

Chivalry & Sorcery:
The Rebirth
Vol. 3 - Gamemaster's Companion



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FOREWORD

Welcome to the Gamemasters Companion, the third volume of *Chivalry & Sorcery: The Rebirth*.

This volume contains guidance to Gamemasters of *Chivalry & Sorcery: The Rebirth*, with rules for awarding experience and creating a medieval campaign setting. This guide also covers the creation of non human characters but Gamemasters should carefully consider the implications of such characters within the campaign.

Towards the rear of the book is a summarised Bestiary with most of the *Creature Bestiary* covered in basic format. For more detail we recommend that this sourcebook is utilised.

We would like to send a heart felt thanks to all those who have helped in the development of all three volumes. We would like to specially thank the *Royal Armouries at Leeds, England* who provided detailed information on weapons and armour.

We hope that you enjoy all three volumes which form the core rules for *Chivalry & Sorcery* as it enters the fourth decade that it has been in existence and enters the next millenium.

Have fun ...

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DEDICATED TO:

THE MANY GAMEMASTERS WHOSE
IMAGINATIONS KEEP THE HOBBY

ALIVE, AND THE
LOYAL ORDER OF CHIVALRY & SORCERY
WHO KEEP C&S ALIVE

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BEING A GAMEMASTER

Every role-playing game must have a special kind of person who runs the game, taking care of the unknown and this is the **Gamemaster**. This super-being is known by many other names from game system to game system. In the final analysis, everything that happens in a fantasy role playing campaign is under the management of the Gamemaster.

The Gamemaster must be a master of the rules, both those contained in the rulebooks and the ones, which he has made up, to take care of unusual circumstances. He has the task of acting as referee, impartially and fairly applying 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.

He must also be a creator of worlds, using the rules and a series of maps, charts, notes and adventure scenarios. These may have been designed by him 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. A well-designed world adds greatly to the enjoyment of the game.

He must also be a teacher and advisor, helping players to fully experience the game and the world in which it is set. 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.

The Gamemaster must also be a storyteller. A fantasy role-playing game is a form of interactive theatre; recreating heroic tales, with the Gamemaster as the narrator, describing the scenes of the story and keeping everything tied together. Well conceived scenarios 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 Gamemasters task 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.

To help support his role of storyteller, the Gamemaster should also be a confident 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 (and played by) the Gamemaster. He must quickly breathe personalities into his NPCs so that they acquire an identity all of their own. Role-playing demands interactions between the personalities in the fantasy world, the more the Gamemaster breathes "life" into his NPC's, the more real his campaign becomes.

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 in another, perhaps more frightening way, the Gamemaster is Fate, God, and everyone Else besides the Player Characters in the fantasy world. Becoming a Gamemaster is a great responsibility, but it is not as difficult a task as it appears if the Gamemaster knows his material, is organised, and has prepared himself beforehand.

It is an immensely satisfying experience.

BECOMING A GAMEMASTER AND PLAYING FAIR

It is clear 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 Skilful 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 should take his role as an impartial referee quite seriously and try 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 "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 by 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 scenarios run with the aim of solving specific problems. Emphasis is usually placed upon player skill within the gaming system and the ability to gauge the odds in a calculated risk so that success is forthcoming. At the same time, mistakes are regarded with some disapproval. The purist Judge/Referee believes inherently in the game system he is using as being specific to his personal view of what is fitting and right. He refuses to alter the odds in favour of the Player Characters or in his own favour because they would be detrimental to 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 any way, 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 too much enjoyable gaming. At the same time, there are some 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 storyteller 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 favour 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. As 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 panache and style, he will pause and consider its value in furthering the long-range goals he has set for the scenario. 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" recognised 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 individual 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 an equal 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 favouritism, 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 scenario? 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 an opponent 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 then 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. 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. Anything less is simply not enough.

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 Gamemasters 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. Do not 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 that 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.

We list below the various broad stages that a Gamemaster will need to take when running a game. A general review of the various systems might also be in order when deliberating over each stage, but the intent will still be to check out one's impressions, not to absorb every detail of the systems.

Stage 1

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. As *Chivalry & Sorcery* is essentially a Medieval game, the rules required here are primarily those concerning design of feudal baronies and nations, and these covering social organisation and behaviour. For quickness you could consider the *Marakush* campaign which is produced for *Chivalry & Sorcery*.

Stage 2

Once you have painted in the broad details, it will be time to decide on specifics, such as what Mage (Wizard) 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 familiarise yourself with specific areas of the rules increase. Always remember that the rules are meant as guidelines, not straitjackets.

Stage 3

The time to pay careful attention to Character Generation comes at the moment that you have to decide which Races will be allowed for Players in the campaign. You will assess the capabilities and roles such Character Races will have in your world. If you happen to 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.



Stage 4

By the time that you are populating your world with specific personalities, you will need to consider your first scenario. For the beginner we recommend commercially produced scenarios designed for introductory campaigns. These can give guidelines on what components go into a scenario, the NPC's, the story-line, encounters etc. By reading through a scenario such as this you will understand how the story-line develops and what encounters are round the corner.

Stage 5

At this stage you should be ready to meet with your Players and introduce them to the game. 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 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 magic casting or enchanting are run through in order to establish standard procedures, are definitely in order before the first scenario begins. Your role has now shifted to "teacher" and "advisor".

You will find that such preparation will acquaint you with many of the commonly used rules so that you will rarely need to look up such things. 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 behaviour 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 earlier.

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 a 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 similar, you must inform the Players so that they, too, know and can use the rules to their advantage.

CREATING A CHIVALRY & SORCERY WORLD

As a Gamemaster, you must create a "world" for role-play. Firstly, you must recognise that all the rules and systems governing the creation of a feudal society in *Chivalry & Sorcery* 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 he may wish to base it on. Alternatively, 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 *Chivalry & Sorcery* are themselves a generalisation 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 the campaign is set in. This establishes many leads as to details of dress, weaponry, armour, equipment, and even skills that 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 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 Romanised British Celts clinging to the last vestiges of ancient civilisation in the face of rising barbarism.

It might be asked at this point why *Chivalry & Sorcery* 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. Nor is a feudal model in any way limiting upon the imagination and creativity of the Gamemaster and the Players. 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 takes 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 involves Characters and Non-Player Characters talking with each other, doing business with each other, co-operating 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.

It is the task of the Gamemaster to develop a worldview 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. 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. It is easier to start with something that already exists and modify it to personal tastes and needs.



DEVELOPING SCENARIOS

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 scenario.

A "scenario" 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 scenario in FRP is the raid on some Place of Mystery. A mined 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 scenario is the trek through some wilderness, imitating such epic feats as 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 scenario is what might be termed the mission approach. In such scenarios, 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. Invaders suddenly besiege the castle, and someone has to go for help. His enemies have captured the King, but his evil brother wants the throne and is blocking the collection and transport of the ransom. A dragon is terrorising 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. The local authorities, on what appear to be trumped up charges have arrested a friend, and he's heading for a certain hanging. We could go on and on, but the bottom line is that someone must do something about this, and guess who has been selected.

Of course, the situations will instantly be recognised as typical of stories and more. The advantage to developing such scenarios is they all give the Players a definite goal to achieve. The storyteller Gamemaster will especially love such scenarios, because they give him an opportunity to write a somewhat more detailed script to guide the action. The disadvantage is that the same Players cannot tackle the scenario twice.

We do recommend the mission scenario 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 scenario. Consider how the great writers have handled such places. They describe such locations as places to pass through. Places of Mystery have meaning when made a part of a mission as they can be made simple or fairly complex, the latter being somewhere to revisit later for some other purpose besides the one occupying them at present.

RUNNING A GAMING SESSION

PREPARATION

There are no hard and fast rules for running a successful role playing session. Each Gamemaster is faced with developing a personal style of presentation with which he is most comfortable. Also, the Players themselves have a considerable effect on the gaming because the entire activity depends upon their interaction with the Gamemaster and with each other.

After the world of the fantasy campaign has been designed, and an initial scenario is ready, the Players must choose their Characters for adventure. Initially, a Character Development session will be needed where the Gamemaster assists the Players to generate a character for the campaign. Once each Player has a Character the Gamemaster can begin by launching into the introduction of his scenario. Sometimes it is advised to generate more than one character for the campaign world at this session. This allows a poll of varied characters available within the campaign setting for the players.

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 recognise it upon seeing/hearing it, etc. Thus, not everything need be described, but if something significant could be sensed and recognised 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 does not 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 stating 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' current level of 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.

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 is dialogue - what the Characters and NPCs/ Monsters actually say. If role-play ever meant anything, it is here. The purists 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 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 emphasises role-play in the extreme. The Players are pretending 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 the Characters carry out an action. This means 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 emphasise role playing in character. After all, since when does a fighter look in a rulebook just before deciding which weapon to draw? Only when combat is joined will the appropriate tables and charts 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. This sort of thing keeps the game moving quickly and brings on the excitement and frustration of real action. Think fast, or die!

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 experienced he may 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 is 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 scenario.

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 they are intelligent creatures. Gamemasters who allow other motivations other than the kill mentality, to their monsters will discover many excellent opportunities for good role-play. Consider the Orc merchant who has just been robbed by a group of Haeflin brigands. Surely this demands justice, especially if the group of characters includes a Knight, sworn to uphold justice and to protect the weak.

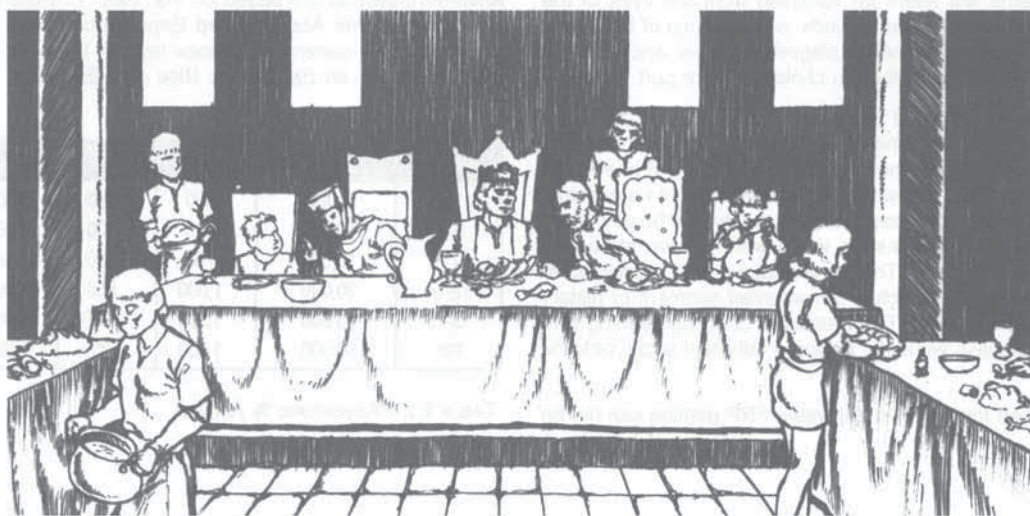
Beasts: The Gamemaster must also control the entire myriad of animals that populate his world. Some understanding of animal behaviour is advantageous; not all wolves are ravaging members of a pack, willing to fight to the last. Most are cunning who assess the odds before making any attacks.

In general, the comments directed at Players about how to play their characters apply equally to the Gamemasters. The real skill in being a Gamemaster is the ability in giving all NPC's an equal right to life in the campaign world.

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 game time. Player's develop an almost autobiographical story of their characters, and if played skilfully a long life in the campaign. This means a Gamemaster must gauge carefully the long-term impact of any developments in the campaign. Imagine the long-term effects of allowing Players to develop gunpowder in a campaign set in the 11th Century, ie King Richard the Lionheart leading the third crusade with Muskets.

Even so, it should be recognised that Characters grow in skill and talents over time, becoming 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 scenario can be resolved through skilful play, brave and decisive action, and perhaps even a few (carefully disguised) interventions by Fate (the Gamemaster). Never should a scenario be devised as an almost certain death trap, 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 scenario 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 armour 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 to 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 talismans of power, placed in the earth to provide aid when mere human powers are not enough. A good scenario 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.

THE WIDER WORLD OUT THERE

Many Gamemasters make the mistake of concentrating on adventure scenarios, 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 *Chivalry & Sorcery* concentrates upon the simulation of an actual documented segment of history and fantasy fiction, the feudal ages. The *Marakush* campaign setting provides a High Fantasy alternative world, by having a coherent social order to build on.

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

AWARDING EXPERIENCE

One of the jobs that the Gamemaster has to do is the awarding of experience. It is through such awards that characters advance through the game, allowing them to grow, improving their skills and knowledge. To assist the Gamemaster we give here some guidelines on such awards. The rules below cover the experience awards a Gamemaster gives at the end of the gaming session. These are not meant to be the final authority, just basic guidelines on how much experience should be awarded for any given task. If you as a Gamemaster have different ways of determining experience, by all means go ahead and do so. Refer to *Table 1.1 - Experience Awards* to get a basic idea on how much experience to award for a particular circumstance.

Role-play Task	Experience Award (Exp) ¹
Roll Playing In Character	0% - 5% Exp Bloc/Adventure
Surviving an Adventure	1% - 5% Exp Bloc
Completing a Minor Quest	20% Exp Bloc
Completing a Major Quest	100% Exp Bloc
Finding a Magical Item	25-100 Exp
Bonus to Mages	10 Exp x rank of spell not known
Success with a Needful Skill	3 Exp x Crit Die Result
If Skill is a Primary Skill	4 Exp x Crit Die Result
If Skill is a Mastery Skill	5 Exp x Crit Die Result
Learning by Trial and Error	5% Exp to learn Skill for each success +75 Exp for a Critical Success +50 Exp for a Critical Failure
Successful Spell casting	3 Exp +3 Exp x Crit Die
Successful Act of Faith	3 Exp +3 Exp x Crit Die

¹All Awards are In Accumulated Experience

TABLE 1.1 - EXPERIENCE AWARDS

The term "1% - 5% Exp Bloc" means award 1% to 5% of the Bloc of experience required to attain the next Experience Level.

ADVENTURE AWARDS & EXPERIENCE BLOCS

Adventure awards are calculated at the conclusion of an adventure or minor quest. On long adventures the Gamemaster may prefer to give this award more than once since it took a longer amount of time to complete. The Gamemaster can either give the award at a breaking point, such as when the characters perform an important task, or keep a running total and give the experience to the group at the end of the quest.

Adventure awards are based on the "Bloc" of experience a character must transfer from his **Accumulated Experience** to his **Total Experience** pile to rise from his current experience level to the next. From now on, we will refer to this as an **Experience Bloc** or a **Exp Bloc**.

Level	Exp Bloc	5%	4%	3%	2%	1%
1-4	5,000	250	200	150	100	50
5-7	10,000	500	400	300	200	100
8-11	15,000	750	600	450	300	150
12-14	20,000	1,000	800	600	400	200
15-18	25,000	1,250	1000	750	500	250
19+	30,000	1,500	1200	900	600	300

TABLE 1.2 - ADVENTURE % AWARD



To save Gamemasters from unnecessary mathematics *Table 1.2 - Adventure % Awards* shows the points given at the various levels so that a Gamemaster only need to determine what percentage the character should get for that particular adventure.

Example:

A second level character needs 5,000 total experience to advance from level 2 to 3. (From 10,001 to 15,001.) Therefore if the Gamemaster awards him a role-playing session award of 3%, he would receive 3% of 5000 (150 Exp) to put in his character's Accumulated Experience pile.

ROLE PLAYING IN CHARACTER

This award is potentially the most controversial one, which a Gamemaster can give, as it involves a somewhat subjective evaluation of how well or how badly a player role-played his character in a gaming session. However, there are some touchstones that can guide you when making the award:

5% Exp Bloc: Awarded for excellent performances, which enhance the entire FRP experience for everyone present. The player consistently tries to role-play "in character," paying attention to the personality and background of that character in both the dialogue and what the character does. He carefully differentiates between what his character says and thinks and what he is himself saying and doing as a player so there is no confusion as to who is whom. The character evidences special traits and identifying behaviours (favourite sayings, habitual tendencies, even an accent, if called for) which distinguishes him and make him into a person in his own right.

4% Exp Bloc: Awarded for good to very good performances. The player usually role-plays in character, with occasional slips but nothing serious.

3% Exp Bloc: Awarded for average performances. The player attempts to role-play but experiences lapses or else puts in only an average performance. From time to time, the character says and does things the way a modern person would rather than someone coming from his own time and place does.

2% Exp Bloc: Awarded when the player only superficially role-plays his character. He often is out of character and tends to fail to differentiate between himself and his character. Frequently, the character behaves in a manner inappropriate to his personality profile and background in the campaign.

1% Exp Bloc: Awarded when the character is barely role playing his character. He may make the slightest effort, but not much more.

0% Exp Bloc: Awarded when the player is routinely out of character and is clearly making little or no attempt to differentiate between himself and his gaming personality. Such players need assistance with their role-playing styles and should be helped out by the Gamemaster and other players to improve.

SURVIVING AN ADVENTURE

This award is given when the players have managed to get their characters through an adventure that has offered dangers they either have to avoid or else confront and overcome. Depending on the degree of danger involved and the active part individual characters took in resolving the problems or facing the dangers, variable awards are given. The standard **1% - 5% Exp Bloc** is given for surviving. The lower awards are given to characters who play a minimal role in the action, while the higher awards are given for taking on the brunt of the responsibility for ensuring the survival of the group (and for laying one's hide on the line when doing it). Typical awards are 3% ExL. (Mages, Priests, and Scholarly Adventurers receive no more than 3% for surviving a gaming session and receive an average of 1% with a minimum of a 0% Exp Bloc awarded.)

COMPLETING A MINOR QUEST

This award is given when the player characters succeed in the mission that they have been assigned for the adventure scenario. Typically, a number of gaming sessions are required before they can fulfil the "victory conditions" set for the entire adventure.

This is awarded in a similar way to session experience award. However, **20%** of the Experience Bloc is given to the character. Mages, Priests and Scholarly Adventurers earn less experience while adventuring due to their cloistered vocations, therefore they earn only a **10%** Exp Bloc award. To simplify the bookkeeping for the Gamemaster *Table 1.3 - Minor Quest Awards* is provided.

Level	Exp Bloc	20%	10% ¹
1-4	5,000	1,000	500
5-7	10,000	2,000	1,000
8-11	15,000	3,000	1,500
12-14	20,000	4,000	2,000
15-18	25,000	5,000	2,500
19+	30,000	6,000	3,000

¹ Experience for Mages and Priests

TABLE 1.3 - MINOR QUEST AWARD TABLE

COMPLETING A MAJOR QUEST

This award is given when the player characters succeed in fulfilling the "victory conditions" set for an important mission which involves a considerable amount of campaign time and which has great significance for the part of the campaign world they are in. During this time, they may have accomplished several minor quests along the way.

This should only be awarded for the greatest deeds of valour, such as slaying the terrible dragon that ravages the countryside, or destroying an evil artefact, or saving an entire Kingdom from ruin and disaster. The award is **100%** of the experience Bloc for the Characters level.

Again since Mages, Priests and Scholarly Adventures are more geared towards studying than adventuring, they only receive a **75%** Exp Bloc. Again to assist the Gamemaster, *Table 1.4 - Major Quest Awards* is provided.

Level	Exp Bloc	100%	75% ¹
1-4	5,000	5,000	3,750
5-7	10,000	10,000	7,500
8-11	15,000	15,000	11,250
12-14	20,000	20,000	15,000
15-18	25,000	25,000	18,750
19+	30,000	30,000	22,500

¹ Experience for Mages and Priests

TABLE 1.4 - MAJOR QUEST AWARD TABLE



FINDING A MAGICAL OR HOLY ITEM

The award given for finding a magical item differs considerably, depending upon who finds it. Mages benefit the most, provided that there are opportunities for learning new knowledge of their Craft. Non-mages receive far more nominal awards.

An amount of **10 Exp x rank of spells not known** is awarded to a Mage finds a magical item.

Example:

A Mage discovers a Device of Power which contains 9 spells, 5 of which he does not know. These unknown spells are ranks 1, 1, 4, 5, and 6, a total of 17. He is therefore awarded $10 \times 17 = 170$ Exp.

In addition to this a Mage can also receive **25-100 Exp** which is awarded to anyone finding any type of magic or Holy item depending upon the power of the magical or Holy item and its importance to completing the mission. For instance finding a sword that has the power to slay the troll the party will soon meet will give the character who found it the maximum of 100 Exp. Also a Mage would gain 10 Exp x the ranks of any unknown spells placed in the item if he claimed the sword. This may not seem like a lot, but remember, the character has just claimed the blade. To acquire great experience the character must use the weapon. Ordained priests or monks receive no experience for claiming a magical item, they do receive **three** times the normal amount of Experience Points for finding a Holy item.

SUCCESS WITH A NEEDFUL SKILL (OPTIONAL)

One of the things we have taken special care with in *Chivalry & Sorcery* is to provide for a wide range of skills which characters can perform during the course of their adventuring. While success using a particular skill will not always be subject to an experience award, there are times when an award is deserved. Whenever a character really needs to succeed with a skill important to further the action or help to solve a problem which has arisen from the action, award **3 Exp x Crit Die Exp**. The Gamemaster will decide what constitutes a "needful" task or a "routine" task.

For instance, suppose a character is portraying a troubadour who is skilled in singing and playing a musical instrument. If he is giving a public performance before the local lord and his court, his success or failure will really matter. However, if he is performing for his friends around the campfire, it is merely atmospheric that enrich the overall role playing experience. The first case deserves an award for success, while the second does not.

Example:

A character strikes with his sword and rolls a 10 on the Crit Die. He will obtain an award for vanquishing or slaying an opponent, but in this special case he has succeeded brilliantly with one specific application of his skill with a sword and therefore earns a special award of $3 \text{ Exp} \times 10 = 30 \text{ Exp}$ for scoring that particular Critical Hit.

This award may be given for detecting the presence of enemies, who might be lying in ambush, etc., by an Alertness skill. Or it could be given to someone who finds a trap that would of killed the party should it not of been discovered. It is a catch-all award applied to a host of different situations and the players' response to the challenges they pose. If the skill is in the characters primary Skill Category, he will receive **4 points x Crit Die** if he is successful in using the skill. Should it be a Mastery skill, the character will get **5 points x Crit Die** for successfully using the skill.

Note: This rule does not cover casting Spells or performing Acts of Faith. See later in this chapter for more details on awarding experience under those conditions.

SLAYING/VANQUISHING A FOE

The descriptions of experience shown in *Table 1.5 - Slaying/Vanquishing a Foe* for dealing with foes are based on the Honour Point award for living beings. In *Chapter 7 - The Bestiary* each entry has an Honour point. This forms the basis for awarding Experience Points as the honour point figure is multiplied by a factor depending on vocation and circumstances as shown in *Table 1.5 - Slaying/Vanquishing a Foe*.

General Vocation	Avoidable Conflict		
	Slay Foe	Vanquish Foe	Murder Foe
Warrior	x 5	x 5	x 1
Thief	x 5	x 3	x 1
Assassin	x 5	x 2	x 5
Adventurer	x 5	x 3	x 1
Scholarly Adventurer	x 3	x 3	x 1
Mage	x 2	x 2	x 1
Priest Mage	x 4	x 3	x 0
Priest	x 5	x 5	x 0

General Vocation	Unavoidable Conflict		
	Slay Foe	Vanquish Foe	Murder Foe
Warrior	x 10	x 10	x 2
Thief	x 10	x 6	x 2
Assassin	x 10	x 4	x 10
Adventurer	x 10	x 6	x 2
Scholarly Adventurer	x 6	x 6	x 2
Mage	x 4	x 4	x 2
Priest Mage	x 8	x 8	x 0
Priest	x 10	x 10	x 0

TABLE 1.5 - SLAYING/VANQUISHING A FOE

Priests gain experience only if the foe is an enemy of mankind or his religion.

An Avoidable Conflict

An avoidable conflict is a conflict in which a character chooses to engage in combat of one type or another, rather than some other form of interaction, which might be called for under the circumstances.

If several player characters are responsible for the defeat of such an enemy, share the Honour Point award equally between them. Participation in such instances does not necessarily involve striking an actual blow, but it does require a character to assist in the defeat of the enemy in some material way that helps make a difference. Once divided between each participant the amount a recipient receives is then modified by the multiplier as shown in *Table 1.5 - Slaying/Vanquishing A Foe*.

An Unavoidable Conflict

An unavoidable conflict is one in which the NPC chooses the violent course rather than some other form of interaction, which might be called for under the circumstances. Again, let us be clear on this point. The NPC begins the attack, plain and simple, and forces the action. This definition can be extended to include NPCs known to be hostile and having earned an armed response because of their earlier actions.

We draw distinctions between PC and NPC initiated conflicts to encourage players to pursue the full range of interactions possible in role-playing. We recognise the need to engage enemies known to be hostile and violent in whatever manner is most likely to bring success to the player characters. There are times when parleying and trying to reach a peaceful accommodation is not the wisest course of action, after all.



If several player characters are responsible for the defeat of such an enemy, share the Honour Point award equally between them. Participation in such instances does not necessarily involve striking an actual blow, but it does require a character to assist in the defeat of the enemy in some material way, which helps make a difference. Once divided between each participant the amount a recipient receives is then modified by the multiplier as shown in *Table 1.5 - Slaying/Vanquishing a Foe*.

SUCCESSFUL SPELLCASTING

One of the obvious activities that a Mage will engage of course, is the practice of magic itself. However, there must be a good reason to cast a spell. Frivolous use of magic will not be rewarded. Spells are rated not by rank but by their **MR** or **Magic Resistance** for a Mage using a particular Mode of Magic to cast the spell as this reflects the difficulty he faces to perform the magical task.

3 Exp x (MR of spell) + (3 x Crit Die) is awarded to a Mage each time he successfully casts a magical spell.

Example:

A Witch of ML 5 successfully casts a Basic Magick - Air spell, which is MR 6 for Witchcraft Mode and rolls Crit Die 05. The Exp award is therefore $3 \times 6 = 18 + (3 \times 5) = 33$ Exp.

Remember that this experience should only be awarded in a time of need. Mere practice or frivolous use of magic gives no extra Exp for succeeding in casting a spell.

SUCCESSFUL ACT OF FAITH

Both Clerics and laymen may benefit from success with an Act of Faith. Since it is part of their sacred duties and in keeping with their roles, Clerics routinely practice their Faith by frequently calling upon their deity or deities to bless or aid them and other believers on whose behalf the Cleric is invoking divine intervention. Nevertheless, an Act of Faith will be rewarded only when it is truly needful or appropriate to call upon the Higher Powers. It should never be done frivolously (and penalties can always be assessed by the Gamemaster in the form of reduced success chances for such impious and presumptuous conduct).

(3 Exp x PFF of Act) + (3 x Crit Die) is awarded to a Cleric or lay believer, each time they successfully perform an Act of Faith.

Example:

A Cleric of Faith Level 3 performs the PFF 15 Act of Faith **Matrimony** and rolls Crit Die 03. The Exp award is therefore $(3 \times 15) = 45 + (3 \times 3) = 54$ Exp.

"TAGGING" EXPERIENCE (OPTIONAL)

"Tagging" experience is an optional rule, which allows a Gamemaster to either designate that a certain amount of experience earned can only be spent on improving a certain skill, or skills in a specific category. Also the Gamemaster may award extra experience and "tag" it so it can only be used to improve a certain skill or skills within a specific category. This allows Gamemasters to control the amount of experience a character spends on skills he uses infrequently or it can be used as a reward to a character's good use with a skill, or a group of skills in a particular category. However, this rule will add a great deal to bookkeeping, as players will have to keep a record of how much Accumulated Experience a character has in a particular skill or skill category that he has yet to spend, and then be sure to add this to his Total Experience pile. One recommendation if you should decide to use this rule, write down in the margins of the character sheet the amount of Accumulated Experience a character has in a specific skill. When the character has enough Accumulated Experience to raise the skill one level, erase the amount spent and add it to your Total Experience pile.

SPECIAL EXPERIENCE BONUSES

It is possible to award certain special experience bonuses relating to magick. These are shown in *Table 1.6 - Special Experience Bonuses*.

Type	Task	Experience Bonus
Mages ¹	Reducing a new spell to MR 0	10 Exp x rank
	Per Spell put in a Magical Item	10 Exp x rank
	Simple Magical Device created	50 Exp ²
	Lesser Device of Power created	100 Exp ²
	Greater Device of Power created	500 Exp ²
	Least Focus of Power ³	50 Exp ²
	Lesser Focus of Power ³	100 Exp ²
	Greater Focus of Power ³	250 Exp ²

¹Non Mages with a Mode of Magic earn 10% of the amount indicated.

²+10 Exp per material (MR 0) used

³Awarded for the first one created of the type. Creating additional foci of the same type does not receive a bonus.

TABLE 1.6 - SPECIAL EXPERIENCE BONUSES

DOWNTIME EXPERIENCE AWARDS

Experience can also be awarded for things that characters undertake during downtime. *Table 1.7 - Downtime Experience* shows the amount of Experience that could be awarded in such cases.

Type	Undertaking ¹	Experience
Everyone	Per 2 levels over DISC 10 ²	1 Exp/day
	Per 3 Experience Levels ³	1 Exp/day
Warrior	Between Adventures	1 Exp/day
Thief	Between Adventures	1 Exp/day
Adventurer (Active)	Between Adventures	1 Exp/day
Mage	Magical Research ⁴	5 Exp/day
	Performing other Duties	3 Exp/day
Priest	Meditating on Acts of Faith	5 Exp/day
	Performing other Duties	3 Exp/day
Adventurer (Scholarly)	Performing scholarly activities	3 Exp/day

¹This refers to anything that is being undertaken during Downtime, it includes learning new skills, practicing existing skills etc.

²Awarded per bloc of two levels after DISC 10: +1 at DISC 11-12; +2 at DISC 13-14; +3 at DISC 15-16, etc.

³Awarded after every 3rd level: +1 at ExL 3; +2 at ExL 6, and so on.

⁴Includes researching, learning, and designing new spells and creating magical items.

TABLE 1.7 - DOWNTIME EXPERIENCE

Adventurers may be scholarly or active in their natures. A Scribe would be scholarly, for example, while a Mariner would be an active adventurer. This classification determines which kind of downtime experience the character may earn.



LEARNING BY TRIAL AND ERROR (OPTIONAL)

With the Gamemaster's approval, a character may attempt to learn a skill by Trial and Error if it is possible to perform such tasks without having basic knowledge. That is, one can literally teach himself by finding out what works and what does not. For example, you can learn to juggle by doing it and doing it until you get it right. It is inefficient, but it does work.

Trial and Error Learning works in the following way. A character may learn by Trial and Error only while adventuring, not in Downtime! The character, while adventuring, may make a skill check each time he wishes to use the unlearned skill. However, the skill must be used when it is needed. Mere "practising" is not enough. Let the following examples set the spirit of "necessary use" we intend to apply here:

Merf is alone in the wilderness, having been separated from the merchant caravan he was travelling with. He has found an old barbarian Longsword near a burned out cabin in the woods, and he takes it with him because he has no weapons. He has no skill with Slashing Swords either, but that found sword is all the weapon protection he possesses.

This is a classic **Learning by Trial and Error** situation. There is nothing contrived about it. Merf has to learn how to use that sword. Now how can he learn? What experience will teach him something? Merely swinging the sword around or hacking at inanimate objects that can not harm him back, like chopping at trees and weeds, just will not win him any Experience Points. If he wants experience with a sword, he is going to have to use that sword when it really counts, for instance he may have to fight off hungry wild dogs, perhaps a marauding Orc, or maybe a brigand.

For each Success the character has, he gains **25 Exp** dedicated to that skill alone. It does not go into his Accumulated Experience pile. It is recorded separately as being applied exclusively to that skill alone. If the character accomplishes anything while using that skill, the Experience Points earned for accomplishing that deed also goes directly to acquiring the skill.

If the character fails the skill roll, he earns no experience. Better luck next time! If the character has a Critically Success when using the skill, he earns **75 Exp** for succeeding so well with the skill. In other words, he had an opportunity to really learn from the experience of doing the task very well. Of course, he also may be awarded bonuses for completing tasks. If the character has a Critical Failure, and actually survives the experience, he knows that what he did was very, very wrong, that it would be a good idea not to do that again! Even failing can be a learning experience, and so we award him **50 Exp** for definitely learning what **not** to do!

We do insist that the character have at least one success to qualify for learning the skill by trial and error though he might earn a fair number of Experience Points for major failures, hopefully surviving those failures intact.

Note: Experience Points awards here are high since they reflect how:

- 1 He is using the skill at rather low TSC%
- 2 He is often going to be using the skill in risky situations.

The Trial and Error method is to be used only to acquire basic knowledge in a skill. After basic knowledge is acquired, advancement will be along the guidelines set out for **Acquiring Experience in Play**. Keep in mind that the character uses the unskilled BCS% when using this skill until he has acquired Basic Knowledge or Level 0. After that point he will need to use the skilled BCS%. Remember also that the unskilled Crit Roll is reduced by -2 on a failure of the skill roll when using an unlearned skill.

The Gamemaster, at his option, may restrict a character from spending Accumulated Experience Points on skills he does not use while adventuring. The idea of "experience" is that one uses a skill and becomes more proficient at it because it is used.

EXPENDING ACCUMULATED EXPERIENCE TO

REDUCE THE EFFECTS OF A DEADLY RESULT (OPTIONAL)

A character may reduce the effects of a Death Blow or a Critical Hit by expending Accumulated Experience. The cost is **100 Exp x damage taken** from the blow to avoid its critical effects.

Example:

Rolf receives a Critical Hit in battle to his arm. After checking damage it is determined as 23 points and it is enough to sever Rolf's arm. Since Rolf does not like the idea of being named Rolf the One-Armed, he decides to spend some of his Accumulated Experience to prevent this, so it costs him $100 \text{ Exp} \times 23 = 2300 \text{ Exp}$.

If the blow would have normally killed the character, he would also have to make a Stamina roll at a penalty of **-50%** to his success chances in order to remain conscious. Failure means he is rendered unconscious for **15 seconds x Crit Die!** The character still takes all the damage. If it was a limb is struck, it is temporarily rendered useless for **1 minute x damage taken**. Notice that although Rolf manages to use his years of experience to avoid his arm being taken off, he will end up with a nasty scar to show for it nor does he avoid the damage. Similarly, if a character was Critically stunned by a blow, he avoids unconsciousness, etc., but he does not get off unscathed. The character suffers a temporary **1/2 PSF%** penalty on all his skills for **one** combat round while he shakes off the effects of the blow.

EXPENDING ACCUMULATED EXPERIENCE TO

AVOID LAPSING INTO DEATH (OPTIONAL)

When a character enters negative Body, he has a chance of bleeding to death, etc., if left unattended. A character may avoid doing this and stabilise his condition temporarily. A character may spend **50 Exp per 10 minutes** so he does not lose another Body Point. He can do this for a number of hours equal to his Constitution.

ENHANCING ONE'S PSF IN A SKILL TEMPORARILY (OPTIONAL)

A character may enhance a skill check by expending Accumulated Experience. He gains the benefit for only one action. The maximum he may enhance his skill by the amounts shown in *Table 1.8 - Temporary Skill Enhancements*.

PSF in skill	Maximum Enhancement
1-25%	+5%
26-50%	+10%
51%+	+15%

TABLE 1.8 - TEMPORARY SKILL ENHANCEMENTS

It costs **25 Exp** to raise his chances per **5%** if the character has at least **one minute** (4 combat rounds) to study the task and work out a tactical plan, or **50 Exp per 5%** if he does not. The bonus is available for one skill check, whether successful or not.

Example:

Rolf has PSF 28% with his Longsword and is facing The Black Knight, who has PSF 74% with his Greatsword! Rolf is not at all happy with the situation, for obvious reasons. Since he has 1,123 Exp in his Accumulated Experience pile, he chooses to expend 100 Exp to enhance his hit probabilities by +10% (the maximum possible for PSF 26-50%).

The Experience Points are deducted from his Accumulated Pile (reduced -100 to 1,023 Exp) and are placed in his Total Experience pile. He will therefore have one attack (or defence) at PSF 38%. It is not a huge increase, but he needs all he can get to have a chance against The Black Knight.



THE CAMPAIGN WORLD

To be able to enjoy the full range of experiences that a role-playing game can offer, you will need a campaign, the background for your adventures, your "fantasy" world. Some referees may wish to use our current published setting, *Marakush*, a world of high fantasy, but we recognise that others may prefer a more historical or even a world of their own design. You can use the background from your favourite novels to provide a background, this route offering a ready source of material, giving descriptions and the outlines of NPC's.

However, as you have chosen *Chivalry & Sorcery*, a medieval RPG, then this is the background that pre-dominates these rules. It is beyond the scope of the core rules to properly discuss backgrounds outside of the medieval setting. These other backgrounds (such as the Mongols, Vikings and others) will be discussed in future supplements, along with guidelines for detailing their realms.

When developing your campaign setting, always remember the following basic guidelines.

- 1 Start small, initially all you need to start with is a small region reasonably detailed. An area with a modest town for the characters to spend their money, a few settlements with some wilderness (any land not cultivated is considered wilderness). An ideal starting point would be a small Barony, or a Hundred, an area of administration of which 12 made up a shire. With a Hundred it should be noted that not all of the manors within its confines would belong to one Lord. A number of different Lords could all have holdings within the Hundred, their entire holdings scattered about more than one Hundred or even more than one shire.
- 2 As the campaign develops gradually detail more and more of the surrounding terrain. You may only have the broad outline of a kingdom, the extents of its borders, the main landholders. You could have a list of the total holdings within a kingdom and as you detail each one you can cross it off the list.

Example:

The Kingdom of Gryfon contains a number of landholders, one of whom is Sir Giles who holds a large Fortified Manor House V and has tenants holding a Small Fortified Manor House II (SFMH II) and eight Small Fortified Manor House I (SFMH I). The character's home is the Large Fortified Manor House V (LFMH 5) of Sir Giles and before their adventuring starts we have detailed the Kame Hundred. In this Hundred we have placed five of the SMFH 1 held by Sir Giles, along with a number of other manors. As the group expands their travels they journey into the next Hundred, the Hundred of Frome. Here are located the remainder of the holdings of Sir Giles. The premise for travelling into Frome Hundred could simply be on a mission for Sir Giles to one of his tenants.

- 3 One of the items that does not appear in the core rules are random encounter tables. These have no place in a well thought out campaign. The complete randomness of such tables can make some encounters ridiculous. We do not discount a specific encounter table however. Although both use a dice roll to determine an encounter, a random encounter table often includes the chance of every conceivable creature of the chosen terrain appearing. A specific encounter table involves only those inhabitants (beasts, monsters, humanoids) that reside within a chosen locality as detailed by you the Gamemaster.
- 4 Sometimes the occasion arises where the players request some information not yet created. If you are unsure give a sketchy answer, making a note of what was said. This can be detailed later and expanded upon in later game play. But if you are confident enough, greater detail can be given, but always keep a note, some players have long and detailed memories.

- 5 You can always go ahead and detail a whole world, but remember that any societies that are not medieval in nature would need to be researched or created in an imaginative way. This requires a lot of time, patience and sheer determination.

MAPPING THE WORLD

One of the first steps you will need to do when creating your campaign world is mapping the world. A simple sketch map can act as a book of notes of information, if a key is used detailing some specifics. We recommend that you use graph (grid) paper to chart the fantasy world. Alternatively use blank paper or some Gamemasters prefer to use hex paper, which is useful but hard to obtain. When mapping your campaign we recommend the following scales, given in both imperial and metric measures (but please do not combine both together).

Using plain or graph paper where 1 inch (25 mm) equals (preferred totals in brackets):

Continent	200 to 400 miles (we prefer 250 miles) 1 square = 40,000 to 160,000 sq. miles (62,500 sq. miles)
Country	20 to 50 miles (we prefer 25 miles) 1 square = 400 to 2,500 sq. miles. (625 sq. miles)
Region	2 to 10 miles (we prefer 2.5 miles) 1 square = 4 to 100 sq. miles (6.25 sq. miles)
Manor	350 to 700 yards (we prefer 500 yards) 1 square = 0.04 to 0.16 sq. miles (0.08 sq. miles)

We recommend using single sheets to detail regions, which can be stored in loose-leaf files. These can be drawn in a manner so that they can be joined together if necessary.

