under PC levels is defensible. Designed NPCs are exceptions.

21.02 THE CHIVALRY

The Knights are among the most proficient fighters in the campaign. Raised from childhood to make war, the Chivalry are well trained and superbly armed for conflict.

Knights are usually armored- - the 'Iron Man'. Such armor is almost always chainmail, platemail, or full plate, depending on the period. The basic Weight of the individual can be modified for armor worn, so that Bash effects can be accurately calculated:

Unarmored	Basic Weight
Torso Armor, Helmet, Shield, Weapons	+30%
¾ Armor, Helm, Shield, Weapons	+40%
Full Armor, Helm, Shield, Weapons	+40%
Full Cavalry Armor, Helm, Shield, Weapons	+45%
Full Jousting Armor, Helm, Shield, Weapons	+55%

21.03 CHAMPION KNIGHTS

The Champions are the most glorious chivalric heroes (and villains) of the campaign world, or else those who show great promise as young Squires and Knights. They are relatively few and far between.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	250	—
Torso Armor	75	325	09%
¾ Armor	100	350	11%
Full Armor	100	350	11%
Cavalry Armor	113	363	13%
Jousting Armor	138	388	16%

Champions will likely have magical arms and/or armor by Experience/9, and possibly earlier. These will vary from +1 to +5 weapons, and −1 to −5 armor, with more powerful arms appearing with higher levels.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	700	0	44	24	16	+4 Damage Pts per Hit
3	900	0.5	46	26	19	DODGE = −05/−20%
5	1200	2.5	48	28	22	DEX/20 = CR/19 (16-19)
7	1500	7.5	50	30	25	CON/20 = CR/19 (16-19)
9	1800	15	52	32	28	STR/25 = CR/18
11	2100	25	54	34	31	WIS/15 = CR/12 (11-16)
13	2400	35	56	36	34	IQ/15 = CR/12 (11-16)
15	2700	45	58	38	37	BV/19 = CR/17 (15-19)
17*	3000	57.5	59	39	40	APP/16 = CR/13 (11-15)
19*	3400	72.5	59	39	43	FER/20 = CR/20
21*	3800	90	59	39	46	CHA/23 = CR/18 (16-19)
23*	4200	110	59	39	49	PIETY = −10 to +20
25*	4600	130	59	39	52	HEIGHT = 6'3"
27*	5000	150	59	39	55	CC = 875

*Champions of Experience/17+ are relatively uncommon. They are likely to be great Lords or else in the service of such men. A few will be Knights-Errant.

21.04 MIGHTY KNIGHTS OF RENOWN

The Mighty Knights are superior warriors who represent the upper 10% or so of the chivalric host.

Knights of Renown will likely have magical arms and armor by Experience/9, and possibly earlier. These will vary from +1 to +4 weapons, and −1 to −4 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	230	—
Torso Armor	.69	299	11%
¾ Armor	.92	322	14%
Full Armor	.92	322	14%
Cavalry Armor	.104	334	16%
Jousting Armor	.127	357	20%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	500	0	42	22	14	+3 Damage Pts per Hit
3	700	0.5	44	24	17	DODGE = −04/−18%
5	900	2.5	46	26	20	DEX/18 = CR/18 (15-19)
7	1200	7.5	48	28	23	CON/18 = CR/18 (15-19)
9	1500	15	50	30	26	STR/20 = CR/18 (16-18)
11	1800	25	52	32	29	WIS/13 = CR/10 (09-14)
13	2100	35	54	34	32	IQ/13 = CR/10 (09-14)
15	2400	45	56	36	35	BV/15 = CR/13 (12-16)
17*	2700	57	57	37	38	APP/15 = CR/12 (10-15)
19*	3000	72	57	37	41	FER/20 = CR/20 (18-20)
21*	3400	90	57	37	44	CHA/20 = CR/17 (15-18)
23*	3800	110	57	37	47	PIETY = −10 to +20
25*	4200	130	57	37	50	HEIGHT = 6 '2' '
27*	4500	150	57	57	53	CC = 645

21.05 SUPERIOR KNIGHTS

The Superior Knights are the mass of the better fighters among the chivalry, perhaps reaching as high as 25% of the total:

Superior Knights will likely have magical arms and armor by Experience/11, and possibly earlier. These will vary from +1 to +3 weapons, and −1 to −3 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	210	—
Torso Armor	.63	263	12%
¾ Armor	.84	294	17%
Full Armor	.84	294	17%
Cavalry Armor	.95	305	19%
Jousting Armor	.116	326	23%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	400	0	36	21	13	+2 Damage Pts per Hit
3	600	0.5	38	23	16	DODGE = −03/−18%
5	800	2.5	40	25	19	DEX/18 = CR/18 (14-18)
7	1000	7.5	42	27	22	CON/18 = CR/18 (14-18)
9	1300	15	44	29	25	STR/18 = CR/16 (14-18)
11	1600	25	46	31	28	WIS/12 = CR/09 (08-14)
13	1900	35	48	34	30	IQ/13 = CR/10 (08-14)
15	2100	45	50	37	33	BV/14 = CR/12 (09-15)
17*	2500	57.5	51	40	36	APP/13 = CR/10 (08-15)
19*	2800	72.5	51	43	39	FER/18 = CR/18 (16-20)
21*	3100	90	51	43	42	CHA/17 = CR/16 (13-17)
23*	3500	110	51	43	45	PIETY = −10 to +20
25*	3900	130	51	43	48	HEIGHT = 6'0' '
27*	4300	150	51	43	51	CC = 505

*Superior Knights of Experience/17+ are relatively uncommon.

21.06 AVERAGE KNIGHTS

The typical Knight is represented by this group, which comprises about 2/3 of all Knights- - a somewhat better than average individual with good arms and combat training:

Average Knights will likely have magical arms and armor by Experience/13, and possibly earlier. These will vary from +1 to +2 weapons, and −1 to −2 armor, with more powerful arms appearing with higher levels.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	185	—
Torso Armor	.55	240	14%
¾ Armor	.74	259	18%
Full Armor	.74	259	18%
Cavalry Armor	.83	268	20%
Jousting Armor	.101	286	25%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	400	0	31	19	11	+2 Damage Pts per Hit
3	500	0.5	33	21	14	DODGE = −03/−16%
5	700	2.5	35	23	17	DEX/16 = CR/16 (13-18)
7	900	7.5	37	25	20	CON/16 = CR/16 (13-16)
9	1200	15	39	27	23	STR/18 = CR/16 (14-18)
11	1500	25	41	29	26	WIS/12 = CR/09 (07-13)
13	1800	35	43	31	29	IQ/12 = CR/09 (07-13)
15	2100	45	45	33	32	BV/12 = CR/10 (08-14)
17*	2400	57.5	46	34	35	APP/12 = CR/09 (07-15)
19*	2700	72.5	46	34	38	FER/18 = CR/18 (15-20)
21*	3000	90	46	34	41	CHA/15 = CR/14 (11-16)
23*	3300	110	46	34	44	PIETY = −10 to +20
25*	3700	130	46	34	47	HEIGHT = 5'10' '
27*	4100	150	46	34	50	CC = 405

*Average Knights of Experience/17+ are relatively uncommon.

21.07 THE SERGEANTS-AT-ARMS

Strictly speaking, 'Sergeant' meant any trained fighter in the service of a feudal Lord- - including both armored cavalry and foot troops. But we reserve the term to refer to mounted troops. The Sergeant-at-Arms is a doughty professional, possessing abilities as an armored cavalryman little inferior to that of the average Knight. His arms and armor are roughly equivalent, though he would rarely be found in the later plate Cavalry Armor, and never in Jousting Armor or Maximillian Plate. A chainmail cuirass or hauberk, full shield, a stout helm, and heavy weapons are his arms, and he would be mounted on a medium or heavy warhorse. The Sergeantry includes the Petit Sergeants- - well to do Yeomen who owe feudal service as a mounted fighter in armor.

21.08 SUPERIOR SERGEANTS

About a quarter of the Sergeantry is every bit the equal of the Knights. These superior Sergeants are the mainstay of the feudal forces:

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	200	—
Torso Armor	.60	260	14%
¾ Armor	.80	280	18%
Full Armor	.80	280	18%

Superior Sergeants will rarely have magical armor, but a +1 weapon is not uncommon after Experience/13 (a 'superior' arm picked up in the course of his career).

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	250	0	28	19	11	DODGE	=	—03/—16%
3	400	0.5	30	21	14	DEX/16	=	CR/16 (13-18)
5	550	2.5	32	23	17	CON/16	=	CR/16 (13-18)
7	700	7.5	34	25	20	STR/18	=	CR/16 (13-18)
9	850	15	36	27	23	WIS/13	=	CR/10 (07-15)
11	1000	25	38	29	26	IQ/13	=	CR/10 (07-15)
13	1200	35	40	31	29	BV/12	=	CR/10 (08-14)
15	1500	45	42	33	32	APP/12	=	CR/09 (07-15)
17*	1800	57.5	43	34	35	FER/18	=	CR/18 (15-19)
19*	2100	72.5	43	34	38	CHA/15	=	CR/14 (11-16)
21*	2400	90	43	34	41	PIETY	=	—10 to +20
23*	2700	110	43	34	44	HEIGHT	=	6'0''
25*	3100	130	43	34	47	CC	=	440
27*	3500	150	43	34	50			

*Superior Sergeant of Exper/17+ is likely a senior veteran with above average qualities and command responsibilities. He is a prime candidate for Knighting on the battlefield if he distinguishes himself. Such men are relatively uncommon.

21.09 AVERAGE SERGEANTS

Most of the Sergeants-at-Arms and Petit Sergeants are 'average'.

Average Sergeants almost never have magical armor and arms, but an occasional +1 weapon will be encountered.

ARMS AND ARMOR WORN	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	185	—
Torso Armor	.55	240	16%
¾ Armor	.74	259	22%
Full Armor	.74	259	22%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	200	0	25	18	10	DODGE	=	—03/—16%
3	350	0.5	27	20	13	DEX/15	=	CR/15 (12-16)
5	500	2.5	29	22	16	CON/15	=	CR/15 (12-16)
7	650	7.5	31	24	19	STR/16	=	CR/14 (12-16)
9	800	15	33	26	22	WIS/12	=	CR/09 (07-14)
11	950	25	35	28	25	IQ/12	=	CR/09 (07-14)
13	1100	35	37	30	28	BV/12	=	CR/10 (07-14)
15	1300	45	39	32	31	APP/12	=	CR/09 (07-15)
17*	1500	57.5	40	33	34	FER/17	=	CR/17 (14-19)
19*	1800	72.5	40	33	37	CHA/14	=	CR/13 (10-15)
21*	2100	90	40	33	40	PIETY	=	—10 to +20
23*	2400	110	40	33	43	HEIGHT	=	5'10''
25*	2700	130	40	33	46	CC	=	335
27*	3000	150	40	33	49			

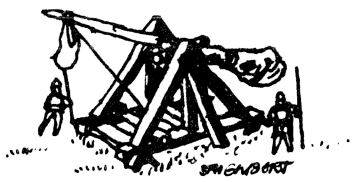
*Average Sergeants of Exper/17+ are relatively rare.

21.10 INFANTRY

The feudal Infantry include Men-at-Arms, Yeomen-at-Arms, Barbarian Warriors, Town Militia, Yeomen-Foresters, and Merchant-Adventurers, all of whom would have a decided opportunity to become involved in armed conflicts at one point or another. The first three groups are especially fitted for combat, the others being reservist or auxiliary fighters. Most infantry will be clad in relatively light armor of the cuirass variety, with weights as indicated below:

All fighters in this group are assumed to stand between 5 ft. 8 inches and 5 ft. 11 inches tall, with a typical weight around 155 dr., so the weights for each class of armor are presented for that weight, as well as a percentage of body weight, where applicable. Shields are optional (medium variety, usually).

Most Infantry will not have magical armor or arms, although high level types might have +1 swords on occasion.



ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	0	—	155	—
Leather/Fur Jerkin	1	25	180	12%
Quilted Cuirass	2	25	180	12%
Hv. Leather/Fur Jerkin	2	30	185	14%
Cuirboilli Cuirass	3	40	195	19%
Ringmail Cuirass	4	36	191	17%
Scale Mail Cuirass	5	48	201	22%
Brigantine	5	40	195	18%
Banded Cuirass	5	40	195	18%
EF Chainmail Cuirass	6	40	195	18%
LF Chainmail Cuirass	7	43	198	20%
Platemail Cuirass	8	48	201	22%
Plate Cuirass	9	48	201	22%
¾ Leather/Fur Coat	1	30	185	14%
¾ Quilted Hauberk	2	30	185	14%
¾ Leather/Fur Coat	2	35	190	16%
¾ Ringmail Byrnie	4	50	205	23%
¾ Scale Mail Hauberk	5	60	215	27%
¾ Chainmail Hauberk	6	60	215	27%
Full Chainmail	7	60	215	27%

21.11 MEN-AT-ARMS, YEOMEN-AT-ARMS, & WARRIORS

This group of Fighters represents the professionals, well-trained militia, and barbarian warriors of the period. All are competent soldiers, reasonably disciplined and used to battlefield conditions and tactics. The Men-at-Arms are equipped with good infantry weapons, Brigantines or Chainmail Cuirasses (Platemail or Plate in the late period), good open-faced metal helms, and perhaps a medium or full shield. The Yeomen are the country militia given regular training on Sundays and often called out from the feudal levy for military service. They will have bows or polearms, light or medium sidearms, relatively light armor (rarely chainmail), helmet, and rarely a shield. The Warriors tend to have a variety of weapons, usually javelins or axes, barbarian swords, light armor, helmet, and shields.

Some elite Household troops may be equipped with ¾ or full armor- - like the Anglo-Saxon Huscarls, the Varangian Guard, or the personal troops of a great Lord. These can rightly be rated as equal to the Sergeants, for they are superbly trained and equipped.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	150	0	19	17	8	DODGE = –03/–15%
3	250	0.5	21	19	11	DEX/14 = CR/14 (11-16)
5	350	2.5	23	21	14	CON/14 = CR/14 (11-16)
7	500	7.5	25	23	17	STR/13 = CR/11 (09-13)
9	650	15	27	25	20	WIS/12 = CR/09 (07-13)
11	800	25	29	27	23	IQ/12 = CR/09 (07-13)
13*	1000	35	31	29	26	BV/12 = CR/09 (04-13)
15*	1200	45	33	31	29	APP/10 = CR/07 (03-12)
17*	1400	57.5	34	32	32	FER/14 = CR/14 (12-16)
19*	1600	72.5	34	32	35	CHA/12 = CR/11 (06-13)
21*	1800	90	34	32	38	PIETY = –10 to +20
23*	2000	110	34	32	41	HEIGHT = 5'10''
25*	2400	130	34	32	44	WEIGHT = 155
27*	2700	150	34	32	47	CC = 215

*Especially experienced and talented veterans, not overly common.

21.12 MILITIA, YEOMEN, FORESTERS, & ADVENTURERS

This group of Fighters represents the second-class militia and the armed Merchant-Adventurers of the period. They are fairly competent fighters but lack some of the finer training needed to be really steady and efficient battlefield troops. The Town Militiamen will have arms and armor comparable to feudal Men-at-Arms, though the armor may be lighter. The Yeomen and Foresters will have light armor- - rarely chainmail or better- - and tend to have a mixture of bows, javelins, and polearms, plus light or medium sidearms. Adventurers will come in almost every form, with arms and armor of no uniform quality.

Statistics for this group are identical to those for **21.11** Men-at-Arms, etc., except PCF is –2.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	150	0	16	16	7	DODGE = –04/–20%
3	250	0.5	18	18	9	DEX/20 = CR/19 (13-19)
5	350	2.5	20	20	11	CON/12 = CR/12 (06-15)
7	450	7.5	22	22	13	STR/12 = CR/10 (06-12)
9	550	15	24	24	15	WIS/13 = CR/10 (06-16)
11	650	25	26	26	17	IQ/13 = CR/10 (06-16)
13	750	35	28	28	19	BV/18 = CR/16 (08-19)
15*	900	45	30	30	21	APP/12 = CR/09 (06-14)
17*	1100	57.5	31	31	23	FER/14 = CR/14 (08-16)
19*	1300	72.5	31	31	25	CHA/16 = CR/15 (06-18)
21*	1500	90	31	31	27	PIETY = –10 to +10
23*	1700	110	31	31	29	HEIGHT = 5'8''
25*	1900	130	31	31	31	WEIGHT = 145
27*	2100	150	31	31	33	CC = 175

*Relatively uncommon.