Using our preferred scale, a single sheet of 8.5 by 11 inches or European A4 paper, can comfortably cover a map of 7 inches by 10 inches. For a manor this covers an area of 3,500 yards by 5,000 yards (roughly 2 miles by 3 miles) or an area of 5.6 sq. miles, enough to cover a SFMH I. Using the preferred Region scale gives an area of 17.5 miles by 25 miles or 437.5 sq. miles, enough area to detail the complete holdings of an Earl or Count.

If you really want to pursue the artistic route with your maps we recommend you use parchment designed for calligraphy. You may also wish to use one of the many draw and paint programs available for home PC's, there are some that we use that are specifically designed for this purpose.

As maps have a curious way of evolving over time (trust us, *Marakush* evolved over 14 years beyond believe) firstly pencil in the main details, those unlikely to change such as mountains, hills and rivers. Gradually add the other features, forests and finer points such as major settlements. Do not feel that every detail needs to be shown at this stage. You can always photocopy the maps and add further details for Gamemaster only maps.

THE BACKGROUND

Before we delve to deeply into the game mechanics of setting up a medieval kingdom, we need to give some background on the setting itself. What follows is only a summary of the period and there are many textbooks available that can fill the gaps in more detail.

The period of history which we know call the Middle Ages, was governed by Feudalism, the law of the land. Through Feudalism the Nobility had control over the lower classes, the peasants. Leaders of the Church and foreign Kings, who often had holdings outside their own kingdom, contributed to this rigid structure of ruler-ship from King to Lord to Peasant. The Plantagenet Kings of England are prime examples, Richard the Lionheart holding a large proportion of modern day France as well as Cyprus at one point.



Feudalism originated when the amount of land owned by a ruler became too large to manage directly. Kings considered that they ruled by "divine right", a gift from God passed on through heredity. But because it was nearly impossible for the King to communicate quickly from one end of the country to another, it was physically difficult to govern effectively, even a kingdom as small as England. To maintain control over his lands the King formed a contract with his nobles, a contract based on "homage and fealty". Through this contract, the King gave grants of land to his nobles for them to govern on his behalf. In return the nobles were to give loyalty to the king and military support when the king called for it, along with taxes should the king require them. Military aid was often put aside in return for "scutage" or "shield money", which was used to pay for professional soldiers, mercenaries. Was often used to maintain a somewhat regular army.

When a noble died his estate was passed on through heredity, the beneficiary however had to pay an inheritance tax. If the fief passed through heredity to a minor or female, the Overlord of the fief could hold back the granting of the estate until the minor came of age, or he could wait until the woman was married to someone he approved of. Whenever a baron was granted or inherited a fief, he was made into a vassal of the king. The barons became lords of their fiefs and also had similar problems as the king when it came to governing the land. So they in turn offered parcels of land, the fiefs or manors, to trusted Knights or relatives. They in turn had to swear "fealty" and offer the same promises to the Baron as the baron had to the king.

Over time these many fief holders became the nobility and regarded themselves to be superior to the "common" peasants, or serfs. This resulted in some Lords becoming merciless to their peasants and demanded much from them. The church also held a great power over the people, in many ways like the lords of the manor. Many church leaders were active in politics and government. The church was the only real universal European governing force. The church was divided much like fiefs, each fief being a diocese headed by a bishop. In addition to the lands held by the Bishops on behalf of the Church, some bishops being of noble birth also held fiefs in their own right. The church became firmly entrenched in the spiritual and practical lives of the common peasant.

LIFE ON THE MANOR

It was a hard life living on the manor, it consisted of work and family life. About ninety percent of the populace were considered to be peasants, being split between **Freemen** and **Serfs**. Freemen worked their land or plied their crafts and paid rent to their lord for their small plots of land. The serfs were considered unfree, an evolution of the slaves that still existed at the time the Domesday Book was compiled. The serfs were usually free of taxes but were tied to the land, unable to leave their village, working for the lord of the manor and having to seek permission to marry.

The freemen were known as **Villeins**, allowed to leave and go where they pleased, however, that was often not the case. Those who were not farmers, the craftsmen, were usually trained by a parent who was in the profession, or by being apprenticed to a master of the craft. The craftsmen had to pay a tax on their goods sold and also for the right to use the land. Life revolved around making their goods or making their services available to the public, usually at markets held in town. Often employed by the lord to help when repairs were needed or the training of apprentices to carry on their craft.

The land surrounding a lord's castle provided sufficient means for peasants to acquire enough money and food to live by farming. This was another extension of feudalism, whereby a farmer would be granted a plot of land on which he could farm. He felt secure being close to the castle, they had the privilege of passing their land on through inheritance after their deaths. They also had grazing and field rights around their village. They were unable to hunt most wild game, however, as this was the privilege and right of the Lord.

They also had some local political rights, often forming their own manorial courts, called **Halimotes**, where they made the bylaws that governed the villagers' actions. These courts settled claims made against one another. A village court, usually of twelve village representatives, overseen by the Lord or his representative, usually his steward settled these cases.

In return the peasant had to fulfil his end of the bargain much like the nobility with the king. He was required to work a certain number of days a week on the lord's land. The lord also had a great deal of control over his peasants, known as serfs. As well as making them work his fields, he could force them into using his mills, creating a monopoly. He had the power to make anyone attend court when in session, holding absolute power when it came to assigning punishments for various offences such as thievery or murder. A serf was tied to the land they lived on and if it was sold, they were sold along with it, if it changed ownership, then they would come under a new lord's jurisdiction.

Possessions

Most peasants had only meagre possessions, including benches, tools, pots and wooden bowls, cups and spoons. Most homes had a simple wooden chest to keep valuables in. Beds were unusual, most peasants slept on a straw mattress on the floor, usually in their work clothes, covered by an animal skin. Some may have had linen towels, woollen blankets, with livestock being a common, if not essential, possession. Normally these would be chickens, cows, or a pig.

Festivals and Famine

Famines were frequent with the following depleting the livestock. Frosts, floods and droughts could destroy crops. When the Lords had conflicts the fields and harvests were often burned making the peasants life even harder. However, peasants enjoyed many holidays, both religious and non-religious, which meant the number of days worked was only about 260 days a year. These holidays helped to enliven the extremely difficult life of the peasant.

Religion

Religion provided an important part of life for the peasants and was taken very seriously. Before the strong Kings appeared, the Church was a contending force with the rulers of the land, sometimes replacing the hereditary ruler with a Church representative. The church had strict laws, which were carefully followed and maintained, with severe punishment guaranteed if they were broken. The Church leaders were often involved with the governing of the feudal of the town, with the bishops, who held great power, often involved in politics. With religion an ever-present facet in the lives of most of the populace, being practised by observing holidays and the Sabbath when necessary. Many religious rites, such as baptisms, burial Masses and communion, were practised when they could afford to, that is.

Men of God

The Middle Ages had many different kinds of clergymen, each one having his own duties and power. While some commanded great political power, they all shared one trait; they were the intermediaries of God, the bridge between God and the mortal man.

The Bishop

Bishops were the leaders of the church, led by the Pope. Bishops were often wealthy and showed this by dressing lavishly in clothes of identical quality to the great lords. They had of course religious garments to wear for religious duties, but as some held their own castles they also dressed accordingly. Firmly rooted in feudal society, they were accepted at royal court and became embroiled in politics. Amongst the many duties that they undertook was the task of levying taxes and settling issues such as annulments of marriages.



Parish and Castle Priest

The local priest who would be known to the local populace was the parish priest. He said Mass for the town or village in the parish church and if required said Mass in the castle. Most castles had their own chapel for this purpose. The priest was also responsible for the collection of the tithe or church taxes and the spreading of alms among the poor. The priest was often the only person in the settlement able to read and write Latin (or any language for that matter), most of the populace, including the lord were often illiterate. The invariably become responsible for the keeping of the village and castle records, hence the importance of many parish records.

Monk

Monks lived secluded lives in monasteries in small groups, usually located in fairly inhospitable places. They usually wore robes with hoods around their heads, the Benedictine (Black Monks) wore black, the Cluniac wore white and the Franciscans wore grey. They were well educated, many of the first schools were monastery schools and were able to read and write Latin. Many monks spent their time laboriously copying, by hand, bibles and other works of literature, some of the first histories were written by monks and then copied over by hand by other monks. Monasteries were often the only source of Bibles in medieval times until the invention of the printing press.

LIFE IN A MEDIEVAL CASTLE

Life within a medieval Castle was hard and uncomfortable, very different from the romantic image portrayed in films. The living accommodation of a castle centred around the great hall, usually located on the ground floor or for more security the first floor of the castle. The floor of the hall would have been packed earth or stone if on the ground floor, if higher it would be made of timber. In both cases the floor would have been strewn with straw and herbs, which was removed fairly infrequently. Below it could be many items of waste, ranging from fragments of food, spilt drinks and many other unmentionable items resulting from the occurrence of dogs and cats living within the castle.



The hall was the focus of castle life during meals, with the family of the castle sitting at one end of the hall on a raised bench, while everyone else sat on lower benches. The dining tables used were often a temporary setting, being dismantled between meals. Only the wealthy families had permanent dining tables within a hall. Candles placed on spikes and candlesticks provided lighting in the hall. In later periods great fireplaces provided most of the light along with the heat they gave. As castles developed great chambers were built as accommodation for the Lord and lady of the castle. This chamber was fairly sparse, usually containing just a large bed. The bed would have a wooden frame construction with rope or leather springs. Linen drapes offered protection from drafts and a little privacy, as personal servants often slept on a pallet in the same room.

As the castle increased in size the growing number of servants meant that more accommodation was needed. Smaller halls were built in the inner bailey to house the men at arms and other servants. Larger Kitchens were often built in this area outside of the keep itself. They were usually timber buildings, the kitchen having a large central fireplace where meat could be stewed in a cauldron. Any animals intended for slaughter were kept nearby the kitchen and the castle garden provided many of the fruits and herbs that were used. One final part of the castle that was of prime importance was the chapel. This was located close to the hall and near the Lords chamber. Often two storeys high, the Lord and his family sat in the upper story, the servants sitting in the lower level. This was one of the first obvious signs of the class split between upper class and the lower class.

THE MEDIEVAL VILLAGE

Villages of the Middle Ages were not the picturesque, post card images we sometimes see. The houses were low and the roads between them were lower still, like damp trenches. The focal point of a village was often its church, which was the main stable point from one generation to the next. Houses were not permanent structures, built to last only twenty years or so. When a new house was needed it was built nearby with the old house acting as an outbuilding for animals or farm implements. Villages were not laid out and grew up in a hap hazard fashion as the village population increased. Life in the village was lively and active during the day, with children at play, or herding geese. The women worked around the village washing clothes, fetching water and many other tasks, while the men worked in the fields

DAILY LIFE IN MEDIEVAL TOWNS

In the Middle Ages a new class emerged, the merchant. As trade grew so did the merchant middle class, growing hand in hand as towns developed in size. The populations within the towns increased, especially following the Black Death. Although roads remained poor and dangerous, trade routes increased with many goods being transported by water. Towns were built on trade, with the elite being the merchants. The towns became controlled by the Merchant guilds, although they often clashed with the craft guilds for power. The merchants supported the King and a strong central government, as they needed stability for trade, which would not be achieved under the rule of individual nobles. The king encouraged the growth of towns and trade for he needed the support of the merchants who effectively controlled the realm's economy. Sources of royal revenue were the Town charters. The breakdown of the manor centred feudal society can be attributed to the growth of towns and their guilds.

Before Edward I repairs to streets were the responsibility of adjacent householders. After Edward's time the town councils took over this role and new roads were built, often directly on top of the old very little attempts to clear away what lay beneath. The result of this was that repairs never lasted long. It was also possible for a citizen to build his section of road higher than his neighbour. As a result street levels rose, in London the streets of today are 20 feet higher than the buried original Roman roads. Roads were narrow and with tradesmen and householders constantly encroaching on



them with their buildings. As a result traffic moved slowly, exacerbated by the fact that the town gates often had tolls which were commonly paid in kind (with goods rather than money), which caused delays and long queues.

Sanitation was a major problem in the medieval town, with open drain channels running alongside the streets or even down the centre of the streets. There were many stables, which opened out onto the streets with muckheaps encroaching onto the thoroughfare or passages. Dirty water was often thrown out of upper story windows into the streets in the general direction of the drains. The vats of Dyers were particularly noxious and these too were emptied into the street. The onus was on the individual householder to keep the street in front of his property clean, but in reality the only incentive was the threat of plague or a visit of the King.

One of the common nuisances within town were pigs, kept by most people, they were cheap and a good source of food. However, with small houses and even smaller gardens, pigs were often let out onto the streets to forage. They became such nuisances that stray pigs were liable to be killed and the owner charged for the return of the dead animal.

Law and order in the town was provided and enforced by the beadle or constables. They had the power to call upon citizens to form a night Watch and if a "hue and cry" was raised to chase a criminal, all citizens had to join in. If they failed they risked being fined, the penalty for the criminal was much higher. A thief found in possession of stolen goods was hanged. The right of sanctuary could be claimed if a fugitive managed to reach a church. For a period of 40 days they could remain within the church free from arrest. Someone would have to stand watch outside the church for the entire time, a duty no one wanted, to ensure that the fugitive did not escape. If a felon managed to escape a Town could be fined. It has been estimated that as many as 1,000 people were in sanctuary throughout England at any given time in the Middle Ages.

Another means to keeping the peace was the **Curfew Bell**. It was originally rung at 8 or 9 o'clock in the evening to indicate the end of the working day. It quickly became custom that anyone abroad after that time had to carry a light and have a good excuse for being out. The carrying of weapons was carefully controlled especially where foreigners were concerned. As usual the Nobility were exempt from these regulations. After the attempt on the life of Henry IV, laws were introduced prohibiting the wearing of masks in the street.

Another constant threat to the normal life within the town was **fire**. Due to the closely packed wooden houses, compounded by an inadequate water supply, fires were often uncontrollable causing widespread damage. Other factors that increased the risks of fire were the fact that beds were of straw and commonly kept close to open hearths for warmth. House roofs were commonly thatched with reeds, rushes or straw. These materials were forbidden in London in favour of tile and shingles after 1213. Although building in stone was encouraged, the expense resulted in most houses still being built of wood right up until Tudor times. This resulted in Cooks, barbers and brewers being heavily regulated because of the risk their fires posed, with premises having to be whitewashed and plastered inside and out.

It was the responsibility of each householder to keep a full vessel of water outside his door in summer, due to the risk of fire. If a fire did occur it was the duty of every citizen to come running with whatever equipment they had. Firehooks were often used to haul burning thatch off a roof and pulling down adjacent buildings created firebreaks.

The Town Day

The day started officially with the ringing of the **Angelus Bell** at 4 or 5 o'clock. This announced the first Mass of the day and the end of the night watchman's duty. Most shops opened at 6 am, with plenty of early morning shopping before the first meal of the day at 9 or 10 am. Morning was also the active time for markets. After noon things quietened down, most shops closing at 3 o'clock. A few shops kept open until light faded and others, such as the barbers and blacksmiths, were open until the Curfew Bell sounded.

Foreign merchants were heavily controlled and they had to wait two or more hours before they could enter the market, allowing the locals the best of the business. Markets were noisy affairs, merchants having to "cry the wares" to advertise their goods and some were even fined for forcibly grabbing hold of passers-by in their enthusiasm to make a sale. Saturday was usually regarded as early closing day for shops with noon usually being the close of business, in some towns this was changed to Wednesday (in Dudley for example Wednesday was the traditional day for half day closing). Sunday the "Lord's day of rest", was not as restful as one might think. Certain trades were allowed to work after Mass, some work in the fields was even allowed before the populace attended Mass. A few towns even had the privilege of being able to hold a Sunday market.

Bells were used frequently as they provided the main method of townspeople knowing the hour of the day and making announcements. A Common Bell was rung to summon meetings of the civic council or courts or simply as an alarm in the case of attack or fire. A hand bell was rung by the Town Crier as he processed through the town proclaiming the latest news or proclamations, providing the main source of news for the townspeople. They were also used to solicit prayers for the recently departed, ringing the bell to gain attention, this was a privilege that came with a price.

Merchant Guilds

Trade within a town was controlled by the Merchant Guilds, which regulated prices, quality, weights and measures and business practices. Their power was absolute in their domain and if one was expelled from a guild it became impossible to earn a living. A guild had its own patron saint and celebrated religious festivals together. They put on religious plays and the health and welfare of the members and their families were looked after by the guild.

Craft Guilds

The craft guilds were separate from the merchant guilds and they looked after the working hours and conditions of its members. There were three levels of craftsmen, masters, journeymen and apprentices. If a family wished to place their son with a master craftsman as an apprentice they had to pay a fee. He would receive food, lodging (often sleeping under the counter in the shop itself), clothes and expert training in the craft.

Apprentices, Journeymen and Masters

An apprenticeship in a craft usually lasted for 2-7 years, after which time the apprentice became a journeyman. The term comes from the French "journée" (day) and was given because the journeyman was paid by the day for his work. After several years as a journeyman the craftsman would submit a piece of his best work to the guild for approval. If this "master-piece" was accepted he could become a master craftsman and could obtain his own shop. As all townsmen were free, there was some incentive for serfs to run away to the towns. If they could remain there for a year and a day they were considered free and could not be compelled to return to the manor.



**SOCIAL POSITION – MODES OF ADDRESS**

It was important that one addressed one's superiors correctly to avoid their wrath. It is suggested that the forms of address as shown in *Table 2.1 – Modes of Address* are used during play to reinforce the social status of both PC's and NPC's alike.

Social Position	Mode 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 (name)
Noble's Wife	My Lady; Your Ladyship; Lady; Madam; Ma'am
Noble's Son	My Lord
Noble's Daughter	My Lady; Your Ladyship; Lady (name)
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
Lady Mayoress	Ma'am; Mrs (name)
Mayor	Your Worship; Sir (name)
Sage/Physician	Dr (name)
Mage	Sir; Master (name)
Master Guildsman	Sir; Master (name)
Pope/Patriarch	Your Holiness; Most Holy Father
Cardinal	Your Eminence
Archbishop	Your Excellency; Your Grace; My Lord Archbishop
Bishop	Your Excellency; My Lord; My Lord Bishop
Archdeacon	Venerable Sir; Reverend Father; Father (name)
Canon	Very Reverend Sir; Reverend Father; Father (name)
Dean	Very Reverend Sir; Reverend Father; Father (name)
Rector	Reverend Father; Father (name)
Priest	Father; Father (name)
Abbot/Prior	Right Reverend; Reverend Father; Father; My Dear Abbot/Prior
Monk/Friar	Brother; Brother (name)
Abbess/Prioress	Very Reverend Mother; Reverend Mother; Mother Superior
Nun	Sister; Sister (name)

TABLE 2.1 – MODES OF ADDRESS

FEUDAL JUSTICE

The administration of High Justice is a right reserved to the nobility and favoured knights. In some realms with a powerful central government (quite unlikely in early and middle feudal periods), High Justice was reserved to the King and to his appointed justices.

High Crimes were felonies, serious offences that carry the death penalty and some of the methods of execution are not at all pleasant. Hanging was the mildest and punishments graded up from there to burning at the stake; burying alive; flaying (skinning) alive; boiling in oil; or hanging, drawing and quartering ... and these are not the most imaginative punishments, either!

Note: All of the punishments described below are historical punishments for the crimes so indicated. Most of them today would breach modern human rights but in the Middle Ages human rights did not exist and are included here for historical accuracy.

HIGH CRIMES BY THE NOBILITY

Due to their social station, the only High Crimes that the noble and knightly classes can be accused of are treason, rebellion and conspiracy against one's overlord and murder of a peer. The penalties assessed against nobles were:

- 1 Temporary loss of Honour such dishonour could last up to a year.
- 2 Disgrace, with permanent loss of Honour, subject to performance of some notable deed, which might restore that Honour.
- 3 Disgrace, with loss of lands and titles.
- 4 Disgrace, with loss of lands and titles and banishment for life upon pain of death if one returns.
- 5 Death by headsman's axe was the only "honourable" way to execute someone of noble blood).

In the early and middle feudal periods, the noble accused of such crimes could elect for **Trial by Combat** or **Trial by Court** (a judge and jury made up of his peers).

Trial by Court: A noble was entitled to be judged by his peers (his feudal equals) and a court trial would involve a judge and jurors at least of the accused knight's or noble's rank. An overlord had to be able to prove any charges he brought against a vassal. Feudal bonds were based on mutual trust and good faith. Vassals took charges of High Crimes laid against one of their peers as cause to examine their own loyalty and they often refused to support an overlord who acted in a blatantly unjust manner. After all, any one of them could be their overlord's next victim! Thus even if a trial was conducted in the overlord's own court, it had to be held under at least an appearance of fairness.

Trial by Combat: A knight or noble could always resort to his basic right to a trial by force of arms. It was believed that the Deity would ensure that the party with the right on his side would prevail in a Trial by Combat. It might also be noted that both the accused and the accuser, if noble born, one could appoint "a champion" to fight on their behalf. Under the feudal right of **Private War**, a vassal treated unfairly by his overlord could resort to armed resistance. This was the ultimate form of Trial by Combat, but the bottom line was that one had to win, losing was most dangerous to one's health in such circumstances.

HIGH CRIMES BY THE COMMONS

Trial by Court: Commoners faced a Court Trial by a judge, typically of noble rank and a jury of their peers. Though an uncommon occurrence, it was also possible for a knight to intervene and stand as the accused champion in a **Trial by Combat**.

Two types of courts existed. One was the **Baronial Court**, in which a feudal lord had the right to give judgement over any crimes committed within the borders of his demesne. The other was a **Royal Court**, presided over by a Lord Justice or a Magistrate appointed by the King and having jurisdiction over all crimes committed within the realm.

As Royal authority extended more and more across the land, the rights of the barons to hold court came into conflict with the royal prerogative. In this regard, it might be noted that the Royal Writ of Habeas Corpus was a direct legal order issued in the name of the English King. Issued to a lord to "hand over the (living) body" of the accused for trial in a royal court, rather than in a baronial court, which might well lack any real objective justice.



Trial by Ordeal: As an alternative to trial by judge and jury, an accused could elect for **Trial by Ordeal**. This involved under-going some fearful test like pulling a stone from a cauldron of boiling water, walking barefoot over heated plough-shears, or carrying a heated iron bar a set number of steps. The Deity was assumed to judge the innocence or guilt of the accused. For instance, if the accused pulled the stone from the boiling cauldron and the burns from the ordeal did not become infected and were healing after three days, he was adjudged innocent of the crime. Trial by Ordeal was also available to members of the nobility, if they so wished it.

FEUDAL LOW JUSTICE

Low or Common Justice was largely applied to the common-folk and was administered by the barons and knights in their private courts. The practice became more and more for the King's Magistrates and Royal Justices to give judgement of Common Crimes as well as High Crimes in the Circuit Courts. Low Justice involved "lesser" offences and punishments short of an outright death sentence.

CRIMES & PUNISHMENTS

A list of crimes and punishments and crimes is as follows:

Crimes	Description
Felonies	Serious offences carry the death penalty or lashes and possible branding or dismemberment.
Misdemeanours	Lesser offences are still punished severely by modern standards but do not involve execution, just either fines (or working off the fine), restitution to victims, public humiliation in the Stocks, lashes and possibly branding or mutilation.
Arson	This is a felony carrying a penalty of Burning at the stake.
Assault	An assault with the Intent to Do Bodily Harm is a Felony and resulted in death by hanging if there is deliberate bloodshed or a deliberate maiming, or if there is a wrongful threat of maiming or death given to intimidate the victim. Otherwise, a Misdemeanour treated as a third common assault (applied to muggings, vicious beatings, etc. where the accused probably did not intend to do permanent damage or kill).
Black Sorcery	Felony resulting in death by burning at the stake and burial of the ashes in cursed ground for the foul crime of using magic to do wrongful harm to others or to their property and goods.
Breaking the King's Peace	Misdemeanour resulting in 1 to 3 days in the stocks. The crime is a catchall including a variety of disruptive offences (public brawling, drunk and disorderly, etc.) Sometimes a fine might be levied as well.
Brigandage	Felony resulting in death by hanging.
Burglary	Felony with punishments as for Grand Theft . The actual theft need not be proved; illegal entry is proof of intent to burglarise. Any attack whatsoever made by the accused on any person(s) on the premises is Robbery with Violence.
Cannibalism	Felony resulting in being torn apart by wild dogs in a pit.
Cattle Lifting or Sheep Stealing:	Misdemeanour resulting in restitution, 24 lashes, and 3 days in the Stocks for the first offence; restitution, branding, 36 lashes, 3 days in the Stocks and 60 days hard labour on the second offence; if a third offence it became a Felony resulting in death by hanging.
Common Assault:	Misdemeanour resulting in a fine of 100 pennies or 10 lashes and 1 day in the Stocks for the first offence; a fine of 100 pennies, 12 lashes and 2 days in the Stocks for the second offence. The crime resulted in a fine of 200 pennies, 12 lashes and 3 days in the stocks for every offence thereafter.
Conspiracy	Felony resulting in the culprit suffering hanging, drawing, disembowelling and quartering.

Crimes

Desecration

Grand Theft

Horse Theft:

Incitement to Riot

Murder
Necromancy
Perjury

Petty Theft

Picking Pockets
& Cutting Purses

Piracy
Poaching

Poaching a Deer

Poisoning
Rebellion

Robbery on the
King's Highway
Robbery with
Violence

Riding a War-horse:

Smuggling

Spying

Description

Felony resulting in burning at the stake for defiling or mutilating the corpses of the dead; burning at the stake or being buried alive for desecrating graves in hallowed ground. However, ancient tombs of pagans may not necessarily be included as protected places. Felony for stealing more than 500 pennies (5 oz Silver) in value: restitution, branding, 24 lashes and 60 days hard labour on the first offence; restitution, 48 lashes, and loss of a hand on the second offence; death by hanging on the third offence.

Felony resulting in death by hanging if a War-horse; otherwise treat as theft of a beast of burden.

Felony resulting in 36 lashes and 90 days labour, but death by hanging if the intent was to foment actual rebellion.

Felony resulting in death by hanging.

Felony resulting in burning at the stake for consorting with demons. Felony resulting in the same punishment as the one faced by a person falsely accused. The offence covers bearing false witness as well as making false accusation.

Misdemeanour for stealing less than 500 pennies (5 oz. Silver) in value: as for **Picking Pockets & Cutting Purses**.

Misdemeanour resulting in restitution, 12 lashes and 3 days in the stocks for the first offence; restitution, 24 lashes and 3 days in the stocks for the second offence. The third offence carries a penalty of restitution, branding, 24 lashes, 3 days in the stocks. The fourth offence results in the as for the third offence but also results in the cutting off of a hand. The fifth offence is a Felony resulting in death by hanging.

Felony resulting in death by hanging or death by 1,000 lashes. Misdemeanour resulting in 12 lashes on the first offence; 12 lashes and 3 days in the stocks on the second and third offences; 24 lashes and loss of a hand on the fourth offence. The fifth offence is a Felony resulting in death by hanging.

Felony resulting in death by flaying (skinning) alive or by being sewn up in the wet rawhide of the deer and hung head down over hot coals. The offence applies to any commoner not having the right or permission to hunt deer in either the King's forests or in a noble's private game preserve.

Felony resulting in burning at the stake.

Felony resulting in the culprit suffering hanging, drawing, disembowelling and quartering.

Felony resulting in death by hanging.

Felony involving any form of armed robbery (including Mugging) is punishable on the first offence by restitution, 24 lashes, branding and the cutting off of a hand. The second offence is a Felony resulting in death by hanging. The use of any lethal weapon or the shedding of blood during a robbery constitutes Robbery with Violence under the law.

Misdemeanour resulting in 24 lashes and 3 days in the stocks for the first offence; repeated offences constitute a Felony that is punishable by hanging. Only nobles and members of the military may ride war-horses.

Depending upon the severity of the offence and number of previous convictions. Misdemeanour resulting in a fine equal to the value of the goods, 3 days in the stocks, plus confiscation of goods on first offence; fine, stocks, confiscation and 24 lashes for second and third offences. A fourth offence is regarded as a Felony and results in a fine, confiscation and death by hanging.

Felony resulting in the culprit suffering hanging, drawing, disembowelling and quartering.



Crimes	Description
Theft of a Beast of Burden	Misdemeanour. Treat as outlined for Cattle Lifting & Sheep Stealing .
Theft of Valuable Property:	Felony resulting in branding, 36 lashes, 3 days in the stocks, restitution and 60 days hard labour or else death by the cutting of the throat or strangulation with the garrotte if restitution cannot be made. A charge reserved for thieves who steal from nobles and rich merchants.
Treason:	Felony resulting in the culprit suffering hanging, drawing, disembowelling and quartering.
Witchcraft:	Misdemeanor resulting in 12 lashes and 3 days in the Stocks for the first few offences of practising magic. Repeated offences constitute a Felony, punishable by burning at the stake. This charge applies only when the practice of magic is considered unlawful in itself.
Punishments	Description
Imprisonment	Rare and is reserved for those awaiting trial or the arrival of a ransom.
Fine	Assessed for breaking the law. If it cannot be paid, the offender is sentenced to hard labour at the rate of 1 day per 2 pennies of the fine.
Restitution	Repaying the victim for lost property or injury to his person. Inability to do this will require performing hard labour until the amount is considered repaid. In some areas, inability to pay restitution may result in enslavement and sale to satisfy the claim or else indentured service to the victim for a set period as full compensation (based on 1 day per 1 penny value of the property).
Public Stocks	These were a means of identifying and humiliating a minor offender by securing him in a public place and exposing him to the disapproval of passers-by.
Lashes	These are administered as a CON AR or Stamina skill check at a penalty of -10%. Subtract an additional -5% to the check per 5 lashes. Each failed AR results in -1 damage point from the Body of the player character or NPC receiving the whipping. A "merciful" judge might allow a fine to be paid instead, usually at a 10 pennies x lashes , the whole amount having to be paid to avoid the whipping.
Branding	Involves receiving -3 Body points of damage and having a distinctive brand burned into one's forehead or cheek to mark him as an offender.
Mutilation	Involves cutting off a hand or foot, often used in the case of thieves.
Death	Involves use of a headsman to chop off the head of a convicted chivalric, although there really is nothing to prevent a vindictive lord from imposing some other punishment. Commoners faced a variety of "imaginative" methods of execution but hanging was most likely.

TORTS

A tort is an injury done to a person or damage done to his property because of some negligent or deliberate act. Nobles may bring an action in tort against each other on their own behalf or on behalf of a vassal. A commoner may bring an action in tort against another commoner, but his lord will have to bring the action against another noble. The following torts are available:

Replevin: An action to recover property in the possession of someone else. If the property cannot be restored in fit condition, compensation and punitive damages may be awarded.

Damage to Property: An action to win compensation for property, which was wrongfully damaged. If the damage was done deliberately, punitive damages up to double the value may be awarded.

Injury to Person: An action to win compensation for an injury suffered from another's wrongful or negligent actions. A member of the Royal Family is entitled to **20,000 pennies** per Body Point. A Noble is entitled to **5,000 pennies** per Body Point. A Knight is entitled to **1,000 pennies** per Body Point. A commoner is entitled to **200 pennies** per Body Point. A serf is entitled to **10 pennies** per Body Point. If maiming occurred, the amount of the damages is set at **3 x the usual compensation**.

MARRIAGE

In historic feudal society, marriage was of two forms, **Common Law** and **Holy Wedlock**.

Common Law marriage consisted of a couple's publicly stating they were going to live as man and wife. Under the Common (unwritten) Law of the land, this was a legally binding relation ship and conferred legitimacy upon offspring, with rights to inherit, etc. However, the church tended to frown on such marriages and exhorted such couples to solemnise their relationship with a church marriage.

Holy Wedlock was a marriage solemnised by a wedding ceremony presided over by an ordained priest. These marriages are quite typical wherever organised religion exists and typically such marriages are regarded as permanently binding, with divorce not allowed (unlike common law marriages, which can be dissolved). There are circumstances in which the patriarch of the church (the head of the organised religious institution) could annul a marriage, but such occurrences were very rare indeed.

Marriages among the nobility were rarely romantically inspired. Many young noblewomen and noblemen found them selves betrothed because their fathers wished to establish political and military alliances between their families. Similarly, wealthy commoner families arranged marriages between their children for economic gain. It was the custom among the nobility and wealthy commoners to provide a suitable dowry. The bride's dowry might include land, money, or a combination of the two.

While her husband could administer and manage this property, it remained in the dower right of the wife and was returned to her on her husband's death or if the marriage was annulled. On her death, it passed to her eldest inheriting offspring. Needless to say, a wealthy heiress or a young lady with a handsome dowry would be hotly sought after and romantic interest would often play a far second in the suitors' reasons for wanting to marry her. Marriage and love were often seen as distinctly separate matters by most couples of noble rank or from wealthy common families. Marriages were arranged and some couples never even met until the wedding. There were happy marriages, but these grew out of a couple growing to respect, like and eventually love one another after the marriage itself took place. One reason why Courtly Love arose came from this situation.

Illegitimacy was all too common. Noblemen in particular were guilty of taking a lover out of wedlock. Such lovers were typically of a social class lower than that of the nobleman. Children of such relationships were illegitimate. Often these children knew very well who their fathers were, but they had no legal rights to inherit from their fathers. Only if formally acknowledged-a kind of adoption-could an illegitimate child inherit. That right followed those of children born in wedlock. Even if no legitimate children lived, the acknowledged bastard might find his claim challenged by relatives of the deceased. Some nobles provided handsomely for their lovers and even married them off to a retainer or a vassal as a reward. Noble fathers also kept an eye on promising offspring of such relation ships and helped them to advance in station and obtain knightly rank. This is one reason we have made provision in **Chivalry & Sorcery** for a character to determine his Family Status (see **Chivalry & Sorcery: The Rebirth (Vol. 1 - Core Rules), Chapter 1 - Character Creation - Step 8**).



A Credit to the Family, if acknowledged, can expect to receive some assistance and preferment from a noble parent, while a Good Son/Daughter might enjoy great advantages. Typically, such illegitimate children became loyal and valuable family retainers, serving not only their fathers well, but also their legitimate half brothers. After all, it was very much in their interest to do so and there was a blood relationship between them. Remember that kinfolk stick together and support each other. In such unsettled times, one could always depend on kin.

Who inherited lands, wealth and titles was important, not only to the kinsmen and kinswomen in line of inheritance, but also to one's liege lord, who had a powerful political and military interest in who his new vassal might be.

Primogeniture is the passing of all titles, lands and wealth to the eldest son. Some provision might be made for other siblings (perhaps up to 10% of the estate), but often a junior offspring had to accept an eldest brother as head of the family and depend on him for their livelihood. The eldest female inherits everything if there are no male heirs. If there are no heirs born to the deceased, his closest male next of kin inherits, a brother, uncle, etc. If there are no heirs at all, the lands revert to the liege lord.

Primogeniture was not always applied. In France, it was often the custom to divide the estate between all the sons. This eventually led to a fairly large number of aristocrats who claimed a very noble ancestry and yet had only modest land holdings.

DETERMINING INHERITANCE

Inheritance depends on a character being the eldest heir. Use the following to find out whether or not a parent or elder siblings in line of inheritance are alive or not:

- 1 If there are older siblings, take the age of the character as the base age. Add +2 years to the age of older siblings in turn, until all their ages are found.
- 2 Once you know the age of the eldest sibling is, add 15 + D10 years to find the age of the father.
- 3 Consult the Table 2.2 – Determining Inheritance once per gaming year in the character's birth month. Roll D100 for each person who stands between the character and the inheritance.

Age of Parent/ Elder Sibling	Probability Deceased	Age of Parent/ Elder Sibling	Probability Deceased
Under 25	01-10%	52-53	01-50%
25-29	01-15%	54-55	01-55%
30-34	01-20%	56-57	01-60%
35-40	01-25%	58-59	01-65%
41-45	01-30%	60-61	01-70%
46-47	01-35%	62-63	01-75%
48-49	01-40%	64-65	01-80%
50-51	01-45%	66+	+1% per additional year

TABLE 2.2 – DETERMINING INHERITANCE

INCOMES IN MEDIEVAL TIMES

Occupation	Notes	Income in Pennies			Requisite Skill
		Daily	Monthly	Annual	
PEASANTRY					
Castle Blacksmith	6	1	22	24	Blacksmithing
Castle Servant	7	0.25	7.5	24	-
Cook	7	1	30	360	Cooking
Cowherd	7	0.5	15	180	Cattle Herding
Farmer	2	n/a	n/a	180	7-15 acres of Farmland
Horse Handler	7	0.25	7.5	90	Animal Handling
Labourer	6	0.5	15	180	Endurance
Shepherd	7	0.5	15	180	Sheep herding
Stable Hand	7	0.25	7.5	90	Animal Handling
Swineherd	7	0.5	15	180	Pig raising
LIVERIED YEOMAN					
Archer	7	n/a	37.5	450	Archery
Castle Armourer	7	n/a	80	960	Weaponsmithing
Castle Blacksmith	7	n/a	60	720	Blacksmithing
Castle Chamberlain	7,8	n/a	180	2160	Scribe & Intimidation
Castle Cook	7	n/a	37.5	450	Cooking
Chief Forester	7,8	n/a	75	900	Archery & Outdoor skill
Falconer	7	n/a	45	540	Animal Training: Falcon
Forester	7,8	n/a	37.5	450	Archery & Outdoor skill
Horse Trainer	7	n/a	75	900	Animal Training: Warhorses
Man at Arms	7	n/a	30	360	Combat Skills
Master of Hounds	7	n/a	45	540	Animal Training: Dogs
Scribe / Secretary	7	n/a	100	1200	Writing & Calligraphy
Sergeant	7	n/a	60	720	Riding: Warhorse & Combat
Sergeant Armourer	7	n/a	100	1200	Weaponsmithing
Sergeant Commander	7	n/a	90	1080	Leadership & Riding: Warhorse
YEOMAN					
Fisherman	2,8	2.5	55	660	Small Boats & Fishing
Forester	2,8	2.5	55	660	Archery & Outdoor skill
Freehold Farmer	-	n/a	n/a	220	40 acres of Farmland
Petit Sergeant	-	n/a	n/a	250	80 acres of Farmland
Rural Carpenter	2	3	66	792	Carpentry
Rural Innkeeper	4,8	10	300	3600	Brewing
Rural Mason	2	6	132	1584	Masonry
Rural Miller	2	10	220	2640	Bargaining
Stock Breeder	-	n/a	n/a	220	40 acres of pasture
Village Blacksmith	2	6	132	1584	Blacksmithing
TOWNSMEN					
Baker	2	10	220	2640	Baking
Barber	8	3	66	792	First Aid & Chirurgery
Beggar	3	1	30	360	Begging or Con
Blacksmith	1	6	132	1584	Blacksmithing
Brothel Keeper	3	5	150	1800	Intimidation
Butcher	2	10	220	2640	Cooking: Prepare Meat
Cobbler	1	3	66	792	Leatherworking
Cook	3,8	4	88	1056	Cooking: Haute Cuisine
Harnessmaker	1	5.5	121	1452	Leatherworking
Innkeeper	3,8	10	220	2640	Brewing
Labourer	5	3	66	792	Endurance
Money Lender	1	20	440	5280	Bargaining

TABLE 2.3A – MEDIEVAL INCOMES



Occupation	Notes	Income in Pennies			Requisite Skill
		Daily	Monthly	Annual	
TOWNSMEN Cont'd					
Peddlar	1	3.5	77	924	Bargaining
Servant	7	1	22	264	-
Shopkeeper	1	7.5	165	1980	Bargaining
Stable Hand	7	1.25	37.5	450	Animal Handling
Stable Owner	3	5	150	1800	Animal Handling
Stall Keeper	1	3.5	77	924	Bargaining
Tailor	1,8	6	132	1584	Tailoring
Tanner	1	6	132	1584	Leatherworking
Tinker	1	3.5	77	924	Bargaining
Wine Merchant	1,8	10	300	3600	Winemaking
GUILDSMAN					
Apothecary	5	4.5	99	1188	Herbalism
Armourer	1	4	88	1056	Weaponsmithing
Assassin	1,8	N/A	180	2160	Backstab & Garotting
Barrelwright	5	4	88	1056	Carpentry
Cabinetmaker	5	5	110	1320	Carpentry
Carpenter	5	4	88	1056	Carpentry
Cartwright	5	4	88	1056	Carpentry
Coalmine Owner	1	20	440	5280	Mining
Coppermine Owner	1	40	880	10560	Mining
Dyer	5	2.5	55	660	Cloth Making: Dying
Entertainer	1,9	1	22	264	Arts & Entertainment Skill
Foundryman	5	3	66	792	Foundryman
Gem Mine Owner	1	100	2200	26400	Mining
Glassblower	1	5	110	1320	Glassblowing
Gold/Silversmith	1	5	110	1320	Goldsmithing & Seal Making
Goldmine Owner	1	250	5500	66000	Mining
Ironmine Owner	1	30	660	7920	Mining
Jewelsmith	1	7.5	165	1980	Jewelsmithing
Leadmine Owner	1	20	440	5280	Mining
Mariner	7	1.5	45	540	Mariner
Master Apothecary	1,8	9	198	2376	Herbalism & Pharmacology
Master Armourer	1	12	264	3168	Weaponsmithing
Master Artist	1	6	132	1584	Painting
Master Builder	1,8	15	330	3960	Architect & Masonry
Master Carpenter	1	10	220	2640	Carpentry
Master Cloth Merchant	1	35	770	9240	Cloth Skill
Master Engraver	1,8	25	550	6600	Goldsmithing & Seal Making
Master Foundryman	1	18	396	4752	Smelting
Master Glassblower	1	16	352	4224	Glassblowing
Master Goldsmith	1,8	20	440	5280	Goldsmithing & Jewelsmithing
Master Mason	1	16	352	4224	Masonry
Master Perfumer	1	20	440	5280	Perfumery
Master Potter	1	10	220	2640	Pottery
Master Sculptor	1	8	176	2112	Sculpture
Master Shipbuilder	1,8	50	1100	13200	Architect & Ship's Carpentry
Master Thief	1,8	2	60	720	Thief Skill
Mercenary Archer	7	3	90	1080	Archery: Bow
Mercenary Captain	3,8	48	1440	17280	Leadership, Oratory, Diplomacy & Politics
Mercenary Crossbowman	7	3	90	1080	Archery: Crossbow

TABLE 2.3B – MEDIEVAL INCOMES

Occupation	Notes	Income in Pennies			Requisite Skill
		Daily	Monthly	Annual	
GUILDSMAN Cont'd					
Mercenary Man at Arms	7	6	180	2160	Combat skill
Mercenary Sergeant	7	12	360	4320	Riding: Warhorse & Mounted Combat
Merchant Prince	1	500	11000	132000	A Guild Craft skill
Miner	1	5	110	1320	Mining
Perfumer	1	7.5	165	1980	Perfumery
Physician	1	15	330	3960	Chirurgery & Pharmacology
Potter	1	4	88	1056	Potter
Scholar	1,9	10	220	2640	A Lore skill
Scribe/Clerk	1	6	132	1584	Writing & Calligraphy
Ship Builder	1	5	110	1320	Ship's Carpentry
Ship Owner	3	75	2250	27000	Sea Skill
Ship Owner / Captain	4,8	75	2250	27000	Piloting, Navigation & a Sea Skill
Ship's Captain	7	8	240	2880	Piloting & Navigation
Ship's Carpenter	7	2.5	75	900	Ship's Carpentry
Ship's Cook	7	2.25	67.5	810	Cooking
Ship's Mate	7	4	120	1440	Piloting & Navigation
Silver Mine Owner	1	150	3300	39600	Mining
Stonemason	1	4	88	1056	Masonry
Thief: Burglar	3	3.5	105	1260	Burglary
Thief: Pickpocket	3	2.5	75	900	Picking Pockets
Tin Mine Owner	1	50	1100	13200	Mining
Weaver	7	2.5	55	660	Cloth Making: Spinning & Weaving
LANDLESS KNIGHTS					
Armed Retainer in Household	7	12	264	3168	Knighthood
Knight Errant (Mercenary)		48	1056	12672	Knighthood
Squire of a Knight	7	12	264	3168	Riding: Warhorse & Mounted Combat

Notes to the incomes are as follows:

- 22 day month, 10 hours of work per day, skills with high PSF% add **+1%** extra income per 1% of PSF% over 30%
- 22 day month, 10 hours of work per day plus board and lodging, skills with high PSF% add **+1%** extra income per 1% of PSF% over 30%
- 30 day month, 10 hours of work per day, skills with high PSF% add **+1%** extra income per 1% of PSF% over 30%
- 30 day month, 10 hours of work per day, plus board and lodging, skills with high PSF% add **+1%** extra income per 1% of PSF% over 30%
- 22 day month, 10 hours of work per day
- 22 day month, 10 hours of work per day plus board and lodging
- 30 day month, 10 hours of work per day plus board and lodging
- Second skill adds, with a successful skill check, **+50%** to income with a **Crit Die 10**, **+25%** with **Crit Die 09**, **+10** on **Crit Die 06-08**. If the roll is a failure a **Crit Die 01-05** reduces income by **25%**. Business owners and merchants can use **Bargaining** as a secondary skill.
- Earn 1 penny/ day or 22 pennies/ month multiplied by the number of specialised skills they possess, with a successful skill check needed for each to collect.

TABLE 2.3C – MEDIEVAL INCOMES

Businessmen and Merchants own their own business establishments, etc and have net incomes stated after normal operational costs have been removed. Where it is stated that an income has board and lodging, then living expenses are covered by the employer and do not have to come out of the employee's income.



Holding	Home Fief	Small Feudal Manor			Large Feudal Manor			Shell Keep			Castle				
		I	II	III	IV	V	VI	VII	VIII	IX	I	II	III	IV	V
A	SFMH (I)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
B	SFMH (II)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
C	SFMH (III)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
D	LFMH (IV)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
E	LFMH (IV)	1	-	-	-	-	-	-	-	-	-	-	-	-	-
F	LFMH (IV)	2	-	-	-	-	-	-	-	-	-	-	-	-	-
G	LFMH (IV)	3	-	-	-	-	-	-	-	-	-	-	-	-	-
H	LFMH (IV)	4	-	-	-	-	-	-	-	-	-	-	-	-	-
I	LFMH (IV)	5	-	-	-	-	-	-	-	-	-	-	-	-	-
J	LFMH (IV)	6	-	-	-	-	-	-	-	-	-	-	-	-	-
K	LFMH (IV)	7	-	-	-	-	-	-	-	-	-	-	-	-	-
L	LFMH (IV)	8	-	-	-	-	-	-	-	-	-	-	-	-	-
M	LFMH (V)	8	1	-	-	-	-	-	-	-	-	-	-	-	-
N	LFMH (V)	11	2	-	-	-	-	-	-	-	-	-	-	-	-
O	LFMH (V)	11	3	1	-	-	-	-	-	-	-	-	-	-	-
P	LFMH (VI)	12	5	1	-	-	-	-	-	-	-	-	-	-	-
Q	LFMH (VI)	12	6	2	-	-	-	-	-	-	-	-	-	-	-
R	SK (VII)	12	6	2	1	-	-	-	-	-	-	-	-	-	-
S	CAS (I)	10	6	3	1	-	-	-	-	-	-	-	-	-	-
T	CAS (II)	12	6	3	1	-	-	-	-	-	-	-	-	-	-
U	CAS (III)	9	6	3	-	-	-	1	1	-	-	-	-	-	-
V	CAS (IV)	14	6	3	-	-	-	1	1	-	-	-	-	-	-
W	CAS (V)	10	6	3	-	-	-	1	1	1	-	-	-	-	-
X	CAS (V)	15	6	3	-	-	-	1	1	1	-	-	-	-	-
Y	CAS (V)	10	6	3	-	-	-	1	1	1	1	-	-	-	-
Z	CAS (V)	15	6	3	-	-	-	1	1	1	1	-	-	-	-
AA	CAS (V)	10	6	3	-	-	-	1	1	1	1	1	-	-	-
BB	CAS (V)	11	6	3	1	-	-	1	1	1	1	1	-	-	-
CC	CAS (V)	11	6	3	1	1	-	1	1	1	1	1	-	-	-
DD	CAS (VI)	16	6	3	1	1	-	1	1	1	1	1	-	-	-
EE	CAS (VI)	16	7	4	1	1	-	1	1	1	1	-	1	-	-
FF	CAS (VII)	17	7	4	2	1	-	1	1	1	1	-	1	-	-
GG	CAS (VII)	17	7	4	2	2	-	1	1	1	1	-	1	-	-
HH	CAS (VIII)	20	9	5	2	2	-	1	1	1	1	-	1	-	-
PR	CAS (IX)	22	10	6	3	2	2	3	2	1	1	1	1	1	1
KG	CAS (IX)	36	15	10	3	2	5	2	1	1	1	1	1	1	1

TABLE 2.4 - FEUDAL HOLDINGS

GENERATING A FEUDAL KINGDOM

In *Chivalry & Sorcery: The Rebirth* (Vol. I – Core Rules) when creating characters we described the basic size of holdings for Nobles along with a reference number. That reference number referred to the Fief descriptions given in Table 2.4 – Feudal Holdings.

Many of the above holdings will be part of larger fiefs, i.e. Holding A may represent many of the SFMH (I) indicated in the other holdings. However, in frontier areas an individual manor may be regarded as independent as long as the knight can hold the lands against his neighbours.

Once a holding reaches 100 sq. miles of settled land in size it can be regarded as an independent holding. At this size it has sufficient land and population base to support a large armed force making the demense self-sufficient.

To use this table, simply check down the left-hand side to find the code letter for the holding of the character's father. As you read across the chart from left to right, you will see how many smaller fiefs owe fealty. Each of these individual fiefs should have their size randomly adjusted as follows:

If the holding is to be regarded as a frontier or border fief, multiply the area of each fief by D10. If the holding is to be regarded as an interior fief, i.e. friendly holdings on all borders, multiply the area of each fief by 1/2 D10.

Table 2.5 – Home Fiefs gives a brief description of each type of fief, the base size of the manor, the populace (always assume that each household provides two able bodied men for military service).



Home Fief	Small Fortified Manor			Large Fortified Manor			Shell Keep			Castles All Types
	I	II	III	IV	V	VI	VII	VIII	IX	
Base Area	4 sq.mi	8 sq.mi	12 sq.mi	18 sq.mi	20 sq.mi	24 sq.mi	28 sq.mi	32 sq.mi	36 sq.mi	40 sq.mi
Total Able Population	150	300	450	600	750	900	1,050	1,200	1,350	1,500
Total Population	200+	400+	600+	800+	1,000+	1,200+	1,400+	1,600+	1,800+	2,000+
Knights	1	2	3	4	5	6	7	8	9	10
Squires	1	2	3	4	5	6	7	8	9	10
Sergeants	3	6	9	12	15	18	21	24	27	30
Petit-Sergeants	5	10	15	20	25	30	35	40	45	50
Men At Arms	6	12	18	24	30	36	42	48	54	60
Yeoman Foot	5	10	15	20	25	30	35	40	45	50
Yeoman Archers	5	10	20	25	25	30	35	40	45	50
Peasants	14	28	42	56	70	84	98	112	126	140
Total Military	40	80	125	165	200	240	280	320	360	400
Demesne	160 Acres	320 Acres	480 Acres	640 Acres	800 Acres	960 Acres	1,120 Acres	1,280 Acres	1,440 Acres	1,600 Acres
Demesne Income	320 Cr	640 Cr	960 Cr	1,280 Cr	1,600 Cr	1,920 Cr	2,240 Cr	2,560 Cr	2,880 Cr	3,200 Cr
Income from Rents	305 Cr	610 Cr	915 Cr	1,220 Cr	1,525 Cr	1,830 Cr	2,135 Cr	2,440 Cr	2,745 Cr	3,050 Cr
Household	20	33	48	64	75	90	105	120	135	150
House Expenses	355 Cr	605 Cr	875 Cr	1,175 Cr	1,375 Cr	1,650 Cr	1,925 Cr	2,200 Cr	2,475 Cr	2,750 Cr
Royal Taxes	60 Cr	120 Cr	180 Cr	240 Cr	300 Cr	360 Cr	420 Cr	480 Cr	540 Cr	600 Cr
Rents to Overlord	60 Cr	120 Cr	180 Cr	240 Cr	300 Cr	360 Cr	420 Cr	480 Cr	540 Cr	600 Cr
Tithes	30 Cr	60 Cr	90 Cr	120 Cr	160 Cr	190 Cr	220 Cr	250 Cr	280 Cr	320 Cr
Lords Net Income	120 Cr	345 Cr	550 Cr	725 Cr	990 Cr	1,190 Cr	1,390 Cr	1,590 Cr	1,790 Cr	1,980 Cr
Monthly Income	10 Cr	28.75 Cr	45.83 Cr	60.42 Cr	82.50 Cr	99.17 Cr	115.83 Cr	132.50 Cr	149.17 Cr	165 Cr
Military Service:										
Horse	5	10	15	20	25	30	35	40	45	50
Foot	10	20	30	40	50	60	70	80	90	100

TABLE 2.5 – HOME FIEFS

SAMPLE KINGDOM

To create a sample Kingdom we shall start with the Ruler, in this case a Prince. Table 2.4 – *Feudal Holdings* describes the holdings of a Prince as a Castle IX with many holdings. We could roll for each individual manor within his holdings for size. However, for this example we shall use the quick method of taking the fief sizes as listed.

As a small Kingdom we shall give the prince 4 Nobles beneath him, each with a Castle V (Type AA) fief. This gives the major fiefs of the realm as being a Prince (PR = 806 sq. miles) and 4 Nobles (AA = 340 sq. miles x 4 = 1360 sq. miles), which gives a kingdom of 2,166 square miles

Using Table 2.5 – *Home Fiefs*, we can see that the realm has a total number of 85 manors of 85, which is made up of the following:

Manors	Number
Castle IX	1
Castle V	5
Castle IV	1
Castle III	1
Castle II	2
Castle I	2
Shell Keep IX	2
Shell Keep VIII	3
Shell Keep VII	4
Large Fortified Manor House VI	2
Large Fortified Manor House V	2
Large Fortified Manor House IV	3
Small Fortified Manor House III	9
Small Fortified Manor House II	16
Small Fortified Manor House I	32

This should be more than enough for a starting point, with each manor having a major NPC as its Lord, it still has the potential for Players to eke out a fief of their own.

When detailing your *Chivalry & Sorcery* campaign it should be remembered that 17% of the land was held by the King and his family, 26% was held by Bishops and abbots and 54% was held by the remaining Tenants-in-chief. It can be seen that the upper echelons of society held almost half of the land. Some holdings were huge, with about dozen or so barons controlling a quarter of England. These estates were geographically scattered.

Manors were very diverse in size and although they are depicted as being compact and surrounding a church this is far from the case. Many settlements did not have a church, as they were isolated farms, hamlets and tiny villages interspersed with fields and scattered over most of the cultivable land.

Of the land in a manor approximately 35% would be arable, 25% pasture or meadow, 15% woodland and remaining unused land amounted to 25%. These amounts were not cast in stone and are only stated as a rough guide for quick detailing of a manor. The arable land was used to grow wheat, barley, oats and beans. The pasture was used to graze animals all year round, while the meadow which was much more valuable, usually land bordering streams and rivers, was used both to produce hay and for grazing.



THE FIEF OF WILLIAM FITZANSULF, HELD DIRECTLY FROM KING WILLIAM THE CONQUEROR

The following is a representation of the holdings of the Baron of Dudley in Worcestershire at the very beginning of the Norman Period in England. This information has been compiled by comparing the Domesday Book with the information in the **Knights Companion**.

William FitzAnsculf was the son of the Sheriff of Buckinghamshire and came from Pickeny in Normandy. William was a powerful baron and also had many other holdings in a total of 12 counties in the Midlands and West of England. The heart of all his holdings is "Dudelei", where he held court. The following represents only his holdings in the Shire of Worcester, effectively his castle manor and two SFMH 1. The fief is as it was in the Year of Our Lord 1086.

A rough measurement of the size of the actual Dudley estate at this time, as described in the Domesday Book, yields approximately 12 square miles (about 8000 acres) of cultivated land and approximately 6 square miles of unused and waste land (about 3840 acres).

Baron William had the further advantage of directly holding over 15 square miles (about 9840 acres) of prime woodland, ideal for hunting and timber cutting. He also had the option to develop a further 4,440 acres (7 square miles) of woodland, currently unused, which could be cultivated once more

manpower became available. This amounted to 40 sq. miles, which (coincidentally) fits the standardised **Chivalry & Sorcery** figures for a Castle holding.

Total FitzAnsculf Holding in Worcestershire: 52 square miles

1 x Castle = 40 sq. miles (modifier of 1 on a 1/2 D10 roll)

1 x SFMH1 = 8 sq. miles (modifier of 2 on a 1/2 D10 roll)

1 x SFMH1 = 4 sq. miles (modifier of 1 on a 1/2 D10 roll)

The site of the castle itself was especially advantageous. A high, steep sloped limestone hill gave a commanding view of the entire countryside around it. Complete with a Norman tower on a motte, one of the first stone structures of its type built in England after the Norman Conquest, Dudley Castle was virtually unassailable by direct assault even in its earliest days!

THE DUDLEY MANORS

It should be noted that the population has been adjusted slightly downwards from the standard **Chivalry & Sorcery**. At this time there were no Petit Sergeants and, in the immediate period following the invasion, the area was somewhat depopulated. There has also been some alteration of the Domesne area, which was never fixed in stone. (The tables as given earlier are for guidance and quick campaign design.) The military strength is based on each household (approx. 9-10 people) providing two men of military age. It can be seen that the many manors provide the income to maintain the castle manor.

Latin Name Modern Name	DUDELEI Dudley	Escelel Selly Oak	Nordfeld Northfield	Franchelie Frankley	Welingwic Wilingwick	Werwelie Warley	Cercehalle Churchill	Hageleia Hagley	Cradeleie Cradley	Belintones Bellington
Holder Name	Lord FitzAnsculf	Lord FitzAnsculf	Lord FitzAnsculf	Bailiff Baldwin	Reeve Baldwin	Bailiff Alfheim	Bailiff Walter	Bailiff Roger	Bailiff Payne	Wasteland None
Manor Area	7,500 acres	2,280 acres	8,040 acres	1,740 acres	360 acres	1,320 acres	720 acres	1,800 acres	1,080 acres	760 acres
Value of land	720p	720p	1200p	360p	36p	120p	96p	600p	288p	4p
Total Able Pop.	130	110	290	90	20	105	20	150	145	0
Total Pop.	160+	130+	320+	105+	25+	125+	23+	175+	170+	0
Knights	3	1	1	1	0	1	1	1	1	0
Squires	3	1	1	1	0	1	1	1	1	0
Sergeants	10	3	5	3	0	3	2	3	1	0
Men At Arms	20	6	8	5	0	5	6	5	5	0
Yeoman Foot	3	2	7	0	1	2	0	5	4	0
Yeoman Archers	3	2	7	0	1	2	0	5	4	0
Peasant: Villeins	20	18	32	18	2	16	0	20	22	0
Peasant: Cottars	0	0	12	0	0	0	0	0	0	0
Total Military	59	33	73	28	4	30	10	40	38	0
Cultivated Land	1,320 acres	540 acres	1,680 acres	720 acres	60 acres	660 acres	120 acres	720 acres	840 acres	0
Woodland	5,760 acres	1,440 acres	5,760 acres	720 acres	0	0	0	120 acres	0	160 acres
Unused or Waste	420 acres	300 acres	600 acres	300 acres	300 acres	120 acres	600 acres	960 acres	240 acres	600 acres
Tenant Land	1,200 acres	480 acres	1,560 acres	600 acres	60 acres	540 acres	0	600 acres	840 acres	0
Demesne	120 Acres	60 Acres	120 Acres	120 Acres	0	120 Acres	120 Acres	120 Acres	0	0
Demesne Income	240 Cr	120 Cr	240 Cr	240 Cr	0	240 Cr	240 Cr	240 Cr	0	0
Income from Rents	622 Cr	249 Cr	809 Cr	314 Cr	31 Cr	280 Cr	0	314 Cr	436 Cr	0
Household	50	12	20	13	0	16	10	14	15	0
House Expenses	917 Cr	220 Cr	367 Cr	238 Cr	0	293 Cr	183 Cr	257 Cr	275 Cr	0
Royal Taxes	178 Cr	53 Cr	188 Cr	41 Cr	9 Cr	31 Cr	17 Cr	42 Cr	25 Cr	18 Cr
Rents to Overlord	178 Cr	53 Cr	188 Cr	41 Cr	9 Cr	31 Cr	17 Cr	42 Cr	25 Cr	18 Cr
Tithes	24 Cr	12 Cr	24 Cr	24 Cr	0	24 Cr	24 Cr	24 Cr	0	0
Lords Net Income	(435 Cr)	31 Cr	282 Cr	210 Cr	13 Cr	141 Cr	(1 Cr)	189 Cr	111 Cr	(36 Cr)
Monthly Income	(36.25 Cr)	3 Cr	23.5 Cr	17.5 Cr	1 Cr	12 Cr	0	16 Cr	9.25 Cr	(3 Cr)
Additional Residents:										
Priest	-	-	1	-	-	-	-	1	-	-
Smith	1	-	-	-	-	-	-	-	-	-
Slaves	2 (Male)	-	3 (1 Female)	-	-	2 (Male)	-	2 (Male)	-	-

TABLE 2.6 – FIEF OF WILLIAM FITZANSULF



In addition, William had two vassals in Worcester, to whom he had subinfeudated a portion of his lands. These lands were not under his direct control but Sir Robert and Sir Arcad did him homage and fealty, so they owe him feudal service and rents in return for the right to hold and draw sustenance from their holdings. These holdings are detailed below. It might be noted that Sir Arcad was himself quite well off, financially, his holding and the presence of a mill giving him sufficient revenues to enable him to act as patron to two churches within his fief. Though Sir Robert's holding was smaller, he was also quite comfortable, for his having a salt house provided him with substantial revenues. (Salt was a relatively precious commodity in the Middle Ages.)

SIR ROBERT (SMFH1, 4 SQ. MI.)
& SIR ACARD (SFMH1, 8 SQ. MI.)

Latin Name Modern Name	Escelei Selly Oak	Bell	Swinford	Pedmore
Holders:	SIR ROBERT		SIR ACARD	
Manor Area	1,800 acres	960 acres	2,540 acres	2,580 acres
Value	180p	180p	720p	600p
Total Able Pop.	75	115	160	155
Total Pop.	90+	130+	190+	180+
Knights	1	0	1	0
Squires	1	0	1	0
Sergeants	2	1	2	1
Men At Arms	4	2	3	3
Yeoman Foot	3	7	5	3
Yeoman Archers	3	7	5	3
Peasant - Villeins	4	8	22	20
Peasant - Cottars	4	0	0	6
Total Military	59	25	39	36
Cultivated Land	360 acres	600 acres	960 acres	780 acres
Woodland	1,440 acres	0	1,440 acres	1,440 acres
Unused or Waste	0	360 acres	140 acres	360 acres
Tenant Land	240 acres	480 acres	840 acres	660 acres
Demesne	120 Acres	120 Acres	120 Acres	120 acres
Demesne Income	240 Cr	240 Cr	240 Cr	240 Cr
Income from Rents	124 Cr	249 Cr	436 Cr	342 Cr
Household	20	0	20	0
House Expenses	355 Cr	0	355 Cr	0
Royal Taxes	42 Cr	23 Cr	60 Cr	60 Cr
Rents to Overlord	42 Cr	23 Cr	60 Cr	60 Cr
Tithes	24 Cr	24 Cr	24 Cr	24 Cr
Lords Net Income	(99 Cr)	419 Cr	177 Cr	438 Cr
Monthly Income	(8.25 Cr)	35 Cr	14.75 Cr	36.5 Cr
Additional Residents:				
Priest	-	-	1	1
Salves	-	2 (Male)	2 (Male)	
Notes:	Selly Oak has two Cottars Who are Ploughmen Bell has a Salt House		Swinford possess a Mill	

TABLE 2.7 - FIEFS IN DUDLEY





NON-PLAYER CHARACTERS OR NPCs

In previous editions of *Chivalry & Sorcery* calculating the skills of Non-Player Characters (NPCs) was tricky with various variables involved. With *Chivalry & Sorcery* 3rd Edition it became simpler as the formulae involved were less complex and the skill system was the same right across the game so that the vast tables of previous editions should be unnecessary, if we allow for a certain amount of generalised fudging of the numbers. Instead we present the basic information which can be expanded upon to give the bare bones of an NPC at any level. Included is a worked example showing the system in action.

The basic information is provided for a character created with the **Historic** system. Adjustments are made if you are running an Heroic Campaign or if your NPC is exceptional or superior, giving some variety for characters supposedly based on the same numbers.

Remember all characters have five Mastery skills, from amongst the Vocational or Background skills, whether from upbringing or Astrological influences. The reference for "Vocational non-Mastery" also applies to Secondary Vocational skills that are Mastered.

Heroic characters are taller than Historical ones and as such are heavier and can absorb more damage to the body. In addition a Heroic character receives a +4% bonus to the PSF% of all skills and +2% to all AR rolls to reflect the larger number of points that a Heroic character receives to assign to characteristics.

As presented, characters are within the average range for their type, but there are people who are above or below average. Thus the information for the average character information can be adjusted for Inferior, Superior and Exceptional characters.

Inferior Characters are square pegs in round holes, bakers forced to be soldiers, knights who would have made better Priests. Inferior characters have -2% to their PSF% in all skills and -2% to all AR rolls.

Superior Characters are those somewhat above the norm and they are well suited to their vocations. They gain +2% to the PSF% of all skills and +2% to all AR rolls.

Exceptional Characters are not only well suited to their vocation, but they are physically and mentally gifted well above the norm, they also +4% to PSF% and +4% to all AR rolls.

Figures are cumulative, so that an Exceptional Heroic NPC would receive +8% to PSF% and +6% to all AR rolls.

The reference for "Vocational non-Mastery" also applies to Secondary Vocational skills that are Mastered.

Human characters might be Wercreatures. If they are then use *Table 3.1 - Wercreatures* to find the modifiers to adjust the characteristics of their humanselves.

Type of Were	Body Points	Fatigue	Physical PSF% ¹
Bear	+4	+3	+2%
Boar	+3	+2	+0%
Rat	+0	+0	+2%
Wolf	+2	+1	+4%

¹Bonus applicable to physical skills only.

TABLE 3.1 - WERECREATURES

MEN AT ARMS

Attributes

AGIL	12	66%	INT	10	58%	Height	5' 8"
APP	10	58%	PTY	10	58%	Weight	172 lbs
BV	10	58%	STR	13	70%		
CON	13	78%	WIS	10	58%	BODY	39
DISC	11	62%				FATIGUE	26

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 201 lbs BODY = 41 points

For a Man at Arms for every three full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Conditioning** skills until 7th Level is reached. After that they gain +1 per 2 levels until 13th Level. From Level 14 on the Man at Arms gains +1 per level until Level 16

Superior Men at Arms gain +1 Body plus 2 per 5 levels and +1 Fatigue
Exceptional Men at Arms gain +2 Body plus 2 per 4 levels and +2 Fatigue

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	9%	2	+1 skill level per level
Vocational non-Mastery	3%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	0%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	3%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 40%)	2%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Men at Arms also gain +3% to PSF% per level.

Adelsbrecht of Koeln

Man at Arms in the Service of the Bishop of Koeln - 4th Level Historic

BODY	40	FATIGUE		27			
Skill	BCS%	Level	PSF%	TSC%	Note	Damage	
Spear	50%	5	18%	68%	VM	12P (1 hand) or 15P (2H) + Crit Die	
Club	40%	2	6%	46%	V	10C + Crit Die	
Brawling	60%	5	18%	78%	VM	Punch 4C + Crit Die; Kick 6C + Crit Die	
Quarterstaff	50%	5	18%	68%	VM	13C + Crit Die	
Halberd	30%	5	18%	48%	VM	17S + Crit Die	
Wooden Shield	30%	2	6%	36%	V	+5% S10 C9 1P2 M10 E10	
Dodge	60%	4	12%	72%	VM	-	
Wear Light Armour	-	-	-	-	V	-	
Wear Heavy Armour	-	-	-	-	-	-	
Armour							
Reinforced Cuirboului	-	-	-	-	-	S9 C10 P7 M7 E6	

**PETIT-SERGEANTS****Attributes**

AGIL	15	76%	INT	10	58%	Height	5' 8"
APP	10	58%	PTY	10	58%	Weight	172 lbs
BV	10	58%	STR	15	76%	BODY	42
CON	15	76%	WIS	10	58%		
DISC	14	73%					
						FATIGUE	30

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 201 lbs BODY = 43 points

For a Petit-Sergeant for every three full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills until 7th Level is reached. After that they gain +1 per 2 levels.

Superior Petit-Sergeants gain +1 Body plus 2 per 5 levels and +1 Fatigue. Exceptional Petit-Sergeants gain +2 Body plus 2 per 4 levels and +2 Fatigue.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	12%	2	+1 skill level per level
Vocational non-Mastery	6%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Secondary	4%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	2%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 60%)	5%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 50%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Petit-Sergeants also gain +3% to PSF% per level.

David de Bluett

Superior Petit-sergeant in the Service of the Earl of Sparksdale – 4th Level Historic

BODY	42	FATIGUE	32				
Skill	BCS%	Level	PSF%	TSC%	Note	Damage	
Spear	50%	6	28%	78%	VM	16P + Crit Die	
Longsword	50%	5	25%	75%	V	16S + Crit Die	
Wooden Shield	40%	6	28%	68%	VM	+5% S10 C9 1P2 M10 E10	
Dodge		60%	4	18%	78%	VM	-
Mounted Combat	40%	3	17%	57%	VM	-	
Leadership	50%	6	28%	78%	VM	-	
Morris dancing	40%	2	12%	52%	-	-	
Wear Light Armour	-	-	-	-	V	-	
Wear Heavy Armour	-	-	-	-	-	-	
Armour							
Scale Mail	-	-	-	-	-	S10 C8 P7 M8 E7	

KNIGHTS**Attributes**

AGIL	15	76%	INT PTY STR WIS	10	58%	Height	5' 9"
APP	10	58%		10	58%	Weight	178 lbs
BV	10	58%		15	76%	BODY FATIGUE	45 31
CON	16	79%		10	58%		
DISC	15	76%					

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 2" Weight = 207 lbs BODY = 46 points

For a Knight for every two full levels above 1st Level to 6th Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills. For each level above 6th Level add +1 to Body and Fatigue per level.

Superior Knights gain +1 Body plus 2 per 4 levels and +1 Fatigue. Exceptional Knights gain +2 Body plus 2 per 3 levels and +2 Fatigue.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	12%	2	+1 skill level per level
Vocational non-Mastery	6%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	4%	0	+1 skill level per 2 levels until Level 5 and thereafter per level
Tertiary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Dodge (BCS 40%)	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Stamina (BCS 40%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Knights also gain +3% to PSF% per level.

Sir Michael of the Lea

Chevalier du Ordre de l'Etoile Rouge - 3rd Level Heroic
Motto "Pas des enchaînés!"

BODY	40	FATIGUE	27				
Skill	BCS%	Level	PSF%	TSC%	Note	Damage	
Lance	40%	4	22%	62%	VM	19P + Crit Die	
Knight's sword	50%	4	22%	72%	VM	16S + Crit Die	
Chivalric Great Blow	-	4	-	-	VM	+1 Damage, +1 to Crit Die	
Wooden Shield	50%	4	22%	72%	VM	+5% S10 C9 1P2 M10 E10	
Dodge	40%	2	12%	52%	-	-	
Mounted Combat	40%	4	22%	62%	VM	-	
Tactics	30%	2	13%	43%	V	-	
Leadership	40%	2	13%	53%	V	-	
Courtly Manners	50%	2	13%	63%	V	-	
Wear Light Armour	-	-	-	-	V	-	
Wear Heavy Armour	-	-	-	-	V	-	
Armour							
Linked Mail	-	-	-	-	-	S9 C9 P8 M9 E7	



FORESTERS

Attributes

AGIL	17	76%	INT	12	66%	Height	5' 8"
APP	10	58%	PTY	10	58%	Weight	158 lbs
BV	10	58%	STR	15	76%		
CON	15	76%	WIS	10	58%	BODY	42
DISC	11	62%				FATIGUE	30

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 184 lbs BODY = 44 points

For a Forester for every three full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills

Superior Foresters gain +1 Body plus 2 per 4 levels and +1 Fatigue.
Exceptional Foresters gain +2 Body plus 2 per 3 levels and +2 Fatigue.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	14%	2	+1 skill level per level
Vocational non-Mastery	9%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	0%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	2%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 50%)	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Stamina (BCS 40%)	6%	0	+1 skill level per level
Willpower (BCS 40%)	4%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Foresters also gain +3% to PSF% per level.

John McCamish

Forester - 3rd Level Heroic

BODY	43	FATIGUE	31			
Skill	BCS%	Level	PSF%	TSC%	Note	Damage
Longbow	40%	4	20%	60%	VM	Base Hunting: 14P + Crit Die
Longsword	50%	4	20%	70%	VM	16S + Crit Die
Dodge	50%	2	12%	62%	V	-
Forester's Sleath	40%	2	12%	52%	V	-
Herbalism	50%	4	20%	70%	VM	-
Local Geography - Forest	60%	2	12%	72%	V	-
Local History - Forest	60%	2	12%	72%	V	-
Quarterstaff	50%	4	20%	70%	VM	14C + Crit Die
Bestiary Lore	60%	4	20%	80%	VM	-
Armour						
Clothing	-	-	-	-	-	S1

THIEVES

Attributes

AGIL	17	82%	INT	13	70%	Height	5' 8"
APP	9	54%	PTY	10	58%	Weight	150 lbs
BV	10	58%	STR	11	62%		
CON	10	58%	WIS	10	58%	BODY	35
DISC	9	54%				FATIGUE	21

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 175 lbs BODY = 36 points

LCAP = 163 lbs

For a Thief for every four full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills until Level 9, thereafter add +1 per three levels.

Superior Thieves gain +1 Body plus 2 per 6 levels and +1 Fatigue.
Exceptional Thieves gain +2 Body plus 2 per 5 levels and +2 Fatigue.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	12%	2	+1 skill level per level
Vocational non-Mastery	7%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	2%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 40%)	7%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 30%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Thieves also gain +3% to PSF% per level.

Jean Le Wallys

Inferior Cut-purse - 3rd Level Historic

BODY	31	FATIGUE	18			
Skill	BCS%	Level	PSF%	TSC%	Note	Damage
Knife	50%	5	18%	68%	VM	6P + Crit Die
Throwing Knife	40%	2	6%	46%	V	1P + Crit Die
Brawling	60%	5	18%	78%	VM	Punch 4C + Crit Die; Kick 6C + Crit Die
Dodge	50%	5	18%	68%	VM	-
Pick Pockets	30%	5	18%	48%	VM	-
Stealth	30%	2	6%	36%	V	-
Mugging	60%	4	12%	72%	VM	-
Pick Locks	-	-	-	-	V	-
Con	-	-	-	-	-	-
Armour						
Clothing	-	-	-	-	-	S1



PRIESTS

Attributes

AGIL	10	58%	INT	13	70%	Height	5' 8"
APP	09	54%	PTY	15	76%	Weight	150 lbs
BV	12	66%	STR	11	62%		
CON	10	58%	WIS	13	70%	BODY	35
DISC	13	70%				FATIGUE	23

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 175 lbs BODY = 36 points

LCAP = 163 lbs

For a Priest for every four full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills.

Superior Priests gain +1 Body plus 2 per 6 levels and +1 Fatigue.

Exceptional Priests gain +2 Body plus 2 per 5 levels and +2 Fatigue.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Vocational Mastery	10%	2	+1 skill level per level
Vocational non-Mastery	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	4%	0	+1 skill level per 2 levels until Level 9 and thereafter per level
Dodge (BCS 40%)	0%	1	+1 skill level per 2 levels until Level 7 and thereafter per level
Stamina (BCS 30%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels
Faith (Base PFF)	14%	2	+1 Faith level per level until Level 6, thereafter +2 Faith levels per level

All Priests also gain +3% to PSF% per level and +3 to PFF per Faith level.

Base PFF for NPC Priests is as per Table 3.2 - NPC Priests - Base PFF.

Piety	PFF	Piety	PFF	Piety	PFF
01	-22%	09	-4%	16	+10%
02-03	-19%	10	-2%	17	+12%
04	-16%	11	+0%	18	+14%
05	-13%	12	+2%	19	+16%
06	-10%	13	+4%	20	+18%
07	-8%	14	+6%	21	+20%
08	-6%	15	+8%	22	+20% + 3% ¹

¹+3% per level above PTY 21.

TABLE 3.2 - NPC PRIESTS - BASE PFF



Ian de Bruic

Monk and dabbler in the Necromantic Arts - 6th Level Historic

BODY	35	FATIGUE	21	PFF	29	
Skill	BCS%	Level	PSF%	TSC%	Note	Damage
Faith	40%	7	25%	65%	VM	
Read/Write: Latin	60%	7	25%	85%	VM	
Plainsong	50%	7	25%	75%	VM	Monastic chants
Read/Write: Greek	50%	4	17%	67%	V	
Read: Arabic	60%	4	17%	77%	V	
Garden Crops	60%	4	17%	77%	V	
Field Crops	50%	4	17%	67%	V	
Calligraphy	50%	7	25%	75%	VM	
Astronomy	40%	4	17%	57%	M	
Dodge	40%	2	6%	46%	V	
Necromancy	7%	5	19%	26%	-	Hobby PMF1 ML 1
Command Magick	20%	5	19%	39%	-	Hobby
Law of Names	30%	5	19%	49%	-	Hobby
Lore of the Dead	30%	5	19%	49%	-	Hobby
Armour						
Reinforced Cuirboulle	-	-	-	-	-	S1



MAGES

Attributes

AGIL	13	70%	INT	17	82%	Height	5' 8"
APP	09	54%	PTY	10	58%	Weight	150 lbs
BV	13	70%	STR	11	62%	BODY	35
CON	10	58%	WIS	13	70%		
DISC	13	70%				FATIGUE	23

The figures above are for an historical campaign. For a heroic campaign the following are amended to:

Height = 6' 1" Weight = 175 lbs BODY = 36 points

LCAP = 163 lbs

For a mage for every five full levels above 1st Level add +1 to Body and Fatigue due to investment in **Endurance** and **Stamina** skills until Level 16 is reached.

Heroic Mages gain +2 to their PMF

Inferior Mages lose -10 to their PMF and -1 ML

Superior Mages gain +1 Body plus 2 per 6 levels, +1 Fatigue, +4 to PMF and +1 ML.

Exceptional Mages gain +2 Body plus 2 per 5 levels, +2 Fatigue, +8 to PMF and +2 ML.

Skills

Type	PSF%	Level	Per level of Experience Over 1
Magick Mode	16%	2	+1 skill level per level until Level 8 then +2 skill levels per level
Vocational Mastery	9%	2	+1 skill level per level
Vocational non-Mastery	5%	1	+1 skill level per 2 levels until Level 5 and thereafter per level
Secondary	2%	0	+1 skill level per 2 levels until Level 7 and thereafter per level
Tertiary	4%	0	+1 skill level per level
Dodge (BCS 40%)	0%	1	+1 skill level per 3 levels until Level 7 and thereafter per 2 levels
Stamina (BCS 30%)	0%	0	+1 skill level per level
Willpower (BCS 40%)	0%	0	+1 skill level per two levels
Alertness (BCS 05%)	-	0	+1 skill level per three levels

All Mages also gain +3% to PSF% per level.

The PMF (Personal Magick Factor) determines the Mages Magick Level (ML) which affects his ability to enchant materials and learn and cast spells. All Mages have Base PMF 26 and ML 2 and each Mode of Magick level equals +3 to PMF. For every two levels of PMF add +1 ML and consult Table 3.3 - NPC Mages - Base PMF.