21.13 THIEVES

Thieves are classed as non-fighters for the most part, as their vocation demands stealth and a quick hand, not overt violence. NPC Thieves are rated exceptionally high in the Dexterity area for purposes of computing abilities, but a good range is also provided. Thieves rarely wear armor, but when they do, treat them as given for Infantry. Favored weapons are daggers, poignards, and light swords.

21.14 ASSASSINS

Assassins are equivalent to Infantry and Sergeants, depending on how good they are. Dexterity can be quite high, with the best in the DEX/20 area. Assassins can wear armor but rarely do.

21.15 BRIGANDS

Treat Brigands as equal to Militia, but rarely in good armor.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	100	0	13	13	4	1	8	DODGE = –02/–12%
3	200	0.5	15	15	6	1	12	DEX/12 = CR/12 (04-16)
5	350	2.5	17	17	8	1	16	CON/10 = CR/10 (04-16)
7	500	7.5	19	19	10	2	20	STR/10 = CR/08 (04-16)
9	700	15	21	21	12	4	24	WIS/15 = CR/12 (08-19)
11	900	25	23	23	14	6	28	IQ/15 = CR/12 (08-19)
13	1100	35	25	25	16	8	32	BV/16 = CR/14 (08-19)
15	1300	45	27	27	18	10	36	APP/12 = CR/09 (06-14)
17*	1600	57.5	28	28	20	12	40	FER/12 = CR/12 (04-19)
19*	1900	72.5	28	28	22	14	44	CHA/14 = CR/14 (10-18)
21*	2200	90	28	28	24	16	48	PIETY = +05 to +20
23*	2600	110	28	28	26	18	52	HEIGHT = 5'8''
25*	3000	130	28	28	28	20	56	WEIGHT = 145
27*	3500	150	28	28	30	22	60	CC = 116

*Relatively uncommon.

21.16 CLERICS

Clerics include Frocked Clerics (Priests, Monks) and most Scribes, Scholars, etc. Of course, only the persons in Holy Orders can perform religious rites, etc. Clerics are non-combatants. They rarely wear armor or carry edged weapons.

The entries for Magick Level (MKL) and Personal Magick Factor (PMF) apply to Clerics who have acquired knowledge in the Arcane Arts.

21.17 MAGICIANS

There are a wide range of possible Magician NPCs. The following is an averaged representation. Natural Magicians have Militia fighting characteristics, while Primitive Talents have the fighting abilities of their primary vocation class. Most Magicians will not wear armor and tend to use fairly basic weapons- - daggers, light swords, spear, staff, etc. However, Weaponsmiths are Armorers and can be treated as equivalent to Sergeants (Dwarves for Dwarvish NPCs).

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS
1	400	0	13	15	4	1	10	DODGE = —02/—13%
3	700	0.5	15	17	6	1	14	DEX/13 = CR/13 (08-19)
5	1000	2.5	17	19	8	1	18	CON/10 = CR/10 (06-19)
7	1300	7.5	19	21	10	2	22	STR/10 = CR/08 (04-13)
9	1600	15	21	23	12	4	26	WIS/20 = CR/19 (12-19)
11	1900	25	23	25	14	6	30	IQ/20 = CR/19 (12-19)
13	2300	35	25	27	16	8	34	BV/16 = CR/14 (10-19)
15*	2800	45	27	29	18	10	38	APP/12 = CR/09 (04-15)
17*	3500	57.5	28	30	20	12	42	FER/12 = CR/12 (09-19)
19*	4500	72.5	28	30	22	14	46	CHA/19 = CR/16 (12-19)
21*	5500	90	28	30	24	16	50	PIETY = —10 to +20
23*	6500	110	28	30	26	18	54	HEIGHT = 5'8''
25*	7500	130	28	30	28	20	58	WEIGHT = 130
27*	9000	150	28	30	30	22	62	CC = 115

*Relatively uncommon.

Magicians at Experience/7+ will have a Magical Focus.

21.18 NON-COMBATANT GENERAL NPCs

The bulk of the populace is represented by this group- - ordinary Townsmen, Serfs, and others who do not engage in any activities of a warlike nature unless hard pressed. Such NPCs are only very rarely armored and tend to have improvised weapons or light arms.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	100	0	13	11	4	DODGE = —01/—05%
3	150	0.5	15	13	6	DEX/09 = CR/09 (04-19)
5	250	2.5	17	15	8	CON/09 = CR/09 (04-14)
7	350	7.5	19	17	10	STR/09 = CR/07 (04-14)
9	450	15	21	19	12	WIS/10 = CR/07 (01-19)
11*	550	25	23	21	14	IQ/10 = CR/07 (01-19)
13*	650	35	25	23	16	BV/09 = CR/07 (04-19)
15*	750	45	35	25	18	APP/10 = CR/07 (01-19)
17*	850	57.5	45	27	20	FER/08 = CR/08 (04-15)
						CHA/09 = CR/08 (0-16)
						PIETY = —10 to +20
						HEIGHT = 5'8''
						WEIGHT = 145
						CC = 100

*Relatively uncommon. Most of the NPC non-combatants are of fairly low Exper. Lvl. simply because they live a low-key, routine life with few exciting and experience-producing moments.

Most female NPCs will also be considered as belonging to this group. Their fighting abilities, with few exceptions, will be at PCF/4, and Body and Fatigue Levels at 13 and 11, respectively. Exceptional women will attain higher levels. Their HEIGHT averages 5 ft. 3 inches, WEIGHT/110, and CC/88.

Of course, exceptions can exist amongst both men and women, particularly in HEIGHT and WEIGHT categories. GameMasters are encouraged to provide a full range of fat, skinny, tall, short, and otherwise interesting characters. Occasionally, a real 'sharpy' with IQ/20, WIS/20, and BV/20 (CRs are at maximum) or a real 'looker' with physical attributes pushing Appearance to upper limits will come along. The same is true of uglies and cretins.

21.19 THE ELVES

The Elves are magical beings, often possessing great powers. They are a secretive people, somewhat friendly toward Mankind but quick to react to unwanted intrusion into their wilderland fastnesses. Those of unlawful or evil nature are hated and despised, and they are dealt with summarily when encountered in Elvish territory. The Elves are a graceful race, handsome and yet able to withstand the rigors of outdoors life and disease (half chances of catching any diseases). Elves possess an insatiable curiosity and value all forms of knowledge and art. They especially love the beauty of growing things. They abhore all filth, evil, and Black Magick, which they will destroy when possible. Treasure is of little consequence to them, unless it is of artistic merit.

1. Elves can enchant magical bows (+2 for Wood Elves and +3 for High Elves) and +2 magical arrows. The bows serve as Focusing devices for casting spells. They also bestow +02/+10% or +03/+15% to hit probabilities in archery directed against all non-Elves- - giving rise to their reputation as master bowmen. Such weapons will rarely be made or given to non-Elves.

2. Elves have the ability to penetrate Illusions with TRUE SIGHT and gain this ability automatically every other Experience Level (Exper/1, 3, 5, etc.). The ability allows penetration of 1 Circle of Adeptness at Illusions for each rise.

3. Elves acquire GLAMOUR at Experience/12- - the ability to cast an illusion which suffuses one's surroundings with appearances of beauty and well-being, whatever the reality may be. Only TRUE SIGHT can permanently conquer such an illusion. A Save against Illusion (Seventh Circle) only dims the effect for 2D6 turns but does not entirely dispell it. All Elves of high level cast this spell upon themselves once per day (24 hr. duration in this case) and appear to have Appearance/19 + 1D10, with corresponding Charisma, when viewed by non-Elves.

4. Elves automatically DETECT MAGICK when within 10 feet of any magical item or within personal casting range of any spell in operation. The ability is always operating (like a sense) and has no cost to Fatigue Levels.

5. Elves are virtually indetectible by ordinary means when hiding silently in the undergrowth (05% chance). This advantage will replace all higher detection probabilities arising from watching or listening. Also, in Elvish lands, an Elf has ½ the normal chance of detection by ordinary means when moving about in the undergrowth, stalking, enemies, etc.

6. Elves do not require sleep and remain watchful and alert during their sleeping period. To restore Fatigue Levels, they need only remain quiet and contemplative.

7. Wood Elves cannot learn spells over Casting Level/2. High Elves have no restriction on spells they can learn.

8. Trees are of special importance to Elves, and they resent destruction of forestlands or even single trees in their territory. Nearly all trees have some sacred association, with some more sacred than others. Elvish Oak, Ash, and Thorn form a magical trilogy: within the bounds of such groves, Elves may reduce the magical resistance (BMR) of an object in —5D6% of the usual time required. Apple, Hazel, Holly, Willow, Elder, and Alder are all sacred as well, with Elves obtaining —1 BMR for Enchantment purposes on these as well as the Sacred Three.

9. Elves are said to possess the ability to speak with the beasts. One Beast Language is gained per 25,000 e.p. obtained by a Character.

As noted in 4.17, Elvish society resembles Human feudal society, with the Wood Elves representing the commons and the High Elves the nobility. However, appearances are deceiving. The relationship between rulers and followers is essentially founded on deep mutual respect and a very egalitarian philosophy. Thus while the authority of the High Elf Lords is never disputed, a Wood Elf is not constrained from speaking his mind or showing familiarity with a superior. Good fellowship, courtly manners, and true maturity of spirit seem to prevail in any event.

Finally, with regard to Character play, Elves are never vicious, cruel, avaracious, or petty. Players who cannot keep their Elf PCs behaving in a high-minded fashion should be reminded of the fact.

21.20 WOOD ELVES

The Wood Elves are skilled Foresters used to the outdoors and able to exercise all the skills of woodcraft and hunting with consummate skill. They rarely wear heavy armor but are able to do so when called up for battle:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	0	—	156	—
Leather Jerkin	1	28	184	08%
Brigantine	5	42	198	13%
LF Chainmail Cuirass*	7	46	202	14%
LF Platemail Cuirass*	8	51	207	15%
¾ Chainmail Hauberk	7	62	218	19%

Arms include armor, helm, weapons, and medium shield (optional--often used only in pitched battles). *LF armor is available in all periods.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS		
1	400	0	25	22	10	1	10	DODGE	=	—04/—23%**
3	700	0.5	27	24	13	1	14	DEX/18	=	CR/18 (14-19)
5	1000	2.5	29	26	16	1	18	CON/18	=	CR/18 (14-19)
7	1300	7.5	31	28	19	2	22	STR/16	=	CR/14 (12-16)
9	1600	15	33	30	22	4	26	WIS/14	=	CR/11 (10-19)
11	2000	25	35	32	25	6	30	IQ/15	=	CR/12 (10-19)
13	2500	35	37	34	28	8	34	BV/16	=	CR/14 (12-19)
15	3100	45	39	36	31	10	38	APP/16	=	CR/13 (12-19)
17	3800	57.5	40	37	34	12	42	FER/18	=	CR/18 (15-20)
19	4600	72.5	40	37	37	14	46	CHA/19	=	CR/16 (15-18)
21*	5500	90	40	37	40	16	50	PIETY	=	+05 to +15
23*	6500	110	40	37	43	18	54	HEIGHT	=	5'10''
25*	7500	130	40	37	46	20	58	WEIGHT	=	156
27*	9000	150	40	37	49	22	62	CC	=	330

*Relatively uncommon--usually more experienced Wood Elves and Officers.
**Corrected for Elvish —01/—05% Dodge bonus.

In battle, Wood Elves inflict +1 Damage Point per Hit. Wood Elves will have their Bow (+2) by Experience/5.

21.21 HIGH ELF LORDS

The High Elves are the nobility amongst the Elves. They often possess great powers, the greatest amongst them exceeding all human limits in most categories. Like the Wood Elves who serve them, High Elves rarely wear heavy armor except in battle. In such instances, their arms and armor are equivalent to the best available to the Chivalry:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	0	—	185	6'2''
Leather Jerkin	1	33	218	07%
Brigantine	5	50	234	10%
LF Chainmail Cuirass	7	50	234	10%
LF Platemail Cuirass	8	55	240	11%
¾ Chainmail Hauberk	7	75	260	15%
Full Chainmail	8	75	260	15%
Full Platemail	9	75	260	15%
Maximillian Plate*	12	75	260	15%

Arms include armor, helm, weapons, and medium shield (heavy for ¾ and full armor) used in pitched battles. *Maximillian Plate Armor is usually enchanted and is reserved for the great Lords. Other armor may be enchanted, again especially in the case of the leaders.

High Elf PCs cannot be obtained unless a Knightly or Noble/Royal rank is rolled in the Human social tables. Once a High Elf reaches Exper/7, he is considered qualified to take up leadership duties and may acquire followers. Also, they are every bit the equal of a Knight with respect to ability to RIDE or engage in HORSE COMBAT.

In battle, High Elves of Knightly/Noble rank inflict +3 Damage Points per Hit (+1 for being Elves; +2 for being Knights).

High Elves will have their Bow (+3) by Experience/5.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL	PMF	GENERAL CHARACTERISTICS		
1	500	0	37	22	17	1	12	DODGE	=	—05/—25%**
3	900	0.5	39	24	20	1	16	DEX/20	=	CR/19 (16-19)
5	1300	2.5	41	26	23	1	20	CON/18	=	CR/18 (16-19)
7	1700	7.5	43	28	26	2	24	STR/18	=	CR/16 (14-17)
9	2100	15	45	30	29	4	28	WIS/20	=	CR/17 (16-19)
11	2600	25	47	32	32	6	32	IQ/20	=	CR/17 (16-19)
13	3100	35	49	34	35	8	36	BV/20	=	CR/18 (16-19)
15	3700	45	51	36	38	10	40	APP/17	=	CR/13 (12-19)
17	4400	57.5	52	38	41	12	44	FER/20	=	CR/20 (15-20)
19	5200	72.5	52	38	44	14	48	CHA/30	=	CR/19 (17-19)
21*	6100	90	52	38	47	16	52	PIETY/10	=	+10%
23*	7100	110	52	38	50	18	56	HEIGHT	=	6'2''
25*	8500	130	52	38	53	20	60	WEIGHT	=	185
27*	10,000	150	52	38	56	22	64	CC	=	500

*Relatively uncommon--usually great Elf Lords and Heroes.
**Corrected for Elvish —01/—05% Dodge Bonus.

21.22 THE DWARVES

The Dwarves are an ancient race distantly related to the Elves. They claim descent from the Seven Fathers who lived in the First Age. Thus the Dwarves are divided into seven Folk or nations, each with its own King and ancestral halls. The Dwarves, never numerous, have withdrawn into the wilderlands, concentrating their strength in the mountain fastnesses.

Dwarves are short, averaging around four feet in height. They are very husky, durable beings, every bit the equal of most men despite their smaller size. The Dwarves are also a prideful people, easy to anger and very long of memory. They will never forget wrongs done to them or their Folk, and often will not forgive the wrongdoer either. Greedy for riches, they are ruled by a lust for treasure that is hard to quell, once awakened. Except for their greed, they are fair and generous to those they owe a debt of honor. Noted for their superb craftsmanship, particularly the arts of weaponsmithing and jewellery-making, Dwarves are also shrewd businessmen. One can expect a Dwarf to drive a hard bargain for his wares.

1. Dwarves are superlative miners able to tunnel 6 times as fast as men:

SUBSURFACE MATERIAL	TUNNELLING DWARVES	RATE[a] MEN	% CHANCE OF FAILURE[b]	% CHANCE OF DETECTION[c]	RESULT OF FAILURE
Moat	20.3	3.4	25%	15%	Cave in/Flood
Marsh	16.2	2.7	25%	15%	Cave in/Flood
Sand	32.4	5.4	20%	15%	Cave in
Loose Soil	129.6	21.6	15%	15%	Cave in
Average Soil	108	18.0	10%	15%	Cave in
Packed Soil	86.4	14.4	10%	15%	Cave in
Rocky Soil	64.8	10.8	05%	20%	Cave in
Clay	64.8	10.8	05%	15%	Cave in
Gravel	43.2	7.2	15%	25%	Cave in
Boulders	27.0	4.5	10%	25%	Cave in
Solid Rock	16.2	2.7	05%	30%	Cave in

(a) Hourly rate, assuming 1 pickman, 1 shoveller, 4 clearers, and 4 shorers. For a single man, reduce rate to 10%. Also add +05% per experience level of the chief Tunneller in charge of the operations. Also, a crew of trained miners adds +25% to the rate.
(b) Chance that the operation results in a setback. Reduce this by —01% per two Experience Levels of the Chief Tunneller. Check per 8 hours.
(c) Chance that someone will hear the tunnelling (pick sounds through rock, etc.). GameMaster discretion is required.