PMF	ML	PMF	ML	PMF	ML
21 or less	1	50-56	6	85-91	11
22-28	2	57-63	7	92-98	12
29-35	3	64-70	8	99-105	13
36-42	4	71-77	9	106-112	14
43-49	5	78-84	10	113-119	15

TABLE 3.3 - NPC MAGES - BASE PMF

An NPC Mage has a certain amount of spells to hand. The spells are bought using the MR factors as if they were points and this formula.

Number of MRs to spend = N x ML

Where: ML is the Magick Level and N is a modifier, which is 8 for an average mage. Subtract 2 if the mage is inferior, add 1 if you are using the Heroic scale, add 2 if the mage is superior and 3 if the mage is exceptional. No spell can be bought that has more than 2 MRs higher than the current ML of the mage. Spells that are 1 MR higher than the Mages ML cost **double** the MR and spells that are 2 MRs higher cost **triple** points. So a ML 3 mage who is on the Heroic scale gains (3 x 9) = 27 MRs worth of spells. If he wanted to buy a MR 4 spell it would cost him 8 points.



Guillaume (Le Loup) de Corbet

Superior Master of the Hex and Lycanthrope - 4th Level Heroic

BODY	39	FATIGUE		25	PMF		38	ML	4
Skill	BCS%	Level	PSF%	TSC%	Note	Damage			
Hex Mode	40%	5	25%	65%	VM	Monastic chants			
Arcane Method	40%	5	85%	VM					
Wards Method	60%	5	25%	75%	VM				
Command Method	50%	5	17%	67%	V				
Laws of Magick	60%	5	17%	77%	V				
Read/Write: Latin	50%	5	17%	77%	V				
Read/Write: Greek	50%	4	17%	67%	V				
Read: Arabic	50%	7	25%	75%	VM				
Dodge	40%	2	6%	46%	V				
Armour									
Clothing	-	-	-	-	-	S1			

Guillaume has 40 MR's worth of spells.



NON-HUMAN CHARACTER GENERATION

Within this chapter we present the basic rules for generating non-human characters for your *Chivalry & Sorcery* campaign. These include extracts from the previously published Dwarves and Elves Companions, which should be used for more detailed character generation. All of the Character races presented here are optional and should only be used with the Gamemasters permission.

DWARVES

Dwarves are very similar to Humans with the most notable difference being their height. However, even though they are relatively short, they are remarkably sturdy and strong.

Type of Dwarf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Clan / Outcast:						
Male	1D10+46	47 - 56	52"	1D10+5	06 - 15	10 = Massive
Female	1D10+41	42 - 51	47"	1D10+2	03 - 12	07 = Heavy
Nobles / Royalty						
Male	1D10+49	50 - 59	55"	1D10+7	03 - 17	12 = Massive
Female	1D10+44	45 - 54	50"	1D10+5	06-15	10 = Massive

TABLE 4.1 – DWARVES - HEIGHT AND BUILD

They may buy Constitution up to 25, the first 18 levels cost 1 point each. Levels 19 to 22 cost 2 points each and levels 23 to 25 cost 3 points each. They may buy their Bardic Voice and Appearance to level 15 (the maximum for Dwarves), the first 10 levels costing 1 point each, then levels 11 to 15 cost 2 points each.

Dwarves require a minimum Strength of 12 and minimum Constitution of 14.

1D100	Father's Status	Point Cost
01 - 02%	Outcast	+15
03 - 90%	Clan Dwarf	+0
91 - 95%	Thane (Cousin of King)	-10
96 - 99%	Jarl (Brother of King)	-15
100%	Konung (King)	-30

TABLE 4.2 – DWARVES - SOCIAL CLASS

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 - 19%	Castle Blacksmith	Blacksmithing + Mace Combat	10
20 - 27%	Castle Armourer	Blacksmithing, Weaponsmithing + 2 Combat Skills	15
28 - 37%	Village Blacksmith	Blacksmithing + Mace Combat	12
38 - 46%	Stonemason	Masonry	10
47 - 60%	Foundryman	Smelting + Endurance	09
61 - 96%	Minor Craftsman	Bargaining + 1 Appropriate Craft Skill	10
97 - 100%	Mercenary Sergeant	2 Combat Skills + 1 Thievery Skill	13

¹ An outcast's social status refers to his status in human society, in Dwarven lands his social status is zero.

TABLE 4.3 – DWARVES - FATHER'S VOCATION - OUTCAST

Character generation follows the standard procedure as laid down in the main *Chivalry & Sorcery* rules, with minor changes as noted below. (We recommend the use of the *Dwarves Companion* sourcebook for more detail on Dwarven characters.)

Due to their heritage as "Farmers of the Earth", all Dwarves learn **Geological Lore** at -1 DF. All Dwarves including those whose families work above ground, are experts in identifying mineral seams. Although they feel at home under the earth, Dwarves do not receive the abilities to determine depth, direction, etc. when underground until they reach Level 5 in **Geological Lore**.

All Clan and Outcast Dwarves receive **Written Language (Dwarven)**, **Geological Lore**, **Counting**, one Craft or Metalworking skill, and one Combat skill at Basic Knowledge. All minor nobles receive **Leadership** and **Konung** receive both **Leadership** and **Diplomacy & Politics**. These are in addition to the standard Clan Dwarf skills.

SOCIAL STRUCTURE

The heart of the Dwarven social structure is the clan. Each clan comprises of a number of individual families, ranging from a mere handful up to a dozen or more, ruled by a *konung* (literally "great chieftain", plural *konungr*). The power of the clans is determined by ancestral achievements and also by the amount of mineral resources they currently control.

Outcasts are those Dwarves cast out from their clans, never to return on pain of death. Outcasts are the most common Dwarf found working with humans.

Clan Dwarves form the bulk of Dwarven society, effectively forming a Yeoman class but tied to their Konung through ancestral oaths.

The Nobility consists of two classes, those directly related to the Konung and those more distantly related. Distant cousins are referred to as Thanes and those with close blood ties are known as Jarls. They base their position in society on the number of mines which they own, different mines conveying different social levels. Thanes are also expected to lead warriors in battle and collect the taxes for their Jarl.

NON-HUMAN CHARACTERS 4.2



1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01%	Goat Herder	Goat Herding + Running a Dairy	05
02 – 03%	Blacksmith ²	Blacksmithing, Mace Combat + Lifting	12
04 – 13%	Minor Craftsman ¹	1 Appropriate Craft Skill	08
14 – 17%	Stonemason ¹	Masonry	15
18 – 20%	Builder ¹	Architecture + Masonry	20
21 – 22%	Gold/Silversmith ²	Gold/Silversmithing	12
23 – 25%	Jewelsmith ²	Jewelsmithing	14
26%	Apothecary	Making Drugs, Making Poisons + Herb Lore	10
27 – 30%	Carpenter ¹	Carpentry + Mace Combat	10
31 – 40%	Foundryman ²	Smelting + Endurance	15
41 – 45%	Sculptor ¹	Sculpture	12
46 – 50%	Farmer ¹	Field Crops + Herbalism	04
51 – 70%	Miner ¹	Mining + Endurance	12
71 – 74%	Merchant	Bargaining, 1 Craft Skill + 1 Language (Spoken)	14
75 – 76%	Scholar/Historian	Any 3 Lore	15
77 – 78%	Engraver ¹	Gold/Silversmithing + Engraving & Coinage	10
79 – 80%	Skald (Storyteller)	Poetic Composition & Storytelling + Poetic Recitation	15
81 – 87%	Explorer ²	Cartography, Endurance + 1 Combat Skill	18
88%	Mage	Any 2 Materia Magica or 1 Materia Magica & 2 Lore	15
89 – 93%	Armourer ²	Blacksmithing, Weaponsmithing + 1 Combat Skill	18
94%	Physician ¹	Herb Lore + First Aid	10
95 – 97%	Huscarl to Thane	Wear Light Armour, Wear Heavy Armour, Heavy Shieldplay, Leadership + 1 Combat Skill	18
98 – 99%	Huscarl to Jarl	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 1 Combat Skill + 1 Athletic Skill	20
100%	Huscarl to Konung	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 2 Combat Skills + 1 Athletic Skill	22

¹Includes cobbler, tailor, cook, butcher, potter, glassblower/glazier, and other such crafts. There is a 25% chance of being a Master. Master's receive **Bargaining** in addition to their normal skills and a +5 bonus to their Social Status. A Master Crafter has a 25% chance of being a *Syndik* or officer in the guild, which bestows a further +3 bonus to their Social Status. If the PC is a *Syndik*, then he has a 25% chance of being the *Laugmester* for that clan, which bestows a further +5 bonus to their Social Status. *Laugmesters* also receive **Diplomacy & Politics** at Basic Knowledge to represent their involvement in Clan politics. *Laugmesters* have a 2% chance of being the *Senior Laugmester* for the guild, which bestows a further +5 bonus to their Social Status.

² There is a 25% chance of being a Master. Master's receive **Bargaining** in addition to their normal skills and a +10 bonus to their Social Status. A Master Crafter has a 25% chance of being a *Syndik* or officer in the guild, which bestows a +5 bonus to their Social Status. If the PC is a *Syndik*, then he has a 20% chance of being the *Laugmester* for that clan, which bestows a further +10 bonus to their Social Status. *Laugmesters* also receive **Diplomacy & Politics** at Basic Knowledge to represent their involvement in clan politics. *Laugmesters* have a 2% chance of being the *Senior Laugmester* for the guild, which bestows a further +10 bonus to their Social Status.

TABLE 4.4 – DWARVES – FATHER'S VOCATION – CLAN DWARVES

1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 15%	Merchant Prince (<i>Hauld</i>)	Bargaining, 1 Craft Skill + 3 Foreign Languages	25
16 – 39%	Copper Mine Owner	Bargaining, Mining + 2 Combat Skills	28
40 – 65%	Coal Mine Owner	Bargaining, Mining + 2 Combat Skills	29
66 – 83%	Lead Mine Owner	Bargaining, Mining + 2 Combat Skills	28
84 – 95%	Tin Mine Owner	Bargaining, Mining + 2 Combat Skills	27
96 – 100%	Gem Mine Owner	Bargaining, Mining + 3 Combat Skills	30

¹There is a 15% chance that a *thane* who owns one mine owns another. If so, roll against Table 3.6 – *Additional Mines - Thanes*, repeat this process until no more mines are owned or a Social Status of 35 is reached.

TABLE 4.5 – DWARVES – FATHER'S VOCATIONS – THANES



1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 19%	Copper Mine Owner	Bargaining, Mining + 3 Combat Skills	38
20 – 45%	Coal Mine Owner	Bargaining, Mining + 3 Combat Skills	39
46 – 55%	Lead Mine Owner	Bargaining, Mining + 3 Combat Skills	38
56 – 65%	Tin Mine Owner	Bargaining, Mining + 3 Combat Skills	37
66 – 75%	Gem Mine Owner	Bargaining, Mining + 3 Combat Skills	43
76 – 89%	Silver Mine Owner	Bargaining, Mining + 3 Combat Skills	45
90 – 95%	Iron Mine Owner	Bargaining, Mining + 4 Combat Skills	48
96 – 100%	Gold Mine Owner	Bargaining, Mining + 4 Combat Skills	50

¹There is a 60% chance that a *jarl* owns another mine. If so, roll against Table 3.7 – *Additional Mines – Jarls*, and repeat this process until no more mines are owned or a Social Status of 55 is reached.

TABLE 4.6 – DWARVES – FATHER'S VOCATIONS – JARLS

1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 10%	Copper Mine Owner	Bargaining, Mining + 3 Combat Skills	48
11 – 32%	Coal Mine Owner	Bargaining, Mining + 3 Combat Skills	49
33 – 40%	Lead Mine Owner	Bargaining, Mining + 3 Combat Skills	48
41 – 50%	Tin Mine Owner	Bargaining, Mining + 3 Combat Skills	47
51 – 62%	Gem Mine Owner	Bargaining, Mining + 4 Combat Skills	53
63 – 75%	Silver Mine Owner	Bargaining, Mining + 4 Combat Skills	55
76 – 90%	Iron Mine Owner	Bargaining, Mining + 5 Combat Skills	58
91 – 100%	Gold Mine Owner	Bargaining, Mining + 5 Combat Skills	60

¹There is a 25% chance that a *konung* owns another mine. If so, roll against Table 3.9 – *Additional Mines – Konung* and repeat this process until no more mines are owned or a Social Status of 75 is reached.

TABLE 4.7 – DWARVES – FATHER'S VOCATION – KONUNG

ELVES

Elves are an ancient race, exiled from the lands of Faerie. Elves are humanoid in appearance and aside from a few minor features, they are not dissimilar to humans. There are in fact three distinct types of Elves, known to humans as Wood Elves (Half Bloods), Noble Elves (Great Elves), and Royal Elves (True Elves).

Character generation follows the standard procedure as laid down in the main *Chivalry & Sorcery* rules, with minor changes as noted below. More details can be found in the *Elves Companion* sourcebook. They may buy Agility up to 25, the first 18 levels cost 1 point each. Levels 19 to 22 cost 2 points each and levels 23 to 25 cost 3 points each. They may buy their Discipline and Piety to

Type of Dwarf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Half Blood:						
Male	2D10+56	58 - 76	67"	1D10-1	0 - 09	04 = Average
Female	2D10+53	55 - 73	64"	1D10-2	0 - 08	03 = Light
Great Elf:						
Male	2D10+64	66 - 84	75"	1D10-1	0 - 09	04 = Average
Female	2D10+59	61 - 79	70"	1D10-2	0 - 08	03 = Light
True Elf:						
Male	2D10+71	73 - 91	82"	1D10-1	0 - 09	04 = Average
Female	2D10+66	68 - 86	77"	1D10-2	0 - 08	03 = Light

TABLE 4.8 – ELVES – HEIGHT AND BUILD

level 15 (the maximum for Elves), the first 10 levels costing 1 point each, then levels 11 to 15 cost 2 points each. Elves require a minimum Agility of 13, Bardic Voice of 10 and minimum Appearance of 14.

All Elves begin the game with **Archery** at Basic Knowledge (along with the **Elven Longbow** speciality) since the Elven longbow is more than a weapon, it is an extension of an Elf's very soul. Constant practise with it makes them expert archers, capable of outstanding feats of skill and as such they learn the skill at -1 DF. In addition all Elves receive the special abilities of **Nightvision**, **Enhanced Sight** and **Meditation**. In addition to **Archery** (Elven Longbow), all Half-Blood Elves receive **Accurate Counting**, **Forester's Stealth**, **Blending into Surroundings** and one Agriculture skill at Basic Knowledge. Great Elves receive **Slashing Swords**, **Etiquette**, **Written Language (Own)**, and **Leadership** at Basic Knowledge in addition to the standard Half Blood skills. True Elves receive **Faerie Lore** at Basic Knowledge in addition to the standard Half Blood and Great Elf skills.

1D100	Father's Status	Points Cost
01 – 05%	Lost Blood ¹	+15
06 – 70%	Half Blood (Wood Elf)	0
71 – 95%	Great Elf (Noble Elf)	-15
96 – 100%	True Elf (Royal Elf)	-30

¹Roll again to determine former type for purposes of initial racial skills, height, weight and appearance. If this roll gives a result between 01-05% assume that the character is a Lost Blood Wood Elf.

TABLE 4.9 – ELVES – SOCIAL CLASS



1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 10%	Herbalist	Herbalism, Making Drugs + Making Potions	15
11 – 13%	Brigand	Evaluate Loot + any 2 Combat Skills	03
14 – 39%	Farmer	Any 2 Agricultural Skills	05
40 – 46%	Scout	Track Prey, Finding One's Location + any 1 Lore Historical	09
47 – 65%	Mercenary Archer	Bowery & Fletching, Wear Light Armour + any 1 Combat Skill	13
66 – 87%	Forester	Any 2 Outdoors Skills + any 1 Combat Skill	12
88 – 95%	Bard/Entertainer	Any 2 Arts & Entertainment Skills	09
96 – 100%	Animal Trainer	Any 1 Train Animal Skill + Calm & Attract Small Animal or Calm Large Animals	10

¹A Lost Blood's status only applies in human society; "Blooded" Elves do not associate with Lost Bloods and treat them as having zero status.

TABLE 4.10 – ELVES – FATHER'S VOCATION – LOST BLOOD

SOCIAL STRUCTURE

Elven society recognises five distinct types of Elves, the main three are categorised by distinctive racial types. The remaining two are Lost Bloods (misfits and social outcasts) and the Corrupted (monsters from the darkest imagination). Unlike human and Dwarven cultures, the Elven social ranks are not climbable, for they represent different racial types more than mere social status. A Half Blood can no more become a Great Elf than a human can become a Dwarf.

Those referred to as Lost Bloods are Elves, either individuals or entire families, who have forsaken their culture, religion, and heritage, and have gone their own way in the world. In general they are normally Half Bloods, although Great and True Elves have been known to forsake their heritage on rare occasions. Those who become Lost Bloods have their name and lineage stricken from the Elven records, and no Elf will have any contact with them, regardless of their former racial type and many are attacked on sight.

Aerinnilael (literally "Half Blooded") are known to the other races as Wood Elves and are the most common type of Elves encountered. Making up almost 70% of Elven numbers, Half Bloods were once unknown amongst the Elves. The curse known as *Sininaenion* or the Blight has seen their numbers increase at the expense of the Great Elves and True Elves.

The Great Elves or *Aleiraslith* are the second rung up the Elven social ladder, having stronger links to the original Elves, but still weaker than the True Elves above them. Aside from the obvious height difference between them and Half Bloods, Great Elves have blond hair, at worst a very light brown, and blue eyes. Their facial features are more aquiline than that of their inferior cousins and they speak in haughtier tones. Great Elves generally live for 350 years. In addition once attributes have been finalised they receive a bonus of +2 to Agility (AGIL), Bardic Voice (BV) and Appearance (APP).

True Elves or *Alinnil* are the top tier of Elven society, having an ancestral line that has been virtually unbroken since The Fall and thus are almost identical to that of their Faerie ancestors. Their hair is almost always white, and their eyes contain only a subtle hint of blue, otherwise being colourless. Their skin is so pale as to be almost transparent and they possess sharp features, giving them a wholly inhuman visage. True Elves can live for as long as 500 years, and those of *Eaial* or Pure Blood status often survive much longer. In addition once attributes have been finalised they receive a bonus of +4 to Agility (AGIL), Bardic Voice (BV) and Appearance (APP).

The final branch of the Elves are the corrupted, also known as the Elvbanes, creatures from the night.

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 02%	Guardian	Local Geographical Lore, any 1 Combat Skill + any 1 Outdoor Skill	14
03 – 06%	Warden	Herbalism, Warden Magick Mode + Plant Method	12
07 – 08%	Entertainer ¹	Any 2 Arts & Entertainment Skills	06
09 – 11%	Healer ¹	Herbalism, First Aid + Healing Arts II (Medications)	10
12 – 14%	Bard ¹	Singing + Poetic Recitation	12
15 – 22%	Bowyer ¹	Bowery & Fletching + any 1 Combat Skill	15
23 – 27%	Tailor ¹	Clothes: Tailoring + Clothes: Sewing & Knitting	08
28 – 31%	Scout	Any 1 Lore Historical (Geographical only), Finding One's Location + Finding Direction	09
32 – 34%	Wild Beast Tamer	Bestiary + Calm & Attract Small Animals	09
35 – 59%	Plant Tender	Any 2 Agricultural Skills	07
60 – 61%	Seer	Divining the Omens + any 1 Lore	10
62 – 63%	Lore Keeper	Written Language (own) + any 2 Lore or Languages	12
64 – 65%	Noble Guard	Wear Light Armour, Slashing Swords + any 1 Combat Skill	15
66 – 67%	Royal Guard	Wear Light Armour, Slashing Swords, Courtly Manners + any 1 Combat Skill	18
68 – 70%	Beast Trainer	Train Birds of Prey, Exotic Animals, or Hunting Dogs	12
71 – 72%	Merchant	Bargaining, any 1 Foreign Language (Spoken) + any 1 Craft Skill	10
73 – 92%	Crafter ¹	Any 2 Craft or Metalworking Skills	08
93 – 97%	Brewer ¹	Winemaking + Brewery	10
98 – 99%	Herald	Heraldry, Courtly Manners + Etiquette	13
100%	Goblin Hunter	Tracking Prey + Magical & Enchanted Races Lore + any 1 Combat Skill	18

¹25% chance of being a Master at the profession. Masters receive **Bargaining** in addition to their normal skills and a +5 bonus to their Social Status.

TABLE 4.11 – ELVES – FATHER'S VOCATION – HALF BLOODS



1D100	Father's Vocations	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 08%	Diplomat	Diplomacy & Politics, Courtly Manners, any 1 Language (Spoken), Oratory + any 1 Language (Written)	33
09 – 15%	War Leader	Wear Light Armour, Battlefield Tactics, Intimidation + any 3 Combat Skills	30
16 – 18%	Mage	Any 3 Materia Magica or 1 Materia Magica + any 3 Lore	32
19 – 22%	Lawgiver	Local Geographical Lore, Oratory, Diplomacy & Politics + any 2 Combat Skills	31
23 – 30%	Master of the Hunt	Magical & Enchanted Beast Lore, Monster Tongues + any 4 Combat Skills	32
31 – 34%	Calendar Keeper	Astronomical Lore, Divining the Omens, Meditation + Arithmetic & Mathematical Lore	31
35 – 38%	Marriage Arranger	Heraldry, Courtly Manners + any 2 Lore Historical	32
39 – 100%	Local Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 1 Combat Skill	34

TABLE 4.12 – ELVES - FATHER'S VOCATIONS – GREAT ELVES

1D100	Father's Vocations	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 60%	Feudal Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 2 Combat Skills	45
61 – 95%	Senior Feudal Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 3 Combat Skills	50
96 – 99%	Lore Master	Elven Mage Mode, any 2 Methods of Magick + any 4 Lore	55
100%	Pure Blood	Any 9 skills from Charismatic, Combat, Lore (Any), Materia Magica, Materia Medicina or Outdoor Skills ¹	70

¹No more than four skills can be learned from any one category.

TABLE 4.13 – ELVES - FATHER'S VOCATIONS - TRUE ELVES

ORCS, GOBLINS AND HOBGOBLINS

Orcs and Goblins are vicious, unfeeling brutes, or so conventional wisdom has it. In fact both these related species are reasonably intelligent and capable of skilful crafts, though they often do not adorn artefacts with the same degree or ornamentation as Elves, Dwarves and Humans do, preferring the utilitarian. Orcs and Goblins are the same species, though in slightly different forms. Orcs are larger and more robust; Goblins are smaller, but more agile. Hobgoblins are not a separate race but are the result of breeding between Orcs and Goblins. For some reason this produces strange and seemingly random mutations in some Hobgoblins.

The main difficulty of Goblinoid life is that the birth rate produces seven male children that reach adulthood for each female and Orcs are monogamous. This means that in Orc tribes only the powerful, usually the Chieftain and his cronies can afford the bride price for a mate. The usual means by which Orcs and goblins usually try to find the power of wealth is violence, by loot in battle or by mustering an army to gain or extend land and military power. This means that strong willed widows of Chiefs can find themselves in a position to become kingmaker for the next Chief.

CREATING GOBLINOID CHARACTERS

Orcs must have Strength 14+, Constitution 13+ and Intelligence of less than or equal to 16. Orcs may purchase Strength up to 25, and pay for that as Elves do Agility.

Goblins must have Strength of less than or equal to 17, Constitution of less than or equal to 18 and Agility of 14+. Goblin Agility is purchased at 1 point per level up to 18 and then 2 points per level from 17 to a maximum of 22.

For Hobgoblins, select on of the parents for the Hobgoblin to favour, either Orc or Goblin and base the character on that before rolling for random features on Table 4.16 – *Hobgoblins - Mutations*. If you do not wish to select which type of Goblinoid the Hobgoblin favours but wish to use a random method of generation, roll a 1D10 and an odd number means the parent favours the Orc, whilst an even number favours the Goblin.

All Goblinoids have a flat, sallow and yellow complexion with a colour like an oak tree under the bark. Their hair is lank and ranges from a dark brown to black, though some tribes colour their hair. Orcs live underground more often than Goblins, who prefer to live in dark woods when they can and consequently whilst Orcs see well in the dark, Goblins are better suited for daylight, though their hearing and sense of smell are better than that of Orcs. This aids them in their long wars with the Elves.





Type of Goblinoid	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Orc:						
Male	2D10+ 2 54	56-74 24-44	65 = 3'5"5"	1D10+21	02-11 08-18	06 = Average 07 = Heavy
Female	2D10+ 2 52	28-42 28-42	63 = 3'5"3"	1D10	01-10	05 = Average
Goblin:						
Male	2D10+ 1 48	50-65 18-38	59 = 2'4"11"	1D10+1	01-10 00-08	5 04 = Average
Female	2D10+ 1 46	18-38 18-38	57 = 2'4"9"	1D10+1	00-09 00-08	04 = Average

TABLE 4.14 – GOBLINOIDS – HEIGHT AND BUILD

After the first two male children, other male children are rarely accorded any consideration by their parents and whilst the female children are sequestered with the mother, the males are fostered off and cared for by a communal crèche. Thus instead of fathers, they have "sponsors" who raise them as their own.

Racial Height, Build and Weight

Use Table 4.14 - *Goblinoids - Height and Build* to calculate the Height and Build Factors for Goblinoids.

Note: This assumes Heroic characters are being generated. If generating Historic character reduced the Height Factor by -4. If generating Super-heroic characters increase the Height Factor by +4.

Hobgoblin Random Features

Roll 1D10 and compare the result to Table 4.15 – *Hobgoblins - Number of Mutations* to see how many mutations your character possess.

1D10	Number of Mutations
01	0
02 - 05	1
06 - 08	2
09	3
10	4

TABLE 4.15 – HOBGOBLINS – NUMBER OF MUTATIONS

Finally roll a 1D100 and compare the result to Table 4.16 – *Hobgoblin - Mutations* for each mutation your character has. Mutations can be cumulative (e.g. two doses of extra tall) or cancel each other out (e.g. tall and short).

Goblinoid's Social Class

1D100	Class		
01 - 10%	Slave	+5	Slaves are captives taken in battle or as tribute or criminals
11 - 75%	Tribal Orc/Goblin	+0	The main group of Goblinoids are crafters, traders, farmers etc., though they take up arms when their chieftains command
76 - 95%	Warrior	-8	The full time warriors, although this class includes Priests
96 - 100%	Civilised Orc/Goblin	+0	Descendants of those Goblinoids that have left the tribes and made their way in Human lands.

TABLE 4.17 – GOBLINOID - SOCIAL CLASS

1D100	Mutation	
01 - 10%	Slight Build	-1 to Build, -1 from Strength, +1 to Agility
11 - 20%	Heavy Build	+1 to Build, +1 to Strength, -2 from Agility
21 - 24%	Good Eyes	Able to see perfectly in daylight, +10 to Alertness: Sight
26 - 29%	Keen Nose	+10 to Alertness: Smell
30 - 39%	Tall	Add 5 Height Factors
40 - 51%	Short	Subtract 5 Height Factors
52 - 56%	Dark Sense	-10% to Alertness: Sight in daylight, +20% in dim light
57 - 61%	Pigment Change	Non-standard coloration – roll a 1D10 and compare to:
		01 - 02 Piebald
		03 Light Green
		04 - 05 Light Brown
		06 - 07 Dark Brown
		08 - 09 Pale White
		10 Dark Ochre
62 - 71%	Long Legs	+1 to BAP, -2 to Body points
72 - 81%	Short Legs	-1 to BAP, +2 to Body points
82 - 86%	Long Arms	+1 foot reach with weapons
87 - 91%	Short Arms	-1 foot reach with weapons, (never buys drink!)
92 - 93%	Foul Stench	-10% to Charismatic skills, -20% to any dog tracking it, -10% from own Alertness: Smell
94 - 96%	Heavy Body Hair	-2 App, +1 Armour versus Crush
97 - 99%	Thick Skull	+2 Armour to blows to the head, -1 Intellect
100%	Sense of Honour	Some Goblinoids have a chivalrous sense of honour; they never abandon friends and never lie.

TABLE 4.16 – HOBGOBLIN - MUTATIONS

Slaves do not have sponsors as a slave, as they were not raised as slaves. Roll again to determine their sponsor's vocation. If the result is "Slave" again then treat that as tribal. The character will be an escaped slave.

Note: The proportion of slave workers in Orcish society is greater than shown here, but only 10% get the chance to make a new life elsewhere.

All Goblinoid characters have basic knowledge in **Brawling** and their **Own Language: Spoken** (at -2 DF).



Sponsor's Vocation

Tribal

All Tribal Goblinoids have **Spear or Mace, Clubs & Hammers** as or back-ground skill.

1D100	Sponsor's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01 - 20%	Farm Boss	2 Agricultural Skills, Intimidation + 1 Skill	05
21 - 30%	Animal Handler	2 Animal Skills + 1 Skill	05
31 - 35%	Fisher	Fishing, Small Boats, Cast net + 1 Skill	05
36 - 40%	Servant	1 Cooking Skill, 1 Arts & Entertainment Skill + 1 Skill	03
41 - 45%	Labourer	Endurance, Lifting, Conditioning + 1 Skill	03
46 - 55%	Woodworker	Carpentry, 1 Woodcraft Skill + 1 Skill	10
56 - 65%	Leatherworker	Leatherworking + 2 Clothing Skill	10
66 - 75%	Metal Worker	Blacksmithing + Mace, Clubs & Hammers + 1 Skill	12
76 - 80%	Miner	Tunnelling & Mining + 2 Skills	10
81 - 90%	Armourer	Blacksmithing, Weaponsmithing, Bowery & Fletching	15
91 - 95%	Stoneworker	Masonry + 2 Skills	15
96 - 100%	Other Craft	Any 3 Craft skills	10

TABLE 4.18 - GOBLINOIDS - SPONSOR'S VOCATION - TRIBAL

Warrior

In addition to the basic Goblinoid knowledge, all Warriors gain **two** Combat skills and **Wear Light Armour**.

1D100	Sponsor's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01 - 03%	Scout	Archery or Sling, 2 Outdoor Skills + 1 Thievery Skill	16
04 - 60%	Common Warrior	1 Combat Skills + 1 Outdoor Skill	15
61 - 80%	Officer's Guard	Animal Riding, Mounted Combat, Wear Heavy Armour + 1 Combat Skill	17
81 - 85%	Urtan Asgh (Leader of 10)	Animal Riding, Mounted Combat, Wear Heavy Armour, Intimidation + 2 Combat Skills	17
86 - 89%	Urtan Usasgh (Leader of 20)	Animal Riding, Mounted Combat, Wear Heavy Armour, Intimidation + 4 Combat Skills	18
90 - 91%	Priest or Shaman	Faith, 2 Lore Skills + Diplomacy & Politics	20
92 - 93%	Necromancer	2 Lore Skills + Diplomacy & Politics	20
94 - 96%	Urtan Asasgh (Leader of 100)	Animal Riding, Mounted Combat, Intimidation, Leadership, Wear Heavy Armour + 2 Combat Skills	22
97 - 98%	Urtan Usalk (Leader of a tribe)	Animal Riding, Mounted Combat, Intimidation, Leadership, Wear Heavy Armour, Wear Battle Armour + 2 Combat Skills,	25
99%	Power Word Mage	3 Lore Skills	26
100%	Parurtan Usurt (Leader of many Tribes)	Animal Riding, Mounted Combat, intimidation, Leadership, Wear Heavy Armour, Wear Battle Armour + 2 Combat Skills	30

TABLE 4.20 - GOBLINOIDS - SPONSOR'S VOCATION - WARRIOR

Civilised

These gain the basic knowledge of the Human culture that they are in. Roll on *Table 4.21 - Goblinoid Sponsor's Vocations - Civilised* to find out what Human Social Class the father is equivalent to then check the appropriate Human table for father's vocation as shown in *Chivalry & Sorcery: The Rebirth* (Vol. 1 - Core Rules).

1D100	Social Class	Points Cost
01 - 03%	Servile or Serf	+5
04 - 20%	Rural Freeman	+0
21 - 90%	Townsmen	+0
91 - 100%	Guildsman	-5

TABLE 4.21 - GOBLINOIDS - SPONSOR'S VOCATION - WARRIOR

Orcish Inheritance

Class Inheritance

Slave Small Club, 2 day food, 1 water skin.
Tribal Social Status x 15 in pennies, 1 Weapon for a Background Weapon Skill and 1 Weapon for each Mastered Weapon Skill.

Warrior - "
Plus; There is a chance equal to twice the Social ~~Class~~ Status of being given us of a Tribal Pony. The pony will be trained to be used in combat.

Civilised As Civilised Human, multiply starting monies by 0.8.



GOBLINOID VOCATIONS

Warrior Vocations

Ahal (Warrior)

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Open to the "sons" of Urtan Usasgh, Asagh, Common Warriors and Tribal Sponsors may train as a Warrior of the Tribe. These are the line troops of the Goblinoid hordes

Ahal's Primary Skills (-1 DF to learn) ¹	Ahal's Secondary Skills (-1 DF if for Mastery)
Any Combat Skills (except K Only) Conditioning Endurance	First Aid Animal Riding Mounted Combat Stamina Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.22 - GOBLINOIND - VOCATIONS - AHAL

Takri (Scouts)

Primary Attribute: **Constitution (CON)**
Secondary Attribute: **Agility (AGIL)**

The Goblinoid equivalent of the Forester, the Scouts are not only important in spying out the route of Goblin armies but also detecting the incursions of others. This vocation is usually only open to the "sons" of Warrior class Sponsors. Takri take a perverse delight in stalking Elven Goblin Hunters.



Takri's Primary Skills (-1 DF to learn) ¹	Takri's Secondary Skills (-1 DF if for Mastery)
Archery: Shortbow Sling or Javelin Regional & National Geography Endurance Stamina Slashing Sword or Spear or Bludgeon All Outdoor Skills	First Aid Animal Riding Mounted Combat Bowery & Fletching Any Thievery Skills Any Combat Skills (except K Only) Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.23 - GOBLINOIND - VOCATIONS - TAKRI

Ushbhal (Officer's guards)

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Agility (AGIL)**

Officers (leaders of 100 and greater) often have bodyguards, to help stave off ambitious underlings with dreams of promotion. These are strong troops chosen for loyalty (or at worst a sense of self-interest) and speed and can come from any background except Slave. They tend to specialise in only a few weapons, but to be good at those few.

Ushbhal's Primary Skills (-1 DF to learn) ¹	Ushbhal's Secondary Skills (-1 DF if for Mastery)
Any 7 Combat Skills (except K Only) Conditioning Endurance Alertness: Sight Alertness: Sound Detect Thievery	First Aid Animal Riding Mounted Combat Stamina Any Combat Skills Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.24 - GOBLINOIND - VOCATIONS - USHBHAL

Tanahal (Mounted Troops)

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Goblinoids are mostly infantry troops, but most tribes will have a few mounted troops and some plains tribes are almost all mounted. The Cavalry of choice are usually hardy ponies well trained to live with Orcs or, in the case of the tribes of Goblins who are smaller in stature, specially trained dogs, bred to be large in size and close in appearance to wolves. Orcs who raise horses often have to defend them from other tribes who see them as a handy food supply.

Tanahal's Primary Skills (-1 DF to learn) ¹	Tanahal's Secondary Skills (-1 DF if for Mastery)
Any Combat Skills (except K Only) Animal Riding Mounted Combat Conditioning Endurance	First Aid Stamina Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.25 - GOBLINOIND - VOCATIONS - TANAHAL



Partahal (Mounted Shock Troops)

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Usually only open to the "sons" of Urtan Asasgh, Usalk and Parurtan Usurt, these are the Goblinoid equivalents to Knights, though they are not as heavily armed and armoured. As well as providing the officer class, these troops will usually be found either as a reserve to drive home an attack, or as the lead of that attack to break through a line. In most Orcish tribes they train on foot as well as mounted.

Partahal's Primary Skills (-1 DF to learn) ¹	Partahal's Secondary Skills (-1 DF if for Mastery)
Any Combat Skills (except K Only) Animal Riding Mounted Combat Conditioning Endurance Cavalry Lance Battlefield Tactics Leadership	First Aid Stamina Any Combat Skills (K Only) Any background skills

¹Any vocational skills that are chosen for Mastery carry a -2 DF advantage.

TABLE 4.26 - GOBLINOIND - VOCATIONS - PARTAHAL

THE TROLLS

"We are the children of Hel, the lady of the Lands of the Dead, begotten in the early days of the world. We do not revel in the light, our mother and fathers were creatures of the dark and the deep places of the Earth have ever been home to us."

Trolls are reviled by the races of the surface because of their habit of eating the flesh of the other intelligent races

"When the world was young, we ranged all over the earth, but our hungers made us hunted, for we only eat flesh, and the flesh of the thinking races is sweetest of all. It is our delight and our curse, for even the most peaceful of us can find the hunger steal upon us, and fish and deer are no longer enough and we must slake our appetite with the flesh of an intelligent being."

"We do not work well in groups, for some will turn on each other and quench the awful hunger with another of our Kind."

Like the Goblin races there are fewer females born than males but unlike the Giants and the Goblin races, Troll females are larger, stronger and more cunning than the males and it is up to the females to stake and hold a hunting territory. The females are the priestesses of the Trolls, being witches and shamanesses, paying homage to the ancestress of the species, the Lady of the Lands of the dead. Few males practice these arts, they seem content to eat, fight and sleep.

Males and females rarely interact, save at certain festivals, or if the male needs. At other times the males wander alone, or form into bands to raid and steal flesh and to compete for the title of King. The territory of male warbands might cross several female territories but there is no interaction between the females and the males.

It is known that not only are they matriarchal, but that the females are bigger, stronger and more cunning than the males. It is the females who seize and guard territory. There are less females to males, perhaps only one in twelve births of this breed is female, and they maintain ranges to support them and their "pride" of males. She will fight to defend the range, to seize more males and to stop her own "pride" being seized.

The males wander the range, occasionally forming warbands of five or six to attack especially large males, other warbands or to raid the habitations of other races.

Trolls can resist the temptation to eat the flesh of sentients (make a **Will-power** check) but most do not bother, they enjoy flesh too much. They can speak human tongues, and many use the languages of the Scandinavians and Germans to converse, even with each other. Trolls can be cunning craftsmen and artificers, but rarely do they trade their goods and rarer still is the merchant that will deal with them.

There is only one species of Trolls, the names sometimes given to supposed sub-species of Trolls are merely names for the same creature encountered in different places. However, the environment in which they are raised has some effect, which is why in some places you will find bigger and nastier Trolls than in others.

Similarly those that have survived encounters with Trolls speak about the dreadful Troll magic and comparisons would seem to indicate creatures with differing powers. But just as humans learn skills and magic to help them in their own environment, so do other races. So is it any wonder that a Troll living in the mountains will learn to use the ice as his ally just as a Troll living in the mere can command the mists rising from the water.

All Trolls can learn magic, though for most it is purely as a Tertiary (Hobby Skill). The only Trolls who learn magic as a Vocation are Witches and Shamanesses. In addition there are spells unique to Trolls in the **Troll Method of Magick**, which account for some of more fearsome elements of their reputation. Trolls do not, despite the stories, regenerate lost limbs, but their constitutions are often so sturdy that any damage that does not kill them they can quickly recover from.

CREATING A TROLL CHARACTER

Firstly the player must pay the cost associated with being a Troll, this amounts to 30 points for a male Troll or 40 points for a female Troll. The character must then satisfy the minimum requirements including bonuses/deficits as shown in Table 4.27 - Trolls - Minimum & Maximum Attributes. Any Troll PC will be a young Troll, not yet at their full physical power.

Attribute	Females		Males	
	Min	Max	Min	Max
Agility	3	14	3	14
Strength	16	50	15	44
Constitution	12	22	12	20
Bardic Voice	10	18	3	13
Discipline	05	15	02	12
Appearance	02	08	02	08
Piety	05	17	02	15

TABLE 4.27 - TROLLS - MINIMUM & MAXIMUM ATTRIBUTES

Trolls also receive the bonuses or penalties as shown in Table 4.28 - Trolls - Attribute Bonuses/Penalties.

Note: These bonuses can not take the appropriate Attributes above the racial maximums as shown in Table 4.27 - Trolls - Minimum & Maximum Attributes.