TUNNELLING may be made a Craft Experience Skill, if desired, at a cost of 2000 e.p. for non-Dwarves, non-Gnomes, non-Goblins, (who have Dwarvish tunnelling capabilities).

2. Dwarves easily note slanting passages, shifting walls, new underground works, geological formations, and other important features beneath the earth. Such abilities also are possessed by PC's with TUNNELLING skills. Dwarves also instinctively know the depth they are beneath the earth.

3. Dwarves possess NIGHT VISION and can see clearly in the dark up to 60 feet away, and dimly to about 150 feet.

4. Dwarves possess facility with mechanical devices. They add +10% to UNDERSTAND SIMPLE MECHANISMS (see 9.09); +05% to PICK LOCK (see 9.27); and +10% to DISARM TRAP (see 9.26).

5. Dwarves hide in the shadows underground with a —05% penalty against being detected by ordinary means.

6. Dwarves need not check morale with a FER/CR when underground, unless faced with a truly terrifying situation or adversary.

7. Being expert craftsmen, Dwarves acquire EVALUATING LOOT (see 9.49) as a natural skill.

8. Dwarves are all Smith-Armorers with x3 normal speed. Journeyman Armorers (Exper/6+) and Master Armorers may also forge Dwarvish metals and fashion magical weapons and armor. (See 9.56, ARMOR CRAFT).

9. Dwarves receive a —01/—05% Dodge bonus because of their small size whenever engaging an adversary more than a foot taller.

10. Dwarves have a secret language known only to themselves, in which they preserve most of their secrets. A Book found by a Dwarf which contains information on Dwarvish Weaponcrafting will instantly boost his magical weapon-making skills by the equivalent of +4 Experience Levels.

Dwarves generally speak the language of their neighbors- - often a Nordic or Germanic tongue because they tend to dwell in such lands. Dwarves with IQ/13+ also learn Goblin tongues as a matter of course. The Goblins are the hated foes of the Dwarves, bringing on instant FEROCITY in any Dwarf worth his salt.

21.23 DWARVISH WARRIORS

The average Dwarf is a stout warrior. All Dwarves are trained in close-order, armored infantry combat and are a match for most other foot troops. Arms include a variety of superb weapons, especially the axe or Dwarvish hammer, javelins, and self-bows or crossbows. Armor is either chainmail cuirass or ¾ hauberk, a Norman-style helm, medium shield.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	0	—	120	—
LF Chainmail Cuirass	.8*	45	165	11%
¾ Chainmail Hauberk	.8*	55	175	14%

*Forged of Dwarvish Steel, which increases the AC value. Higher ranking Warriors may have —1 to —3 armor and +1 to +3 weapons, with AC for armor increased accordingly.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL[a]	PMF[a]
1	250	0	27	22	12	1	10
3	450	0.5	29	24	15	1	14
5	650	2.5	31	26	18	1	18
7	850	7.5	33	28	21	2	22
9	1000	15	35	30	24	4	26
11	1200	25	37	32	27	6	30
13	1400	35	39	34	30	8	34
15	1700	45	41	36	33	10	38
17	2000	57.5	42	37	36	12	42
19	2300	72.5	42	37	39	14	46
21	2600	90	42	37	42	16	50
23	2900	110	42	37	45	18	54
25	3200	130	42	37	48	20	58
27	3500	150	42	37	51	22	62

GENERAL CHARACTERISTICS
DODGE = —04/—21%*
DEX/16 = CR/16 (11-19)
CON/18 = CR/18 (15-19)
STR/18 = CR/16 (15-19)
WIS/13 = CR/10 (08-14)
IQ/13 = CR/10 (08-14)
BV/13 = CR/11 (10-14)
APP/13 = CR/10 (07-13)
FER/20 = CR/19
CHA/18 = CR/16 (15-18)
PIETY = —10 to +20
HEIGHT = 4'0''
WEIGHT = 120
CC = 395

(a) Applied for Weaponsmiths and Jewelsmiths.
*Corrected for Dwarvish —01/—05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to —03/—16%.

Dwarvish Warriors inflict +1 Damage Point per Hit.

It should be noted that Dwarves are a long-lived race. Therefore a good chance exists that a high-level Warrior could be encountered, although Exper/19+ Warriors are more uncommon than those of lower levels.

21.24 THE DWARF LORDS

The Dwarves are organized on a Nordic model- - almost tribal or clannish in nature. The Lords are those Dwarves who have risen to positions of hereditary power. Most tend to be fearsome Warriors, more than a match for most men. Their arms almost invariably include magical weapons and armor:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	.0	—	160	—
LF Chainmail Cuirass. .	.8*	50	180	08%
¾ Chainmail Hauberk. .	.8*	70	200	11%
Full Platemail Armor. .	.9*	70	200	11%

*Forged of Dwarvish Steel, which increases the AC value. Lords over Exper/7 tend to have magical armor of —1 to —5 and magical weapons of +3 to +6.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL[a]	PMF[a]	GENERAL CHARACTERISTICS		
1	300	0	35	24	17	1	10	DODGE	=	—05/—25%*
3	500	0.5	37	26	20	1	14	DEX/20	=	CR/19 (15-19)
5	700	2.5	39	28	23	1	18	CON/20	=	CR/19 (15-19)
7	900	7.5	41	30	26	2	22	STR/19	=	CR/17 (14-17)
9	1200	15	43	32	29	4	26	WIS/20	=	CR/17 (13-19)
11	1500	25	45	34	32	6	30	IQ/18	=	CR/15 (13-19)
13	1800	35	47	36	35	8	34	BV/20	=	CR/18 (13-19)
15	2100	45	49	38	38	10	38	APP/14	=	CR/11 (10-13)
17	2400	57.5	50	39	41	12	42	FER/20	=	CR/20
19	2700	72.5	50	39	44	14	46	CHA/29	=	CR/19 (17-19)
21	3000	90	50	39	48	16	50	PIETY	=	—10 to +20
23	3400	110	50	39	51	18	54	HEIGHT	=	4'5''
25	3900	130	50	39	54	20	58	WEIGHT	=	160
27	4500	150	50	39	57	22	62	CC	=	640

(a) Applied for Weaponsmiths and Jewelsmiths.
*Corrected for Dwarvish —01/—05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to —04/—20%.

Dwarvish Earls and Kings add +3 Damage Points per Hit (+1 for being Dwarves and +2 for being equivalent to Knights).

It should be noted that most Dwarf Lords encountered will be over Experience/15 if of Earl/Royal rank. Lower levels are Officers in the Host, commanding 100 men; and those of Exper/1-5 are Cadets or Officers-in-Training- - the sons of the Lords who are the majority of the Dwarfs of this group.

21.25 THE GNOMES

The Gnomes are similar to the Dwarves, except that they are generally smaller, less ferocious and warlike, and have a more malicious streak when it comes to outsiders. All general information pertaining to the Dwarves (see 21.22) applies also to Gnomes. Gnomes are rarely found in full armor but they are usually well armed; armor includes weapons, helm, and medium shield:

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	.0	—	80	—
Brigantine	.5	27	107	16%
LF Chainmail Cuirass. .	.8*	29	107	17%

*Forged of Dwarvish Steel, which increases the AC value. Lords (NPCs over Exper/15) tend to have magical armor of —1 to —3 and magical weapons of +1 to +3. Common troops rarely have magical armor but may possess a +1 magical weapon from time to time.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	MKL[a]	PMF[a]	GENERAL CHARACTERISTICS		
1	150	0	17	19	10	1	8	DODGE	=	—04/—21%**
3	250	0.5	19	21	13	1	12	DEX/15	=	CR/16 (12-18)
5	350	2.5	21	23	15	1	16	CON/16	=	CR/16 (13-18)
7	450	7.5	23	25	17	2	20	STR/16	=	CR/14 (11-18)
9	600	15	25	27	21	4	24	WIS/14	=	CR/11 (08-16)
11	800	25	27	29	23	6	28	IQ/14	=	CR/11 (08-16)
13*	1000	35	29	31	26	8	32	BV/14	=	CR/12 (08-16)
15*	1300	45	31	33	30	10	36	APP/10	=	CR/10 (07-13)
17*	1600	57.5	32	34	32	12	40	FER/16	=	CR/16 (12-18)
19*	1900	72.5	32	34	35	14	44	CHA/14	=	CR/13 (09-16)
21*	2100	90	32	34	38	16	48	PIETY	=	—10 to +10
23*	2400	110	32	34	41	18	52	HEIGHT	=	3'10''
25*	2700	130	32	34	43	20	56	WEIGHT	=	80
27*	3000	150	32	34	46	22	60	CC	=	168

(a) Applied for Gnomish Weaponsmiths and Jewelsmiths.
*Relatively uncommon- - usually Gnomish Leaders and Heroes.
**Corrected for Dwarvish —01/—05% Dodge bonus. Reduce this bonus when engaging foes under a foot taller to —03/—16%.

21.26 HAEFLINGS

The Haeflings are man-like beings (Tolkein's Hobbits) who exhibit many of the features of men. They are characteristically a peaceful people and do not practice the arts of war unless forced to it by circumstances. They live in comfortable, furnished burrows and engage in crafts or agricultural pursuits. Nobility is not a feature of their society, which is democratic and egalitarian.

Despite an instinctive distrust of strangers, Haeflings are both hospitable towards welcome guests and very comfort-loving. When faced by danger, many show remarkable courage and are undaunted by terrors which would cause brave men to hesitate. They are also very conventional, law-abiding types, rarely given to any truly evil behavior.

1. Haeflings do not practice Magick.
2. Haeflings instinctively recognize evil people as nasty about 50% of the time, even when there is no apparent reason for feeling that way.
3. Haeflings often possess superior eyesight. They have a +01/+05% advantage shooting missiles and a +03/+15% advantage throwing missiles.
4. Haeflings, being small and agile, enjoy a —01/—05% Dodge bonus against all non-Haeflings.
5. Haeflings are clever with their fingers and have a +10% advantage PICKING LOCKS, +05% advantage DISARMING TRAPS, and a +05% advantage PICKING POCKETS, provided they have DEX/16+ and IQ/13+, WIS/13+.

6. Haeflings have particular proficiency with knives, daggers, poignards, and short swords, having a +01/05% hit and parry bonus with such weapons.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored	—	—	80	—
Leather/Fur/Quilted	.1	20	100	14%
Brigantine	.5	25	105	17%
EF Chainmail Cuirass	.6	25	105	17%
LF Chainmail Cuirass	.7	28	108	19%
HC Chainmail Hauberk	.7	38	118	26%

Arms include light or medium melee arm, helm, and medium shield.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF
1	100	0	14	18	6
3	200	0.5	16	20	8
5	300	2.5	18	22	10
7	400	7.5	20	24	12
9	500	15	22	26	14
11*	600	25	24	28	16
13*	750	35	26	30	18
15*	900	45	29	32	20
17*	1100	57.5	29	33	22
19*	1300	72.5	29	33	24
21*	1500	90	29	33	26
23*	1700	110	29	33	28
25*	1900	130	29	33	30
27*	2100	150	29	33	32

GENERAL CHARACTERISTICS		
DODGE	=	—04/—21%**
DEX/16	=	CR/16 (12-19)
CON/16	=	CR/16 (13-19)
STR/13	=	CR/11 (07-17)
WIS/13	=	CR/10 (07-17)
IQ/13	=	CR/10 (07-17)
BV/13	=	CR/11 (07-19)
APP/13	=	CR/10 (07-17)
FER/13	=	CR/13 (05-19)
CHA/14	=	CR/13 (09-16)
PIETY	=	0 to +10
HEIGHT	=	3'10''
WEIGHT	=	80
CC	=	144

*Relatively uncommon- - usually adventurous types, members of the Militia/Watch, etc.
**Corrected for Haefling —01/—05% bonus.

22 The Intelligent Monster Profiles

22.01 LYCANTHROPES

Lycanthropes are humans cursed with the capacity to alter their shapes to that of some beast of truly supernatural power. During the Full Moon (3 days per month), the Beast will emerge at moonrise, and the reversion to human form cannot occur until after moonset. Also, the Lycanthrope can voluntarily assume the shape of the Beast 3 times per month, plus once per 3 Experience Levels attained. If a voluntary change is made during darkness, it is always successful. If made during the daytime, there is only a 25% chance of success, with failures counting against the changes possible as if successful. Note, a change means a shift in form either to Beast form or back to human form.

Lycanthropes have the capacity to regenerate +5 damage points per combat turn in Were form. If slain, the Beast reverts to human form, but regenerates at +2 damage points per combat turn unless the weapon used was some form of Magick or else a Clerical Act. The body must be consumed by fire to prevent the regeneration. Placing a sanctified Cross or other Holy Symbol on the body has a 25% chance of preventing regeneration (tripled by a Silver Cross or Holy Symbol).

True Lycanthropes will be Werewolves, Werebears, Wereboars, Werelions, or Weretigers. In Beast form, weapons and Magicks used against them have the following effects:

WEAPON TYPE	EFFECT
NATURAL WEAPON	.½ Damage
ORDINARY WEAPON	.½ Damage
MAGICK WEAPON	.½ Damage; Full Damage on Critical Hit.
BANE SWORD	.Full Damage; Double Damage on Critical Hit.
SILVER WEAPON	.Full Damage (ignore AC effects)
TOUCH BY SILVER	.1D10 Damage Points (ignore AC effects)
HOLY WATER	.1D10 Damage Points (ignore AC effects)
HOLY SYMBOL	.Faith —20% = Hold; roll 1D100.
SILVER HOLY SYMBOL	.Faith —10% = Hold; roll 1D100.
HOLY RELIC	.Faith +10% = Hold; ½ Faith % = Flee; roll 1D100.
HOLY WORD: HOLD	.Faith % (+10% with Symbol; +30% with Relic); roll 1D100
WRATH OF GOD	.Full Damage
FIRE	.½ Damage
MAGICK FIRE	.Full Damage
EARTH MAGICK	.½ Damage
WATER MAGICK	.¼ Damage
AIR MAGICK	.¼ Damage
ILLUSION SPELL	.Save as if IQ/10
COMMAND SPELL	.Save as if WIS/14
GREAT COMMAND SPELL	Save as if WIS/14 or OBEY!

In addition, certain materials have the power to hold back some Lycanthropes:

WOLFBANE is unpleasant to Werewolves, wolves, and other canines when Enchanted to BMR/E.

FRESH WOLFBANE in amounts of at least 0.2 dr. can be brandished against attacking Werewolves and canines. It has efficacy for 3D6 weeks after enchantment, after which it could be used in other Wolfbane preparations but is no longer effective in its present form. Fresh Wolfbane has a 25% chance of holding back such beasts from attacking the person holding it, checked each combat turn.

POWDERED WOLFBANE can be mixed with an equal amount of enchanted Bloodroot, Devil's Bow, and Wormwood to produce 4 doses of powders which can be cast in the face of a Werewolf or Canine. Anyone can target on 25% (Magicians can use higher personal targeting percentages). If successful, roll 1D100: 01-10 = Beast flees in panic and cannot return for 1D10 game turns; 11-25 = Beast is blinded and cannot attack for 1D6 blows, only Dodge; 26-50 = Beast is held back for 1 combat turn; 51-00 = Beast suffers 1D6 points of damage (applied to 01-50 results as well). Range = 5 feet.

UNGENT OF WOLFBANE is prepared by mixing 0.2 dr. of enchanted Wolfbane with 0.1 dr. of Sulphur, 0.5 pt. Olive Oil (0.5 dr.), and 0.5 dr. Lard, also Enchanted. This results in 13 doses of ungent, which can be rubbed into the flesh to provide 30 minutes of protection. The Ungent of Wolfbane reduces a Werewolf's or canine's attacks against the wearer by —02/—10% (what canine would willingly sink his fangs into something so unpleasant in smell and taste), and otherwise acts as Fresh Wolfbane.