Attribute	Bonus/Penalty
Strength	+10
Constitution	+2
Discipline	-5
Appearance	-7
Piety	-3

TABLE 4.28 - TROLLS - ATTRIBUTE BONUSES/PENALTIES



Type of Trolls	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Troll:	3D10+76	78-106	87 = 7'8"		04-13	
Male	2D40+92	94-122	108 = 9'0"	1D10+3	08-18	10X = Heavy
Female	2D40+86	88-116	97 = 8'0"	1D10+4	05-14	10X = Heavy

TABLE 4.29 – TROLLS - HEIGHT AND BUILD

Weight = 10lbs + 30lbs for each inch over 40 inches

Trolls buy their attributes at normal cost with Constitution treated the same as Elven Agility in the Standard Rules. Trolls purchase Strength at 1 point per point until they reach STR 20, at 2 points per point from STR 21 to STR 25 and at 3 points per point thereafter.

Note: It is recommended that Troll characters use the optional **Absolute Strength Rating** rules (as detailed in Chapter 6 – Rules Expansions).

Whilst all Trolls are Poorly Aspected, Troll Witches and Troll Shamaneesses gain a bonus of +10 to their PMF. Trolls following the Troll Mode of Magick do not gain this bonus.

Height, Build and Weight

Table 4.29 – Trolls – Height and Build shows the average Height and Build Factors for Water Trolls. For the other forms of Trolls, modify as follows:

Mountain trolls: Subtract 3 Height Factors, maximum height is equal to 8' 6"

Cave trolls: Subtract 4 Height Factors, maximum height is equal to 8' 0"

Wood Trolls: Subtract 2 Height Factors

Swamp Trolls are a kind of Water Troll. Ice Trolls are a type of Mountain Troll. Sand Trolls do not exist.

Social Class

1D100	Female Characters Mother's Status	Male Characters Father's Status	PC Points Cost
01 – 10%	No territory	Loner	+5
11 – 75%	Crafter	Member of Warband	+0
76 – 95%	Witch	Leader of Warband	-10
96 – 100%	Shamaneess	King	-20

TABLE 4.30 – TROLLS - SOCIAL CLASS

A Female without territory or a male without a warband is a lowly thing in Troll Society.

A Crafter is the normal Troll female, staking claim to a territory and when hunting in creating songs and artefacts with which to tempt males when mating season comes.

All Trolls start out with BV 2 x local copper coins, a weapon for each mastered weapon skill, and food for three days.

Sibling Rank

Sibling rank does not matter to a Troll. If a Troll is to inherit its parents' position it has to fight for it, so the sons of a King will fight amongst themselves and also any new claimants, to decide who gets the title. Of course the King is often challenged by others whilst on the throne.

Age

All trolls start at age 15. The actual maximum lifespan of a Troll is not known.

"THE HUNGER"

The Hunger for the flesh of sentients is a well-known Trolls problem. To resist, if the Trolls wants to resist that is, the Trolls must make a Willpower roll whenever a sentient creature is near.



FEAR

All Trolls generate fear within a radius of 10 feet of themselves amongst races smaller than themselves. The fear effect is equivalent to the Command Magick spell Greater Fright with a PSF% equal to half the maximum Body points of the Troll.

TROLL BACKGROUND SKILLS

All Trolls gain the following skills at -1 DF and at Level 1:

Maces, Hammer & Clubs	Find Direction
All Perception Skills	Find One's Location
Geological Lore	

They also gain the Troll Mode of Magick at DF 6 at a "skilled chance" and the Troll Method of Magick at a skilled DF5.

Trolls also gain the following new skill of Flint Knapping:

Flint Knapping

Attributes: Intellect & Agility
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

Flint knapping is the skilled art of turning pieces of flint into cutting tools. The skill allows the character to pummel two pieces of flint together to form arrowheads, flint knives, scrapers, hand axes etc.

With a successful skill roll a Troll can create hand weapons such as knives or hand axes. They have the same potential as normal weapons with base damage reduced by 2 points. With a critical success of 10 base damage equals that of metal weapons and an additional 2 points of crushing damage can be added. Failed rolls result in spoilt flints, a critical failure results in 2 poyns of damage through accidental cuts.



TROLL VOCATIONS

Warrior

Primary Attribute:
Secondary Attribute:

Strength (STR)
Constitution (CON)

Troll Warrior's Primary Skills (-1 DF to learn) ¹	Troll Warrior's Secondary Skills (-1 DF if for Mastery)
Any Outdoor Skills Any Combat Skills (marked F) Local Geography Any Athletic Skills	Lore Historical Any Combat Skills ² Herbalism Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Includes all Combat Skills except Cavalry Lance and Riding a Warhorse.	

TABLE 4.31 - TROLL - VOCATIONS - WARRIOR

Crafter

Primary Attribute:
Secondary Attribute:

Intellect (INT)
Strength (STR)

Troll Crafter's Primary Skills (-1 DF to learn) ¹	Troll Crafter's Secondary Skills (-1 DF if for Mastery)
Any Outdoor Skills Sculpting Singing Herbalism First Aid Local Geography	Lore Historical Any Combat Skills (marked F) Any Materia Medicina Any Athletic Skills Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.32 - TROLL - VOCATIONS - CRAFTER

Troll Witches

Primary Attribute:
Secondary Attribute:

Intellect (INT)
Piety (PTY)

Troll Witches are much like their counterparts in other species, but with a different emphasis in the skills they specialise in. They are one manifestation of the religion of the Trolls, the other being the Shamans, who commune with their ancestors and especially the greatest Ancestor of all, the goddess Hel. Troll Witches are not as specialised as the Shamanesses, whose magic is mostly Divination and Necromancy.

Troll Witch's Primary Skills (-1 DF to learn) ¹	Troll Witch's Secondary Skills (-1 DF if for Mastery)
Witchcraft Mode (-3 DF) Divination Method Earth Method Command Method Arcane Method Water Method Transcendental Method Ward Method Artefact Lore Interpret the Omens Spell Enhancement Geographic Lore (Local Area) Pharmacology & Medicine Singing Perception Skills	Sculpting Spell Research Any Outdoors Skill Herbalism (Materia Medicina) Administer Poisons & Drugs Undetected Any Athletic Skills Air Method Fire Method Summoning Method Plant Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 4.33 - TROLL - VOCATIONS - WITCH

Troll Shamanesses

Primary Attribute: Intellect (INT)
Secondary Attribute: Piety (PTY)

Whilst some male Trolls become Witches, it is unheard of for any to become Shamans, for the ancestral spirits reject them. The Shamaness communes with the dead and with the Great Ancestor, the goddess Hel.

Troll Shamaness's Primary Skills (-1 DF to learn) ¹	Troll Shamaness's Secondary Skills (-1 DF if for Mastery)
Troll Shamanism Mode (-3 DF) Divination Method Transcendental Method Command Method ¹ Summoning Method Ward Method Faith Singing Interpret the Omens Artefact Lore Spirit Lore (as Demon Lore) Perception Skills Spell Enhancement Geographic Lore (Local Area)	Spell Research Any Outdoors Skill Herbalism (Materia Medicina) Illusion Method Any Athletic Skills Pharmacology & Medicine Arcane Method Plant Method Any background Skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Troll Shamanesses can learn Necromantic Spells	

TABLE 4.34 - TROLL - VOCATIONS - SHAMANESS

TROLLS AND MAGIC

Summon Totem

Troll Shamaness automatically learn this spell as but can only cast it as a Ritual lasting one hour.

Each Troll Shamaness, as the last act of their training, makes contact with a totem spirit that acts as a guide to the Shadow World thereafter. The Spirit adopts the form of an animal or bird native to the area of the Troll's Territory. The Totem can aid the Shamaness in various quests for information. Any Divination spell that a Troll Shamanesses casts or Astral Projection, involves the aid of the Totem. The Totem counts as a "Master" for the purposes of learning spells. For spells from Primary Vocational Methods of Magick, Troll Shamanesses learn then at the MR as indicated in **Magicks & Miracles (Vol. II - Core Rules)**. For spells from any other Methods of Magick, the Troll Shamanesses have to spend twice as long learning the spell, which has its MR doubled (to a maximum of MR 10). Shamanesses only make magical devices, save for the focus, by binding spirits into the devices.

Troll Method of Magic

Attributes: Intellect & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

If not a Magic User then the Troll studies the **Troll Method of Magick**, which is a considered to be a Background Skill at DF 6. This means it can be Mastered at DF 5 if desired. There is no focus associated with Troll Magick.

Prolong Breathing Underwater

Magick Resistance: MR 2
Fatigue Cost: 3 FP
Casting Time: Sorcery
Range: Self
Duration: CON x ML minutes

All Trolls can, and do, spend a great more time underwater than humans, up to their CON in minutes. This spell add their CON x ML to that duration. Therefore a Troll with CON 16 and ML3 could spend up to 16 + (16 x 3) = 64 minutes underwater. How such a bulky creature can stay underwater even before magic is a mystery, but the aquatic life seems to agree with them.



Concealment

Magick Resistance: MR 2
Fatigue Cost: 4 FP
Casting Time: Cantrip
Range: 10 feet x ML
Duration: 5 minutes x ML

This spell creates an area into which normal (i.e. non-magical sight) cannot penetrate. The nature of the concealing area depends on the origins of the Troll casting the spell:

Cave and Wood Trolls create an area of Darkness.

Water and Mountain Trolls create an area of swirling mist. If the Troll is in an area with large quantities of old snow on the ground then, for an additional 4 FP cost, the mist will be full of ice crystals, requiring a 1 FP per minute penalty for all non-Trolls in the Cloud.

Bind Fear

Magick Resistance: MR 3
Fatigue Cost: 6 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 1 minute x ML

With this spell the Troll can bind their Fear power within the spell **Concealment** so that all those that are within the boundaries of the concealment also have to deal with the fear, and not just those directly in the Trolls presence.

Enhance Fear

Magick Resistance: MR 4
Fatigue Cost: 6 FP
Casting Time: Sorcery
Range: 10 feet x ML
Duration: 1 minute x ML

This spell intensifies the power of the Troll's Fear so that it causes more despair to the Troll's enemies. With this spell half the Caster's PSF% in **Troll Method of Magick** is added to the Troll's Fear. This can also be cast together with the spell **Bind Fear** to make the concealment even more terrifying.

Walk Unhindered

Magick Resistance: MR 3
Fatigue Cost: 4 FP
Casting Time: Sorcery
Range: Self
Duration: 2 hours x ML

With this spell the Troll can pass through any adverse weather (but not bright sunshine) as if it was a clear and calm night. If the Troll pays **double** the FP cost it can also apply to terrain as well, including bodies of water, dense foliage, and snowdrifts.

Venom of Hel

Magick Resistance: MR 5
Fatigue Cost: 6 FP
Casting Time: Hex
Range: Touch
Duration: Immediate Effect

The Troll's claws and bite become poisonous with the deathly touch of the Death Goddess, an ancestress of their race. Any damage done by the Troll that inflicts at least **one** point of damage direct to the opponent's Body injects the poison into the victim. The poison inflicts 1 x ML Body points of damage per minute for 5 minutes. If a **Stamina** roll is failed then, if the victim's CON is less than (12 + ML), the victim is incapacitated for a period of 60 minutes - CON.

Example:

Siegwulf, who has CON 14, is wounded by a Troll who has ML 3 and has caused 2 points of damage direct to Siegulf's Body. Siegulf takes 3 points of damage direct to his Body per minute for the next 5 minutes and if he fails a **Stamina** roll, is incapacitated for 46 minutes.

Stormblast

Magick Resistance: MR 6
Fatigue Cost: 8 FP
Casting Time: Sorcery
Range: -
Duration: -

With this spell the Troll can focus the winds into a blast of air similar to the Basic Magick - Air spell **Air Ball**. If 10 FP are paid then the Troll can bind the elements to the blast as follows:

With water it becomes similar to the Basic Magick - Water spell **Water Ram**

With air it becomes similar to the Basic Magick - Air spell **Air Ram**

With snow or ice, it becomes similar to the Basic Magick - Water spell **Ice Storm** inflicting **double** damage for the ML level of the Mage.

With loose soil, pebbles and sand it becomes similar to the Basic Magic - Earth spell **Shower of Stones**.

Enchantment of Skin

Magick Resistance: MR 7
Fatigue Cost: 11 FP
Casting Time: Ritual (30 minutes)
Range: Self
Duration: Permanent

This enchantment is how some trolls seem impervious to normal weapons. The troll enchants its own skin to become a better kind of armour. This enchantment has several levels and the troll must re-enchant the skin to progress to the next level. Each time the Troll skin must be enchanted from MR 10 down to MR 0. After each enchantment the troll becomes resistant to a magical weapon with a plus equal to the 1 below that level and will only take half damage. The maximum number of times a Troll's skin can be enchanted is equal to 1/2 x ML (rounding down).

Example:

Eanaswhe has enchanted her skin once, that means all normal weapons do half damage and only magical weapons do full damage. Gellwista has enchanted his skin four times, this means that a weapon with at least a +3 bonus is required to do full damage.

ACTS OF FAITH

The Shamanesses are religious figures as well as magical and follow the vocation of Shaman as described in **Magicks & Miracles (Vol. II - Core Rules)** for access to Acts of Faith. Many of the spirits they summon are to perform healing.

All Shamanesses start with the following Acts of Faith:

PFF	Anoint the Sick
PFF	Anoint the Wounded
PFF 5	Bless
PFF 10	Bless Item
PFF 5	Common Prayer

The following Acts of Faith are available to them and they learn them as per the standard rules:

PFF 35	Purify Food and Water
PFF 50	Cure the Wounded
PFF 20	Holy Barrier of Guard
PFF 35	Remove Curse
PFF 50	Neutralise Toxins
PFF 60	Cure Disease
PFF 45	Banish Spirits (as Exorcise Demons)
PFF 65	Heal Grievous Wounds
PFF 50	Visions
PFF 90	Restore Senses (Combination Cure Deafness/Blindness)



DAYLIGHT

The Trolls are creatures of the dark and as such they suffer in sunlight. For each minute in direct sunlight they lose -1 Body and 1 FP. For each minute in indirect sunlight they lose -1 FP until Fatigue is exhausted after which they lose Body points

NATURAL WEAPONS

Trolls have great claws on their hands, though they can show remarkable dexterity at times. For details on damage etc. refer to *Chapter 7 – The Bestiary*.

ARMOUR

The Trolls have natural armour as effective as the finest made by armourers. The older the Troll, the better the armour. The protection factors gained at as the Troll ages are shown in *Table 4.34 – Trolls – Armour*.

Age	Armour					
	Crush	Slash	Pierce	Missile	Energy	
Up to 20	7	6	5	7	5	
Up to 55	9	8	7	9	7	+2 STR; +2 CON
Up to 90	11	9	8	10	8	+2 STR; +1 CON
Up to 140	13	12	12	13	12	+2 STR
Up to 200	15	14	14	16	14	+1 STR; +1 WIS
200+	16	16	15	17	16	+1 STR; +1 WIS

TABLE 4.34 - TROLLS - ARMOUR

WERECREATURES

All wercreatures are, by nature, Poorly Aspected and assumed to be of Human origin. Initially a player must roll or pay the cost for the nature of his origins as shown in *Table 4.35 – Wercreatures – Creation Method*. The only other requirement to be a Lycanthrope is a minimum of CON 15 and no Attribute above 19 before modifiers.

1D100	Creation Method	Point Cost
01 - 55%	Bitten by Wercreature	+0
56 - 80%	Cursed by Mage or Gypsy	+0
81 - 95%	Naturally Born, one parent Weres ¹	+15
96 - 100%	Naturally Born, both parents Weres ¹	+30

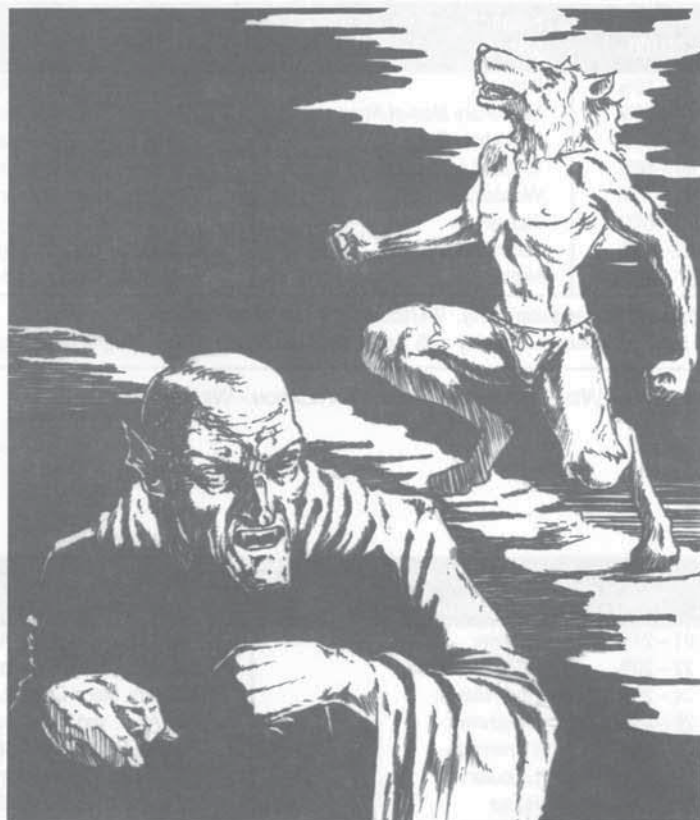
¹Naturally born Weres roll on *Table 4.x – Wercreatures – Social Status* to determine their social status. Those bitten or cursed are deemed to be of "normal status".

TABLE 4.35 – WERECREATURES – CREATION METHOD

Once the method of creation has been arrived at, the player then rolls or pays the points for his breed shown in *Table 4.36 – Wercreatures – Breed*. Once the breed has been identified social status is generated, either using *Table 4.37 – Wercreatures – Social Status (Natural Born)* for natural born weres or by using the revised social tables for Humans, based on the breed of the Lycanthrope.

1D100	Breed	Mature Form	Man-Animal Form	Point Cost
01-20%	Werbear	As per <i>Chivalry & Sorcery</i> standard animal	CON +5, STR +6	+20
21-30%	Wereboar	As per <i>Chivalry & Sorcery</i> standard animal	CON +3, STR +5	+15
31-45%	Wererat	As per <i>Chivalry & Sorcery</i> standard animal	AGIL +2	+5
46-100%	Werewolf	As per <i>Chivalry & Sorcery</i> standard animal	AGIL +2, CON +3, STR +4	+10

TABLE 4.36 – WERECREATURES – BREED



When Social status has been discovered, character generation proceeds as normal as detailed in *Chivalry & Sorcery: The Rebirth (Vol. I - Core Rules)*.

1D100	Birth Status	Characteristic Bonuses	Point Cost
01 - 10	Runt of the Litter	CON -2, INT +1 in animal form only	-10
11 - 95	Normal Status	Normal	0
96 - 100	Alpha Status	CON +1, STR +1, INT +1 in animal form only	+20

Strength and Constitution Attributes of 15+ receive +1 to those Attributes in animal form; Strength and Constitution of -15 receive -1 in animal form.

TABLE 4.37 – WERECREATURES – SOCIAL STATUS (NATURAL BORN)



1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 15%	Forester	Any 2 Outdoors Skills, Archery & Quarterstaff	10
16 – 45%	Mercenary Man-at-Arms	2 Combat Skills & 1 Thievery Skill	08
55 – 65%	Mercenary Sergeant	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	13
66 – 68%	Mercenary Captain	Riding, Mounted Combat, 2 Combat Skills & 1 Thievery Skill	19
69 – 78%	Woodsman	War Axes, and 1 Outdoor Skill	08
79 – 81%	Fisherman	Fishing, Fisherman & Spear	10
82 – 87%	Labourer	Endurance, Conditioning, Lifting & Carrying Weights	03
88 – 100%	Hunter	Setting and Disarming Snares & Tracking Prey	08

¹Applies to human society only. Wereboars have no formal hierarchy.
All born wereboars begin play with **Beast Tongue (Swine)**, **Local Geographical Lore** and **Endurance** at Basic Knowledge

TABLE 4.38 – WERECREATURES - FATHER'S VOCATION - WEREBOARS

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 21%	Forester	Any 2 Outdoors Skills, Archery & Quarterstaff	10
22 – 23%	Rural Carpenter	Carpentry, Mace Combat & Quarterstaff	10
24 – 25%	Rural Mason	Masonry, Mace Combat & Quarterstaff	10
26 – 45%	Woodsman	War Axes, and 1 Outdoor Skill	08
46 – 60%	Fisherman	Fishing, Fisherman & Spear	10
61 – 74%	Labourer	Endurance, Conditioning, Lifting & Carrying Weights	03
75 – 100%	Hunter	Setting and Disarming Snares & Tracking Prey	08

¹Applies to human society only. Werebears have no formal hierarchy.
All born werebears begin play with **Beast Tongue (Bears)**, **Fishing** and **Foraging for Wild Foods** at Basic Knowledge

TABLE 4.39 – WERECREATURES - FATHER'S VOCATION - WEREBEARS

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 04%	Assassin	1 Combat Skill, Skulking in Shadows & Stealth of Thieves	08 (15)
05 – 30%	Thief	2 Thievery Skills	08 (12)
31 – 33%	Master Thief	1 Thievery Skill & Con	08 (19)
34 – 55%	Beggar	Begging, Con & 1 Thievery Skill	0 (12)
56 – 75%	Peddler	Bargaining & Con	08
76 – 89%	Warehouse Worker	Lifting & Carrying Weights & Endurance	08
90 – 96%	Tinker	Bargaining & Tinker	08
97 – 100%	"Rumour Monger"	Hearing Rumours & Bargaining	09

¹Applies to human society only. Wererats have no formal hierarchy.
All born Wererats begin play with **Beast Tongue (Rodents)**, **Skulking in the Shadows**, and **Stealth of Thieves & Assassins** at Basic Knowledge.

TABLE 4.40 – WERECREATURES - FATHER'S VOCATION - WERERATS



1D100	Father's Vocation ¹	PC's Starting Skill (Basic Knowledge)	Social Status ²
01 - 07%	Peddler	Bargaining & Con	08
08 - 13%	Tinker	Bargaining & Tinker	08
12 - 14%	Beggar	Begging, Con & 1 Thievery Skill	00
15 - 29%	Labourer	Endurance, Lifting Weights & Conditioning	07
30 - 32%	Cobbler	Leatherwork (Shoes), Knife-Fighting	10
33 - 35%	Tailor	Tailoring & Bargaining	10
36 - 40%	Blacksmithing	Blacksmith & Mace Combat	12
41 - 44%	Tanner	Leatherworking & Knife-Fighting	10
45 - 46%	Rural Carpenter	Carpentry & Mace Combat	10
47%	Cartwright	Carpentry, Cartwright & Mace Combat	10
48 - 49%	Apothecary	Make Drugs, Make Poisons & Herbal Lore	12
50 - 62%	Entertainer	2 Artistic Skills	08
63 - 66%	Thief	2 Thievery Skills	08
67 - 70%	Physician	Herb Lore, First Aid & Herbalism	15
71 - 84%	Hunter	Any 2 Outdoors Skills & Archery	08
85 - 92%	Poacher	Setting and Disarming Snares & Tracking Prey	00
93 - 94%	Fortune Teller/Wisewoman	Divining Omens, 2 Materia Magica Lore, Any 2 other Lores	12
95%	Headman	Diplomacy, Writing, any 2 Lores	16
96 - 98%	Villager	2 Agricultural Skills, Quarterstaff + 1 Outdoor Skill	10
99 - 100%	Outcast	1 Combat Skill & 2 Outdoors Skills	03

¹All vocations except Villager and Outcast assume the werewolf is part of a gypsy/wandering band.

²Applies to human society only. Most werewolves have no formal hierarchy.

All born werewolves begin play with **Beast Tongue (Wolves)**, **Tracking Prey** and **Running (Distance Running)** at Basic Knowledge

TABLE 4.41 - WERECREATURES - FATHER'S VOCATION - WEREWOLVES

VAMPIRES

All vampires are, by nature, Poorly Aspected. They are generated as per their racial types (Human, Elf, Orc etc.), the cost of being a vampire is either by spending points for the age of the Vampire or by rolling randomly. The minimum attributes to become a Vampire are STR 15, CON 15, AGIL 16, INT 12, DISC 12, APP 15, BV 15

1D100	Vampiric Age	Power Points	Effective ML	Additional Experience	Point Cost
01 - 45%	10 years	5	1	+1000	+5
46 - 55%	20 years	10	2	+2000	+10
46 - 59%	30 years	15	3	+3000	+15
60 - 71%	40 years	20	4	+4000	+20
72 - 81%	50 years	25	5	+5000	+25
82 - 87%	60 years	30	6	+6000	+30
88 - 91%	70 years	40	7	+7000	+35
92 - 95%	80 years	50	8	+8000	+40
96 - 98%	90 years	60	9	+9,000	+50
99 - 100%	100 years	70	10	+10,000	+60

TABLE 4.42 - VAMPIRIC AGE TABLE

Once a character's Vampiric Age has been decided, he will have a number of Power Points with which to purchase his Vampiric Powers. As a Vampire ages during play it will gain additional power points at the rate of one per full year of game play. These can be accumulated into a pool with which to improve existing powers or purchase new ones.

Power ¹	Power Point Cost
Accelerated Healing	5/10/20
Agility	5/10/20
Causing Blights & Crop Failures	15
Causing Plagues & Epidemics	25
Control of Animals	10
Control the Elements	5/10/20
Create Other Vampires	5/10
Drain Life Force	5
Endurance	5/10/20
Enthralment	10
Eternal Life	5/10
Flight	10
Improved Senses	10
Misting or Vaporising	15
Scale Walls	5
Strength	5/10/20
Summon Animals	5
Transformation	5/10/20

¹Vampiric Powers (each power may only be purchased once)

TABLE 4.43 - VAMPIRIC POWERS COST TABLE

No power requires any Fatigue to activate, although each power can only be used a number of times equal to the vampire's effective ML. All vampires gain **Nightvision** for free



Description of Vampiric Powers

Accelerated Healing: Many vampiric species can heal at supernatural rates. For **5 Power Points** the vampire can heal **5 Body points per hour** that he sleeps in his coffin. For **10 Power Points** he can heal **1 Body point per five minutes**, so long as he is inactive. At **20 Power Point** he can heal **1 Body point per combat round**, whether active or inactive.

Agility: Supernatural speed is also linked to several vampire species. The amount the vampire's Agility increases by is dependent on the number of Power Points he spends. **Five Power Points** gains him **+2**, **10 Power Points** gains **+4** and **20 Power Points** gains **+8**.

Causing Blights & Crop Failures: The presence of the vampire acts as a blight on crops, causing them to fail. Similar to the Plant spell **Blight/Wither**, the vampire reduces the fruit or crop yield of any orchards or fields within a radius of **1 x ML miles** by one-tenth per month that he stays within that area.

Causing Plagues & Epidemics: One of the vilest powers attributed to vampires, those undead with this power are harbingers of death on a large scale. For every month within a settlement there is a cumulative chance equal to his ML, as a percentage, of an outbreak of a virulent disease. The Gamesmaster should work with the player to determine the exact disease. The vampire is immune to all diseases as a side effect of this power.

Control of Animals: The vampire gains **+15% to Calm & Attract Small Animals** and **Intention of Animals**, and **+10% to Calm & Attract Large Animals**. He also gains a power similar to the Command spells **Command Animals**, except that his effective PSF% is that of his **Calm & Attract Small Animals** or **Large Animals** (as applicable). The duration of the power is **1 day x ML** and the power becomes permanent if the vampire rolls a Critical Success on his activation roll. The number of animals that can be controlled is equal to his **1 x ML** for large creatures and **4 x ML** for small creatures. Vampires with the **Summon Animals** power gain only a further **+10%** and **+5%** respectively.

Control the Elements: One of the most powerful abilities known amongst vampires, it gives access to the majority of Basic Magick - Air spells and learns the Method of Magick at **DF 4**. The vampire gains the powers shown in Table 4.44 - Vampiric Powers - Control the Elements, based on his ML. Where required, his PSF% is equal to his Basic Magick - Air PSF%.

ML	Power Available
1	Breeze, Still Light Winds
2	Fog & Mist
3	Rain, Still the Winds, Winds
4	Northwind, Southwind
5	Calm the Gale, Gale Force Winds, Heavy Rains
6	Weather Play
7	Torrential Rains
8	Calm the Hurricane, Hurricane Force Winds
9	Changeable Weather
10	Tomado

TABLE 4.44 - VAMPIRIC POWERS - CONTROL THE ELEMENTS

Create Other Vampires: Not every species of vampires has the ability to recreate and even then, those species that do propagate has different methods. For **5 Power Points**, if the vampire drains a victim to the point of death they arise within three nights as a bestial vampire (a slave vampire under the control of the vampire (as per the Command spell **Enthral**). A vampire may control **10 x ML** bestial vampires. For **10 Power Points**, the vampire can feed the nearly dead victim some of his own blood, creating a full vampire capable of learning powers as it ages. Such a vampire is an independent entity not under the control of its sire.

Drain Life Force: An insidious power, the deathly cold grip of the vampire drains **1D10 + ML** Fatigue Points from any exposed flesh he touches. The Fatigue Points are not given to the vampire. Once all Fatigue has been drained Body Points are lost at the same rate.

Endurance: Many species of vampires are renowned for their ability to withstand large amounts of damage. The amount the vampire's Constitution increases by is dependent on the number of points he spends on the power. **5 Power Points** gains him **+2** to CON, **10 Power Points** gains **+4** to CON and **20 Power Points** gains **+8** to CON.

Enthralment: One of the better known vampiric powers, this acts exactly as the Command Spell **Enthral** in all ways. The effective PSF% is equal to his Charm skill PSF%. The vampire selects **1/2 D10** (rounded up) of the following skills and gains a permanent bonus of **1D10%** to his PSF% for each skill selected. He may choose from the following Charismatic skills: **Bargaining, Begging, Charm, Con, Diplomacy & Politics, Intimidation, Leadership and Oratory**; or the Noble skill of **Courtly Love**. Any enthralled victims can be contacted by the vampire using **Mind Speech**.

Eternal Life: Eternal life is not guaranteed to all species of vampires. For **5 Power Points** the vampire ages only one-tenth the rate of a normal human. He also gains a bonus of **3% + 1D10%** to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll (if his CON ends up with 99% resistance, he becoming virtually immune to all natural diseases and poisons!). For **10 Power Points**, he gains true immortality as far as ageing goes and grants the vampire a bonus of **6% + 2D10%** to his TSC% when making a Resist Infection, Resist Poison or Resist Drugs roll. Without this power the vampire ages normally and can be affected by diseases and poisons.

Flight: This is the power of flight without having to change into an animal form. The power is as per the Transcendental spell **Flight**. However, the vampire can fly for **1 hour x ML**, rather than the duration listed under the spell description.

Improved Senses: The vampire gains a bonus of **+25%** to his TSC% in **Alertness: Sight** and **Alertness: Sound**.

Misting or Vaporising: As per the Transmutation spell **Gaseous Form**, the vampire can assume the form of mist or vapour. All notes under the spell description apply to the vampire.

Scale Walls: The vampire gains the ability to climb sheer surfaces far better than a human and gains a bonus of **+25%** to his TSC% in Climbing. He also cannot roll a Critical Failure (this always counts as a normal failure).

Strength: Many species of vampires are renowned for their superhuman strength. The amount the vampire's Strength increases by is dependent on the number of points he spends on the power. **5 Power Points** gains him **+2** to STR, **10 Power Points** gains **+4** to STR and **20 Power Points** gains **+8** to STR.

Summon Animals: The vampire gains the ability to summon beasts, although there is no guarantee that they will obey his commands. The vampire gains the powers of the Summoning spells **Summon Small Animal, Summon Beast of Prey** and **Summon Large Animals**. His effective PSF is that of his **Calm & Attract Small or Large Animals** (as applicable). He also gains **+15%** to **Calm & Attract Small Animals** and **Intention of Animals**, and **+10%** to **Calm & Attract Large Animals**. Vampires with **Control of Animals** power gain only a further **+10%** and **+5%** respectively.

Transformation: As per the Transmutation spell **Shape Shift**, the vampire can assume the form of a creature other than a humanoid. The ML of the vampire for this power is based on the points he spends to buy the power. **5 Power Points** gives ML 4, **10 Power Points** gives ML 7, and **20 Power Points** gives ML 10. The power lasts for **1 hour x ML**.



ADVANCED CHARACTER GENERATION RULES

Note: The following Character Generation Rules are **OPTIONAL** and are included for those Gamemasters and Players who wish to take Chivalry & Sorcery to greater heights.

PRE-GENERATED CHARACTER GENERATION

Often published adventure scenarios will present pre-generated characters for role-play. The pre-generated PC is not, however, limited to adventure scenarios. The Gamemaster might present a player with a PC which he has made himself in order to meet the needs of the "story line" he wishes to develop in an adventure he created for his campaign. Usually, this method is reserved for games in which the **storytelling** is considered by everyone to be the most important part of role-playing activities.

It should be noted that "Pre-gens" are not well liked by many players, who much prefer to develop their own PC's for role-play. Therefore, the wise Gamemaster avoids "forcing" players to accept pre-generated characters when they voice strong objections.

A "Pre-gen" may be made more "popular" in the gaming group if it is presented as a Non-Player Character (NPC) which the Gamemaster does not wish to play himself. The player who is prevailed upon to run such a character might be told that it is only for a "little while" and that he can also run one of his own personally designed characters as well during the unfolding adventure.

A "Pre-gen" may be presented "whole cloth" or he may have elements which the player may be invited to add in to what the Gamemaster presented. This character creation method is comparable to the situation encountered in a dramatic production, in which an actor is given a role in a stage or screenplay. Much of the character is simply **there**, and the player's task is to breathe life into the role!

ABSOLUTE STRENGTH RATING (ASR)

The basic Strength Attribute is only a starting point. The true Strength of a character relative to others is a measure of the muscle mass in a body of a given size and weight. It is why a man of 120 lbs and STR 12 can lift or carry a fraction of the load a man of 275 lbs and STR 12 may bear!

To reflect this we use the following formula to give bonuses to Strength checks and damage bonuses.

- 1 The ASR of a character is the square root of their Lifting Capacity (LCAP) rounded down.
- 2 The ASR provides a bonus modifier to any STR AR checks. Half the ASR (round up) provides the strength damage bonus in attacks for medium and heavier weapons. A quarter of the ASR (round down) provides the strength damage bonus in attacks for light weapons.
- 3 When two characters are involved in any test of strength, if both succeed with their STR AR then the character with the lower ASR wins as he received a lower bonus so had to try harder to succeed.

DERIVED ATTRIBUTES

Derived attributes are additional attributes that may be introduced to add a further dimension to the game.

Natural Charisma (NCR)

The first of the derived attributes is **Natural Charisma**. This is calculated using the following elements: Intellect, Wisdom, Appearance, Bardic Voice, and Luck. To determine a character's Natural Charisma:

- 1 Add INT + WIS + APP + BV, but only add those Attributes that are 11+. If an Attribute is 02 to 10, ignore it!
- 2 If any Attributes are 17+, add +1 per point over 16, in addition to the Attribute itself, i.e. if the attribute is 19, add +3 to the Attribute score.
- 3 Roll 2D10 + 2 to calculate Luck.
- 4 Divide the total result of steps 1, 2, and 3 by 5 to get the **Natural Charisma** level (round up to the highest whole number).

Natural Charisma can be used to replace the **secondary** attribute in any of the Charisma skills





Dexterity (Dex)

Dexterity (DEX) is hand-eye co-ordination coupled with experience and practice. Dexterity is distinguished from Agility as precision in manipulations with the hands is not really the same as Agility itself. Dexterity can be substituted for Agility to determine Attribute bonuses for skills involving manipulation of objects and a DEX AR is used instead of AGIL AR. Usually when a person is agile, he is also quite dextrous. However, the values can differ. To calculate a character's Dexterity, roll 1D10 and compare to Table 5.1 – Dexterity Attribute.

1D10	Effect on Dexterity Level
10	Dexterity is +3 above Agility level.
09	Dexterity is +2 above Agility level.
08 - 07	Dexterity is +1 above Agility level.
06 - 04	Dexterity and Agility are the same.
03	Dexterity is -1 below Agility level.
02	Dexterity is -2 below Agility level.
01	Dexterity is -3 below Agility level.

TABLE 5.1 – DEXTERITY ATTRIBUTE

When using Dexterity as an optional secondary attribute, substitute the DEX AR for the Agility AR for such skills. Some skills can be affected either by Agility or Dexterity, and the player can apply the higher of the two attributes.

Finally, some skills specifically require Agility, i.e. over-all body co-ordination and in such instances DEX cannot be substituted for AGIL levels.

Ferocity (FER)

Ferocity (FER) is a derived Attribute comprised of Strength, Wisdom, Discipline (note that Piety can substitute for any of these Attributes), Birth Signs and Luck.

If Ferocity is used in the campaign, a FER AR it is the means by which a player-character resists demoralisation and fear. It may also be used to resist Illusion and Command Magicks. A FER AR also applies when a character has berserker tendencies with his FER AR being the chance that he will go berserk in those situations which might set off his blood-rage. FER AR can be used to replace Willpower in such situations.

To determine a character's initial Ferocity level:

- 1 Add STR + WIS + DISC but only add those Attributes that are 11 or higher. If an Attribute is 02 - 10, ignore it!
- 2 If any of the three Attributes are 15 or higher, add +1 per point each is over 14, in addition to the Attribute itself.
- 3 Roll 2D10 + 2 to calculate Luck and add the following modifiers:
Add 3 to the total if born Well-Aspected;
Add 1 to the total if born Neutrally-Aspected;
Subtract 3 from the total if born Poorly-Aspected.
- 4 Divide the total resulting from steps 1, 2 and 3 by 4 to get the FER level (round up to the highest whole number). This is the character's Ferocity level.

FER AR %	Descriptors	Comments
02	20% Spineless	The character is sadly lacking in natural Ferocity and has a limited chance of resisting any form of Fear or Intimidation. Increase his FER AR +1% for every +18% he is able to increase his Willpower PSF%.
03	25% Craven	
04	30% Cowardly	
05	35% Fainthearted	
06	40% Fearful	The character is so lacking in self-confidence that he increases his FER AR +1% for every +15% he increases his Willpower PSF%. The people in this range of Ferocity are typical of the majority in Human society.
07	45% Timid	
08	50% Meek	
09	54% Hesitant	
10	58% Cautious	
11	62% Prudent	The character is basically self-confident and tends to handle himself well when in any intimidating or fear-inspiring situations. Increase his FER AR +1% for every +12% he increases his Willpower PSF%.
12	66% Confident	
13	70% Bold	
14	73% Stout-hearted	
15	76% Courageous	The character has a decidedly "ferocious streak" and an exceedingly good chance of meeting any threatening situation with defiance and resolution. Increase his FER AR +1% for every +9% he increases his Willpower PSF%.
16	79% Stalwart	
17	82% Resolute	
18	85% Dauntless	
19	88% Valiant	
20	90% Fearless	
21	92% Heroic	The character is truly heroic and is only rarely is rarely affected by even the most perilous situation. He will raise his FER AR +1% for every +9% he increases his Willpower PSF%.
22	94% Heroic	
23	96% Heroic	
24	98% Heroic	
25	99% Heroic	

TABLE 5.2 – FER AR WILLPOWER BONUS

Example:

Sir Bors, a Knight in a Holy Fighting Order, has STR 14, WIS 12, DISC 16 and PTY 17. He selects to replace his WIS with PTY to calculate his FER level. He was born Well-Aspected. Therefore, his FER level calculated as: his Attributes scores are 14 + 16 + 17 = 47. He has STR 14 for +0, DISC 16 for +2 and PTY 17 for +3, giving a running total of 47 + 0 + 2 + 3 = 52. Being Well-Aspected, he rolls to calculate his Luck bonus and gains a 4 on the D10 roll, this gives him (2 x 4) + 2 = 8 + 2 = 10 + 3 for Well Aspected = 13, this is added to the running total for a total of 52 + 13 = 65. To find his starting FER level divide 65 / 4 = 16.25, so Sir Bors' FER = 17.

- 5 Developing one's Willpower can increase the FER AR. Table 5.2 – FER AR Willpower Bonus sets out the increases in the FER AR as Willpower improves.