CATNIP may be prepared in the same manner as described for Wolfbane, producing similar effects when used against Werelions, Weretigers, and other Felines. Catnip, normally attractive to felines, is reversed in its powers when Enchanted under the light of the Full Moon. If not done at this time, the preparations have the reverse effect- - i.e.: attract rather than hold back; produce ferocity rather than fleeing; or increase beast hit probability by +02/10% rather than blinding or reducing striking ability; and causing no damage to the creatures.

If in human form, a Werebeast cannot be detected, although a few may have excessive hair on the backs of their hands and perhaps some hairs on the palms as well. But Lycanthropic persons will prefer not to touch Silver in any form (FER CR—5 required to pick up Silver without showing visible signs of distaste or discomfort). Holy Water sprinkled on a Lycanthrope may have a similar effect. In physical form, the individual may also resemble his Werebeast- - Werelions are agile and 'catlike'; Werebears are large and husky; Wereboars are prone to overweight; etc.

When slain in human form, a Lycanthrope stays dead, with no regeneration.

Werebears and Werelions are 'lawful' beings and do not normally attack men of good intention and lawful ways. This does not mean they instantly attack bad persons, however. Werewolves, Wereboars, and

Weretigers tend to be murderous in the extreme and will attack any victim to satisfy their bloodlust.

Victims marked by a Werebeast may have a sign in the form of a pentagram appear on the palms of their hands when examined by a Diviner or a Magician with TRUE SIGHT. The mystical sign will show for a moment, then fade. It can appear up to 21 days before a Werebeast attack.

WERECREATURE	H/L	WT.	BODY LVL	FAT. LVL	AC	ATTACK MODE	BLOWS	HITS (+)	DODGE (–)	MOVE	EXPER AWARD
Werewolf	2½'/4'	275	65	40	4	3WDF MLB/3	7 bites	07/35	06/30	60/240	4500
Werebear	4'/8'	1000	125	40	4	5WDF MLC/6	5 claws	06/30	03/15	60/180	6500
						4WDF MLB/3	2 bites	05/25			
Wereboar	3'/5'	400	75	35	4	5WDF MMB/2	5 tusks	07/35	05/25	60/180	4500
						3WDF MSK/3	2 hoofs	04/20			
Werelion	3½'/7'	750	100	35	4	4WDF MLC/6	4 claws	07/35	05/25	60/240	6000
						3WDF MLB/3	3 bites	05/25			
Weretiger	3½'/7½'	900	100	35	4	4WDF MLC/6	5 claws	07/35	05/25	60/240	6500
						3WDF MLB/3	2 bites	05/25			

Slaying of a Werecreature also brings 150 + 1D100 Honor Points.

22.02 SHAPE CHANGERS

The Ancient Lore spell of SHAPE CHANGE (see **16.58**) enables a Magician to cast a spell which alters his shape or that of some subject to an animal form. The creature will exhibit the characteristics of the natural animal, except that Body and Fatigue Levels will never be less than that of the man, and the creature has limited Werebeast qualities in the form of wound regeneration at +2 points per combat turn. Such creatures are not Werebeasts and should be treated as ordinary animals for combat and offensive Magick purposes. The mind of the man remains unaffected by the spell, so that he is able to use all of his logical faculties. Magicians will be able to speak with a human voice while in animal form, and they can cast a number of spells per day equal to their Experience Levels, but without the benefits of a Magick Focus.

The SHAPE CHANGE enchantment has a duration of only 24 hours. The time period can be extended safely to 3 days through the wearing of an Enchanted garment. An example is the legendary Nordic 'Wolf Shirt'. Such garments are usually cloaks, robes, or shirts made from the hide of the animal into which the CHANGE will be made, plus 6 other magical materials, all Enchanted to BMR/E. The SHAPE CHANGE spell must be cast into the garment once per week for 22 weeks. The wearer must strip naked and hide his garments before doning the Garment of Change. If unable to recover his clothes in 3 days, the wearer is unable to CHANGE back to human form and is trapped in the animal shape until released by the kiss of a Princess.

22.03 SHAPE SHIFTERS

Shape Shifters are Lycanthropic types in the full sense of the word. Magicians capable of trance states (Shaman; Dance-Chant Magicians; Mediums) are capable of SHAPE SHIFT. So are Primitive Talents who practice no other Magick (optional when the first spell is acquired). Any offspring of a True Lycanthrope also has a 25% chance of becoming a natural Shape Shifter.

The Shape Shifter retains his own form, going into a trance state while his spirit walks forth in the guise of the Werebeast. Such a creature is virtually identical to a Werecreature (see **22.01**). The trance is at Level II, and Primitive Talents and offspring of Lycanthropes are treated as Shaman types for determining the danger point of the trance.

If the Werebeast is slain, the spirit of the person will return immediately to the man, with a 25% chance of 1D10 points of damage being inflicted on his Body Levels. If the man is attacked while he is in a trance-state, he will be unable to defend himself. His spirit will be out of his body at the time, trapped in the Wraith-world, and so resurrection will be impossible.

Shaman have a wider range of Shapes into which they can change than do Dance-Chant Magicians, Primitive Talents, and offsprings of Lycanthropes, who are limited to only one creature. Shaman can also assume the demon forms of their Totem Spirits, with ever-increasing power available to them as their command of Trances is increased (see 17.08 and **19.00**).

22.04 THE TROLLS

'The Trolls take you!' was a dreaded curse among the Nordics, who believed that even to talk of Trolls would attract their unwelcome attention. Trolls are the quintessence of supernatural fear and ferocity. They are 'demons' of the night, fearsome in aspect- - huge, immensely strong monsters with vaguely human shape. These shambling terrors have bluish-black hides and perhaps a tuft of wolf-grey hair on their heads, their eyes glowing in the darkness with awful bale fire, their claws and fangs able to rend and tear armor and flesh with a sadistic cruelty and bloodlust that is boundless.

1. So frightening is the appearance of a Troll that all Characters under Experience/9 will know FEAR and must make a FER CR–2 when within 50 ft. of a Troll (checked each combat turn). Most animals will panic and attempt to flee, but a trained mount will stand its ground so long as its rider does not panic. To slay one thus brings Honor Points = 100 + 1D100.

2. To lock eyes with a Troll when engaged in personal combat (20% chance) may bring momentary hesitation and loss of 1 blow. A FER CR–5 is also required of all Characters under Experience/9, with failure indicating abject PANIC. This effect occurs only at very close range.

3. Trolls often emit an unmistakable stench which cannot be missed by anyone downwind. Most animals will become uneasy at the smell, and if it is particularly strong and close, they may break into panicked flight. At close quarters, the stench of the Water Troll can incapacitate any Character failing a CON CR, resulting in severe nausea and a halving of all combat abilities for 1 combat turn.

4. Cave Trolls, Mountain Trolls, and Wood Trolls have rubbery hides equivalent to AC/6, while Water Trolls have Flinty hides equal to AC/10. Such hides will turn ordinary weapons (no damage), while crushing weapons of 'M' or 'H' rating do ½ damage after armor absorption is deducted. Magical weapons and spells are, of course, fully effective.

5. Some Trolls are afraid of fire. Cave, Mountain, and Wood Trolls will make a FER CR–5 when faced with the threat of flames. Water Trolls are unafraid of ordinary fire and can often pass through it unharmed (CON CR–5 required), and suffer only ½ damage otherwise. Magick Fire has full damage effects.

6. Trolls are usually unaffected by indirect sunlight, such as may be encountered on cloudy days or in shaded regions. They will be 'nervous' during daylight, however, and require a FER CR–3 at any crucial moment to avoid withdrawing to a safely darkened shelter. In direct sunlight, all are in peril of being turned to stone or else suffering damage from the sun's rays.

7. Trolls possess Night Vision and can see clearly in darkness up to 60 ft., and dimly up to 150 ft., Sudden bright light may daze them for a moment (20% chance), reducing hit probabilities by –03/–15% for a combat turn before their sight adjusts.

8. Trollish fangs and claws count as enchanted weapons when they are fighting other supernatural creatures who suffer reduced or no damage from ordinary weapons.

9. Dying Trolls have the power to CURSE their slayer(s) if they know the name(s) of the person(s) who did them to death. Such CURSES bring 'Bad Luck' in the form of a +1/–1 penalty on all D6, D10, and D20 rolls, and +05%/–05% penalty on all D100 rolls until it is lifted. Amulets of Protection will ward off such CURSES, as will a Clerical BLESSING received immediately before combat.

10. Trolls are voracious and will be attracted by anything edible. One should take appropriate precautions when travelling in Troll-haunted regions. (In some cases, a Troll can even be placated by an offer to share a meal, provided the fare is of suitably high quality. Usually, though, the Troll has his eye on a less friendly arrangement, with his victims serving as the barbecued supper).

11. Trolls have a fondness for treasure and may be prepared to accept tolls and ransoms rather than killing their captives or intended victims. Generally, the more intelligent the Troll, the more civilized he tends to be in such matters.

Finally, it should be remembered that Trolls are very cunning and often very intelligent beings, particularly Water Trolls. This means that they do not act with blind ferocity and hostility. It is quite possible to engage an intelligent Troll in conversation, strike a truce with him (be careful; Trolls are treacherous), and on rare occasions even become friends or allies of a Troll. The do hate pious people, however, and seem to sense high levels of Piety- - which drives them to murderous rage.

22.05 CAVE TROLLS

Cave Trolls are usually found in subterranean regions. They rarely venture into the open, for they cannot stand any form of direct sunlight and will be immediately turned to stone at the touch of a ray of the sun. Indirect sunlight brings them no harm.

Cave Trolls are somewhat intelligent and will attach themselves to Goblin bands as protectors. Thus, in a Goblin lair, there is a good chance that one or several Cave Trolls will appear to defend their hard-pressed minions if a party of adventurers is winning the day or creating a real ruckus.

Cave Trolls have medium fangs and claws (MMC/3 and MMB/2), but they also will employ a variety of weapons as well in combat, if fighting bare-handed, they can grapple and attempt to tear an NPC opponent limb from limb (STR CR required). A victim of such an attack must make a CON CR—5 to survive the attack if the Troll's STR CR is successful.

Cave Trolls do +4 Points of Damage per Hit scored because of their great strength.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL
1	1500	70	22
3	1800	72	24
5	2100	74	26
7	2400	76	28
9	2700	78	30
11*	3000	80	32
13*	3300	82	34
15*	3600	84	36
17*	4000	85	37
19*	4500	85	37
21**	5000	85	37
23**	5500	85	37
25**	6000	85	37
27**	6500	85	37

*Mature Troll
**Old Troll, relatively uncommon.

PCF	GENERAL CHARACTERISTICS		
07	DODGE	=	—02/—14%
10	DEX/14	=	CR/14 (08-16)
13	CON/19	=	CR/19
16	STR/20	=	CR/17
19	WIS/08	=	CR/05 (01-10)
22	IQ/09	=	CR/06 (01-10)
25	BV/08	=	CR/05 (01-10)
28	APP/06	=	CR/03 (01-06)
31	FER/18	=	CR/18 (15-19)
34	CHA/10	=	CR/09 (06-12)
37	PIETY	=	—01 to —10
40	HEIGHT	=	6'4''
43	WEIGHT	=	480
46	CC	=	915

Note: Appearance and Charisma are halved for all non-Trolls and non-Goblins.

22.06 MOUNTAIN TROLLS

Mountain Trolls are larger, stronger, but somewhat less intelligent than are Cave Trolls. They tend to be solitary creatures, rarely banding in any large numbers (2-3 are common, but rarely more than 5-6) They dwell in natural caves and roam the highlands of mountain wildernesses. Sunlight is dangerous but not immediately fatal to them, causing 1D6 points of damage per game turn they are exposed if they do not make a CON CR—5.

Unlike Cave Trolls, who are often civilized enough to prefer ransom to victims, Mountain Trolls have a taste for the flesh of humans, elves, dwarves, haeflings, etc., and rarely will be bought off with gold or silver . They are close to beasts in their mentality and behavior. (They do like treasure, only they prefer taking it!).

Mountain Trolls rarely fight with weapons other than crude clubs, and often go to it with medium fangs and claws (MMC/3 and MMB/2). Like Cave Trolls, they can grapple and tear an NPC opponent limb from limb on making a STR CR, with the victim needing a CON CR—6 to survive the attack.

Mountain Trolls are very strong and do +5 Points of Damage per Hit scored.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL
1	2000	80	23
3	2300	82	25
5	2600	84	27
7	2900	86	29
9	3200	88	31
11*	3500	90	33
13*	3800	92	35
15*	4100	94	37
17*	4500	95	38
19*	5000	95	38
21**	5500	95	38
23**	6000	95	38
25**	6500	95	38
27**	7000	95	38

*Mature Troll
**Old Troll, relatively uncommon.

PCF	GENERAL CHARACTERISTICS		
7	DODGE	=	—01/—09%
10	DEX/09	=	CR/09 (07-12)
13	CON/19	=	CR/19
16	STR/26	=	CR/18
19	WIS/08	=	CR/05 (01-08)
22	IQ/09	=	CR/06 (01-08)
25	BV/08	=	CR/05 (01-10)
28	APP/06	=	CR/03 (01-06)
31	FER/16	=	CR/1 (16-20)
34	CHA/7	=	CR/06 (03-10)
37	PIETY	=	—01 to —10
40	HEIGHT	=	6'8''
43	WEIGHT	=	580
46	CC	=	1400

Note: Appearance and Charisma are halved for all non-Trolls and Non-Goblins.

22.07 WOOD TROLLS

Wood Trolls are the forestland equivalent of the Mountain Trolls. They are strong but relatively unintelligent, being very beast-like in their behavior and instincts. They are almost exclusively solitary creatures and only very rarely band together. Nor do they often become involved with Goblins- - regarding them as food little less tasty than humans, elves, dwarves, and haeflings. They dwell in dense, shaded thickets or in lairs dug from the earth. They find sunlight dangerous but not lethal, suffering 1D10 points of damage when exposed to the sun's rays if they do not make a CON CR—5. However, forests tend to be shady, and the sun becomes a peril only in lightly wooded regions and in clearings.

Wood Trolls rarely fight with weapons other than crude clubs, and often prefer using their medium fangs and claws (MMC/3 and MMB/2). Like Cave Trolls, they can grapple and tear an NPC opponent limb from limb on making a STR CR, with the victim needing a CON CR—6 to survive the attack.

Wood Trolls are exceedingly strong and do +6 Points of Damage per Hit scored.

Note: Appearance and Charisma are halved for all non-Trolls and Non-Goblins.

Wood Trolls are superb at Woodcraft and possess the skills of Foresters, particularly with regard to tracking their prey.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	2000	77	23	7	DODGE	=	–01/–09%
3	2300	79	25	10	DEX/09	=	CR/09 (07-12)
5	2600	81	27	13	CON/19	=	CR/19
7	2900	83	29	16	STR/31	=	CR/18
9	3200	85	31	19	WIS/08	=	CR/05 (01-08)
11*	3500	87	33	22	IQ/08	=	CR/05 (01-08)
13*	3800	89	35	25	BV/08	=	CR/05 (01-08)
15*	4100	91	37	28	APP/06	=	CR/03 (01-06)
17*	4500	92	38	31	FER/17	=	CR/17 (17-20)
19*	5000	92	38	34	CHA/5	=	CR/03 (01-08)
21**	5500	92	38	37	PIETY	=	–01 to –10
23**	6000	92	38	40	HEIGHT	=	6'8''
25**	6500	92	38	43	WEIGHT	=	540
27**	7000	92	38	46	CC	=	1625

*Mature Troll
**Old Troll, relatively rare.

22.08 WATER TROLLS

The fierce Water Trolls are the greatest of all Troll-kind. Possessed of often high intelligence and a cruel cunning rarely matched by their fellows, they are among the most dangerous of adversaries.

Water Trolls dwell in watery places- - usually by swift-running rivers, in swamps, and in 'enchanted' meres or pools and inlets.

They are consummate swimmers and can survive for long periods underwater. Their lairs are caves (air-filled), with underwater entrances. Some Water Trolls are reputed to build fine bridges, and they go into the business of collecting tolls from all who would cross the bridge. Others simply take over a bridge and levy tolls from passers-by. They have an inordinate fondness for treasure, but when hungry, they will forego the toll in favor of a tasty meal.

Water Trolls cannot stand bright sunlight and suffer 1D6 points of damage if they do not make a CON CR–5. They tend not to go abroad in daylight, preferring darkness, like all Evil things. If they do stake out a bridge, they will employ the shade of the structure or else pick a location where the direct sun is unlikely to strike them where they make their demands/attacks upon wayfarers.

Water Trolls tend to be solitary or else live in family groups. The Troll-Wife (female) is by far the fiercest and most dangerous of the Water Trolls and defends her mate and/or family with a savagery that defies comparison.

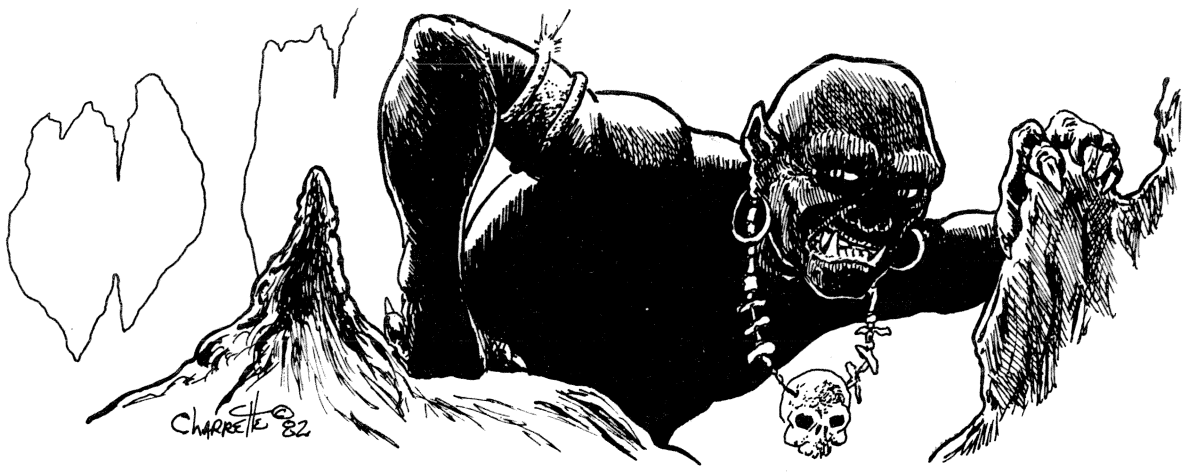
Water Trolls will use a variety of weapons in combat, but can also fall back on medium claws and fangs (MMC/3 and MMB/2)- - often preferring unarmed battle, especially when on terror raids or settling old scores. They can also grapple and tear an NPC opponent apart on making a STR CR, with the victim needing a CON CR–7 to survive the attack.

Water Trolls are terrifyingly strong and do +7 Points of Damage per Hit scored.

To slay a Water Troll brings 150 + 1D100 Honor Points if Troll is over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	3000	98	23	9	DODGE	=	–03/–16%
3	3400	100	25	12	DEX/16	=	CR/16 (12-17)
5	3800	102	27	15	CON/19	=	CR/19
7	4200	104	29	18	STR/36	=	CR/18
9	4500	106	31	21	WIS/12	=	CR/09 (07-12)
11*	5000	108	33	24	IQ/14	=	CR/11 (09-13)
13*	5500	110	35	27	BV/12	=	CR/10 (05-13)
15*	6000	112	37	30	APP/06	=	CR/03 (01-06)
17*	6500	113	38	33	FER/19	=	CR/19 (18-20)
19*	7000	113	38	36	CHA/13	=	CR/12 (08-14)
21**	7500	113	38	39	PIETY	=	–01 to –10
23**	8000	113	38	42	HEIGHT	=	6'8''
25**	8500	113	38	45	WEIGHT	=	600
27**	9000	113	38	48	CC	=	2100

*Mature Troll
**Old Troll, relatively rare.



22.09 THE GIANTS

The Giants are the largest of the human-like monsters. They are almost always crude, vulgar, and evil. Friendly ones may be met on occasion, but their usual reaction is hostility.

22.10 CAVE GIANTS

Most Cave Giants are solitary beings living in wildernesses. They are not particularly intelligent, relying on their great size and brute force to win through most situations. They wear animal skins, use crude clubs or maces in combat, and otherwise make their livings by herding animals, raiding villages, or robbing wayfarers.

Though poorly trained, Cave Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Also, 50 + 1D100 Honor Points are awarded for slaying a Cave Giant over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	1200	103	19	04	DODGE	=	–01/–09%
3	1500	105	21	06	DEX/09	=	CR/09 (06-12)
5	1800	107	23	08	CON/16	=	CR/16 (12-19)
7	2100	109	25	10	STR/16	=	CR/14 (12-19)
9	2400	111	27	12	WIS/06	=	CR/03 (01-08)
11	2700	113	29	14	IQ/06	=	CR/03 (01-08)
13	3000	115	31	16	BV/05	=	CR/03 (01-05)
15	3400	117	33	18	APP/06	=	CR/03 (01-10)
17*	3800	118	34	20	FER/15	=	CR/15 (09-20)
19*	4300	118	34	22	CHA/–4	=	CR/–4 (–7 to 05)
21*	4800	118	34	24	PIETY	=	0 to –05
23*	5500	118	34	26	HEIGHT	=	11'
25*	6300	118	34	28	WEIGHT	=	1500
27*	7100	118	34	30	CC	=	3200

*High level Giants, relatively rare.

22.11 HILL GIANTS

The Hill Giants are approximately the same size as the Cave Giants. However, they tend to be organized along Nordic lines and are better armed and skilled in combat. Arms usually include a round shield, metal cap (horned or winged), heavy furs, spear, and sword (two-hand equivalent) or axe (battle-axe equivalent). Their headquarters is in Jotunheim at the massive fortress of Utgard. Although characterized by general stupidity and brutishness, they are led by the highly intelligent Utgardhloki, a Giant who perhaps is the equal of any of the great Giant Kings.

Hill Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength.

Also, 75 + 1D100 Honor Points are awarded for slaying a Hill Giant over Lvl/7.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	1700	135	19	5	DODGE	=	–02/–10%
3	2000	137	21	8	DEX/10	=	CR/10 (06-13)
5	2300	139	23	11	CON/16	=	CR/16 (12-19)
7	2600	141	25	14	STR/16	=	CR/14 (12-19)
9	2900	143	27	17	WIS/08	=	CR/05 (01-11)
11	3100	145	29	20	IQ/08	=	CR/05 (01-11)
13*	3500	147	31	23	BV/05	=	CR/03 (01-05)
15*	3900	149	33	26	APP/07	=	CR/04 (01-10)
17*	4300	150	34	29	FER/15	=	CR/15 (09-20)
19*	4800	150	34	32	CHA/02	=	CR/02 (–4 to 06)
21**	5500	150	34	35	PIETY	=	0 to –05
23**	6300	150	34	38	HEIGHT	=	12'
25**	7100	150	34	41	WEIGHT	=	2100
27**	8000	150	34	44	CC	=	4200

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 400).
**Chieftain class Giants, usually armored in ring byrnies.

22.12 UTGARDHLOKI

Utgardhloki is the High King of the Giants of Utgard. He is a level/27 Hill Giant:

BODY	=	190	IQ/26	=	CR/17
FAT.	=	38	BV/18	=	CR/16
PCF	=	50	APP/15	=	CR/12
PMF	=	66	FER/20	=	CR/20
MKL	=	22	CHA/32	=	CR/19
DODGE	=	–03/–18%	HEIGHT	=	14'
DEX/18	=	CR/18	WEIGHT	=	2950
CON/19	=	CR/19	CC	=	7675
STR/19	=	CR/17	AWARD	=	15,000
WIS/20	=	CR/17			

Utgardhloki has a Military Ability of 14, which makes him a most dangerous field commander. Among his followers he is charismatic and commands without question. In combat he does +5 points of damage per hit. To slay him brings 200 + 2D100 Honor Points.

Utgardhloki possesses a chainmail hauberk –5 (AC/12), with matching –5 winged helm (AC/12), a +5 Mace, and a +4 Two-Handed Sword--all massing about 900 dr. and reputed to be worth GP 100,000. He is a Master Thaumaturge able to cast powerful Illusions of the Ninth Circle. He is also able to cast Basic Earth Magick (all spells), to summon an Earth Elemental once per week for 1-6 hours, and has a magical Spade of Excavation which can dig 50 cubic yards of dirt or 10 of rock per game turn (5 minutes).

Unlike most of his followers, Utgardhloki is at once very wise and also quite honorable, in his way.

22.13 FROST GIANTS

The Frost Giants are fierce beings, again organized on the Nordic model. They live in the Lands of Ice and rarely venture into warm regions. They are vulnerable to FIRE (double damage). The Frost Giants are armed as described for Hill Giants, and they are very ferocious fighters. A very few are able to cast Basic Magick spells producing COLD, SLEET, HAIL, and ICE. Such spells only do ½ damage to them.

Frost Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Officer and especially Chieftain types may be armed with low-grade magical weapons and armor, and they also possess limited magical powers in some instances. To slay one brings 100 + 1D100 Honor Points if it is over Lvl/5.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2000	143	20	6	DODGE = –02/–11%
3	2300	145	22	9	DEX/11 = CR/11 (06-15)
5	2600	147	24	12	CON/16 = CR/16 (12-19)
7	2900	149	26	15	STR/17 = CR/15 (12-19)
9	3300	151	28	18	WIS/08 = CR/05 (01-16)
11	3700	153	30	21	IQ/08 = CR/05 (01-16)
13*	4100	155	32	24	BV/07 = CR/04 (01-12)
15*	4500	157	34	27	APP/08 = CR/05 (01-12)
17*	5000	158	35	30	FER/17 = CR/17 (14-20)
19*	5500	158	35	33	CHA/06 = CR/04 (01-12)
21*	6200	158	35	36	PIETY = 0 to –05
23*	7000	158	35	39	HEIGHT = 13'
25*	8000	158	35	42	WEIGHT = 2250
27*	9000	158	35	45	CC = 4725

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 450 dr.).
**Chieftain class Giants, usually armored in ¾ chain hauberks giving AC/6 protection (weight 575 dr.).

22.14 FIRE GIANTS

The Fire Giants are the warriors of mighty Surt, the High King of the Fire Giants. These terrible beings live in the Lands of Fire. They are vulnerable to COLD (double damage). The Fire Giants are armed as described for Hill Giants. A very few are able to cast Basic Fire Magick spells on a limited scale. FIRE spells do only ½ damage to them.

Fire Giants inflict +5 Damage Points per Hit scored because of their great size, mass, and strength. Officer and especially Chieftain types may be armed with low-grade magical weapons and armor, and they also possess limited magical powers in some instances. To slay one brings 125 + 1D100 Honor Points if it is over Lvl/5.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	2500	170	20	6	DODGE = –02/–11%
3	2900	172	22	9	DEX/11 = CR/11 (06-16)
5	3300	174	24	12	CON/16 = CR/16 (12-19)
7	3700	176	26	15	STR/17 = CR/15 (12-19)
9	4000	178	28	18	WIS/09 = CR/06 (01-13)
11	4500	180	30	21	IQ/09 = CR/06 (01-13)
13*	5000	182	32	24	BV/07 = CR/05 (01-13)
15*	5500	184	34	27	APP/07 = CR/04 (01-10)
17*	6000	185	35	30	FER/17 = CR/17 (14-20)
19*	6500	185	35	33	CHA/07 = CR/06 (01-13)
21**	7000	185	35	36	PIETY = 0 to –05
23**	7500	185	35	39	HEIGHT = 14'
25**	8000	185	35	42	WEIGHT = 2700
27**	9000	185	35	45	CC = 6500

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 550 dr.).
**Chieftain class Giants, usually armored in ¾ chain hauberks giving AC/6 protection (weight 675 dr.).



22.15 SURT

Surt is the High King of the Fire Giants. He is a level/27 Fire Giant:

BODY	= 203	IQ/24	= CR/17
FAT.	= 38	BV/20	= CR/18
PCF	= 50	APP/16	= CR/13
PMF	= 66	FER/22	= CR/20
MKL	= 22	CHA/34	= CR/19
DODGE	= –03/–18%	HEIGHT	= 15 ft.
DEX/18	= CR/18	WEIGHT	= 3225
CON/19	= CR/19	CC	= 8400
STR/19	= CR/17	AWARD	= 20,000
WIS/22	= CR/17		

Surt has a Military Ability of 15, making him perhaps the most dangerous field commander among the Giants. Among his followers he is charismatic and commands without question. In combat he does +5 points of damage per hit. To slay him brings 250 + 2D100 Honor Points.

Surt possesses a chainmail hauberk –5 (AC/12), with matching –5 winged helm (AC/12), a +5 Two-Handed Flaming Sword, and a +4 Javelin, all massing about 2500 dr. and reputed to be worth GP 100,000. He is a Master Enchanter able to cast powerful Commands of the Ninth Circle, to summon a Fire Elemental once per week for 1-6 hours, to cast Basic Fire Magick (all spells), and has a 1000-year-old Ancient Dragon who guards his vast treasure.

Surt is the most ambitious, cunning, and treacherous of all the Giants, desirous of overthrowing the AEsir and establishing his dominion over all the earth.

22.16 STORM GIANTS

The Storm Giants are perhaps the largest of all the Giants. They live in the stormy heights of the mountains. They are armed as described for Hill Giants- - the usual Nordic equipment, but 15 feet tall and massing 3000 dr. A very few are able to cast Basic Water Magick spells on a limited scale.

Storm Giants inflict +5 Damage Points per hit scored because of their great size, mass, and strength. Officer and Chieftain types may also have low grade magical weapons. To slay one brings 150 + 1D100 Honor Points.

EXPER LVL	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	3000	192	19	5	DODGE	=	–02/–10%
3	3400	194	21	8	DEX/10	=	CR/10 (06-13)
5	3800	196	23	11	CON/16	=	CR/16 (12-19)
7	4200	198	25	14	STR/17	=	CR/16 (12-19)
9	4600	200	27	17	WIS/08	=	CR/05 (01-12)
11	5100	202	29	20	IQ/08	=	CR/05 (01-12)
13*	5600	204	31	23	BV/05	=	CR/03 (01-07)
15*	6100	206	33	26	APP/09	=	CR/04 (01-10)
17*	6600	207	34	29	FER/17	=	CR/17 (10-20)
19*	7100	207	34	32	CHA/05	=	CR/03 (–2 to 09)
21**	7600	207	34	35	PIETY	=	0 to –05
23**	8500	207	34	38	HEIGHT	=	15'+
25**	9500	207	34	41	WEIGHT	=	3500
27**	10,500	207	34	44	CC	=	7350

*Officer class Giants, usually armored in ring byrnies giving AC/4 protection over ¾ of the body (weight 700).
**Chieftain class Giants, usually armored in chainmail hauberks giving AC/6 protection over ¾ of the body (weight 900).

22.17 CYCLOPES

The Cyclopes are savage, relatively ignorant and gullible Giants with one eye in the center of their foreheads. They once forged thunderbolts for Zeus but were banished to a distant island because of their unruly nature. These brutish creatures now herd sheep and goats, but are not above making a meal of shipwrecked travellers. Cyclopes should be rated as equivalent to Hill Giants between Experience/7 and Experience/15, with most below normal in their general characteristics- - reflecting their degenerate state.

22.18 CLOUD GIANTS

Cloud Giants are the creatures of folklore, as in 'Jack and the Beanstalk'. They can be rated as equivalent to Storm Giants, except that they typically are unarmored and tend to use great clubs as weapons. Their general characteristics are below normal, especially with regard to Wisdom and Intelligence, as such Giants are usually depicted as almost moronic. They are also cruel and avaricious, given to gluttony and excessive imbibing of spirits. Such Giants live in enchanted lands in the clouds, descending to the earth to pillage and loot. Fortunately, there are not many of them, and they usually are solitary beings.

22.19 THE GOBLINS

Goblins is a general term including Kobolds, Goblins, Orcs, Uruk-Hai, Hobgoblins, and Bugbears. While there are differences between the Goblin types, all tend to be squat of body, with long arms and bowed legs. Their complexions are dark and leathery, their faces ugly and misshapen, with squinty eyes and long, discolored fangs.