Note: A character's initial FER level affects the rate at which increases may be achieved. By comparing the initial FER AR against Table 5.2 - FER AR Willpower Bonus will show how much bonus can be gained by the character as his Willpower increases.

Example:

Sir Bors has already calculated his initial FER as 17. This means he has a FER AR of 82% and is "Resolute" in his ferocity. He will gain a bonus to his FER AR of +1% for every 9% he increases his Willpower PSF%. Sir Anthony, a friend of Sir Bors is much more cautious in nature and has an initial FER 10 with a FER AR of 58%. Sir Anthony will gain a bonus of +1% to his FER AR for every +15% he increases his Willpower PSF%.



FATHERS SOCIAL STATUS

If desired, the following table can be used to further develop the background of a Serf family. Use *Table 5.3 – Serfs* before discovering Father's vocation. This denotes the land rented by the serf.

1D100	Peasant Situation
01 - 15%	Cottar
16 - 30%	Quarter-Villein
31 - 50%	Half Villein
61 - 90%	Villein
91 - 100%	Wealthy Villein

TABLE 5.3 – SERFS

Basic Servile social status is sometimes further modified by whether one is a Cottar, Quarter-Villein, Quarter Villein, Half Villein, or Villein:

A **Cottar** is the low man on the feudal totem pole and subtracts -2 status points from his basic status, as do all of his offspring. Shepherds, Labourers, Stablehands, and Castle Servants already have this penalty subtracted. There is a 10% chance that he is a "respected man" and, if so, he adds +1/2 D10 status points to his status when dealing with anyone on the manor. This special bonus is not enjoyed by offspring but they can have Father exert influence on their behalf.

A **Quarter-Villein** is only a little better off than the Cottar and subtracts -1 status point from his basic social status, as do all of his offspring. There is a 10% chance that he is a "respected man" and, if so, he adds +1/2 D10 status points to his status when dealing with anyone on the manor. This special bonus is not enjoyed by offspring but they can have Father exert influence on their behalf.



A **Half-Villein** has the standard Villein social status, and so do all of his offspring. However, there is a 15% chance that he is a "respected man" and, if so, he adds +1/2D10 status points to his status when dealing with anyone on the manor. This special bonus is not enjoyed by offspring but they can have Father exert influence on their behalf.

A **Villein** has +1 status point x 1D10 added to his basic status with anyone on the manor, which reflects his own reputation in the community. If he scores 10 on the 1D10 die roll, he is one of the **Village Elders**, the unofficial but very influential council which is the arbiter of proper conduct within the Servile community and the actual decision makers among them. Due to his importance in the community, consider the village Blacksmith to be a Villein 67% of the time. He will not hold more than a few acres of land, but he has a good cottage/smithy and a fairly respectable income. Otherwise, consider him as a Half-Villein. Offspring of Villeins have only +1 status point added to their basic status. However, like the offspring of the Headman, they might prevail upon Father to exert his higher status and speak on behalf of a son or daughter.

Wealthy Villein: If the PC comes from a "wealthy Villein" family, his father is invariably a Farmer of means. We assume that there will be no more than one such individual in any village. More importantly, Father is the village "headman" and speaks for the village peasants. He has 15 status points in the manor community as a whole, for everyone recognises the extent of his influence among the servile population. He also enjoys a staggering 25 status points when dealing with any other Servile in the village, actually more than a low-level Knight! When dealing with Serviles from other villages on the manor, he enjoys 18 status points and talks with other village Headmen on an equal level. The PC offspring of a Wealthy Villein has 7 status points on the manor as a whole and 8 status points in the Servile group. He cannot benefit from his father's position unless Father exerts influence directly on his behalf.

The Gamemaster will determine which kind of Servile the PC's family background reflects if it is not readily apparent.

PC offspring of the Castle Armourer, Castle Blacksmith and Village Blacksmith also add +3 to their Strength Attribute and +2 to their Constitution Attribute. They also gain 10 skill points to spend on Physical Skills, Conditioning, and Endurance. Enjoying a decent diet and working during their youth as assistants to their fathers in such physically demanding work has a most salutary effect.

LANDLESS KNIGHTS OR KNIGHT-ERRANT

As an option a landless-knight can opt to be a Knight-Errant, vassal to no one! Such a character has limited resources to support him, namely his own skills and wits, but he is free to go where he pleases.

In some European settings, a gentile PC might not have been knighted but still may have a knightly background. Such characters served as well-armed and armoured infantry (gentile "Men-at-arms"), either in a baron's retinue or as mercenaries for hire with a Social Status of 18. As a further alternative, refer to **Petit Sergeants (Squires)** as detailed in *Chivalry & Sorcery: The Rebirth* (Vol. I – Core Rules) for a second alternative.



RULE EXPANSIONS

In this chapter we hope to expand on a number of additional optional rules along with further expansions on Gamemastering some of the skills from *Chivalry & Sorcery: The Rebirth* (Vol. I – Core Rules).

INFLUENCE

If the *Knights Companion* is being used, Honour Points are divided by 100 (rounding down) and can be added to the calculation within the Influence section as described in Core Game Mechanics in *Chivalry & Sorcery: The Rebirth* (Vol. I – Core Rules).

Honour points are awarded for vanquishing beasts, but only where the Honour value is higher than 15 (see *Chapter 7- Bestiary* for the relevant Honour Points). *Table 6.1 – Honour Points* gives a guide to the basic honour points available for specific deeds.

Deeds	Honours
Deeds in War:	
Being in a victorious army after a battle	5
Being in a successful siege/defence	5
Personally leading a successful assault in a siege	25
Lord capturing a Small Feudal Manor ¹	5
Lord capturing a Large Feudal Manor ¹	8
Lord capturing a Shell Keep ¹	12
Lord capturing a Castle I – III ¹	20
Lord capturing a Castle IV-V ¹	35
Lord capturing a Castle VI+ ¹	50
Commander successfully defending in a siege	100
First attacker in the breach	25
Attacking/defending a breach in the walls	15
First attacker on the walls	25
Personally leading a successful sally	25
Member of a sally force	10
Capturing an enemy banner	75
Capturing a noble foe	100
Capturing a chivalric foe	20
Slaying a chivalric enemy (per enemy)	20
Slaying an enemy in battle (per common foe)	5
Deeds of Gallantry:	
Rescuing a noble damsel in distress	50
Rescuing a common damsel in distress	5
Per feat of arms done in the name of a Lady	2 x Honours
Slaying a dragon or terrible monster	5D10
Deeds of Arms at a Tourney:	
Entering each joust, melee or pas de arms	1
Per lance broken in the joust	2
Per victory (opponent unhorsed) in the joust	10
If poorer opponent is unhorsed	1 x ExL ²
If equal opponent is unhorsed	3 x ExL ²
If superior opponent is unhorsed	5 x ExL ²
For winning the jousting contest	100
Per victory in the pas de arms	3 x ExL ²
Per opponent captured in the melee	5 x ExL ²
For capturing the foe's banner in the melee	50
For capturing the leader of the foe in the melee	100
Honourable Wounds:	
Per wound point to the Body suffered in combat	2

TABLE 6.1 – HONOUR POINTS

FAME AND INFAMY RULES (OPTIONAL)

If a Gamemaster wishes to use **Fame and Infamy** then the person must first be identified. An INT AR is required (or a **Heraldry** skill check if a Knight bearing arms) to identify the individual. If the check is successful then the person is identified and his fame and infamy come into affect. **Fame Points** divided by 100 (rounding down) are added and **Infamy Points** divided by 100 (rounding down) are subtracted from the Influence Factor.

Task	Fame / Infamy Points awarded
Completing a Minor Quest	Up to 3 Fame Points gained
Completing a Major Quest	Up to 6 Fame Points gained
Slaying/Vanquishing a Foe	1 Fame or Infamy Point per normal 1,000 Exp given
Stealing or Profit gained	1 Infamy Point per 100 Crowns value
Primary Skill, Miracle or Spell success	1 Fame or Infamy Point with 06- 07 Crit Die role 2 Fame or Infamy Points with 08-09 Crit Die role 3 Fame or Infamy Points with 10 Crit Die role
Primary Skill, Miracle or Spell success	Lose 3 Fame or Infamy points with 01 Crit Die roll Lose 2 Fame or Infamy points with 02-04 Crit Die roll Lose 1 Fame or Infamy points with 05-10 Crit Die

TABLE 6.2 – FAME AND INFAMY

These can be cumulative or separate, for example the Gamemaster may add a further Fame or Infamy Point for slaying a foe with flair (killing the beast with one blow, use of an impressive magical spell etc.) Fame points are awarded if the act is a good act or for the well being of society. An Infamy point is awarded if the act is an evil or illegal act that is detrimental to society.

Depending on actions an individual could gain points which are both Fame and Infamy depending on which side of the social barrier you are viewing from. For example Robin Hood was famous to the commoners but infamous to the nobility. If so desired the fame and infamy points can be split between Non-noble and Noble. If a character steals 100 Crowns from a Noble and gives to the poor he would gain 1 Infamy Point for Nobles but could gain 1 Fame Point for Non-nobles.

FAITH AND SINS (OPTIONAL)

These rules designed to allow Gamemasters the opportunity to keep score of the PC's straying from the **Straight and Narrow** of their professed faith. These rules refer to "lawful" and "unlawful" deeds and/or thoughts. This terminology refers to the lawfulness of the deed to the deity, not to any temporal power.

When making a **Faith** skill check, reduce the TSC% of the skill by the sum of all **Sin Points** assessed against the character, unless the character is Ordained and is invoking a Sacrament on behalf of another character. **Sin Points** are described later in these rules. The **Crit Die** on **Faith** skill checks is modified by +1 per **Grace Point** possessed by the character. **Grace Points** are also described later in these rules.

SIN POINTS

All characters, apart from Saints, commit sins. The Gamemaster should keep track of all sins committed by all the PC's and important NPC's. As characters commit sins, they should be allowed a Wisdom check and if successful, should be informed of the fact that the action, or thought, is indeed a sin. Those unwise characters that notice that their **Faith** is not as effective as it once was should consult a Priest who may be able to determine the cause of the problem.



There are three categories of Sins: Minor Transgressions, Moderate Transgressions and Major Transgressions. Each category of sin inflicts a number of **Sin Points (SP)** on the character as shown in *Table 6.3 – Sin Points*.

Transgression	Sin Points
Minor	3 + Faith Level
Moderate	15 + (3 x Faith Level)
Major	40 + (5 x Faith Level)

TABLE 6.3 – SIN POINTS

These penalties apply to the character's **Faith** until the sin is confessed and the penance is served. The Gamemaster should note that some sins should not be counted against the character more than once (at a time). For example, the Minor Transgression of not attending daily service should only be inflicted once, no matter the number of daily services missed. Though, all of the missed services would have to be confessed to remove the sin. The sin points are greater for those characters with higher Faith Levels, as their guilt should be greater.

Minor Transgressions

Committing a minor offence against his religious belief. The act has no lasting consequences. Examples of minor Christian transgressions would be: missing Sunday mass, failing to pray at the allotted time one's religion demands, showing a lack of respect with a parent, minor blasphemies, stealing out of necessity, eating meat on Friday or during Lent.

Moderate Transgression

Committing a moderate offence against ones religion. Examples of moderate Christian transgressions would be: killing in cold blood, missing important holy days, stealing for pure monetary gain, eating meat on Good Friday. If base Piety was over 15, the character cannot practice or receive any Acts of Faith until he receives absolution.

Major Transgression

Committing a major offence against ones religion. Examples of major Christian transgressions would be: premeditated murder, heresy, partaking in evil rituals, etc. The character cannot practice or receive any Acts of Faith until he receives absolution.

GRACE POINTS

Grace Points (GP) are awarded to characters that have demonstrated a commitment to the faith. To gain **Grace Points**, a character must either perform quests for the faith, make sacrifices for the faith, or simply attend High Masses. A quest may be pre-announced, or it may happen that a character realises that a worthy deed has been performed and wishes to praise the deity for the obvious guidance given.

A character may ask the deity for assistance to complete pre-announced quests. To do so, the character makes a Common Prayer and if successful, the Gamemaster should roll 1D10 and add any **Grace Points** the character has and consult *Table 6.4 – Grace Points – Result*.

1D10	Result
10+	The deity is with you. Up to 3 Minor Miracles will occur at the Gamemaster's discretion, to assist the quest.
8+	+5% to all Faith rolls plus +1 to Faith Crit Die
5+	+5% to all Faith rolls
Less than 5	No effect

TABLE 6.4 – GRACE POINTS – RESULT

The results should only be applied to actions consistent with the completion of the quest. Also, more than one entry in the table may be applicable to a roll. As always, if the quest is unworthy, then no assistance will be given and the results from this table should be ignored. The character should then devote themselves to completing the quest. Once the character believes the quest is completed, one chance at a common prayer is allowed to inform the deity that the quest is done. Instead of the usual modifiers to the Crit Die for prayers, the Crit Die of this common prayer has the Faith Level of the character added to it and the current number of non-permanent Grace Points subtracted from it.

If the character received a "the deity is with you" result on a pre-announced quest, this Common Prayer automatically succeeds. If the prayer is successful and the deity knows the quest to be complete (Gamemaster's discretion), having used no means other than those consistent with the faith, then 1 Grace Point is awarded to the pious character. If the prayer was unsuccessful, the character is merely rewarded with the knowledge of a job well done. Of course, if the quest was unworthy, then no GP can possibly be gained. It should be noted that some quests are worthy of more than 1 Grace Point. In that case, allow the character to repeat the roll for the prayer until successful, but reduce the reward by 1 GP per re-roll.

Example:

A quest worth 3 GP may be rolled for three times (but only one prayer is made). If the first roll is successful, 3 GP are received; if the second roll is needed and is successful, 2GP are received; if the third roll is needed and is successful, then 1GP is received. If all three rolls had failed then no GP are awarded and the prayer is treated as if it had failed. If even one of the rolls was successful, consider the prayer to be successful.

Obviously, it is in the character's interest to make these prayers in the most opportune circumstances. For example, after confessing sins and serving the required penance, making the prayers at a shrine of an appropriate deity/saint, and/or by getting a Blessing.

Spontaneous quests are treated somewhat differently. Once a character realises that he, or she, has just performed a worthy deed, then an immediate check may be made to gain a GP. No more than one GP can be gained from a single spontaneous quest.

Example:

A group of characters coming upon starving peasants and offering them food and a few coins. Any pious characters could then use a Common Prayer to gain a GP for their goodly actions.

Note that such prayers take the form of praise for the deity for allowing the character to be the instrument of His mercy, as opposed to pointing out how great the character was for doing the right thing. Sacrifices for the faith involve sacred oaths by a character to daily demonstrate their devotion to the faith. This could include Oaths of Celibacy, Oaths of Silence, Oaths of Poverty, Oaths of Obedience to the Church etc. These oaths would usually be made on sacred relics in the presence of senior members of an Order of the Church. Once the oath is taken, via a successful common prayer, the character receives 1 Grace Point, assuming, of course, that the sacrifice is worthy.

If the oath is ever broken, the character will be subjected to the **Sin Points** appropriate to breaking a sacred oath (Major Transgression if the oath was made on Sainly Relics), as well as losing a **Grace Point per oath** that the character broke. If the Sin is confessed, the penance will involve a very arduous quest to redeem the character's soul: possibly a retreat to a monastery for six months to a year, or a pilgrimage to a distance shrine, would be



appropriate. It can be assumed that Monasteries will house men that are willingly subjected to many of these sacrifices. Hence, there is a good chance that these fellows will have a healthy level of Grace Points. For example, an Order that requires it's members to make Oaths of Obedience, Celibacy, Poverty and Humility should have a house full of men with the potential of at least 4 Grace Points each. On the anniversary of the oath taking, if the character's Grace Points are less than the number of oaths taken and kept, the successful use of Common Prayer (in the form of gaining Grace Points) will restore 1 Grace Point. One check may be made per oath kept, as long as the character's total Grace Points do not exceed the number of oaths.

Example:

A monk who has kept four oaths but only has two Grace Points on the anniversary of his taking the Holy Orders, may make four Common Prayers at **Crit Die + Faith Level - (number of GPs)**, to regain, at most, two GPs.

If the oaths have been taken at different times, allow a check at each anniversary, but only allow a maximum number of Common Prayers equal to the number of oaths relevant to that anniversary. Of course, hermits and other holy men have their own sacrifices that they can leverage for Grace Points.

MASS

This occasion is used to bring the faithful together and to share in the glory of the deity. As noted in the base rules, this is not a frivolous activity and should be considered a sacred occasion. Usually, masses will be held every morning as well as before and after every battle (as opposed to skirmish), if time and circumstance permit. The mass commences with a sermon by the Priest. This involves an **Oratory** roll, which, if successful, will give a bonus of **+3% x Crit Die**, to all other rolls that follow during the mass. A Critical Success gives a further bonus equal to the Priests **Wisdom** Attribute. A failed roll does not penalise the other rolls, but may put some parishioners to sleep. The Priest then performs the Act of Faith **Holy Eucharist** and, like all Sacraments, this may be repeated until the Priest succeeds or gives up. If this succeeds, the Priest is considered to be in communion with the deity. This allows all members of the congregation (well those still awake!) to make a **Common Prayer**, which, if successful, puts them in communion as well. The Priest may then perform any prayer, usually the Act of Faith **Bless**, that, if successful, will affect everyone that is in communion. That is, the Priest can make and pay the Fatigue for one prayer but it may affect more than one person.

HIGH MASS

This is similar to the normal mass, but it only occurs at prescribed times of the year, usually twice at Easter and Christmas for example. The mass is conducted as usual, but all those that are in communion receive a chance of gaining a Grace Point, as well as the benefits of any successful prayer. Check for the Grace Point as usual using a Common Prayer.

ENHANCING FAITH

There are several methods available for characters to enhance their **Faith** TSC%. The most obvious is the Act of Faith **Bless**, which will improve other TSC% checks as well as that of **Faith**. A character who has a Holy Symbol can have it blessed by a Priest and then that Holy Symbol will give a bonus to the wearer's **Faith**. During Mass, the character's **Faith** is increased by the Priest's successful **Oratory** skill but the effects only last for the duration of the Mass.

Praying at a Shrine or Chapel will improve **Faith** rolls by between 5% to 40% depending on the sacredness of the site. For example, a wooden statue of a Saint placed in the corner of a meadow will most likely attract the base 5%, unless the actual Saint visited that spot. On the other hand, a Chapel devoted to a Saint, built in a Cathedral and actually containing the mortal remains of that Saint should attract the highest bonuses. Similarly, True Relics should also provide decent bonuses (5%-25%).

CONFESSION

As previously noted, the **Sin Points** accumulated through sinning can be wiped clean by confession and penance. There are some caveats that should be noted though. When a Priest, who has successfully performed the Act of Faith **Penance**, has heard the confession and lawfully applied the penance, the confessor is bound to perform that penance.

Failure to perform the penance not only means that the Sin Points remain, but the character also acquires a Moderate Transgression. If an attempt is made to get a "second opinion", the new penance will mean nothing, whether it is completed or ignored. It simply is not valid, the penance for the sin is assigned and that is the penance that has to be served to redeem the sin. Even if the Priest malevolently assigns a more severe penance than is required, it still needs to be served. On the other hand, unlawful directions can never be valid. In such a case the penance is deemed to not been delivered and the confessor is free to go elsewhere.

HOLY ITEMS AND RELICS

Holy Items and Relics may only be used by those of the appropriate faith. An Apostolic holy item or relic will not benefit one of a pagan faith. It may even hinder or harm a pagan who dared to profane such a holy object. The reverse is equally possible, where a pagan holy object may hinder or hurt an apostolic believer.

A Holy Item is a valued possession of a saint or pieces of the saint's body (commonly a piece of bone, lock of hair or vial of blood). These items are of limited power and are generally specific to the saint and their patrons. A finger bone from St. Morris in the hands of a fighter will increase the Personal Faith Factor (PFF) of the fighter when calling upon the Saint or Apostle for a miracle. In the hands of a dancer the same finger bone will offer little advantage unless the dancer is engaged in physical combat.

A Holy Relic is a valued possession of an Apostle or a piece of an Apostle within a casket or other receptacle. The power of these items is great. In the hands of any of the faithful they will increase their PFF irrespective of which Saint or Apostle is called upon.

Holy Items Guide

PFF bonus for a patron: **+10%**

PFF bonus for a non-patron: **-0%**, but if aid is called for to perform an appropriate task **+5%**

If an item is set in a tool suitable to the patrons work, the tool shall have a **+10%** bonus in performing its tasks and **+1** to the Crit Die.

If the Item has been Blessed then add **3%** to the bonuses, including the bonus for a non-patron.

Holy Items will also give the bearer a bonus of **8%** to their **Willpower**.

Some Holy Items may have been blessed and set in a "tool" of sorts to perform specific task.

Holy Relics Guide

PFF bonus: **+20%**

If an item is set in a tool suitable to the patrons work the tool shall have a **20%** bonus in performing its tasks and **+2** to the Crit Die.

If the Item has been Blessed then add **7%** to the bonuses.

Holy Relics will also give the bearer a bonus of **15%** to their **Willpower**.

Some Holy Items may have been blessed and set in a "tool" of sorts to perform specific task. Others may have innate abilities to perform one or more Clerical Miracles in the hands of the faithful.



Saints

Table 6.5 – *Saints* gives a list of saints and what they were patrons of to assist in being able to call upon the correct saint to aid in any quest or event.

Patrons	Saints
Actors	Genesius
Apothecaries	Cosmas
Archers	Sebastian
Artists	Luke the Evangelist
Bakers	Honorius of Amiers
Barber/Surgeons	Damian
Beggars	Alexius
Blacksmiths	Dunstan
Blind	Lucy
Bookkeepers	Matthew
Brewers	Augustine
Butchers	George
Carpenters	Joseph
Children	Nicholas
Cooks	Martha
Dancers	Vitus
Deaf	Francis de Ka
Engineers	Patrick
Farmers	Phocas the Gardener
Fishermen	Andrew
Glassworkers	Luke
Goldsmiths	Anastasius
Gravediggers	Gregory
Hunters	Hubert
Innkeepers	Amand
Jewellers	Eligius
Labourers	James
Lawyers	Mark the Evangelist
Lovers	Valentine
Mariners	Brendan the Navigator
Merchants	Nicholas of Myra
Midwives	Bridget of Ireland
Mothers	Monica
Musicians	Cecelia,
Pestilence (relief)	Anthony the Abbot
Physicians	Cosmas
Poets	David, or Columba
Poor	Giles
Scholars	Brigid
Servants	Martha
Silversmiths	Andronicus
Soldiers	Morris
Stone masons	Stephen
Weaponsmiths	Maurice
Tax collectors	Matthew the Apostle
Travellers	Raphael
Weavers	Parasceva
Winegrowers	Vincent of Saragossa

TABLE 6.5 - SAINTS

SKILLS

Within this section we shall endeavour to expand on certain skills, detailing specific rule points under the relevant skill name. This list is in the same sequence as in *Chivalry & Sorcery: The Rebirth* (Vol. 1 – Core Rules), so for example the Intoxication rules are under **Brewing**, which is within the Cooking & Brewing section.

AGRICULTURAL SKILLS

While Agricultural skills might seem mundane and boring and hardly needed in a fantasy role playing game involving daring deeds done by desperate heroes, they indeed have their place in the broad scheme of things. *Chivalry & Sorcery* assumes that every character has a social background and a family. That background conditions what a character knows initially and influences what he may do with his life.

Feudal nations are rural, not urban; so many characters come from a rural setting. It is likely that your character would learn some agricultural skills in his youth. Because your character or his family may well own a farm or a manor, what would he be doing with his "Down Time" when he is not adventuring? He would be at home, of course, either managing his own lands or helping his father or his older brother. After all, home is a safe base from which to conduct all of one's adventures.



When rolling against the various agricultural skills for harvest results, Table 6.6 – *Harvest Results* may be used to calculate the income of the crop, replacing the figures given in *Chivalry & Sorcery: The Rebirth* (Vol. 1 – Core Rules). Roll 1D100 and 1D10 in the autumn of each year to determine harvest quality. If a farm has several crops, roll each crop separately. Failure of one crop may not necessarily be so for another unless growing conditions were particularly adverse.

ANIMAL SKILLS

Animal Husbandry

It always happens that a player has to know how many animals he has on his farm, manor, etc. To satisfy the curious, we provide the following methods of finding out. Of course, one does not have to be so detailed to role-play effectively and the procedures we outline below should be regarded as strictly optional and intended to satisfy the mathematically inclined player.

We admit that one might challenge the figures given below as not 100% accurate, as we are "fudging" the numbers to make things easier. The stock raiser does not produce all the feed. Animals also forage in the common pastures, etc. We give only very rough approximations to reflect the relative share of such community resources, which a farm-holder could properly use, as well as trying to account for feed production on the farm.



Success with Crit Die	Harvest	Grain Crops	Garden Crops	Orchard Crops ¹	Vine Crops ¹
01-04	Average	7.2 bushels (90 P) per acre	Feed Family (minimum)	300 lbs (100 P) per acre	335 lbs (110 P) per acre
05	Above Average	8 bushels (100 P) per acre	Surplus (+5 P) per acre	330 lbs (110 P) per acre	365 lbs (120 P) per acre
06	Good Crop!	8.8 bushels (110 P) per acre	Surplus (+10 P) per acre	390 lbs (130 P) per acre	425 lbs (140 P) per acre
07	Very Good!	9.6 bushels (120 P) per acre	Surplus (+15 P) per acre	420 lbs (140 P) per acre	485 lbs (160 P) per acre
08	Fine Crop!	10.4 bushels (130 P) per acre	Surplus (+20 P) per acre	480 lbs (160 P) per acre	545 lbs (180 P) per acre
09	Excellent!	11.2 bushels (140 P) per acre	Surplus (+25 P) per acre	540 lbs (180 P) per acre	600 lbs (200 P) per acre
10	Bountiful!	12 bushels (150 P) per acre	Surplus (+50 P) per acre	600 lbs (200 P) per acre	660 lbs (220 P) per acre
Failure with Crit Die	Harvest	Grain Crops	Garden Crops	Orchard Crops ¹	Vine Crops ¹
09-10	Below Average	6.4 bushels (80 P) per acre	Feed Family (minimum)	270 lbs (90 P) per acre	300 lbs (100 P) per acre
08	Poor!	5.6 bushels (70 P) per acre	Feed Family (minimum)	240 lbs (80 P) per acre	275 lbs (90 P) per acre
06-07	Very Poor!	4 bushels (50 P) per acre	Feed Family (minimum)	180 lbs (60P) per acre	180 lbs (60P) per acre
04-05	Awful!	3.2 bushels (40 P) per acre	Total Crop Failure	120 lbs (40 P) per acre	150 lbs (50P) per acre
02-03	Terrible!	2.4 bushels (30 P) per acre	Total Crop Failure	90 lbs (30 P) per acre	90 lbs (30 P) per acre
01	Disastrous!	Total Crop Failure	Total Crop Failure	Total Crop Failure	Total Crop Failure

¹Grain crops assume average 12.5 pennies per bushel. Orchard crops assume fruits and berries at average 1/3 penny per lb. Vine crops assume table grapes at 1/3 penny per lb.

TABLE 6.6 — HARVEST RESULTS

Some players may object to "maths" in a game. Remember this option is reserved for the hyper-realists. We aim to please and those who want to know how many animals they might have on a farmstead or, indeed, within an entire fief, are entitled to find out.

Horses

A typical horse requires about 4.5 Nutrition Units (NU) of food a day per 100 lbs of body weight to stay healthy and strong. Barley or oats are most nutritious with 1 lb of barley or oats a day per 100 lbs of weight. Yearly, 100 lbs of horse eats 365 lbs (7.3 bushels) of oats or equivalent. To find grain, hay and summer pasturage, **double** the number of acres of a farm, manor, etc., set aside for horses.

This accounts for grain and straw/hay crops and pasturage on common lands. Income is based on selling a portion of stock every year and one can go totally realistic and see what he can get by horse-trading (using the **Bargaining** skill).

Example:

A Petit Sergeant raising horses has 40 acres in his freehold, all of which he devotes to his horses. On an average crop year with Crit Die 01-04, his Grain Yield is 7.2 bushels of oats per acre x 40 acres = 288 bushels. He will also get straw from the oat crop and have some hay as well. He can also pasture the horses on the commons in the warm months. Thus his total yield is equivalent to 2 x 288 = 576 bushels of oats. That is 50 x 576 = 28,800 lbs of horse feed, enough to support 28,000/365 = 78.9 x 100 = 7,890 lbs of horseflesh.

The question now becomes what kinds of horses is our Petit Sergeant raising? If they are Medium Horses, average weight 1,400 lbs, therefore 7,890/1,400 = 5.365 horses live on the farm. How can anyone have 5.365 animals? Consider some are colts not yet grown up. Remember, an adult 1400 lbs horse requires 7.3 x 14 = 102 bushels of oats a year and a colt we assume needs a percentage of that to match his/her weight.

Cattle

A cow, bull, steer or ox requires 3.5 NU of food per 100 lbs of body weight per day or around 0.78 lbs of oats/barley or equivalent per 100 lbs of cattle. If milking, consider 4 NU per 100 lbs as the daily food requirement or around 0.89 lbs per 100 lbs of dairy cows.

Example:

Our Petit Sergeant has 40 acres, which produced 28,800 lbs of fodder. Suppose he was raising beef cattle, with a food requirement of 0.78 lbs/day per 100 lbs on the hoof or 365 x 0.78 = 285 lbs per 100 lbs of animal per year. Now all we need to do is divide 28,000/285 = 98.25 and that x 100 gives us 9,825 lbs of cattle on the hoof. How many animals are there? The typical cow weighs about 850 lbs, so 9,825/850 = 11.558 cows. Consider some are calves, so actual numbers would be more. If one has a bull, of course (weight 2,000 lbs), adjust the numbers downward to take the heavier animal into account.

The typical medieval peasant combined his resources with neighbours to maintain an ox between them. One 2000 lbs ox requires 5,700 lbs of fodder per year, far too much for one serf to provide on his meagre holding, but 3 or 4 or 5 serfs could manage it.

Sheep & Goats

Both sheep and goats are significantly more efficient converters of feed into poundage on the hoof than are cattle and horses. They can graze on all manner of stuff, which the larger beasts will pass up. A typical member of this group needs about 3 NU per day per 100 lbs of animal or around 0.67 lbs of oats or equivalent a day. Yearly, 100 lbs of sheep/goat requires 245 lbs (4.9 bushels) of barley/oats or equivalent.

Example:

Our Petit Sergeant has 40 acres, which produced 28,800 lbs of fodder. He is raising sheep, with a food requirement of 0.67 lbs/day per 100 lbs on the hoof or 365 x 0.67 = 245 lbs per 100 lbs of animal per year. Now divide 28,800/245 = 117.55 and that x 100 gives us 11,755 lbs of sheep on the hoof. How many animals are there? The typical ewe, according to the **Creature Bestiary**, weighs about 50-60 lbs, so 11,755/55 = 213.727 sheep. Consider that some are lambs, so actual numbers would be more. One has a few rams, (weight 75-90 lbs), so adjust numbers downward to take heavier animals into account.



Pigs

Pigs are efficient converters of feed into poundage. Superb foragers, pigs can be turned loose on the countryside to root for acorns and whatever, in addition to being fed "slop" and the like. Thus we rate the feed requirement for pigs at 2.75 NU per day per 100 lbs of animal or 0.60 lbs of oats or equivalent a day. Yearly, 100 lbs of pigs requires 219 lbs of oats or equivalent.

Example:

Our Petit Sergeant has 40 acres, which produced 28,800 lbs of fodder. He is raising pigs, with a food requirement of 0.60 lbs/day per 100 lbs on the hoof or $365 \times 0.67 = 219$ lbs per 100 lbs of animal per year. Now all we need to do is divide $28,800 / 219 = 131.5 \times 100 = 13,150$ lbs of pigs on the hoof. How many animals are there? Pigs were usually smaller than they are today. Assume a typical pig weighs about 250-350 lbs and is on average around 300 lbs. Therefore, $13,150 / 300 = 43.83$ pigs. Consider some are piglets, so actual numbers would be more. One has a few boars, of course (weight 500-750 lbs), so adjust numbers downward to take the heavier animals into account.

Beekeeping

Beekeeping may have a profound effect on the result of a harvest. The beekeeper of the Middle Ages would not be ignorant of the fact that keeping bees in a considered manner affected how bountiful his harvest was. If a Beekeeper places a hive for every acre of farmland and a successful Beekeeping roll is made then a farmer can gain increased crops. The increase is the **Animal Husbandry: Beekeeping Crit Die x 2%**. If a critical success the farmer receives a +1 bonus to his Crit Die with his Agriculture skill. This applies to all crops.

It should be noted that not only is honey gained but wax, propolis and pollen. It is still a requirement in the Roman Catholic Church that all candles are made with at least 10% beeswax. A good season would result in about 30 lbs of honey, about 10 lbs wax and maybe 1/2 pound propolis. What is propolis? It is bee glue (usually harvested from pine trees) which the bees use to hold things together and patch holes etc. with. It is also an antiseptic, gives bonus of +10% to any Materia Medica skill.



A Medieval beekeeper used skeps and operated a culling mechanism to get their honey. The idea of removable frames to collect honey in did not come about until after the Middle Ages. A medieval beekeeper would effectively kill two-thirds of his stock and would collect swarms to build up the numbers in the following season (whether wild, their own swarms or some one else's). If you take a swarm you should take it over two miles from the originating source, if you do not then the older bees are likely to fly back to their original hive weakening the swarm. When a young queen emerges she takes with her all the new young bees, older bees get caught up in the excitement and go along to make up the numbers. There are two types of swarm, the prime swarm and the cast swarm. The prime is huge usually containing over half the bees.

ARTS & ENTERTAINMENT

Table 6.7 – Performance Results may be used to determine the results of the performance of the character.

Example:

Suppose a young knight is courtly dancing with a young lady. He is successful and his Crit Die result of 08 has the descriptor **Magnificent Performance**. We may assume that he greatly impressed her with his dancing style and grace.

If it is a non-professional performance, the audience response is reflected in the initial descriptor. Here is how that might be applied to a social situation. Table 6.7 – Performance Results can also be used to gauge the quality and value of a work of art, as well as a live performance. In this case, the descriptor sums up the judgement of a reasonably informed audience when viewing a piece of sculpture, painting, illuminated manuscript, etc.

BARGAINING

Bargaining in the form of haggling was one of the many aspects of the medieval market. In **Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)** the Bargaining skill is detailed but for those wishing more detail use Table 6.8 – Bargaining Modifiers which shows a price multiplier. If you are the buyer and you succeed with your bargaining roll use column B for the price multiplier, if you fail use column A. If you are the seller and you succeed with your bargaining roll use column A, if you fail use column B.

Crit Die	Result A	Result B
10	2.0	1.0
9	1.9	0.9
8	1.8	0.8
7	1.7	0.7
6	1.6	0.6
5	1.5	0.5
4	1.4	0.4
3	1.3	0.3
2	1.2	0.2
1	1.1	0.1

TABLE 6.8 – BARGAINING MODIFIERS

BREWING

One of the problems with Brewing is the major side effect of its product, **Intoxication**. If a character drinks in moderation his body can absorb the alcohol over a period of time. The amount of alcohol that a character can absorb is his **Level of Alcoholic Capacity (LAC)**.

A character's LAC is equal to $(\text{Body Weight} \times \text{CON}) / 100$ and gives the amount of alcoholic content a character can absorb, the measure being pints. If a character drinks 4 pints of ale with an ABV of 5% (Alcohol by Volume) he would have drunk $4 \times 5 = 20\%$.



Success with Crit Die			Failure with Crit Die		
	Results			Results	
01-02	Barely Satisfactory	The performance is a bit below average but still is marginally acceptable. The audience is neither enthusiastic nor hostile at this point. If he is to improve their opinion of his and also prove that his is not a mediocre talent, the performer must do better next time.	09-10	Disappointing	The performance is below average and definitely not the sort that any audience would be prepared to accept from a good amateur, let alone a professional. Polite but rather brief applause may be forthcoming. Do better next time or the fee will be less than the usual amount.
03-05	Average	While the performance is far from brilliant, it is satisfactory and meets professional standards. There is sufficient applause to tell the performer that he has managed to entertain and divert his audience.	06-08	Poor	The performance is flawed and substandard. The audience is unhappy. The performer had better be successful with his next effort or he will lose considerable face and a good part of his fee as well.
06-07	Solid	The performance is above average and earns a good round of applause. If he can equal or better his effort, the performer is assured of receiving more than his usual fee.	03-05	Very Poor	The performance is seriously flawed and left a good deal to be desired. The audience is left restive and dissatisfied. If the performer wishes to win back his audience's favour, his next effort must be Above Average or he will receive well below the usual fee.
08	Very Fine	The performance is of superior quality and rouses a delighted audience to prolonged applause and calls for an encore. If he is successful, the performer automatically scores at least a Solid Performance (if a higher Crit result does not turn up.) The performer receives well over his usual fee for his fine efforts and, if performing at a lord's court, may be invited to stay another day and perform again tomorrow!	02	Terrible	This miserable effort hardly qualifies even as a performance one might expect of a rank amateur. The performer will not be asked for an encore and his pay will be a mere pittance. He can also expect to exit to boos and cat-calls.
09	Magnificent	The performance is deeply moving. The performer's talent and skill overawes the audience and applause is long and very enthusiastic. Encores, if at all successful, will automatically be at least as Solid Performance if a higher Crit result does not occur and the performer will be invited to stay and perform again tomorrow. The performer receives double his usual fee!	01	Abysmal	The performer fails dismally and is booed, pelted with rotten fruit and vegetables, etc. He definitely will not receive any monetary remuneration and can count himself lucky if he is not tossed in the moat.
10	Outstanding	The performance is spectacular! The audience is left stunned and silent for a time. When it comes, applause is in the form of a standing ovation. An encore will always be a success, and it will not be less than a Magnificent Performance. The performer receives triple his usual fee for his night's work.			

TABLE 6.7 – PERFORMANCE RESULTS

If a character exceeds his LAC he must make a **Stamina** check with the amount of alcohol over his LAC acting as a negative modifier to the character's TSC%. If the character cannot hold liquor subtract an additional penalty of -25%. If the character is resistant to poison, or has a low metabolic rate add a bonus of +10% to his **Stamina** TSC%. Drinking on a full stomach adds an additional +10 to his LAC. Drinking a pint of milk before hand adds a bonus of +15 to his LAC.

If the character fails his **Stamina** roll he has become intoxicated.

MINING & TUNNELLING

Prospecting

Characters who possess both **Mining & Tunnelling** and **Geological Lore** may go prospect for precious metals and gems. For every level they have in **Geological Lore** they may be able to identify the ore of either a metal or gem. A single character can survey an area of 10 square miles every season (spring to autumn). At the end of a season a skill check can be made against the characters **Geological Lore** TSC% to determine if an ore seam has been located. The terrain will offer modifiers, as some terrain is easier

to locate rich ores with the Crit Die modifiers determining the size of the strike. Each mine will have 1D10 seams, with each seam lasting 1D10 years. A seam will be fully worked before miners move onto the next seam.

Terrain	TSC Modifiers	Crit Modifier
Mountains	-20%	+2
Hills	-30%	+1
Rivers	-40%	+0
Others	-50%	-1

TABLE 6.9 – MINING & TUNNELLING - PROSPECTING

Types of Strike

If a strike is made roll 1D100 and compare to the appropriate terrain table, once it is known what mineral or ore the character has found, roll a second 1D100 to find out the grade of mineral etc. found.