Goblin society is tribal. They live in underground tunnel complexes and caves. The typical tribe numbers up to 1000 warriors. The lesser Goblin races are governed by Chieftains and self-styled 'Kings', who are actually Warlords. The Uruk-Hai and the Orcs who are their subjects are more formally organized along military lines, with each Warband being a regiment in one of the five tribes: Orcs of the Red Eye; Orcs of the Mountains; Orcs of Mordor; Orcs of Isengard; Orcs of the White Hand. The grades of rank amongst the Uruk-Hai are somewhat elaborate, reflecting their organization as military units, but in the final analysis matters still come to their being the Warlord and his trusted lieutenants.

Goblins have a reputation for stupidity which is not entirely deserved. While the bulk of the lower ranks tend to be little above the moron class, the leaders are often dangerously intelligent. As long as their leadership is intact, Goblins are dangerous and cunning foes. Only after their leaders have been slain or neutralized do the rank and file exhibit indeciseness and panic. In addition to their own leaders, Goblins may also acquire protectors- - especially Trolls and some forms of lesser demons.

1. Goblins have Night Vision and can see quite well in darkness out to 60 ft., and dimly to 150 ft.
2. Goblins tunnel as efficiently as Dwarves (see **21.22**).
3. Goblins are demoralized in sunlight (FER CR–1D6); except for the Uruk-Hai, who detest the sun but are able to function in daylight without being overly weakened or demoralized if their leadership is intact. Cloudy days are welcomed, as the wear and tear on Goblin nerves is greatly reduced at such times.

22.20 KOBOLDS

Kobolds are the smallest of the Goblin races. The Gnomes are their traditional enemies, and conflict between them is 'to the knife'. Kobolds sometimes dwell in tribes of their own, but often they are found in the lairs of larger Goblins, serving as 'snaga' or the Goblin equivalent of serfs or slaves. They are rated as non-fighters (Fighters for PCs). Few have armor better than leather, helmets of leather, and medium shields. Their arms are usually javelins, light swords or axes, and daggers. Archery is very uncommon. Kobold leaders and 'Heroes' may be better armed and armored:

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin.	.1	20	85	24%
Heavy Leather Jerkin. .	.2	25	90	29%
Ringmail Cuirass	.4	25	90	29%
Ringmail Byrnie.	.4	30	105	35%

Kobolds are very repulsive to outsiders; reduce Appearance and Charisma scores and CRs by ½ when dealing with non-Goblins.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	50	0	10	15	5	DODGE	=	–02/–13%
3	100	0.5	12	17	7	DEX/13	=	CR/13 (06-15)
5	150	2.5	15	19	9	CON/12	=	CR/12 (09-15)
7	200	7.5	17	21	11	STR/12	=	CR/10 (09-15)
9	250	15	19	23	13	WIS/08	=	CR/05 (04-15)
11	300	25	21	25	15	IQ/08	=	CR/05 (04-15)
13*	375	35	23	27	17	BV/08	=	CR/06 (01-15)
15*	450	45	25	29	19	APP/07	=	CR/04 (01-10)
17*	550	57.5	26	30	21	FER/12	=	CR/12 (09-15)
19**	650	72.5	26	30	23	CHA/05	=	CR/03 (01-10)
21**	750	90	26	30	25	PIETY	=	0 to –10
						HEIGHT	=	3'4''
						WEIGHT	=	65
						CC	=	85

*Kobold 'Heroes' and elite troops.
** Kobold Leaders.

22.21 GOBLINS

The Goblins are somewhat larger than the Kobolds, but differ little otherwise. Their traditional enemies are the Gnomes and Dwarves. Like Kobolds, Goblins sometimes dwell in tribes of their own, but often serve as 'snaga' in the lairs of the larger Goblin races. They, too, are rated as non-fighters (PCs are Fighters) and are armed and armored as described for the Kobolds.

Goblins are very repulsive to outsiders: reduce Appearance and Charisma scores and CRs by ½ when dealing with non-Goblins.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin	.1	20	130	11%
Heavy Leather Jerkin	.2	25	135	14%
Ringmail Cuirass	.4	27	137	15%
Ringmail Byrnie	.4	40	150	23%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	100	0	16	16	6	DODGE = −02/−14%
3	175	0.5	18	18	8	DEX/13 = CR/13 (06-15)
5	250	2.5	20	20	10	CON/14 = CR/14 (09-15)
7	325	7.5	22	22	12	STR/14 = CR/11 (09-15)
9	400	15	24	24	14	WIS/09 = CR/06 (04-15)
11	475	25	26	26	16	IQ/09 = CR/06 (04-15)
13*	550	35	28	28	18	BV/08 = CR/06 (04-15)
15*	625	45	30	30	20	APP/07 = CR/04 (01-10)
17*	700	57.5	31	31	22	FER/14 = CR/14 (09-16)
19**	800	72.5	31	31	24	CHA/08 = CR/07 (01-12)
21**	900	90	31	31	26	PIETY = 0 to −10
						HEIGHT = 4'5''
						WEIGHT = 110
						CC = 176

*Goblin 'Heroes' and elite troops.
**Goblin Leaders.

22.22 ORCS (URUKS)

The Orcs or Uruks are Goblin-sized. However, they are a fiercer, better organized, and more warlike type of Goblin- - almost invariably associated with their larger cousins, the Uruk-Hai. The Orcs are treated little better than the lesser 'snaga' by their masters. However, they also enjoy greater freedom and receive Fighter training. Thus the Orcs are rather formidable foes- - especially when encounterd in large numbers and under decent leadership. They are generally armed and armored as described for the Kobolds and Goblins:

Orcs are very repulsive to outsiders; reduce Appearance and Charisma scores and CRs by ½ when dealing with non-Goblins.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Leather Jerkin	.1	20	130	11%
Heavy Leather Jerkin	.2	25	135	14%
Ringmail Cuirass	.4	27	137	15%
Chainmail Cuirass	.6	30	140	17%
Ringmail Byrnie	.4	40	150	23%
Chainmail Cuirass	.6	45	155	26%

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS
1	125	0	16	16	6	DODGE = −02/−14%
3	225	0.5	18	18	9	DEX/13 = CR/13 (06-15)
5	325	2.5	20	20	12	CON/14 = CR/14 (09-15)
7	425	7.5	22	22	15	STR/14 = CR/11 (09-15)
9	525	15	24	24	18	WIS/09 = CR/06 (04-15)
11	625	25	26	26	21	IQ/09 = CR/06 (04-15)
13*	750	35	28	28	24	BV/08 = CR/06 (04-15)
15*	875	45	30	30	27	APP/07 = CR/04 (01-10)
17*	1000	57.5	31	31	30	FER/14 = CR/14 (09-16)
19**	1150	72.5	31	31	33	CHA/08 = CR/07 (01-12)
21**	1300	90	31	31	35	PIETY = 0 to −10
						HEIGHT = 4'5''
						WEIGHT = 110
						CC = 176

*Orc 'Heroes' and elite troops.
**Orc Leaders.

22.23 URUK-HAI/HOBGOBLINS

The Uruk-Hai are amongst the largest and fiercest of the Goblin races. Their abilities as adversaries should not be underestimated. They are as dangerous in combat as human troops. Well organized and moderately well disciplined and led, Uruk-Hai can function in open daylight- - allbeit nervously. Their units are accompanied by Orc 'cavalry'- - Uruks mounted on Wargs or large wolves- - for reconnaissance. Uruk-Hai arms include spears and pole arms, light swords and axes, and daggers. Because the Uruk-Hai do operate in daylight, where visibility is excellent, they also have an archery arm, with about 1 in 5 Uruk-Hai carrying a light self-bow. Armor is usually heavy leather, with metal caps and medium shields. However, elite units may have cuirboilli or Ringmail cuirasses. Heroes and Leaders are often armored in ¾ Ringmail byrnies or Chainmail Hauberks.

The Hobgoblins are virtually identical to the Uruk-Hai, except that they are not well organized and usually may be found in small numbers amongst the more primitive Goblin tribes.

The Uruk-Hai and Hobgoblins are the Goblin 'master races', for they tend to dominate the lesser Goblins and treat them as abject slaves. While all Goblins are given to cruelty and brutality, the Uruk-Hai are perhaps the most accomplished sadists of them all. Still, they do treat prisoners moderately well if high ransoms are forthcoming.

ARMS AND ARMOR	AC	ARM WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Heavy Leather Jerkin	.2	30	191	10%
Cuirboilli Cuirass	.3	40	201	14%
Ringmail Cuirass	.4	40	201	14%
Chainmail Cuirass	.6	40	201	14%
Ringmail Byrnie	.4	55	216	19%
Chainmail Hauberk	.6	65	226	22%

Among lesser Goblins, Uruk-Hai and Hobgoblins have +2 to Charisma scores and CRs. They are repulsive to non-Goblins, however, and Charisma and Appearance scores and CRs are halved when dealing with them.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	150	0	23	17	6	DODGE	=	—02/—13%
3	250	0.5	25	19	9	DEX/13	=	CR/13 (06-15)
5	350	2.5	27	21	12	CON/15	=	CR/15 (10-17)
7	450	7.5	29	23	15	STR/15	=	CR/12 (10-15)
9	575	15	31	25	18	WIS/09	=	CR/06 (04-15)
11	700	25	33	27	21	IQ/09	=	CR/06 (04-15)
13*	825	35	35	29	24	BV/08	=	CR/06 (04-15)
15*	950	45	37	31	27	APP/07	=	CR/04 (01-10)
17*	1175	57.5	38	32	30	FER/15	=	CR/15 (11-16)
19*	1300	72.5	38	32	33	CHA/08	=	CR/07 (01-12)
21*	1450	90	38	32	36	PIETY	=	0 to —10
23**	1600	110	38	32	39	HEIGHT	=	5'10''
25**	1800	130	38	32	41	WEIGHT	=	171
						CC	=	290

*Uruk-Hai 'Heroes' and elite troops.
**Uruk-Hai Leaders.

22.24 GNOLLS

The Gnolls are a race that appears to be a cross between the Goblins and the Trolls. They are larger than the Uruk-Hai, but not as well organized. Like most Goblins, they cannot tolerate bright daylight. They are rarely well armored, but their arms include just about any type of weapon they can find, from clubs to heavy melee weapons like battle-axes and two-handed swords. They are man-eaters, so one is advised to fight valiantly against such foes wherever they are encountered- - usually in mountain wildernesses.

Among lesser Goblins, Uruk-Hai, and Hobgoblins, Gnolls have +1 to Charisma scores and CRs. They are repulsive to non-Goblins, and Charisma and Appearance scores and CRs are halved when dealing with them.

ARMS AND ARMOR	AC	ARMS WEIGHT	BODY WEIGHT	ARMS AS % OF CC
Unarmored.	.0	—	330	—
Heavy Leather/Fur . . .	.2	30	360	03%
Ringmail Cuirass	.4	55	385	06%
Ringmail Byrnie.	.4	85	415	10%

Arms include body armor, medium shield, and metal cap.

EXPER LVL	EXPER AWARD	EXPER FACTOR	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
1	225	0	42	22	7	DODGE	=	—03/—15%
3	350	0.5	44	24	10	DEX/16	=	CR/16 (08-18)
5	475	2.5	46	26	13	CON/19	=	CR/19
7	600	7.5	48	28	16	STR/19	=	CR/17 (10-19)
9	750	15	50	30	19	WIS/08	=	CR/05 (01-12)
11	900	25	52	32	21	IQ/09	=	CR/06 (01-13)
13	1100	35	54	34	23	BV/08	=	CR/05 (01-10)
15*	1300	45	56	36	26	APP/06	=	CR/03 (01-09)
17*	1500	57.5	57	37	29	CHA/10	=	CR/09 (01-13)
19*	1700	72.5	57	37	32	FER/18	=	CR/18 (14-19)
21*	2000	90	57	37	35	PIETY	=	0 to —10
23**	2300	110	57	37	38	HEIGHT	=	6'3''
25**	2600	130	57	37	41	WEIGHT	=	300
27**	3000	150	57	37	44	CC	=	775

*Gnoll 'Heroes' and elite troops.
**Gnoll Leaders.

22.25 OGRES

Ogres are members of the Giant Race and are noted for their great strength and cruelty. They are the most repulsive and frightening in appearance of the Giant races, with 1 to 3 eyes, scabacious complexions, misshapen bodies, and foul odor. They live in caves in wilderness regions but will settle for ruins and even castles. Ogres are not socially organized, but they may live with Goblins as protectors. Of somewhat limited intelligence, they are vulnerable to distraction by word games, puzzles, and spells of Illusion. They are fond of treasure and tend to amass considerable amounts of it by old age.

Ogres fight with clubs and other blunt instruments because they love to see broken bones and heads smashed to bloody pulp. Barehanded, their fists strike like lightweight Maces.

So terrifying is the appearance of an Ogre, that all Characters will check morale with a FER CR—2 when meeting up with one. Failure of morale will bring a hasty retreat, and pursuit by the Ogre will push the Character to panic if a second FER CR—3 is failed.

Ogres see well in all conditions, but they prefer dim and dark surroundings because, like all Evil things, they hate bright light.

It is believed the gauntlets of an Ogre will give the wearer greater killing powers, adding +5 Damage Points per Hit scored. Also, the great belt of the Ogre is supposed to impart immense strength- - effectively doubling the carrying capacity (CC) of the wearer. In fact, only the older, most powerful Ogres may possess such magical aids, and a person much under 6' tall will be unlikely to wear them.

Ogres add +5 Damage Points per Hit Scored. 75 + 1D100 Honor Points are won for slaying an Ogre.

As a general note, it should be observed that Ogres often eat their captives and victims. They also delight in torturing captives. Few monsters are more hideous or cruel.

OGRE TYPE	EXPER AWARD	BODY LVL	FAT. LVL	PCF	GENERAL CHARACTERISTICS		
Young Ogre/I . . .	.1500	93	24	6	DODGE	=	—01/—09%
Young Ogre/II. . .	.2000	96	27	10	DEX/09	=	CR/09 (06-12)
Young Ogre/III . .	.2500	99	30	15	CON/20	=	CR/19
Mature Ogre/IV . .	.3000	102	33	19	STR/40	=	CR/18
Mature Ogre/V . .	.3500	105	36	24	WIS/05	=	CR/02 (01-06)
Mature Ogre/VI . .	.4000	108	39	28	IQ/05	=	CR/02 (01-06)
Mature Ogre/VII .	.4750	111	42	33	BV/05	=	CR/03 (01-04)
Old Ogre/VIII . . .	.5500	114	45	37	APP/01	=	CR/01
Old Ogre/IX	.6500	117	48	42	CHA/—6	=	CR/—06 (—08 to 0)
Old Ogre/X	.7500	120	51	46	FER/19	=	CR/19

PIETY	=	—05
HEIGHT	=	10'
WEIGHT	=	1375
CC	=	6600



23 The Undead Profiles

The following sections describe the Undead.

Immediately below are specifics on the effects of certain types of weapons and magicks on the Undead:

MEASURE TAKEN AGAINST UNDEAD	GHOUL	ZOMBIE	SKELETON	MUMMY	VAMPIRE	WIGHT	DEATH	WRAITH	GHOST
NATURAL WEAPON	½ Dam.[a]	½ Dam.[a]	½ Dam.[a]	¼ Dam.[a]	¼ Dam.[b]	No Effect[b]	No Effect[b]	No Effect[b]	No Effect[b]
ORDINARY WEAPON	½ Dam.[c]	½ Dam.[c]	½ Dam.[d]	¼ Dam.[c]	¼ Dam.[c]	No Effect	No Effect	No Effect	No Effect
MAGICK WEAPON	Full Dam.	Full Dam.	Full Dam.[d]	Full Dam.	Full Dam.	½ Dam.	½ Dam.	½ Dam.	½ Dam.
FLAMING SWORD	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.[e]	Full Dam.[e]	Full Dam.[e]	Full Dam.
EGO SWORD	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.[g]	Full Dam.[f]	Full Dam.[f]	Full Dam.[f]	Full Dam.
VORPAL BLADE	Full Dam.[g]	Full Dam.[g]	Full Dam.[g]	Full Dam.[g]	Full Dam.[h]	Full Dam.	Full Dam.	Full Dam.	Full Dam.
BANE SWORD	Full Dam.[h]	Full Dam.[h]	Full Dam.[h]	Full Dam.[h]	Full Dam.[i]	Full Dam.[h]	Full Dam.[h]	Full Dam.[h]	Full Dam.[h]
HOLY SWORD	Full Dam.[i]	Full Dam.[i]	Full Dam.[i]	Full Dam.[i]	Faith %	Full Dam.[i]	Full Dam.[i]	Full Dam.[i]	Full Dam.[i]
WOODEN CROSS: HOLD[j]	Faith %	Faith %	Faith %	Faith %	Faith %	Faith –10%	Faith –20%	Faith –30%	No Effect
WOODEN CROSS: RETREAT[j]	10%	10%	10%	10%	10%	10%	10%	10%	No Effect
SILVER CROSS: HOLD[j]	Faith %	Faith %	Faith %	Faith %	Faith %	Faith %	Faith –10%	Faith –20%	Faith –30%
SILVER CROSS: RETREAT[j]	25%	25%	25%	20%	20%	15%	10%	05%	05%
SYMBOL OF ANNUBIS[k]	60%	60%	60%	60%	40%	35%	30%	25%	20%
HOLY RELIC[k]	Faith +40%	Faith +40%	Faith +40%	Faith +30%	Faith +30%	Faith +20%	Faith +10%	Faith %	Faith –10%
HOLY WATER[l]	1D10	1D10	1D10	1D10	1D10	1D10	1D10	1D10	1D10
HOLY WORD: HOLD[m]	Faith –15%	Faith –10%	Faith –15%	Faith –25%	Faith –35%	Faith –40%	Faith –45%	Faith –50%	Faith –55%
WRATH OF GOD	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
FIRE	1D10	1D6	1D10	1D10	1D10	1D6	1D6	1D6	No Effect
MAGICK FIRE	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
LIGHTNING BOLT	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.	Full Dam.
ILLUSION SPELL	IQ/04-15	IQ/04-09	IQ/08-13	No Effect	Per IQ	No Effect	No Effect	No Effect	No Effect
COMMAND SPELL	WIS/04-13	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
GREAT COMMAND SPELL	OBEY!	OBEY!	OBEY!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!	DEPART!

(a) Full damage if Natural Weapons of a Legendary Monster/Beast.
(b) ½ damage if Natural Weapons of a Legendary Monster/Beast.
(c) No Critical Hit possible.
(d) No damage if a thrusting/stabbing weapon; full damage if a crushing weapon.
(e) 10% chance of Retreat from the weapon.
(f) Ego Swords will prevent drain of Life Force.
(g) Slay outright 20% of the time. Wights, Deaths, and Wraiths take +2D6 damage if a 'Slay' result occurs, with a 10% chance of Retreat.
(h) Slay outright 20% of the time on scoring a Critical Hit; maximum damage otherwise on Critical Hit, with a 10% chance of Retreat.
(i) Maximum damage on Critical Hit, with a chance of +3D6 damage upon a successful Act of Faith.
(j) Character's Faith percentage is used: Hold = no closer approach; Retreat = withdraw from area if 1D100 Faith roll is in percentage range indicated. Religious symbols of Faiths other than Christian may have comparable effects.
(k) Sanctified religious items belonging to martyred 'Saints' work only for those of the same Faith. Symbol of Annubis (the Egyptian Jackal God of Death) are magical devices which target as a Magical Device and have the chance of causing Undead to Retreat upon rolling the 1D100 percentage indicated if targeting succeeds. No Fatigue Levels are lost using it.
(l) Damage done by Holy Water if splashed on the Undead, per 'dose' used. Retreat occurs 20% of the time after splashing.
(m) Only Clerics may utter Holy Words to prevent closer approach.

23.01 THE UNDEAD: GHOULS

Ghouls eat the flesh of the dead and make their homes in or near deserted graveyards. Ghouls are foul in appearance and smell. Their flesh is a repulsive greyish-white, not unlike the flesh of the dead. They fight with claws and fangs, with an 02/10% on a Critical Hit that the unclean venom will temporarily paralyze a victim for 1-3 blows if he fails to make a CON CR—4. A person killed by Ghouls has a 20% chance of becoming a Ghoul- - provided he is not eaten first. They fear daylight mightily (FER CR = 6).

The appearance of Ghouls is so terrifying that Characters under Experience/8 FEAR them and must make a FER CR—2 each combat turn they are within 20' of a Ghoul. Characters of Experience/8-12 make a normal FER CR, and those with Experience/13+ are unaffected.

Ghouls are fearsomely strong and can carry up to 4 times their body weight. In battle they evidence FER/17 courage.

Ghouls prefer to fight with MMC/3 Medium Claws and MMB/2 Medium Fangs but can use weapons. Add +4 Damage Points per Hit scored.

Ghouls have a Strength/20 rating (CR/18).

TYPE OF GHOUL	BODY LVL	FAT. LVL	WEIGHT	AC	PCF	CC	EXPER AWARD
GHOUL I	30	30	200	4	17	800	2000
GHOUL II	40	32	225	4	21	900	2750
GHOUL III	50	34	250	4	25	1000	3500
GHOUL IV	55	36	275	4	29	1100	4250
GHOUL V	60	38	300	4	33	1200	5000
GHOUL VI	65	40	325	4	37	1300	6000



23.02 THE UNDEAD: ZOMBIES

Zombies are the corpses of dead men who are animated by Necromancy. Such beings are without wills of their own or powers of higher thought. They act only upon direction by their masters and can be fooled or distracted when isolated from their masters and left on their own to carry out instructions.

Because Zombies are corpses, they are awful to behold and cause Characters to react as described for the FEAR produced by Ghouls.

In battle, Zombies are utterly fearless and attack with 'suicidal' disregard for personal survival- - largely because they have no sense of their own identities to produce morale problems. They are also quite strong, being able to carry up to 3 times their body weight.

Add +2 Damage Points per Hit scored.

TYPE OF ZOMBIE	BODY LVL	FAT. LVL	WEIGHT*	AC	PCF	CC*	EXPER AWARD
ZOMBIE	30	30	var.	4	09	x3	500
STRONG ZOMBIE	45	30	var.	4	15	x3	1000

*Weight varies according to the size of the Zombie (see 4.26), but an average Zombie masses 150 and a strong one about 200 as a general rule of thumb. CC = x3 body weight, with Strength/20 (CR/18).

23.03 THE UNDEAD: SKELETONS

Skeletons are the final, dessicated remains of men long dead. Like Zombies, they are animated by Necromancy. Skeletons often tend to be dead men bound by some terrible CURSE or GEAS to guard some place or to perform a mission. They are totally the creatures of those who raised them and act only to fulfill their master's orders, whether he is living or long dead.

Skeletons are symbolic of Death itself and thus produce FEAR in Characters, as described for Ghouls.

Skeletons sub-divide into two groups- - unarmored and armored types. The latter are the remains of warriors and can possess considerable fighting prowess. Though the Skeletons themselves weigh little, they have the equivalent Bash weight of a fully fleshed man. They also have considerable strength, being able to carry 2 times their body weight. In battle, they attack with fanatic ferocity and know not the meaning of retreat unless faced with powerful Magicks, the power of Faith, or the like.

TYPE OF SKELETON	BODY LVL	FAT. LVL	BASH WEIGHT*	AC	PCF	CC	COMMENTS	EXPER AWARD
SKELETON	15	30	150	3	21	300	unarmored	750
WARRIOR SKELETON	35	30	235	8	34	450	armored in AC/5	1500

*Actual weight is about 15% for Skeleton and 25% for Warrior.

23.04 THE UNDEAD: MUMMIES

Mummies are Undead whose corpses were preserved by ancient Magicks of great power. Mummies are usually subject to some CURSE which comes into effect when a great tomb is disturbed, after which the creature is free to move and avenge the desecration.

Being especially frightening creatures, Characters under Experience/5 have a 75% chance of fleeing outright when confronted by a Mummy- - without checking morale. All Characters under Experience/12 are subject to PANIC when within 50' of a Mummy and check morale with a FER CR—5 each combat turn. Characters at Experience/12+ check morale with a normal FER CR each combat turn.

Most Mummies are the remains of once great Kings, and they are rated as very superior Fighters as a result. A scant few are the preserved remains of superior Magicians and may cast 3 + 1D6 spells during an encounter (GameMaster's choice). Since they are Great Personages, their tombs will often be guarded by other Undead, especially Skeleton Warriors, although Zombies and Giant Rats might also be present. The tombs may themselves be guarded by trap mechanisms of varying complexity and deadliness. The tomb might contain vast treasure on the order found in a Dragon Horde. In such instances, the guardians will likely be numerous and powerful.

There is a 50% chance that the corpse of a Mummy contains ancient diseases of unusual virulence, such as Leprosy of the Tomb. Also, wounds inflicted by a Mummy have a healing period 2 + 1D20 times as long as normal, unless cleaned and treated by a Physician or CURED by a Cleric within the hour.

In battle, a Mummy knows no fear. However, the beings are often intelligent and wise (IQ/4+2D10; WIS/4+2D10) and rarely act in a foolish or ill-considered fashion. They will serve a Necromantic master; but woe to him who shows disrespect or irreverance, as such conduct will bring a revolt 25% of the time.

Add +4 Damage Points per Hit scored.

TYPE OF MUMMY	BODY LVL	FAT. LVL	BASH WEIGHT*	AC	PCF	CC*	EXPER AWARD
MUMMY I	.50	50	200	4	27	600	3500
MUMMY II	.60	50	225	4	31	675	4250
MUMMY III	.70	50	250	4	35	750	5000
MUMMY IV	.80	50	275	4	39	825	6000
MUMMY V	.90	50	300	4	43	900	7000
MUMMY VI	.100	50	325	4	47	975	8000

*CC reflects an equivalent Strength/20 (CR/18).

23.05 THE UNDEAD: VAMPIRES

Vampires are rather unique beings. They are the true 'Living Dead', fully aware and capable of often high order thought and action. They often appear perfectly normal in dim light, with perhaps a slight pallor to the complexion. Some are unable to survive in the bright light of day and perish in sunlight at the rate of 1D10 damage points per combat turn. They are blinded in such moments and can only thrash and stumble around, being unable to engage in combat unless someone is so foolish as to blunder into their grasp. A few can withstand sunlight but are distinctly uncomfortable and operate at ½ normal combat levels if they fail a morale check at FER CR/10, checked each combat turn. Vampires tend to go abroad only at night, as a result, reserving their predations upon Mankind for the safe darkness.

Vampires require their coffins and a bit of the soil from their graves and must return to rest in them for at least 3 hours out of every 24. Failure to do this brings a 10% chance per day (cumulative) that they will perish forever. They can cross open water only at great peril (25% chance of a fierce storm which will sink the ship they are travelling in 25% of the time). They must remain in their coffins during a passage over open water.

Most Vampires sleep during the entire day (unless able to venture forth in sunlight), arising at dusk to move freely until first cockcrow. Upon arising, Vampires can go forth in their own shapes or may Shape Change into a bat, rodent, dog, or a red or white mist at will. In gaseous form, a Vampire can pass through porous materials, under doors, etc., but it must beware of strong winds or drafts which can blow them away and dissipate them- - forcing the Vampire to return to his coffin to 'gather himself together,' so to speak.

Vampires do not cast reflections in mirrors, like demons. Dogs hate them. Holy things cause them to recoil when within 10' range. Garlic makes them snarl, hiss, and gag when smelled. A Vampire cannot pass through a crossroad without a 25% chance of being puzzled as to which way to go. This effectively holds a Vampire for 3D6 game turns (15-90 minutes) before he can leave the crossroads area. Similarly, Characters may throw down mustard seeds behind them when fleeing a pursuing Vampire. The Vampire will stop and try to count them 25% of the time for 1D6 turns (5-30 minutes).

Vampires possess a kind of animal magnetism which is manifested as MESMERISM (see 18.35 Command Spells) which they cast as Adepts of superior Experience Factor levels. This power can be directed against an intended victim to hold him/her so that the Vampire can feed. It can also function as hypnosis to command the victim's will.

Vampires tend to seek victims of the opposite sex. There is a 25% chance upon the first feeding that a Vampire will drain the body entirely of blood, being caught in a feeding frenzy. However, if the Vampire intends to bind his/her victim as a subordinate Vampire, avoidance of a feeding frenzy permits the Vampire to make repeated visits in the hope of infecting the victim with Vampirism. Infection has a 10% chance of occurring each feeding, after which the Vampire drains the body entirely. In 7 days, the new Vampire will rise from the grave. Of course, a Vampire can always kill a victim outright, ignoring the feeding frenzy rule. Draining is at a rate of 1D10 damage points per 2½ minute combat turn or a flat 15 damage points per 5 minute game turn, if left undisturbed.



Vampires can appear quite normal. But when they reveal themselves, they emanate a PANIC effect like a Mummy. In combat, they have fighting ability comparable to that of a Knight and always strike with maximum damage when a Critical Hit is scored. Their 'Bash' capabilities are computed as if they were double their rated weights, reflecting their often incredible strength levels.

Vampires do not stay slain unless a wooden stake is driven through their hearts. Bodies are then best buried in a crossroads or else burned at noonday in bright sunlight.

Vampire NPCs can be rated as equivalent to Mighty Knights or Knights Champion (see **21.04** and **21.03**) with regard to general fighting characteristics. They may be unarmored or armored. Vanquishing/slaying brings 1000 e.p. + 200% of the experience award for defeating a Knight of equivalent level. Honor Points awarded = 200.

23.06 THE UNDEAD: WIGHTS

Not to be confused with the living barrow wight who operates a pushcart in the town marketplace and sidestreets, the dread Barrow Wight is an evil spirit that inhabits an ancient burial mound or Barrow in some desolate place. Wights are ghost-like beings but are also somewhat corporeal (material), as they have not completed their passage into the Wraith World. Wights are bound to remain in the vicinity of their burial mounds and cannot venture abroad in the light of day. At night, they are free to roam round about their burial sites in search of victims. They can produce Illusions to confuse travellers about the nature of the terrain (as Adepts up to the Seventh Circle, with equivalent 100 Experience Factors). They can also produce real banks of dense FOG of 50 Volumes (see Basic Magick in 18.25). By such means they trick and lure their victims into ambush.

Barrow Wights exist by draining the Life Forces of their victims. This occurs in the form of an energy drain which removed 100.D100 experience points or one Experience Level, whichever is the lower, each day the victim is held captive by the Wight. The drain of Life Forces can be resisted by a CON CR—7. Any Human, Dwarf, or Haefling slain by Life Force draining has a 25% chance of becoming a lesser Wight in service of his slayer.

Wights have fighting characteristics comparable to those of superior Knights of Experience/11-20, and double the usual experience award is given for slaying them. Their Body/Fatigue levels are also equivalent to those of a Knight, except that Body Levels are raised by +20 points.

Wight NPCs can be rated as equivalent to Mighty Knights or Knights Champion (see **21.04** and **21.03**) with regard to general fighting characteristics, only they cannot be bashed except with magical weapons- - being incorporeal. Critical Hits do not bring special effects. Vanquishing/slaying brings 1500 e.p. + 200% of the experience award for defeating a Knight of equivalent level. Honor Points awarded = 250.

23.07 THE UNDEAD: DEATHS

The classic Death is the cowled skeleton figure of medieval folklore and superstition- - a being properly classed as a wraith or ghost, for it is essentially incorporeal.

Deaths are highly intelligent and are immune to any attempts to CON them or to all spells of Illusion and Command except the GREAT COMMAND. For their part, they emanate TERROR, causing all Characters under Experience/6 to flee 75% of the time, without checking morale. Otherwise, Characters under Experience/12 check morale at FER CR—7 in each combat turn the Death is within 100 ft. of them. Characters of Experience/12+ check morale at FER CR—2.

Deaths have the dread FINGER OF COMMAND and automatically target any single being struck by TERROR. The FINGER OF COM-

MAND effectively holds the victim and can also cause him to approach (the skeletal finger is crooked in the characteristic 'come hither' gesture).