1D100	Find	Grade		
01-20%	Coal	01-25 Soft Coal: Annual profit of 500 P x Crit Die 26-50 Soft Coal: Annual profit of 1,000 P x Crit Die 51-80 Hard Coal: Annual profit of 2,000 P x Crit Die 81-00 Hard Coal: Annual profit of 2500 P x Crit Die		
21-40%	Iron	01-20 Low Grade: Annual profit of 1000 P x Crit Die 21-80 Avge Grade: Annual profit of 2000 P x Crit Die 81-00 High Grade: Annual profit of 3000 P x Crit Die		
41-45%	Marble	Annual profit of 5000 P x Crit Die		
46-50%	Copper	01-25 Low Grade: Annual profit of 1000 P x Crit Die 26-75 Avge Grade: Annual profit of 2000 P x Crit Die 76-00 High Grade: Annual profit of 3000 P x Crit Die		
51-60%	Silver	01-35 Low Grade: Annual profit of 2000 P x Crit Die 36-80 Avge Grade: Annual profit of 3000 P x Crit Die 81-00 High Grade: Annual profit of 6000 P x Crit Die		
61-65%	Jade	01-40 Low Grade: Annual profit of 1000 P x Crit Die 41-85 Avge Grade: Annual profit of 3000 P x Crit Die 86-00 High Grade: Annual profit of 5000 P x Crit Die		
66-70%	Semi-Precious Stones	Annual profit of 250-2500 P x Crit Die		
71-75%	Lead	01-80 Avge Grade: Annual profit of 5000 P x Crit Die 81-00 Quicksilver present: Annual profit of 2500 P x Crit Die		
76-80%	Tin; Zinc; Bismuth	Annual profit of 2000 P x Crit Die		
81-85%	Sulphur	Annual profit of 1000 P x Crit Die		
86-90%	Rich Strike!	Roll again; all minerals 1-85 doubled in value at highest level.		
91-95%	Gold	01-20 Small Vein: One season's profit of 1000 P x Crit Die 21-50 Low Grade: Annual profit of 5000 P x Crit Die 51-90 Avge Grade: Annual profit of 10000 P x Crit Die 91-99 High Grade: Annual profit of 15000 P x Crit Die 100 Glory Hole: Annual profit of 25000 P x Crit Die (+1D10 lbs Platinum)		
96%	Emeralds	Annual profit of 1000-10000 P x Crit Die		
97%	Sapphires	Annual profit of 1000-10000 P x Crit Die		
98%	Rubies	Annual profit of 2000-20000 P x Crit Die		
99-00%	Diamonds	Annual profit of 3000-30000 P x Crit Die		

TABLE 6.11 – MINES IN MOUNTAIN AND HILL COUNTRY

1D100	Find	Grade		
01-40%	Coal	01-60 Soft Coal: Annual profit of 500 P x Crit Die 61-90 Soft Coal: Annual profit of 1000 P x Crit Die 91-00 Hard Coal: Annual profit of 2000 P x Crit Die		
41-50%	Iron	01-40 Low Grade: Annual profit of 500 P x Crit Die 41-90 Avge Grade: Annual profit of 2000 P x Crit Die 91-00 High Grade: Annual profit of 3000 P x Crit Die		
51-55%	Sulphur	Annual profit of 1000 P x Crit Die		
56-68%	Saltpetre; Nitre	Annual profit of 1000 P x Crit Die		
69-70%	Naptha	Annual profit of 1000 P x Crit Die		
71-00%		Roll again at -25%. If 70-75% turns up, use Table 6.11 – Mines in Mountain and Hill Country.		

TABLE 6.12 – MINES IN OTHER REGIONS

1D100	Find	Grade		
01-50%	Coal	01-50 Soft Coal: Annual profit of 500 P x Crit Die 51-80 Soft Coal: Annual profit of 1000 P x Crit Die 81-00 Hard Coal: Annual profit of 2000 P x Crit Die		
51-60%	Semi-Precious Stones	Annual profit of 250 P x 1D10 x Crit Die		
61-65%	Opals	Annual profit of 500 P x 1D10 x Crit Die		
71-75%	Gold	01-20 Small Placet Pocket: One season's profit of 25 P x 1D10 x Crit Die 21-50 Low Grade: Annual profit of 5000 P x Crit Die for 1D10 years 51-90 Avge Grade: Annual profit of 10000 P x Crit Die 91-99 High Grade: Annual profit of 15000 P x Crit Die 100 Glory Hole: Annual profit of 25000 P x Crit Die		
76-00%		Roll again at -20%. If 76-80% turns up, use Table 6.11 – Mines in Mountain and Hill Country.		

TABLE 6.10 – MINES IN RIVER VALLEYS

Mine	Amount Produced
Coal	2 Tons per 5 P of profit
Iron	100 lbs per 5 P of profit
Marble	1 cu. feet per 5 P of profit
Copper	8 lbs per 5 P of profit
Silver	1 lb per 15 P of profit
Gold	1 lb per 400 P of profit
Jade	50 carats per 5 P of profit
Gems	400 carats per 5 P of profit
Lead	40 lbs per 5 P of profit
Tin	75 lbs per 5 P of profit
Zinc	75 lbs per 5 P of profit
Bismuth	5 lbs per 20 P of profit
Sulphur	175 lbs per 5 P of profit
Emerald	60 carats per 5 P of profit
Sapphire	60 carats per 5 P of profit
Ruby	50 carats per 5 P of profit
Diamonds	40 carats per 5 P of profit
Saltpetre	200 lbs per 5 P of profit
Naptha	1 keg per 5 P of profit

TABLE 6.13 – MINE PRODUCTION

Mine Investment

Minerals and ordinary metals require an investment of 50% of the maximum possible annual yield for equipment, buildings and transport equipment (mules, wagons). Increase this figure by 1D10% in wilderland areas more than 25 miles from a road. Precious metals and gems require an initial investment of 10 to 200% of the maximum annual yield.

Mine Personnel

Mines for minerals and ordinary metals will have 1 worker for every 250 P of profit that could be taken out of the mine (based on maximum values). Mines for precious metals and gems will have 1 worker for every 1000 P of profit that could be taken out of the mine and 1 Guard for every 5 workers.

Mine Production

Table 6.13 – Mine Production details the approximate amounts that can be produced from various mines.



RAW GEMSTONES

The prices of raw gemstones vary according to size. Below we list the basic price for 1 carat gemstones, which for game purposes is the smallest sized raw gem we consider. The size of an individual gem and the clarity of its colour can affect the basic price of a gem. The basic price listed below is based on a gem of 50% clarity and is in pennies. This can be modified by increased clarity, or decreased by reduced clarity. Roll 1D100 and multiply by the base price for the stone as shown in *Table 6.14 – Raw Gemstones*, and then divide by 50. The size of a gem can be modified by a further 1D100 roll, giving a scale of size from 1 carat to 100 carats in size. Therefore, a pure diamond weighing 100 carats would have a base price of 300,000 pennies. The best Gem-cutter in the world with a critical success could turn this gem into a King's ransom with a value of 1,500,000 pennies (or 6,250 crowns).

Stone	Base price Per Carat (in pennies)	Base Price Per Carat (in pennies)	
Agate	7	Jet	50
Amber	100	Lapis Lazuli	300
Amethyst	100	Malachite	30
Aquamarine	20	Moonstone	120
Azurite	70	Obsidian	80
Beryl	25	Onyx	60
Bloodstone	80	Opal (Black)	350
Calcite	3	Pearl	500
Carnelian	15	Ruby	1200
Cats-Eye	40	Sapphire	1200
Chalcedony	15	Sardonyx	200
Chrysolite	15	Sodalite	100
Crystal	100	Sphene	400
Diamond	1500	Staurolite	100
Emerald	1500	Sunstone	120
Garnet	50	Tiger's Eye	300
Hematite	10	Topaz	300
Jade	400	Tourmaline (All Colours)	300
Jasper	50	Zircon (All Colours)	300

TABLE 6.14 – RAW GEMSTONES

Certain gemstones, Diamonds, Emeralds, Sapphires and Rubies are historically associated with Curses. The chance of such a gem holding a curse is related to its size, a 40 carat gem has a 40% chance of being cursed. Such a curse afflicts the owner of the gem, its type is generated randomly as detailed under Curses in *Chivalry & Sorcery: The Rebirth (Vol. I – Core Rules)*. The clarity of the gem may also affect this, increasing the chance of a curse. This increase is equal to the clarity of the gem less 80%, so a gem with 90% clarity has a 10% increased chance of a curse. If the chance of a curse exceeds 100%, this gives an automatic curse and a chance of an additional curse, the chance being equal to the excess. In the example given at the start of the gems the pure clear 100 carat diamond would have one curse and a 20% chance of a second. Such curses are lifted when the owner can dispose of the gem in some way, for instance passing it on to some unsuspecting person.

PHARMACOLOGY & MEDICINE [~]

Dealing with Disease (Optional)

During the feudal period, the dreaded cry of 'Plague!' put more sheer terror in the hearts of men than did any army, and with good reason. Disease has slain more people than has any war and the feudal period saw numerous epidemics decimate entire populations, leaving nations economically and militarily bankrupt and wasted. The following optional rules permit the recreation of the effects of outbreaks of plague and disease both on a national and an individual level.

The Gamemaster is warned that rigorous application of the rules might lead to a highly realistic but perhaps somewhat undesirable simulation of the actual state of affairs. He therefore always has the right to modify and reduce the overall effects of plague outbreaks, both with regard to frequency and intensity.

Terms:

Vector: Source or conditions under which a disease begins.

Infection: Modifier from the Resist Disease %. Failing an infection check means victim contracts the disease.

Survival: The modifier subtracted from the Resist Disease %. Success in the survival check means the character survives the illness. If a 0% is given, there is no chance of dying.

Incubation: The time period for the symptoms to appear.

Duration: The time the disease will run its course and the degree of incapacitation during the illness. (-% to skills & AR rolls.)

Death Rate: The deaths occurring in a population during epidemic less the percentage dying each week the epidemic runs.

Recovery: The time needed to recover full capacity.

Non-Epidemic Diseases

Non-epidemic diseases occur when the Gamemaster decides the conditions are present during an adventure. Some can be epidemic, as in the case of chicken pox or dysentery (common when large numbers are assembled for any time in one place, as in an army).

Chicken Pox

Vector: Direct contact with victims.

Infection: -10%, with immunity once caught.

Survival: +20%

Incubation: 14 days

Duration: 14 days, with -10% incapacitation in physical skills minus an additional -5% x 1D10. Periods of delirium and total incapacitation during attacks.

Death Rate: 1%

Recovery: End of the illness, with full capacity restored. Cure Disease brings instant recovery.

Common Cold

Vector: Prolonged exposure to damp and cold or to the sniffing and sneezing of a cold victim.

Infection: -15%

Survival: 0%

Incubation: 1 day

Duration: 7 days.

Death Rate: 0%.

Recovery: 0 days, with 0% incapacitation in physical skills. A cold victim coughs, sniffs and sneezes a lot, making silence rather difficult (use Resistance % to determine chance) in adventure situations. The victim may be in a headachy, cranky mood. A Cordial will halve the chance of sniffing, etc., for 3 hours.

Dysentery

Vector: Bad water or food contaminated by exposure to filth and flies.

Infection: -10% during the months of June through August.

Survival: -10%.

Incubation: 1 day

Duration: 1-5 days.

Death Rate: 5%.

Recovery: 1-5 days, with -25% incapacitation in physical skills. Physicians can make Antidotes that completely counter the effects.

**Gangrene**

Vector: Lying with open wounds in filth or dungeon damp, or on moist ground for more than 1 hour + CON without having the wound cleaned and dressed by someone with First Aid or Healing Arts I.

Infection: -20%

Survival: -40%

Duration: 3 days, with -25% incapacitation to physical capacity (-5% to all STR, AGIL and CON skills and ARs) minus an additional -5% x 1D10. Delirium and total incapacitation during last day.

Recovery: End of the illness, with +1% x CON capacity restored every 3 days. **Cure Disease** brings instant recovery. Successful amputation of an infected limb brings a +20% chance of survival rather than -40%.

Leprosy

Vector: Prolonged exposure to areas in which leprosy is rife.

Infection: +20%, with -2% per 6 months of exposure.

Survival: -5%, checked every other month once contracted.

Incubation: 3 weeks.

Duration: When disease has run its course.

Death Rate: 0%.

Recovery: A Miraculous Cure can be attempted through Faith once every 3 months. Leprosy is a frightful disease that causes the rotting away of tissue, beginning at the extremities and spreading to the body trunk. Physicians cannot cure nor slow the disease. Victims lose -1 APP point every 3 months and after 6 months they lose -5% physical capacity to account for loss of fingers, toes, etc. They will then lose an additional -1% of capacity every 3 years. A Miracle is the only hope and it will completely restore the victim's Appearance and capacity.

Note: Lepers are shunned by all healthy people except pious clerics who devote themselves to their care. Lepers must wear hooded cloaks and ring a bell to warn passers by. They may be given alms before being sent on their way. While leprosy is not contagious, the common folk believe it is and they react with fear and hostility toward lepers who do not obey the "no-contact" and "non-association" rules. Lords may remain in their homes or travel about, but retainers and servants keep a safe distance. Commoners must go to a leper colony or hospital run by a Holy Order.

Leprosy of the Tomb (The "Mummy's Curse")

Vector: Exposure in ancient tombs or to a Mummy's touch.

Infection: -20% if touched by a Mummy. Should one be blessed by a priest within 3 hours of coming into contact, add +20%, or +10% if done within an hour of contact.

Survival: -15%, checked every 3 days once contracted.

Incubation: Immediate.

Duration: When disease has run its course.

Death Rate: 0%: not epidemic.

Recovery: A Remove Curse can be attempted through Faith or Magic once every 3 days. A Cure Disease slows the rate of the disease by xx. Physicians cannot cure nor slow the disease. Victims lose -1 APP point and -5% physical capacity every 3 days to account for loss of fingers, toes, etc. Only a Miracle will completely restore the victim's appearance and physical capacity.

Malaria

Vector: Bite from malarial mosquito.

Infection: -10% on any day bitten.

Incubation: 2-7 days.

Survival: -10%.

Duration: 1-3 days, with a 25% - CON chance of an attack each month from June through September. -50% incapacitation in physical skills minus an additional -5% x 1D10. Periods of delirium and total incapacitation during attacks.

Recovery: End of attack. A Cure Disease will stop an attack. Characters who have 3 attacks Cured can no longer be affected.

Pneumonia

Vector: Chronic cold.

Infection: -10% checked per week a cold lasts after the first week.

Incubation: Any time a check fails.

Survival: -20%.

Duration: 7-14 days, with -25% physical capacity minus an additional -5% x 1D10.

Recovery: End of the illness, with full capacity restored. **Cure Disease** will bring an instant recovery.

Spotted Fever

Also known as recurring fever, this disease has the same characteristics as Malaria except for:

Vector: Ticks

Septicemia & Peritonitis

Blood poisoning in wounds or in the body cavity

Vector: Serious piercing of the skin to open the body to bacterial infection.

Infection: -10%.

Survival: -40% - (1% x CON).

Duration: 3 days, with -25% incapacitation in physical skills minus an additional -5% x 1D10 Crit Die. Periods of delirium and total incapacitation.

Recovery: End of illness, with +1% x CON capacity restored every 3 days. **Cure Disease** brings instant recovery.

Tuberculosis

Vector: Prolonged exposure to TB producing conditions.

Infection: -5%, with additional -2% per week exposed to TB victim; or +10%, checked once each year when living in a crowded town or city; or -10%, with additional -2% per week imprisoned in a deep, damp dungeon.

Incubation: 30 days.

Survival: -50% when regularly active; -10% when resting and recuperating properly.

Incubation: 10 days.

Duration: Indefinite if no recuperation; 2-7 months if recuperating with -15% incapacitation in physical skills and ARs minus an additional -5% x 1D10.

Death Rate: -3%.

Recovery: see Duration. TB is a savage, debilitating disease requiring complete bedrest and inactivity.

Epidemic Diseases

Epidemics are highly contagious diseases that spread through the entire population. They occur only under special conditions:

In any given year, there is up to a 10% chance that an epidemic will break out in some region, especially a centre of population. The more unsanitary the conditions, the worse the personal hygiene of the populace and the higher the frequency of trade, the greater the likelihood of plague. Also, times of famine and/or war may produce conditions favourable to plague outbreaks. Check once per 250,000 townsmen in the nation. The time of year the plague breaks out can be decided randomly by rolling 1D10, odd = January-June; even = July-December. Note that some plagues will not occur in certain seasons, in which case a plague is impossible and a reprieve is gained.

During war, unsanitary conditions caused by overcrowding during a protracted siege (over 60 days); or by large concentrations of troops may act to produce plague conditions. Besieged castles and towns have a 10% chance + 1% per 2000 in the fortress of a plague breaking out each week the siege lasts beyond 60 days. If a plague breaks out, the besieging army has to immediately disengage or run the risk of the plague spreading to its numbers (10% + 19% per week it remains). Armies much over 10,000 men may contract the plague if concentrated for more than 60 days at a time, with a 10% chance + 19% per week over 60 days.



Bubonic Plague (The "Black Death")

Epidemic will last 2 + 1D10 weeks.

Vector: Rats carrying plague-ridden fleas and direct contact with victims.

Infection: -24% checked each week in a plague area, with immunity if Bubonic Plague is not caught after 4 weeks or if one recovers from it.

Incubation: 1-3 days.

Survival: -40%.

Duration: 1-3 days. Symptoms are blood spots on the skin, enlarged lymph glands, high fever, severe chills, vomiting, great thirst, diarrhoea and total incapacitation after 8 hours.

Death Rate: -2% of population per week.

Recovery: 1% x CON of restored capacity per 7 days after the illness. (100% of capacity means character is completely well.) **Cure Disease** or a Miracle brings instant recovery. Regular attention by someone with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and cuts recovery time in half.

Cholera

Epidemic will last 1D10 weeks.

Vector: Contaminated food and water and direct contact with victims.

Infection: -18% checked each week in a plague area, with immunity if Cholera is not caught after 3 weeks.

Incubation: 1-3 days.

Survival: -30%.

Duration: 1-3 days. Symptoms are high fever vomiting, diarrhea and total incapacitation after 8 hours.

Death Rate: -2% of the population per week.

Recovery: 1% x CON of restored capacity per 3 days following the illness. (100% of capacity means character is completely well.) **Cure Disease** or a Miracle brings instant recovery. Regular attention by someone with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and cuts recovery time in half.

Influenza

A strange and hitherto unknown disease resembling the Common Cold or Pneumonia that strikes down 1D10% of the population within a month. **Vector:** Direct contact with victims.

Infection: -21% checked each week in a area, with immunity if Influenza is not caught during the epidemic.

Incubation: 1-3 days.

Survival: -30%.

Duration: 7 days. Symptoms are fever, congestion, coughing, loss of appetite, vomiting, diarrhoea and -30% incapacitation after two days. **Recovery:** +6% to capacity per day following the illness. **Cure Disease** or a Miracle brings instant recovery. Regular attention by someone with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and cuts recovery time in half.

Smallpox

Epidemic will last 3 + 1/2 D10 weeks.

Vector: Direct contact with victims.

Infection: -15% checked each week in a area, with immunity if smallpox is not caught after 3 weeks or if one recovers from it.

Incubation: 14-21 days.

Survival: -30%.

Duration: 1-6 days. Symptoms are high fever and massive skin eruptions, with -50% incapacitation (100% if more than 3 days).

Death Rate: -1 % of population per week.

Recovery: 1% x CON of restored capacity per week following the illness. **Cure Disease** or a Miracle brings instant recovery. Regular attention by someone with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and cuts recovery time to 1/4 of normal. There is a 100% - Willpower PSF% chance of scarring (due to scratching, -1 APP per 3 points rolled on Crit Die (rounded up)).

Typhoid Fever

Epidemic will last 4 + 1/2 D10 weeks.

Vector: Infected food, milk, water, flies, direct contact with infected material and human "carriers".

Infection: -15% checked each week in a plague area, with immunity if typhoid fever is not caught after 3 weeks or if one recovers from it. Anyone who is immune has a 1% chance of becoming a "carrier," which can be removed by a **Remove Curse** once this is discovered.

Incubation: 10-14 days.

Survival: -24%.

Duration: 16 weeks. Symptoms are high fever and small red spots on the chest and abdomen, with -75% incapacitation for CON 2-12 and 50% for CON 13+ until fever breaks (100% if fever lasts more than 3 weeks).

Death Rate: -1% of population per week.

Recovery: 1% x CON of restored capacity per week following the illness. **Cure Disease** or a Miracle brings instant recovery. Regular attention by someone with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and halves recovery times (rounded up).

Typhus

Epidemic will last 2 + 1/2 D10 weeks.

Vector: Fleas, mites, body lice and ticks, which thrive in areas of overcrowding, filth and food shortage.

Infection: -10% checked each week in a plague area, with immunity if typhus is not caught during the epidemic.

Incubation: 7 days.

Survival: -27%.

Duration: 1-6 days. Symptoms are high fever and -75% incapacitation for CON 2-12 and 50% for CON 13+ until fever breaks.

Death Rate: -1% of population per week.

Recovery: 1% x CON of restored capacity per week following the illness. **Cure Disease** or a Miracle brings instant recovery. Regular attention by some one with **Healing Arts II** or **Herbalism** increases survival by +1% per 3 PSF% he possesses and halves recovery times (rounded up).

Epidemics strike terror into superstitious people. Armies will refuse to attack castles, towns, or other armies stricken by disease. Indeed, they will probably demand to withdraw to a safe distance and desertion and even mutiny may result otherwise. When an infection breaks out, the local authorities try to isolate towns, villages, etc. and prevent the panicked inhabitants from fleeing. Indeed, they may even kill escapees on sight. Rural areas can sometimes isolate themselves from an epidemic by going to full siege status. With the drawbridge up and all strangers turned away, security (75% chance of success) may be had at the expense of totally paralysing the local economy.

Large towns may attempt to do the same thing (50% chance of success). After 60 days, however, siege status itself can bring a 10% risk of an outbreak inside the crowded and isolated community. Epidemics breaking out in ports carry a 20% risk that a ship left with the plague to spread elsewhere. Gamemasters can develop new diseases and should feel free to employ the diseases given here in whatever manner they find is suitable in their campaigns. If they wish they can ignore the issue completely and keep illness out of their campaigns.





COMMON & UNCOMMON DRUGS

Terms

Delay: Few drugs have an immediate effect. The delay must pass before the drug starts to work. In this period, the right antidote will have maximum effect counteracting the drug.
Duration: The time period one "dose" of the narcotic will work its effects on the Fatigue of the recipient.

"Damage": To simulate the impairing effect of drugs, points will be lost from the recipient's Fatigue over a stated period of time. When Fatigue is reduced to zero, the victim has to make a successful **Resistance** roll to remain conscious.

Cost: The cost of the ingredients to the maker.

Price: The usual purchase price of one dose of the narcotic. It should be noted that the more expensive a drug is, the less likely it (or some of its ingredients) can be readily purchased.

Resistance Roll: Make a **Stamina** resisted roll to resist a drug. Roll 1D100 and subtract the negative modifier from the character's TSC% for the resisted roll. If the result is higher than the victim's adjusted TSC%, the full effect is felt. If the result is lower, half the effect is felt.

For instance, a drug's damage = -5 FP/minute at **Stamina** -30. The victim's **Stamina** is 80%, so his TSC% = $80 - 30 = 50\%$. A **Stamina** roll is made each minute. If 68% was rolled, he loses -5 FP. Had the roll been 43%, lower than TSC 50%, $5/2 = -2.5 = -3$ FP would be lost. Fractions are rounded up to the nearest whole number.

In some cases, a drug will either have an effect or it will not, depending on whether the victim succeeds or fails in his resisted roll. For instance, **Aquae Mendax** fails to work if it is successfully resisted, but **Aquae Lethe** merely has its effect cut from -3 FP to -1 FP/minute because it is a powerful knockout potion.

The character needs instruction from someone knowing how to make a drug or must find directions in a book or scroll on medicine.

The following provide a sample of some of the drugs:

Aqua Amore: "Water of Love"

Delay: 10 minutes
Duration: 4 hours
"Damage": -3 FP/minutes until asleep, then sleep 4 hours
Cost: 1,680 P
Price: 3,600 P
Resistance Roll: **Willpower** - 20%

An internally administered sleeping potion which causes the victim to fall quite hopelessly, passionately and desperately in love with the person seen in his dreams. The antidote works only if taken before the victim falls asleep. On awakening, the victim begins to pine for his (or her) dream lover and falls into a deep melancholy, is unable to eat or sleep and is not at all easy to get along with. **Willpower** checks at -20% are made daily to see if the victim "snaps out" of the dark mood for a 24-hour period. This continues until the "dream lover" is found in the flesh or till the "curse" is magically removed or exorcised by an **Act of Faith**.

Aquae Asinorum: "Waters of the Ass"

Delay: 5 minutes
Duration: 3 hours
"Damage": -3 FP/5 minutes
Cost: 25 P
Price: 50 P
Resistance Roll: **Willpower** - 20%

An internally administered drug readily disguised when mixed with alcoholic drinks, especially strong beer. It has the embarrassing effect of rapidly reducing a victim to a drunken state so that he behaves like the proverbial "total ass" until he lapses into unconsciousness. The erratic behaviour begins when the victim's Fatigue is reduced by a half and it rapidly starts to degenerate after that. One dose is sufficient for 200 lbs of creature. Tripling the required dosage will act as a very powerful knockout drug, since it reduces a person's Fatigue by -7 FP/5 minutes.

Aquae Dolce: "The Sweet Waters"

Delay: None
Duration: 15 minutes
"Damage": -2 FP/minutes till asleep, then sleep 4 hours
Cost: 25 P
Price: 50 P
Resistance Roll: **Stamina** - 30%

A powerful internally administered pain-killer which increases resistance to pain by applying a penalty of -10% to a **Willpower** roll to resist any incapacitation from pain. Once a character's Fatigue falls to zero, he lapses into unconscious. If not, he experiences euphoria and is happily erratic in behaviour until the drug wears off (in about 4 to 5 hours). One dose is required per 250 lbs of creature.

Aquae Lethe: "Waters of the River Lethe"

Delay: 10 minutes
Duration: 4 hours
"Damage": -3 FP/minutes till asleep, then sleep 4-8 hours
Cost: 3,600 P
Price: 7,200 P
Resistance Roll: **Stamina** - 50%

A most destructive sleeping potion which acts to wipe all the memories of the victim. Only the administration of an antidote will reverse the amnesia and restore all his memories and his awareness of his identity. Roll **1D100 + 10 + INT** to discover the percentage of personal memories he has restored to him. This amnesia does not affect any physical skill but will impair any mental skill.

Aquae Mendax: "Waters of Falsehood"

Delay: 1 minute
Duration: 1-3 days
"Damage": Disorientation, then affected for 1-3 days
Cost: 50 P
Price: 240 P
Resistance Roll: **Willpower** - 25%

An internally administered potion which causes the victim to lie uncontrollably, sometimes at the most inopportune times. Characters having **WIS 17+** or **DISC 17+** are immune to this compulsion. The drug is sometimes taken by men facing interrogation under torture to prevent their revealing secrets, betraying their friends, etc. One dose is sufficient per 400 lbs of creature.

Aquae Nauseum: "Waters of Disgust"

Delay: 1 minute
Duration: 15 minutes then a victim sleeps 24 hours - CON
"Damage": -3 Fatigue/minute
Cost: 25 P
Price: 50 P
Resistance Roll: **Stamina** - 20%

Internally administered "Mickey Finn" type of knockout drug with a definite tell-tale taste that can be masked by any alcoholic drink. Once this sleeping potion wears off, the victim awakes with a severe headache and the urge to vomit hourly for the next 12 hours. A **CON AR** is needed to fight off the nausea. Failure causes loss of -2 FP. One dose is needed per 150 lbs of creature. The drug is often used by Thieves. **Triple** the required dosage could be fatal (**Stamina AR** is required for the victim to survive).

Aquae Non Compus Mentus: "Waters of the Unsound Mind"

Delay: 1-3 hours
Duration: 1-10 days
"Damage": Psychosis
Cost: 480 P
Price: 1200 P
Resist Roll: **Willpower** - 30%

This insidious potion has the devastating effect of soon causing a victim to become mentally unbalanced for up to 10 days. At first, it seems to be only a very mild aberration. However, repeated administration of this vicious drug produces increasingly psychotic behaviour until the victim goes completely insane.



Flux Currente: "Running Flow"

Delay: 10 minutes
Duration: 26 hour - CON
"Damage": Laxative effect
Cost: 20 P
Price: 40 P
Resistance Roll: Stamina - 25%

A medicinal powder which is a powerful purgative. It has a bitter taste, so to disguise it, **Flux Currente** is given in highly spiced food. Resistance rolls are made each hour of the drug's duration to avoid the sudden onset of the laxative effect. Each failure reduces Fatigue by -2 FP. One dose is sufficient per 500 lbs of creature.

Lapsus Memoriae: "Lost Memories"

Delay: 5 minutes
Duration: 10 minutes
"Damage": -5 FP/minutes till asleep, then sleep 24 hours
Cost: 432 P
Price: 864 P
Resistance Roll: Stamina - 30%

A sleeping potion which acts to wipe most of a victim's memories of the previous 24 hours. These memories have a chance of returning at 1/4 the TSC% of a normal INT AR. The memories may begin to return in about a week. However, if the victim does not begin to remember who he is, etc., after 10 days, he never will! One dose is sufficient per 200 lbs of creature.

Laudnum:

Delay: 10 minutes
Duration: 20 minutes
"Damage": -3 FP/minutes till sleeping, then sleep 6 hours
Cost: 40 P
Price: 80 P
Resistance Roll: Stamina - 50%

A strong opiate, internally administered, made from poppies. It is a painkiller in normal dosages, with a +50% modifier to checks versus incapacitating pain. In a **double** dose, it acts as a very powerful sleeping potion when it is administered to human-sized beings. It produces a sense of euphoria at all times. Consider 1 dose as sufficient for 250 lbs of creature to kill pain and 2 doses as sufficient to induce sleep.

Vino Veritas: "Wine of Truth"

Delay: 10 minutes
Duration: 10 minutes
"Damage": Victim must answer 3 questions truthfully
Cost: 540 P
Price: 1,080 P
Resistance Roll: Willpower - 25%

A potion that loosens the tongue when it is administered in an alcoholic beverage. Three questions may be asked of the victim, who can resist with a **Willpower - 25%**. If he fails, he is compelled to answer the question truthfully and completely. However, he will also respond in a totally literal manner, so the question must be carefully phrased if a misleading answer is to be avoided.

POISONS: COMMON AND UNCOMMON

Terms

Delay: This time must pass before the toxin can do damage to the Body. Antidotes have maximum effect at this time.

Damage: The Body points lost in the time indicated.

Duration: The time period one "dose" of poison works.

Cost: The cost of the ingredients to the maker.

Price: The usual purchase price of one dose of the poison. The more expensive a toxin is, the less likely it (or some of its ingredients) can be readily purchased.

Resistance Roll: Make a **Stamina resisted** roll when resisting the effects of a poison. Roll 1D100 and subtract the modifier from the victim's success chances. If the result is higher than the Stamina TSC%, full effects are felt. If lower, **half** the effect is felt (rounded up). Rolls are made in the period stated with the Damage.

Contact Poison: A toxin that can be injected by venomous fangs or else smeared on the point or edge of a weapon. Some rare ones may be absorbed through the skin or a small cut.

Internal Poison: A toxin that must be ingested (swallowed). Such poisons are often given in food or drink.

Incapacitation: Due to pain and lasting 1 hour or until death or treated with an antidote. Character is virtually helpless.

Skill in **Making Antidotes** involves preparation of antidotes for poisons and drugs about which the character already has knowledge. The skill includes the ability to recognise a particular drug or poison, to diagnose whether a victim was poisoned and drugged, and by what, and finally, to prescribe the proper antidote for the offending drug or poison.

This skill is part of **Making Drugs** and **Making Poisons**. It is learned "piggyback", as it were with each of those skills without added cost.

Preparation: The success chance one has to **make** an Antidote is the same as the success chance the character has in the skill of making a drug or poison. The time required to make an Antidote is **half** the time required to make a drug or poison.

Knowledge of the Antidote is acquired when the character does successful research on a drug or poison. That is, an Antidote is made first by making a sample of a drug or poison and then creating an antidote for it by developing a "formula" to counteract it. If you do not know how to make the drug or poison, you can not make the antidote for it.

Antidotes begin working immediately they are taken. They are always successful. What is important is that the character successfully prescribes the correct Antidote. If it is successfully prescribed, it will completely eliminate all damaging effects of a poison or drug if taken soon after the substance has begun to work, **except for the first -2 Body points** of damage suffered.

If the indicated "delay" time has passed, it merely cuts the previous damage in **half** and also cuts in **1/4** any damage suffered after administering of the antidote until the toxin has run its course. Antidotes are not cure-alls. They serve to counter and reduce the negative effects of drugs and poisons, not to eliminate them completely. Short of miraculous or magical interventions, damage of some sort is almost always going to be done by toxic chemicals.

Cost and price of antidotes ranges from 1/4 to 3/4 the cost of the poisons or drugs that they are intended to neutralise.

Aquae Aeternum: "Waters of Eternity"

Delay: None
Duration: 10 minutes
Damage: -8 Body/minute
Cost: 2,880 P
Price: 6,000 P
Resistance Roll: Stamina - 35%

A powerful contact poison which totally incapacitates anyone failing a **Stamina** roll. **Aquae Aeternum** is toxic when introduced through any kind of a cut or puncture. If taken internally, it is quite harmless and is used by mystics to induce "visions". It is safe to swallow the poison, which acts as a powerful narcotic drug that produce vivid dreams (some would call them "visions") of spiritual realms and beings. Mediums and certain types of Shaman regularly use such a preparation. Sometimes, it is prepared in the form of a vapour bath, with steam arising from a heated bowl, which the mystic breathes in.



Aqua Draconis: "Venom of the Dragon"

Delay: None
Duration: 10 minutes
Damage: -6 Body/minute
Cost: 1,200 P
Price: 2,400 P
Resistance Roll: Stamina - 25%

60 BP

Deadly toxin unique to the race of Dragons which sears and consumes like fire at a mere touch, causing unbearable pain. Failure of a **Stamina** roll incapacitates victims with less than CON 16. It does -13 points in initial damage if injected into the flesh. A contact toxin, it can be easily administered in strong drink, which masks its sour taste from all but the most discerning palates. It can also be readily absorbed through the skin. At contact the venom does -6 points initial damage if not injected and then -3 points per minute thereafter.

Aqua Dulci: "The Pleasant Water"

Delay: None
Duration: 60 minutes
Damage: -2 Body/5 minutes
Cost: 30 P
Price: 60 P
Resistance Roll: Stamina - 10%

24 BP

An internally administered poison that can be disguised by putting it in strongly flavoured food or drink. It causes drowsiness and then sleep with pleasant dreams. Victims often die with smiles on their lips! Yet it is also a most efficacious sleeping potion when employed in moderate doses: 1/5th the lethal dosage acts as a very powerful sleeping draught and triples natural Fatigue recovery during the 1D10 hours the patient sleeps.

Aqua Hydrii: "Venom of the Hydra"

Delay: None
Duration: 20 minutes
Damage: -2 Body/minute
Cost: 720 P
Price: 1,440 P
Resistance Roll: Stamina - 20%

40

A toxin unique to the Hydra, venom so poisonous that it brings immediate, excruciating pain at the slightest touch. Failure of a **Stamina** roll incapacitates victims with less than CON 15. The initial failure of the **Stamina** roll causes -7 points of initial damage. Afterward, -2 additional damage is done every minute the toxin remains in the victim's system. As a contact poison that can be the venom does -2 initial damage if not injected into the flesh and -1 per minute thereafter.

Aqua Meduseii: "Blood of Medusa"

Delay: None
Duration: 10 minutes
Damage: -6 Body/minute
Cost: 2,400 P
Price: 4,800 P
Resistance Roll: Stamina - 30%

60

This is blood drawn from the left ventricle of a Medusa's heart. This is a highly virulent poison. Failure of a **Stamina** roll fully incapacitates victims under CON 16 for 1 hour. If they fail their initial **Stamina** roll, victims under CON 12 are paralysed for 21 weeks - CON. This contact poison is best administered by a sharp point or by edged weapon and causes -9 points in initial damage and -6 points per minute thereafter. It can also be incorporated in evil-tasting potions, passed off as medication which causes -1 Body point per day (ignore victim's recovery rate) for 13 + 2D10 days or until an antidote or appropriate Healing Magick or Act of Faith is performed.

Aqua Mortis: "Water of Death"

Delay: 1 minutes
Duration: 24 hours
Damage: -1 Body/10 minutes
Cost: 4,800 P
Price: 9,600 P
Resistance Roll: Stamina - 25%

144

A very slow-acting and horrific toxin that is prepared from an infusion of 3 drops of water from the mythical Lake of Death in darkest Tartarus. **Aqua Mortis** causes the victim to haemorrhage from his bodily orifices. Administered internally, its taste can be masked only by sweet red wine. A contact poison can be made which, if smeared onto the point or edge of a blade causes uncontrolled bleeding from a wound until it is properly staunching by cauterisation.

Aqua Nagii: "Venom of the Cobra"

Delay: None
Duration: 30 minutes
Damage: -4 Body/5 minutes
Cost: 40 P
Price: 80 P
Resistance Roll: Stamina - 10%

24

A toxin characteristic of the venom's of the most poisonous snakes. It causes immediate and agonising pain. Failure of a **Stamina** roll fully incapacitates victims having less than CON 14. Incapacitation lasts 1 hour or until death ensues. If used to create a contact poison, some venom does -7 Body points of initial damage on failure of **Stamina** roll, then -4 additional points of damage are done every 5 minutes the toxin remains in the victim's system.

Aqua Papaver Somniferum Male Fide: "Water of Treachery"

Delay: None
Duration: 10 minutes
Damage: -3 Body/minute
Cost: 1,200 P
Price: 2,500 P
Resistance Roll: Stamina - 20%

30

"Water of Treachery" is a surprisingly tasteless, odourless toxin which can be prepared from resin of the Black Poppy. The poison has an outward effect quite like that of a related opiate drug, **Laudnum**. However, it is a very deadly toxin and kills in minutes. It is undetectable in red wine, but the pure poison itself is an oily, almost syrupy-thick jet-black liquid. When burned with fine incense and inhaled, it acts as a highly addictive narcotic, Black Poppy, which eventually "steals men's very souls". A CON AR at a penalty of -33% is needed to avoid addiction on every exposure. Cravings start to arise about every three days and can be frighteningly intense after a week. Addicts will do anything to get the drug. A **Willpower** check is possible once per week at 1/5 TSC% to shake the addiction.

Aqua Serpentis: "Venom of the Serpent"

Delay: 1 minute
Duration: 30 minutes
Damage: -2 Body/5 minutes
Cost: 20 P
Price: 40 P
Resistance Roll: Stamina

12

A toxin characteristic of the venom's of most vipers. It causes immediate, severe pain and the failure of a **Stamina** roll will fully incapacitate victims with less than CON 12. Contact poison. Incapacitation lasts 1 hour or until death ensues. Some venom will do -4 Body points of initial damage on the failure of the **Stamina** roll and then -2 additional damage is done every 5 minutes the toxin still remains in the victim's system.



Aqua Scorpionis: "Venom of the Scorpion"

Delay: 15 seconds
Duration: 30 minutes
Damage: -2 Body/5 minutes
Cost: 25 P
Price: 50 P
Resistance Roll: Stamina - 5%

A toxin characteristic of the venom of highly poisonous insects and some arachnids. It brings immediate, racking pain and failure of a **Stamina** roll incapacitates all victims having less than CON 13. The incapacitation lasts 1 hour or until death. As a contact poison some venoms do -4 Body points of initial damage on failure of **Stamina** roll, then -2 additional points of damage are done every 5 minutes the toxin remains in the victim's system.

Aquae Stygium: "Waters of the Styx"

Delay: None
Duration: 30 minutes
Damage: -4 Body/minute
Cost: 2,500 P
Price: 5,000 P
Resistance Roll: Stamina - 40%

An almost sure-fire but relatively slow-acting contact poison. It is three times as toxic when administered internally (-12 Body/minute), but that is a most unlikely possibility because it has a strong reek of sulphur and brimstone that cannot be disguised. A mere touch of "Waters of the Styx" sears like strong acid, raises instant blisters, etc., doing -1D10 points of damage to the Body, but its full effects are obtained only by injecting it into the flesh with a pointed or edged weapon.