In combat, even if the Character saves from his fears, he is so chilled by the sight that the Death has the advantage of first blow in any combat exchange. A Death is armed with a magical +1 Scythe of Slaying which strikes with the effects of a two-handed sword. The weapon has a 33% chance of totally paralyzing the victim for 1-6 turns if a Critical Hit is scored (no other damage occurs). Alternatively, a Critical Hit does maximum damage to the victim, and an 02/10% result slays him instantly.

Deaths are immensely strong and can carry 5 times their rated weight. Note that they really have no weight, being non-material, but have the equivalent for purposes of delivering Bashes. They, themselves, cannot be bashed except by magical weapons of +5 or better.

Deaths never appear in daylight and rarely in well-inhabited regions. They are genuine haunts. Nor should they be regarded as basically hostile when they appear. Sometimes a Death will appear to present a warning to those seeing them- - an omen of ill events to come if one does not turn aside or else adopt a new plan or attitude. In a hard-played dungeon adventure, the Death can be used to stop a party in its tracks when they are in danger of blundering into areas for which they are ill-equipped to survive. Such a mechanism saves the Characters for a later day in which their prowess will be advanced enough to take on the perils of that area of the Place of Mystery.

DEATH	BODY LVL	FAT. LVL	BASH WEIGHT*	AC	PCF	CC*	EXPER AWARD
Classic Death	.125	50	500	4	50	500	15,000

*A Death has no actual weight, being incorporeal, and it cannot be bashed. CC reflects an equivalent Strength/20 (CR/18).

23.08 THE UNDEAD: WRAITHS

Wraiths are evil spirits akin to both Wights and Ghosts. They are bound by strong Magicks to serve the possessor of a Ring of Great Power (see 17.26 Necromancy). Wraiths are incorporeal and dwell in the Wraith World. Thus they are invisible to ordinary eyes. However, to function effectively in the real world, they must wear some form of clothing, usually long hooded capes and armor of the deepest black.

Wraiths seem to be blind and deaf by normal standards, yet they can sense their surroundings and will detect anyone near 85% of the time (less evasion bonuses). Their tracking ability is truly unnatural, for they can follow the trail of an intended victim with 95% chance of retaining the proper track unless magical means are used to cover it. They also ride Wraith Steeds comparable to Great Warhorses but able to absorb punishment like Wraiths and utterly untiring in their endurance.

While Wraiths possess the capacity to overwhelm most opponents, they prefer to exercise their authority over living creatures instead and will be able to MESMERIZE any creature within 20 ft. who looks into the glowing red coals that flicker into life in the darkness of the Wraiths shadowed eye sockets. They also emanate TERROR sufficient to rout Characters as described for Deaths.

Wraith NPCs can be rated as equivalent to a Knight Champion of Exper. Level/27 (see **21.03**) with regard to general fighting characteristics. They cannot be 'bashed' except with magical weapons, being incorporeal. Critical Hits do not bring special effects. Vanquishing/slaying brings 2000 e.p. + 500% of the experience award for defeating a Knight of equivalent level. Body Levels are x4 that of a Champion Knight (177 damage points). Honor Points awarded = 350.

23.09 THE UNDEAD: GHOSTS

Ghosts are pure spirits, completely in the Wraith World but able to make their presence known in the real world. Ghosts are restless beings perhaps suffering from some unexpiated sin or treason which it has committed or which might have been committed against it and went unavenged. Ghosts typically want something from the living- - the proper burial of the body, redress of an old wrong, restoration of a true heir to his birthright, the return of stolen treasure, or any of a host of possible tasks. In such instances, a Ghost will have the power to place a GEAS upon the right person to put things to rights.

If the Ghost's cause is just, there is only a 10% chance that a Character can save himself from the GEAS. If the cause is unjust, the Character must attempt to have a Cleric EXORCISE the spirit, after which the GEAS can be lifted.

True Ghosts cannot be harmed by any form of weapon or Magick because they are not material nor magical in nature. Combat with a Ghost therefore means only that the Ghost has been driven from this Plane of Existence for the moment but is free to return in the following night. The Power that binds them to this world is more powerful than any known to men. Only EXORCISM can remove a Ghost forever from the Mortal Plane.

Ghosts employ no weapons. Rather, they employ TERROR to cow and vanquish their enemies, as described for Deaths. However, if a Character fails in his FER CR and his morale is shattered, there is a chance that his fear could paralyze his limbs and begin to kill him. Roll a CON CR—1D6. Failure means that the Terrorized Character cannot move, and that he is literally being killed by his abject fear at a rate of 3D6 damage points per combat turn he remains in the presence of the Ghost. A CON CR—1D6 is rolled each turn; if he can move, he flees and the damage points are not assessed against him. (The damage is purely in the mind, but if the total exceeds the Character's Body Levels plus Blood Loss Limit, he dies of a heart failure).

Ghosts are able to fight other Undead as Wraiths.

Ghosts rarely do real harm to people unless given due cause. They prefer the TERROR weapon to drive away unwanted intruders or to punish those who earn their anger. The worst thing that can befall a man is to be singled our for a haunting, for the Ghost will disturb his rest and drive him to abject fatigue in time.

Note also that EXORCISMS are of two types. If the rite is performed in the personal haunting area of the Ghost, it is final. If performed in an area in which the Ghost simply appears to remind a man of his duty the EXORCISM simply bars the Ghost from the area for a period of 6.D6 days. Exorcism level = Demon VIII equivalent.

23.09 THE UNDEAD: POLTERGEISTS

Poltergeists are Ghosts who throw things. Such spirits are sometimes malevolent, sometimes benevolent. Indeed, a Poltergeist may decide that a person, family, or party of adventurers is worthy of its protection and assistance. In such cases, the favored individuals seem to enjoy an inordinate amount of good luck in the place the Poltergeist haunts. On the other hand, those which the Poltergeist actively dislikes may experience bad luck, or strange and frightening things may happen to them.

The luck aspect can be represented by a + or — (01/05%) DM to all D6, D10, D20, and D100 rolls, with the DM being either in the favor or to the disadvantage of the liked/disliked person(s).

The strange and frightening events take on a more material and sinister quality. Objects can be thrown, dropped on, etc., the victims, doing 3D6 points of damage and bringing on a PANIC attack as described for Mummies.

Poltergeists are restricted to a particular place, usually a dwelling which they loved during life. They can only be EXORCIZED, and the rite must be performed while the Poltergeist is present. The being itself is never visible, but it makes its presence felt through the emotions felt by those in the area, sounds, moaning drafts, etc. Exorcism Level = Demon VII equivalent.

23.10 THE UNDEAD: PHANTOMS & SPECTRES

In **Chivalry & Sorcery**, the terms 'Phantom' and 'Spectre' have been reserved for purely magical manifestations created through the casting of spells of Illusion. These effects are intended to distract, baffle, confuse, or frighten the beholder. Some take on a kind of reality when the beholder believes: in their reality and may be able to do damage to them because of that belief.

Ghosts, Wraiths, and Deaths may also be called 'Phantoms' or 'Spectres' by the general populace, as that is the common meaning of the words.

AFTERWARD

Since **Chivalry & Sorcery** was originally published in 1977 a great deal has happened within role playing. Obviously the designers have not existed in a vacuum and have been aware of the developments in the art, and Ed Simbalist has been responsible for some of those changes. The natural desire by designers to update and improve their work was matched by requests from FGU for an edition with more explanation and the need for larger, easier to read print. Thus, the wishes of the game designers and of the publisher converged and work was begun on the massive rewrite of **C&S**.

It had always been apparent that **C&S** was one of the masterworks in the role playing field. The breadth of coverage was monumental and the detail covered virtually everything related to the subject matter. Yet, despite the almost legendary status of the original edition, problems still existed. Many readers were confused by the very completeness of the work and bogged down in the more complex areas of the mass-action miniatures rules which had no bearing on the role playing aspect of the game for them. Hence, the miniatures rules have been removed from **C&S** and will be placed in the **C&S Sourcebook** for those gamers with an interest in large scale battles. This avoids the confusion over terms that confused many role players reading such rules in the midst of the role playing rules.

Though some areas of the rules have been deleted, entire new sections have been added to **Chivalry & Sorcery**. Ed Simbalist has now given us a detailed skill system for the game, which more accurately reflects both the genre represented and the state of the art in our hobby. The world and background are still there and most systems have been redesigned for greater ease of both play and understanding.

Here, at FGU, it is fully expected that this new edition of **Chivalry & Sorcery** will take its place with the old edition as a model of what a complete role playing game should include. It is hoped that the larger print size and greater emphasis placed on explanation will make this edition easier to understand and to play. No longer will **C&S** be seen as the ideal background book for any role playing game by many and as a game by only an elite group. The game systems are now designed to be used by all gamers.

A great deal of effort was put into this rewrite and a similar effort was necessary for the presentation. We are extremely proud of what **C&S** has always represented and are now even more proud of the presentation.

Long time **C&S** players will wonder about the status of the other volumes in the series. The Sourcebooks are being revised and brought up to the standards of this new edition. Similar work is being done on **Swords & Sorcerers**, **Saurians**, and **Arden**. FGU now recognizes the need for adventure packs for the game and these are in preparation. Thus, support material and expansions for the **C&S** system are in the works and will begin seeing print shortly after the release of this second edition of **Chivalry & Sorcery**.

It is hoped that you, the reader, will find as much pleasure in these volumes as we find pride and pleasure in presenting them.

Scott B. Bizar, Editor
January, 1983

16 OF MAGICK & MAGICIANS 2
16.01 The Rule of the Expert 2
16.02 Character Origins & Magick Mode 2
16.03 The Second Requisite of Magical Power 2
16.04 Magick Level (MKL) 3
16.05 Personal Magick Factor (PMF) 3
16.06 Basic Magick Resistance (BMR) 3
16.07 Enchantment 4
16.08 Partial Enchantments 4
16.09 Learning Spells 4
16.10 Learned Spells 5
16.11 Unlearned Spells 5
16.12 Spells Cast Through a Device of Power 5
16.13 Enchanting a Magical Device 5
16.14 Enchanting Magical Materials 5
16.15 Simple Magical Devices 5
16.16 Placing Spells in Devices 6
16.17 Magical Focusing Devices 6
16.18 Magical Books and Scrolls 6
17 THE MAGICIANS 7
17.01 Natural Magick Users 7
17.02 Primitive Talent Magick 7
17.03 Wood Elves 7
17.04 High Elves 7
17.05 Drug Trance Magick 7
17.06 Dance/Chant Magick 8
17.07 Mediums 8
17.08 Shamen 9
17.09 The Minor Arcane 9
17.10 Alchemy 9
17.11 Advanced Alchemetical Operations 10
17.12 Alchemetical Products and By-Products 11
17.13 Artificers 12
17.14 Weaponsmith Artificers 12
17.15 Jewelsmith Artificers 14
17.16 Mechanician Artificers 14
17.17 Astrology 14
17.18 Divination 15
17.19 The Hex Masters: Witchcraft 16
17.20 Solitary Hex Masters 16
17.21 Evil Priests 17
17.22 The Covens 17
17.23 The Major Arcane 17
17.24 Conjuration 17
17.25 Enchanters 17
17.26 Necromancy 17
17.27 Thaumaturgy 19
17.28 The Mystics 20
17.29 Cabbalist-Symbolists 20
17.30 Power Word Magick 20
17.31 Magick Square Mysticism 20
18 MAGICAL COMBAT 21
18.01 Targeting 21
18.02 Targeting Enchancement 22
18.03 Casting the Spell 22
18.04 Overcoming Target Defenses 22
18.05 Effect of Obstacles 22
18.06 Effect of Movement 23
18.07 Spells Which Miss the Target 23
18.08 Backfire 23
18.09 Spells of Protection 23
18.10 The Circle of Protection 23
18.11 Prayers 24
18.12 Holy Relics 24
18.13 Monastic Chants 24
18.14 Clerical Protective Circles 24
18.15 Magick Users on Home Ground 25
18.16 Words of Guard 25
18.17 Amulets of Protection 25
18.18 The Limits of Protection 25
18.19 Dispelling Magick 25
18.20 Spells of Detection 25
18.21 Spells of Communication and Transportation 26
18.22 Basic Magick 27
18.23 Basic Magick Spells 27
18.24 Basic Magick: Earth 28
18.25 Basic Magick: Water 28
18.26 Basic Magick: Fire 29
18.27 Basic Magick: Air 30
18.28 Combination Basic Magick Spells 30
18.29 Spells of Command 30
18.41 Spells of Illusion 33
18.53 Spells of Ancient Lore 36
18.62 Black Magick 37
18.68 Demonology 38
19 THE DEMON PROFILES 43
19.01 Level I Demons: Gargoyles 43
19.02 Level II Demons: Imps 43
19.03 Level III Demons: Lesser Balrogs 43
19.04 Level IV Demons: Greater Balrogs 43
19.05 Level V Demons: The Elementals 43
19.06 Earth Elementals 44
19.07 Air Elementals 44
19.08 Fire Elementals 44
19.09 Water Elementals 44
19.10 Level VI Demons: Djinn of the Ring 45
19.11 Level VII Demons: Djinn of the Lamp and Efreet 45
19.12 Level VIII Demons: Chevaliers De L'Enfer 45
19.13 Level IX Demons: The Fallen Angels 45
19.14 Level X Demons: The Powers 46
19.15 Level XI Demons: The Principalities 46
19.16 Level XII Demons: Lucifer/Satan/Shaitan 46
20 THE BEASTS OF C&S 46
20.01 The Animal Profiles 46
20.02 The Legendary Beasts and Monsters 54
20.03 Legendary Beasts & Monsters Combat Profiles 54
20.04 Basilisks 55
20.05 Centaurs 55
20.06 Chimera 55
20.07 Cockatrices 55
20.08 Great Eagles and Rocs 55
20.09 Gorgons 55
20.10 Griffins/Gryphons . . 55
20.11 Harpies 56
20.12 Hippogriffs 56
20.13 Hydras 56
20.14 Manticores 56
20.15 Minotaur 56
20.16 Pegasus 56
20.17 Unicorns 56
20.18 Wyverns 56
20.19 Dragons and Dragon Lore 57
20.20 The Blatant Beast 58
20.21 The Questing Beast 58
21 THE NPC PROFILES 59
21.01 Modifying NPC Characteristics 59
21.02 The Chivalry 59
21.03 Champion Knights 59
21.04 Mighty Knights of Renown 60
21.05 Superior Knights 60
21.06 Average Knights 60
21.07 The Sergeants-at-Arms 61
21.08 Superior Sergeants 61
21.09 Average Sergeants 61
21.10 Infantry 61
21.11 Men-at-Arms, Yeomen-at-Arms, & Warriors 62
21.12 Militia, Yeomen, Foresters, & Adventurers 62
21.13 Thieves 62
21.14 Assassins 62
21.15 Brigands 62
21.16 Clerics 62
21.17 Magicians 63
21.18 Non-Combatant General NPCs 63
21.19 The Elves 63
21.20 Wood Elves 64
21.21 High Elf Lords 64
21.22 The Dwarves 65
21.23 Dwarvish Warriors 65
21.24 The Dwarf Lords 66
21.25 The Gnomes 66
21.26 The Haeflings 67
22 THE INTELLIGENT MONSTER PROFILES 67
22.01 Lycanthropes 67
22.02 Shape Changers 68
22.03 The Shape Shifters . . 68
22.04 The Trolls 68
22.05 Cave Trolls 69
22.06 Mountain Trolls 69
22.07 Wood Trolls 69
22.08 Water Trolls 70
22.09 The Giants 71
22.10 Cave Giants 71
22.11 Hill Giants 71
22.12 Utgardhloki 71
22.13 The Frost Giants . . . 71
22.14 Fire Giants 72
22.15 Surt 72
22.16 Storm Giants 73
22.17 Cyclopes 73
22.18 Cloud Giants 73
22.19 The Goblins 73
22.20 Kobolds 73
22.21 Goblins 74
22.22 Orcs (Uruks) 74
22.23 Uruk-Hai/Hobgoblins . . . 74
22.24 Gnolls 75
22.25 Ogres 75
23 THE UNDEAD PROFILES 76
23.01 Ghouls 77
23.02 Zombies 77
23.03 Skeletons 77
23.04 Mummies 77
23.05 Vampires 78
23.06 Wights 78
23.07 Deaths 78
23.08 Wraiths 79
23.09 Ghosts 79
23.10 Poltergeists, Phantoms, and Spectres 79