Aqua Talionis: "Water of Retribution"

Delay: 10 minutes
Duration: 60 minutes
Damage: -4 Body/5 minutes
Cost: 100 P
Price: 200 P
Resistance Roll: Stamina -15%

A truly vicious toxin if administered internally. It causes excruciating and incapacitating pain in the bowels. While odourless, its taste is unmistakable and must be masked by foods strongly flavoured with garlic or onions to disguise its presence. Few deaths are more painful (or awful to watch). However, if Aqua Talionis is sprinkled onto a wound, infection almost never occurs!

Aqua Vita Brevis: "Water of a Short Life"

Delay: None
Duration: 10 minutes
Damage: -2 Body/15 seconds
Cost: 700 P
Price: 1,400 P
Resistance Roll: Stamina - 25%

A fast-acting and almost undetectable poison (clear liquid, quite odourless and almost tasteless). Failure with the initial **Stamina** roll results in the victim's instant, total incapacitation. A second **Stamina** check may be made one minute after the poison was taken. If it fails, the victim will die unless an antidote is given in time (before damage passes the limits of his Body levels).

Arsenicum "Arsenic"

Delay: None
Duration: 60 minutes
Damage: -2 Body/5 minutes
Cost: 10 P
Price: 20 P
Resistance Roll: Stamina

A toxic powder fairly typical of a wide range of common poisons available at moderate prices. Most are slow-acting and generally have some kind of a telltale odour, taste, appearance, etc., which gives them away unless they are administered in food or drink. Even then, their presence may not be masked completely.

Dies Irae "Day of Wrath"

Delay: None
Duration: 1 day
Damage: -3 Body/hour
Cost: 2,500 P
Price: 5,000 P
Resistance Roll: Stamina - 50%

A frighteningly vicious poison that kills very, very slowly and it may be administered in sweets and pastries to disguise its taste. There is no known antidote except for a miraculous **Great Healing** once the poison has inflicted sufficient damage to bring about negative Body levels. Victims experience intense gastric distress and also have what seems to be diarrhoea arising from "natural causes" for all the outward signs are that the victim has typhus. In several hours, victims are totally incapacitated. If an antidote is administered before Body levels have fallen to negative levels or if a **Great Healing** is successfully performed before the victim's actual death, he will survive. Survivors suffer a long term reduction of the Body by 10% and also -2 CON for a full year (in the campaign world, that is, not in real time!)

TEXTS

A text is a catch all term for any written work designed to impart knowledge to the reader. These are normally books but they may take other forms such as scrolls (not the same as magical scrolls) carvings on ancient monuments or the headstone of a grave. In fact it is claimed that many of the gothic cathedrals in France are secret texts on hidden wisdom; Fulcanelli claimed that Notre-Dame cathedral contained obscure texts on alchemy in the carvings and bas-relief work.

Each text consists of a number of pages, this may or may not correspond to the number of pages in a book, a page contains as much information that you would find on one page in an average book.

Each text may be of one or many types from tomes of knowledge to grimoires containing the names and information on demons. Each text may contain different types of text, so a book on summoning demons may contain a tome containing the summoning method, another tome covering demon lore and a grimoire.

It is possible to write texts, the number of pages needed is given with each text type description (see below). The total amount of time it takes to write a text on paper depends on the relevant reading and writing skill of the writer and the number of pages in the book. Multiply the number of pages in the book by 100 and divide this by the reading/writing TSC% of the writer. This is the number of hours required to write the book and the maximum number of hours one can spend writing in a day is equal to the writers DISC, though with an exceptionally high DISC this may need to be reduced by the need for sleep.

Copying a text requires half the normal amount of time required to write it. Writing a book gives one experience point per page to the total experience pile when completed and gives priests and mages downtime experience as **performing other duties** and other vocations as **between adventures**. Copying a book just gives the normal amount of experience for normal downtime (i.e. **performing other duties** or **between adventures**).

This of course assumes that you are making notes on a subject rather than making a book intended to impress others. Many books are written to show off ones own knowledge and abilities using calligraphy, good inks and good materials; these books are known as formal texts and can give a great deal of prestige to their writer. A formal text takes 10% more pages and requires ten times the normal amount of time to write, the materials are generally of the best quality (double the cost) and in all cases use the lowest of **Calligraphy & Illumination** or the appropriate **Reading and Writing** skills.



Texts may also be written on other substances, this requires a prerequisite depending on the substance; writing on metal requires **Seal-making, Engraving & Coinage**, wood requires **Carpentry** and **Cabinet Making**, stone requires **Masonry & Stone Cutting** etc.

Writing on these exotic substances takes from double the time for wood to ten times the time for stone.

TYPES OF TEXT

Tomes

(10 pages per Level multiplied by experience given)

Tomes, also known as tomes of knowledge, are texts that are designed to impart knowledge of a specific skill to the reader. Each tome is written to be understood by someone who has a specific degree of skill, for example a book may be written in such a way that it is more use to an expert (Level 15) than a beginning student (Level 1). In this way the book may be nearly useless to certain students but a boon to others.

The Tome is rated for the ideal level that the student will be at the start of their studies and for the amount of bonus experience points that will be gained per day. A Tome described as Level 6 (+5) will give someone using the tome to learn that particular skill to level 6, a bonus of 5 experience points per day of use until the skill improvement has taken place. For every level over or under the ideal level the amount of experience points added is reduced by 1, if the experience points added is 0 or less then the book is no use, it is just too basic or too complex for the student.

This adds to the **between adventures** experience for warriors, thieves and adventures; the **magical research** experience for a mage studying a mode, method or Materia Magica (other wise the **performing other duties** experience is used), **meditating on Acts of Faith** for an appropriate religious text for a priest (or **performing other duties** for other tomes).

Note: All experience gained in Downtime whilst studying a tome may only be spent on the skill the tome is written for and that only one tome can be used each day.

A character can only write a tome he can no longer benefit from, that is the bonus experience plus the level of the tome cannot exceed the skill level of the character. *Table 6.15 – Tomes* shows the number of levels that can be gained from

Reference Texts

(no. of pages equal to the skills DF x 5 x additional levels)

Reference texts are used to aid the reader to perform certain tasks, whether a reference text would be of any use is up to the Gamemaster, in general mental tasks that take several minutes, hours or days to complete could use reference texts.

Reference texts will give a bonus to certain skills in certain circumstances. Frequently inventing spells makes use of reference texts, with a specific text giving a bonus to inventing spells for a specific method. Using artillery type weapons can also benefit from reference texts (using log tables) can also give the bonus if they are available.

The number of pages that a reference text takes up depends on the DF of the skill and the number of levels the text will add. The total pages is equal to **five** times the unmodified DF of the skill multiplied by the number of additional levels given (each level giving a +3 PSF% bonus). E.g. a DF 5 skill giving +3 levels would take 75 pages and give a bonus of +9 to PSF%. The maximum number of pages that can be written in this way is equal to the writer's TSC% on the subject plus half their writing skill. E.g. a 75 page reference text could be written by someone with TSC 50% in the appropriate subject and **Read/Write** of 50%, i.e. $50\% + (50\% / 2) = 75\%$.

Using multiple reference texts is possible, though there is likely to be much duplication. Use the writer's PSF% bonus from the best text first, for the next best text give a bonus of 2% per level to PSF%, for a third best text give a bonus of only 1% per level to PSF%, after that there is no further bonuses. Multiple texts from the same writer are useless as any information given in lesser texts is given better texts, though normally additional information may be added to update the text.

A special case is when a person is attempting to look up specific information in a reference text (such as a certain single in a magical text). In these circumstances the Gamemaster should decide if the information is in the text and make the information is available if it is present.

Other types of text may be used as reference texts with the Gamemaster's approval, the number of levels given is equal to the number of pages / DF of the skill / 10.

Spell texts, Grimoires and Magical Treatises are described in *Chivalry & Sorcery: The Rebirth – Vol II Magicks and Miracles*

Skill Level	1	2	3	4	5	6	7	8	9	10
1	-0	-1	-2	-3	-4	-5	-6	-7	-8	-9
2	-1	-0	-1	-2	-3	-4	-5	-6	-7	-8
3	-2	-1	-0	-1	-2	-3	-4	-5	-6	-7
4	-3	-2	-1	-0	-1	-2	-3	-4	-5	-6
5	-4	-3	-2	-1	-0	-1	-2	-3	-4	-5
6	-5	-4	-3	-2	-1	-0	-1	-2	-3	-4
7	-6	-5	-4	-3	-2	-1	-0	-1	-2	-3
8	-7	-6	-5	-4	-3	-2	-1	-0	-1	-2
9	-8	-7	-6	-5	-4	-3	-2	-1	-0	-1
10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0

TABLE 6.15 – TOMES - EXPERIENCE POINT MODIFIERS

Example:

A tome is rated at Level 5 (+3) and normally gives +3 experience per day of study if the character has skill Level 5; with a skill level of 4 or 6 the tome will give +2 experience (the difference in levels being 1), at skill level 3 or skill level 7 the tome will give only +1 (as the difference is 2 levels) after that the tome will give no additional experience.





BESTIARY

CREATURE DESCRIPTIONS

Creature type: Name of the creature. A **N** after the creature's name shows that the creature has night vision which, unless otherwise stated, is about as good as a human's vision by twilight. Unless otherwise stated night vision has poor colour perception and relies mainly on identifying shapes and outlines.

Weight: Average weight of the creature.

Hgt/Len: Average height and length of the creature, sometimes only length or height will be provided.

Fat: Amount of fatigue points available.

Body: Body rating of the creature.

BAP: Number of base AP's available in the round. For most creatures to this is added the roll of 1D10 to find how many AP's they have. Creatures that are using weapons need to have the AP modifiers for the type of weapon they are using; the modifier for armour has already been taken into account for the armour included in the description.

DT/Sprint: The double time and sprint rates for the creature. For a walking speed assume half the double time rate. Creatures with multiple movement types (i.e. land, swim and fly) have their main movement type listed with alternative movement types listed in brackets. A letter after the movement rate denotes a type of movement other than land; **S** for swim, **F** for fly.

Attack (PSF%) + Base Damage: see Attacks.

MR: Magick Resistance of the creature.

Dodge(40+): Dodge PSF% of the creature, added to BCS 40% to find the TSC%.

Stam(40+): Stamina PSF% of the creature, added to BCS 40% to find the TSC%.

Will(40+): Willpower PSF% of the creature, added to BCS 40% to find the TSC%.

Armour: Type of armour normally worn or the type of protection the creature employs.

S = Slash, C = Crush, P = Pierce, M = Missile and E = Energy: The absorption of the creature's armour against these types of attacks.

Honour: Honour value of the creature (see Experience).

ATTACKS

There are many types of attack ranging from fists through to missile weapons. Each attack has the weapons speed followed by the name of the attack, then followed by the PSF% of the attack in brackets, followed by the base damage and the type of damage.

For example, if the entry for the creature stated **Lgt Claws (20) 2S**.

Lgt: The speed of the attack. **Lgt** is a Natural Light attack; **Med** is a Natural Medium attack and **Hvy** for a Natural Heavy attack.

Claws: The type of attack. If the name is a plural (such as claws as opposed to claw) then two of these attacks may be made using the multiple attack rules.

(20): The PSF% of the attack. This is added to BCS 40% for light and medium attacks and BCS 50% for heavy attacks to find the TSC%.

2S: The amount of base damage and the type of damage. In this example the attack has a base damage of 2 and causes slashing damage. Damage types are **S** (slash), **C** (crush), **P** (pierce), **M** (missile), **E** (energy).

Weapon attacks have a slightly different notation having the word weapon followed by the PSF% in brackets and the damage bonus applied to the weapon for example, **Weapon (10) +2**. Before the PSF% there may be a modifier to the DF of the weapons skill. The BCS% of the skill can be found in the *Chivalry & Sorcery: The Rebirth* (Vol. 1 – Core Rules) in Chapter 5 – Skills. For example a Heflin is using a short sword a DF 4 skill, looking on the skills table a DF 4 skill has BCS 30%, to find TSC% the BCS% is added to the PSF%.

Some creatures have special attacks; these are noted in the creature's descriptions or the creature type description.

EXPERIENCE

The honour value of a creature is used to calculate how many accumulated experience points are earned for defeating them. Many creatures can attack in a group; in this case the honour points are added together. The amount of experience a character receives as his part of defeating a foe is detailed in the section on Experience in Chapter 1 – *Being a Gamemaster*. The honour points are divided amongst the party, normally this will be an even split however the Gamemaster may make an uneven split at their discretion if one of the character's shirked their responsibilities or performed exceptionally.

Honour Points

In previous editions of *Chivalry & Sorcery* each creature had several different types listed, each of varying degrees of power. This edition has only the one listing of a typical member of the species, however very few members of a species will be completely average, most members of a species will deviate from normal in certain ways. Due to this there is a system to modify the honour value of a creature dependant on its abilities.

The creature's unmodified honour value and the ability you wish to raise or lower gives the modifier to honour to adjust the ability by 1 Point. It is unlikely that a creature would have any one of its abilities increased by more than 50% of its original value, or that it would be reduced past 50% of its original value.

Honour Value	+/-1 alters honour by:			
	Body/Fatigue	BAP/Damage	Absorption	PSF% or BMR
1-25	0.1	0.7	0.1	0.1
26-50	0.2	1.2	0.2	0.1
51-100	0.3	1.8	0.3	0.2
101-150	0.4	2.2	0.4	0.2
151-200	0.5	2.7	0.5	0.3
201-300	0.6	3.2	0.6	0.3
301-400	0.7	3.7	0.7	0.4
401-500	0.8	4.3	0.8	0.4
501+	1.1	5.3	1.1	0.5

TABLE 7.1 – HONOUR MODIFIERS

Example:

One particular boar has been noted as being particularly fast in the King's forest, it has evaded capture on several occasions. A boar's basic honour value is 23 and has BAP 12; each increase of BAP would add 0.7 honour, increasing BAP to 15 would add 2.1 to the honour value of the creature (3 X 0.7).



LCAP 30
AUS 50
57

Body

When calculating the Body of a creature or monster you first need to calculate the Base Body. This is calculated by taking the square root of the body mass and then modifying it as follows:

Racial Type	Modifier
Insects	0.50
Fish	1.00
Mammals & Humanoids	1.50
Giants & Trolls	3.00
Undead & Lycanthropes	2.00
Legendary Beasts	3.00
Dragons	4.00
Demons	5.00

TABLE 7.2 – RACIAL MODIFIERS

To this modified Base Body is added one half of Strength Attribute and the Constitution Attribute.

Fatigue

Fatigue is calculated by adding together:

Constitution + Strength or Constitution + Discipline

The modifier as shown in Table 7.2 – Racial Modifiers is then used to modify this base number.

Legendary Creatures

Any creature not found on the following list defaults to insect, fish or mammal (as appropriate), unless they are directly derived from recognised Legends & Myths from historical societies such as Ancient Greece or Ancient Egypt.

Basilisks	Hydras
Centaurs	Manticores
Chimera	Minotaurs
Cockatrices	Pegasi
Gargoyles	Rocs
Gorgons	Unicorns
Griffins	Will o' Wisp
Harpies	Wyverns
Hippogriffs	



THE BESTIARY

Small Creatures of the Woodlands and Grasslands

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Badger ^N	25 lbs	15"/30"	30	30	10	6"/15"	Lgt Bite (18) 2S, Lgt Claws (21) 5S	15	10 PSF%	18 PSF%	15 PSF%	Hide	4	5	3	3	1	6
Bat ^N	1 lb	9"/21"	10	7	10	15"/25"	Lgt Bite (3) 0S maximum damage of 1	10	21 PSF%	0 PSF%	3 PSF%	Skin	0	0	0	0	0	1
Small cat ^N	8 lbs	8"/15"	16	14	12	6"/15"	Lgt Bite (9) 1S, Lgt Claw (12) 1S	10	24 PSF%	0 PSF%	3 PSF%	Hide	0	0	0	0	0	2
Fox ^N	9 lbs	15"/24"	19	17	12	7"/24"	Lgt Bite (6) 2S	10	0 PSF%	10 PSF%	18 PSF%	Hide	1	1	1	1	1	2
Mouse	1/4 lbs	2"/5"	7	3	6	2"/5"	N/A	10	18 PSF%	0 PSF%	1 PSF%	Skin	0	0	0	0	0	0
Rabbit	4 lbs	8"/14"	6	8	10	5"/9"	N/A	10	16 PSF%	0 PSF%	2 PSF%	Hide	0	0	0	0	0	1/2
Rat ^N	1 lb	5"/12"	8	7	9	6"/12"	Lgt Bite (3) 0S doing 1/2 total damage	10	9 PSF%	0 PSF%	0 PSF%	Hide	0	0	0	0	0	1
Squirrel	1/3 lb	2"/7"	6	5	13	7"/12"	Lgt Bite (0) 0S doing 1/2 total damage	10	27 PSF%	0 PSF%	3 PSF%	Hide	0	0	0	0	0	1
Weasel	1 lb	5"/16"	21	17	10	5"/12"	Lgt Bite (18) 1S	10	18 PSF%	0 PSF%	3 PSF%	Hide	0	0	0	0	0	1

^N Creature possesses Nightvision.

Rat: There are many species of rat so this should be used as a rough guideline, most species of rat are competent swimmers and may swim at 2' per AP. Rats can attack in packs, add +2 to the bite PSF% but subtract -3 from Dodge PSF% for each rat in the pack. Roll for each rat individually (or roll for groups of five if groups are of 30+), add together all of the damage inflicted (including the Crit Die, not forgetting that

normal rats halve the total damage) and then subtract the targets' armour. Rats are also likely to carry diseases, and there is a chance that a wound will fester and not heal properly for a long time (at Gamemaster's discretion).



Large Creatures of the Woodlands and Grasslands

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Bear, black	250 lbs	38"/72"	32	47	11	6"/18"	Med bite (23) 12S, Med claws (32) 15S	10	0 PSF%	32 PSF%	21 PSF%	Hide	8	11	7	7	6	19
Bear, brown	425 lbs	42"/78"	41	61	11	6"/18"	Med bite (26) 13S, Med claws (35) 15S	10	0 PSF%	38 PSF%	22 PSF%	Hide	9	13	7	9	6	23
Boar	450 lbs	3'/48"	34	57	12	7'/16"	Med tusk (36) 16P, Lgt hooves (6) 4C	10	0 PSF%	36 PSF%	24 PSF%	Hide	8	12	6	8	5	23
Boar, great	750 lbs	4'/6"	38	69	15	8'/16"	Med tusk (42) 21P, Lgt hooves (9) 5C	10	0 PSF%	48 PSF%	30 PSF%	Hide	8	12	6	8	5	36
Deer, doe	60 lbs	30"/73"	18	25	15	7'/24"	Lgt Hooves (0) 0C	10	24 PSF%	3 PSF%	6 PSF%	Hide	1	0	1	1	1	3
Deer, buck	125 lbs	35"/4"	20	32	16	7'/24"	Lgt Hooves (6) 1C, Med horn (12) 8P	10	21 PSF%	10 PSF%	6 PSF%	Hide	1	0	1	1	1	7
Deer, Great Stag	500 lbs	63"/8"	28	54	22	12'/30"	Med Hooves (30) 9C, Med Horn (42) 21P	10	33 PSF%	48 PSF%	48 PSF%	Hide	3	5	4	4	4	43
Dog	35 lbs	15"/26"	20	23	11	6'/24"	Lgt Bite (10) 4S	10	15 PSF%	10 PSF%	15 PSF%	Hide	1	0	1	1	1	3
Dog, hunting	50 lbs	18"/30"	26	22	11	6'/27"	Med bite (15) 7S	10	15 PSF%	12 PSF%	15 PSF%	Hide	1	0	1	1	1	5
Dog, war	125 lbs	28"/40"	25	35	11	6'/27"	Med bite (24) 11S	10	15 PSF%	18 PSF%	15 PSF%	Hide	2	3	2	2	2	9
Wolf	135 lbs	33"/60"	32	41	16	8'/27"	Med bite (33) 12S	10	18 PSF%	24 PSF%	21 PSF%	Hide	2	3	2	2	3	17
Wolf, alpha	175 lbs	36"/70"	34	43	16	8'/27"	Med bite (36) 13S	10	21 PSF%	27 PSF%	24 PSF%	Hide	3	4	3	3	3	19

Bears: Black and brown bears are both strong swimmers (PSF 20%) and good tree climbers (PSF 30%), though they are slow at climbing.

Boar: Like most pigs, boars are virtually immune to poison, as it is safely absorbed by their thick fatty skin giving a **Stamina** of PSF 100% against poisons. Boars never back down from any threat once roused.

Birds of the Woodlands and Grasslands

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Eagle	8 lbs	36"/66"	26	20	18	25'/50"F	Med beak (18) 4S, Med claws (28) 4S	10	15 PSF%*	9 PSF%	6 PSF%	Feathers	0	0	0	0	0	7
Falcon (peregrine)	2 lbs	16"/33"	20	12	24	25'/65"F*	Lgt beak (10) 0S, Lgt claws (27) 1S	10	27 PSF%*	3 PSF%	6 PSF%	Feathers	0	0	0	0	0	8
Hawk (goshawk)	4 lbs	20"/36"	21	14	18	25'/75"F	Lgt beak (16) 0S, Lgt claws (36) 1S	10	21 PSF%*	9 PSF%	6 PSF%	Feathers	0	0	0	0	0	5
Owl ¹	3 lbs	18"/4"	19	11	15	20'/40"F	Lgt beak (10) -1S, Lgt claws (24)+1S	10	16 PSF%*	0 PSF%	9 PSF%	Feathers	0	0	0	0	0	3
Raven	3lbs	26"/44"	11	8	15	25'/40"F	Lgt beak (6) -1S, Lgt claws (6)+2S	10	20 PSF%*	0 PSF%	6 PSF%	Feathers	0	0	0	0	0	1/2
Song bird	1oz	2'/17"	3	1	15	25'/40"F	Lgt beak (0) 0C maximum damage of 1	10	20 PSF%*	0 PSF%	0 PSF%	Feathers	0	0	0	0	0	0

All birds represented here have speeds listed for flying, their ground speed is 1' walking, they may not move at a faster speed than walking. **Dodge** PSF% is 0% when on the ground and if a grounded bird successfully dodges it may take to the air with no AP cost. Claw attacks may only be made whilst flying or a single claw may be used on a target under double the birds weight.

Serpents of the Woodland

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Constrictor	50 lbs	15'	23	26	9	4'/6"	Med bite (27) 7C, constrict (21) 2FP	15	0 PSF%	21 PSF%	10 PSF%	Scales	2	6	1	1	3	8
Large constrictor	300 lbs	24'	27	44	10	4'/6"	Med bite (33) 9C, constrict (27) 5FP	15	0 PSF%	24 PSF%	13 PSF%	Scales	2	7	1	1	3	14
Adder	2 lbs ²	2'	17	13	11	4'/6"	Lgt bite (24) 0P & 2 poison type PI	15	10 PSF%	13 PSF%	10 PSF%	Scales	1	4	1	1	3	3
Viper	7 lbs	6'	19	16	12	4'/6"	Lgt bite (27) 1P & 3 poison type PIII	15	10PSF%	13 PSF%	13 PSF%	Scales	1	4	1	1	3	5
Large viper	15 lbs	9'	21	20	14	4'/6"	Med bite (39) 12P & 4 poison type PIV	15	10 PSF%	16 PSF%	16 PSF%	Scales	1	6	1	1	3	15

Constrictors: Constrictors after a successful bite may coil round their victim and attempt to suffocate their target. The victim may make one STR AR roll per round to escape (at -15 for the constrictor and -30 for the large constrictor). Each round the attack is made and if successful the target can make a **Stamina** resisted roll or loose the indicated fatigue, if the target passes the **Stamina** check he can make a AGIL AR check to get a hand free. The constrict attack has a BCS 50%, ridged armour such as plate or banded mail protects completely against a constrict attack.



Creatures of the Wetlands and Waterfowl

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Bittern	3lbs	14"		21	C11	14	Lgt Beak (15) 3C	10	5 PSF%	10 PSF%	25 PSF%	Feathers	0	1	0	0	0	3
Little Bittern	11 lbs	2'6"		19	10	14	Lgt Beak (15) 1C	10	15 PSF%	3 PSF%	20 PSF%	Feathers	0	0	0	0	0	2
Duck	6 lbs	18"		12	10	15	Lgt Beak (10) 0C	10	15 PSF%*	0 PSF%	3 PSF%	Feathers	0	0	0	0	0	1
Goose	13 lbs	30"		16	17	12	Lgt Beak (10) 2C	10	10 PSF%*	3 PSF%	3 PSF%	Feathers	0	0	0	0	0	2
Heron	15 lbs	3'		21	14	16	Lgt Beak (25) 4C	10	15 PSF%	5 PSF%	20 PSF%	Feathers	0	1	0	0	0	5
Frog/toad	8 oz	6"		9	6	8	N/A	10	12 PSF%	0 PSF%	0 PSF%	Skin	0	0	0	0	0	0
Beaver	24 lbs	20"/36"		22	24	11	Lgt Bite (5) 3S	10	4 PSF%	8 PSF%	14 PSF%	Hide	0	0	0	0	0	2
Otter	10 lbs	8"/28"		13	14	16	Lgt Bite (8) 0S	10	15 PSF%	5 PSF%	8 PSF%	Hide	0	0	0	0	0	2

Ducks and geese: A duck or goose has a ground speed or 1' walking, they may not move at a faster speed than walking, they may also swim at 2' walking, 3' double time and 5' sprinting. **Dodge** PSF% is 0% when on the ground, if a grounded bird successfully dodges it may take to the air with no AP cost.

Bittern and Little Bittern: These birds are masters of blending into their natural surroundings (assume a Blending into Surrounding skill PSF 65%). The Bitterns booming call may be heard for a great distance.

Frog: The frogs double time and sprint values in brackets are for swimming, the regular values are for hopping.

Beavers: Beavers can swim at double time 5' and sprint 10'.

Otters: The otter is a proficient swimmer and swims at double time 6' and sprint 12'.

Creatures of the Sea

Creature type	Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Fish, Small I	1/2 lb	8"		2	2	11	Lgt Bite (5) -4C maximum 1 damage	10	25 PSF%	0 PSF%	5 PSF%	Scales	0	0	0	0	0	0
Fish, Small II	1 lb	12"		4	4	11	Lgt Bite (7) -4C maximum 3 damage	10	20 PSF%	0 PSF%	5 PSF%	Scales	0	0	0	0	0	0
Fish, Small III	2 lb	18"		5	5	10	Lgt Bite (9) -3C maximum 5 damage	10	16 PSF%	3 PSF%	6 PSF%	Scales	0	0	0	0	0	0
Fish, Medium I	3 lb	20"		6	6	10	Lgt Bite (11) -2C	10	14 PSF%	5 PSF%	6 PSF%	Scales	0	0	0	0	0	0
Fish, Medium II	4 lb	2'		6	6	9	Lgt Bite (13) -1C	10	12 PSF%	5 PSF%	7 PSF%	Scales	0	0	0	0	0	0
Fish, Medium III	5 lb	2'2"		6	6	9	Lgt Bite (14) 0C	10	10 PSF%	6 PSF%	7 PSF%	Scales	0	0	0	0	0	0
Fish, Large I	5-10 lbs	3'-4'		8	8	8	Med Bite (14) 5C	10	9 PSF%	10 PSF%	8 PSF%	Scales	0	1	0	0	1	1
Fish, Large II	11-30 lbs	4'-5'		8	9	7	Med Bite (18) 8C	10	9 PSF%	15 PSF%	9 PSF%	Scales	0	1	0	0	1	2
Small Shark	600 lbs	12'		32	48	12	Hvy Bite (27) 15S	10	9 PSF%	39 PSF%	36 PSF%	Sharkskin	4	5	4	5	3	19
Large Shark	2,500 lbs	25'		36	77	9	Hvy Bite (36) 21S	10	3 PSF%	51 PSF%	42 PSF%	Sharkskin	6	6	6	6	3	29
Great Shark	4,000 lbs	35'		39	92	9	Hvy Bite (39) 24S	10	0 PSF%	54 PSF%	45 PSF%	Sharkskin	7	6	6	6	3	35

Domestic Animals

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Bull	2,000 lbs	5'6"/6'8"		41	97	13	Med horn (27) 11P, Med hooves (10) 14C	10	5 PSF%	45 PSF%	15 PSF%	Hide	2	6	2	2	1	20
Chicken	5 lbs	12"/24"		5	7	10	Lgt Beak (5) -1C	10	20 PSF%	0 PSF%	0 PSF%	Feathers	0	0	0	0	0	-
Cow	850 lbs	4'6"/5'6"		22	60	13	Med horn (12) 7P, Med hooves (5) 10C	10	8 PSF%	27 PSF%	9 PSF%	Hide	1	3	1	1	1	8
Ewe	55 lbs	24"/3'		18	25	11	Head butt (0) 0C	10	9 PSF%	0 PSF%	0 PSF%	Hide	1	1	1	1	1	1
Ferret	4lbs	5"/21"		21	18	15	Lgt Bite (6)-1S with +1 to the Crit Die	10	39 PSF%	3 PSF%*	18 PSF%	Hide	1	0	1	1	1	1
Goat	30 lbs	27"/4'		18	22	12	Med horn (9) 7P	10	18 PSF%	0 PSF%	29 PSF%	Hide	1	1	1	1	1	5
Ram	80 lbs	27"/3'6"		22	30	11	Head butt (12) 5P	10	12 PSF%	6 PSF%	6 PSF%	Hide	1	1	1	1	1	3

See also ducks and geese (creatures and birds of the wetlands)

Chickens: Mainly chickens live on the ground though they are capable of limited flight of 10' per AP at double time and 15' at sprint. Ground speed assumes running. **Dodge** is for when the bird is grounded, assume a **Dodge** PSF 0% in the air.

Ferret: The ferret is immune to any type of petrification, also the ferret is resistant to poisons, treat **Stamina** as a PSF 47% for poisons, and is completely resistant to the poison of the basilisk.



Beasts of Burden and Mounts

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	CCAP	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Donkey	400 lbs	4'10"/5'	28	51	14	12/24"	Lgt bite (1) 0C, Med hooves (4) 9C	190	5 PSF%	15 PSF%	33 PSF%	Hide	1	0	0	1	1	9
Horse, heavy	1,800 lbs	5'11"/7'	36	90	15	12/24"	Lgt bite (3) 1C, Hvy hooves (6) 15C	460	4 PSF%	26 PSF%	23 PSF%	Hide	1	0	0	1	1	18
Horse, medium	1,500 lbs	5'6"/6'10"	43	89	16	12/24"	Lgt bite (3) 2C, Hvy hooves (6) 17C	400	7 PSF%	20 PSF%	23 PSF%	Hide	1	0	0	1	1	21
Mule	1,500 lbs	5'6"/6'10"	41	88	16	12/24"	Lgt bite (7) 2C, Hvy hooves (14) 17C	450	7 PSF%	25 PSF%	23 PSF%	Hide	1	0	0	1	1	23
Oxen	2,000 lbs	5'6"/6'8"	41	97	13	12/24"	Med horn (0*)+4P, Med hooves (0) 11C	600	0 PSF%	45 PSF%	15 PSF%	Hide	2	6	2	2	1	16
Pony	800 lbs	4'8"/6'	27	61	16	12/24"	Lgt bite (0) 0C, Hvy hooves (6) 15C	200	7 PSF%	15 PSF%	23 PSF%	Hide	1	0	0	1	1	15
Mongol Pony	850 lbs	4'2"/5'4"	30	65	15	12/24"	Lgt bite (5) 1C, Hvy hooves (8) 16C	250	6 PSF%	25 PSF%	26 PSF%	Hide	1	0	0	1	1	17
Warhorse, Arabian	1,200 lbs	5'6"/6'4"	36	79	21	12/24"	Lgt bite (10) 1C, Hvy hooves (16) 18C	285	15 PSF%	22 PSF%	23 PSF%	Hide	1	0	0	1	1	27
Warhorse, Light	1,100 lbs	5'5"/6'3"	36	77	17	12/24"	Lgt bite (12) 1C, Hvy hooves (14) 17C	450	12 PSF%	20 PSF%	22 PSF%	Hide	1	0	0	1	1	21
Warhorse, Medium	1,400 lbs	5'5"/6'3"	38	84	16	12/24"	Lgt bite (15) 1C, Hvy hooves (18) 19C	500	12 PSF%	24 PSF%	23 PSF%	Hide	1	0	0	1	1	24
Warhorse, Heavy	1,700 lbs	5'10"/7'	40	91	15	12/24"	Lgt bite (22) 2C, Hvy hooves (28) 21C	600	10 PSF%	30 PSF%	23 PSF%	Hide	1	0	0	1	1	27
Warhorse, V. Hvy	2,000 lbs	6'2"/8'	41	97	15	12/24"	Lgt bite (27) 2C, Hvy hooves (30) 22C	650	10 PSF%	33 PSF%	23 PSF%	Hide	1	0	0	1	1	30

Assume the walking speed of 1/3 double time speeds. All of these beasts of burden have a MR 10. CCAP is the beasts carrying capacity in pounds. Animals trained for riding can pull a cart with a weight of five times their CCAP, or 8 times their CCAP if they are trained to pull a cart. These animals can be trained to pull a cart or for riding. All beasts of burdens bites cause crushing damage.

Exotica

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Woodchuck	15lb	8"/15"	15	16	10	5/10'	Lgt Bite (13) 2C	10	0 PSF%	18 PSF%	16 PSF%	Hide	0	0	0	0	0	1
Lion ^N	550 lbs	4'8"	35	60	16	8/24"	Hvy Bite (24) 20S, Hvy Claws (30) 22S	10	10 PSF%	34 PSF%	24 PSF%	Hide	7	9	7	9	6	34
Lioness ^N	350 lbs	3'6"	32	51	16	8/24"	Hvy Bite (21) 17S, Hvy Claws (27) 19S	10	10 PSF%	34 PSF%	24 PSF%	Hide	7	9	7	9	6	29
Tiger ^N	700 lbs	4'6"	36	66	17	8/24"	Hvy Bite (27) 20S, Hvy Claws (36) 23S	10	21 PSF%	32 PSF%	27 PSF%	Hide	7	9	7	9	6	40
Tigress ^N	400 lbs	3'4"/5'	33	54	17	8/24"	Hvy Bite (24) 18S, Hvy Claws (36) 20S	10	21 PSF%	32 PSF%	27 PSF%	Hide	7	9	7	9	6	34
Mongoose	5 lbs	6"/40"	30	21	17	6/12'	Lgt Bite (39) 3S	15	55 PSF%	21 PSF%	39 PSF%	Hide	1	4	1	1	1	8
Crocodile/alligator	800 lbs	21'1/5"	34	67	6	5/15'	Hvy Bite (18) 14S	10	none	36 PSF%	9 PSF%	Scales	7	7	5	8	3	15
Nile Crocodile	1,400 lbs	24'20"	36	83	6	5/15'	Hvy Bite (21) 15S	10	none	39 PSF%	12 PSF%	Scales	8	8	6	9	3	17

^NCreature possesses Nightvision.

Mongoose: The mongoose is an expert snake killer, snakes have no absorption for armour. A mongoose gains +2 to the Crit Die against snakes; in addition if the mongoose inflicts a critical hit it automatically strikes the neck killing the snake. Some magical creatures have specific vulnerabilities to the mongoose; these described with each creature with vulnerabilities.

Giant Beasts

Creature type	Weight	Hgt/Len	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Badger, Giant ^N	450 lbs	30"/60"	38	59	13	6/15'	Med bite (24) 12S, Med claws (36) 15S	15	6 PSF%	28 PSF%	18 PSF%	Hide	7	10	8	9	5	23
Bee, Giant Drone	6 lbs	1/2"	21	10	10	15/30'F	Lgt sting (10) 0P +2D10 poison	10	12 PSF%	26 PSF%	3 PSF%	Chitin	2	2	1	1	3	2
Bee, Giant Queen	10 lbs	1'6"/3'	27	17	14	15/30'F	N/A	10	27 PSF%	33 PSF%	33 PSF%	Chitin	4	4	3	3	5	1
Centipede, Giant ^N	250 lbs	1'12"	38	38	10	12/16'	Med bite (18) 7P + 7 x venom CP.II	10	0 PSF%	39 PSF%	6 PSF%	Chitin	7	10	9	9	7	11
Crab, Giant	750 lbs	4'8"	38	53	6	6/12'	Hvy Pincers (27) 20C	15	0 PSF%	36 PSF%	12 PSF%	Shell	13	15	16	20	7	26
Eagle, Giant	400 lbs	4'8"	26	49	15	30/60'F	Hvy Beak (21) 16S, Med claws (36) 12S	15	18 PSF%	26 PSF%	24 PSF%	Feathers	1	0	0	1	1	16
Ferret, Giant	125 lbs	20"/80"	38	45	17	8/21'	Med Bite (40) 12S	25	24 PSF%	27 PSF%	27 PSF%	Hide	6	9	10	8	5	27
Rat, Giant ^N	8 lbs	7"/18"	19	15	10	8/15'	Lgt Bite (12) 1S	10	9 PSF%	0 PSF%	6 PSF%	Hide	1	1	1	1	1	1
Spider, Giant	125 lbs	8'9"	49	44	12	8/16'	Med bite (27) 7P + 5 x poison SPV.II	10	20 PSF%	18 PSF%	27 PSF%	Chitin	4	4	4	4	5	15
Hunting																		

^NCreature possesses Nightvision.



Bees, Giant: The giant bees movement is for flying, assume moving on the ground is 3' at a walk, which is their only ground movement rate. The giant bees hive is likely to contain 100-200 giant bees and one or more queen (though even for large hives having more than three queens is rare). If a giant drone bees attack is successful and penetrates the targets armour it will deliver a sting doing a further 2D10 damage, the bee will then fall to the ground incapacitated and die within a few minutes. The giant queen bees have no attack. All giant bees will avoid smoke wherever possible.

Centipede, giant: The giant centipede uses virulent venom, this causes 3D10 damage, with a successful **Stamina** roll causing half damage, a failed **Stamina** roll will incapacitate those of CON 12 or lower. The hard chitin is particularly susceptible to chopping weapons such as heavy swords and all axes; reduce the absorption to those types of weapon by 3.

Humanoids

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Apeman warrior	200 lbs	5'8"	31	44	12	7/10'	Fist (5) 2C, Weapon (18)+4	10	15 PSF%	20 PSF%	7 PSF%	Skin	1	1	1	1	3	10
Arakon assassin ^N	100 lbs	4'6"	34	38	16	8/16'	Weapons (40)+3	10	0 PSF%	20 PSF%	40 PSF%	Cuirbolli	5	7	4	5	7	20
Bugbear ^N	350 lbs	6'6"	34	53	13	8/16'	Weapon -1 DF (31)+3	0	0 PSF%	40 PSF%	40 PSF%	Hides	4	6	4	5	6	14
Elvbane ^N	135 lbs	5'6"	24	35	13	8/16'	Weapon (20)+2	10	15 PSF%	20 PSF%	22 PSF%	Cuirbolli	5	7	4	5	7	16
Elvbane leader ^N	135 lbs	5'6"	29	35	15	8/16'	Weapon (20)+2	10	15 PSF%	20 PSF%	35 PSF%	Cuirbolli	5	7	4	5	7	20
Goblins ^N	145 lbs	5'7"	22	34	13	7/12'	Weapon (15)+0, M wpn (8)+0	0	21 PSF%	2 PSF%	10 PSF%	Leather	3	1	1	2	3	6
Haeflin, commoner	100 lbs	3'7"	22	30	12	8/12'	Weapon (12)+0, Thrown wpn (18)+0	15	24 PSF%	12 PSF%	24 PSF%	None	0	0	0	0	7	7
Haeflin, thief	92 lbs	3'7"	26	29	14	8/12'	Weapon (18)+0, Thrown wpn (24)+0	15	39 PSF%	15 PSF%*	30 PSF%	Leather	3	1	1	2	3	11
Haeflin, warrior	110 lbs	3'8"	28	36	14	8/12'	Weapon (25)+2, Thrown wpn (30)+2	15	30 PSF%	24 PSF%*	36 PSF%	Leather	3	1	1	2	3	114
Haeflin, flindarrell	120 lbs	3'9"	30	38	16	8/12'	Weapon (35)+4, Thrown wpn (40)+3	15	35 PSF%	30 PSF%*	39 PSF%	Cuirbolli	5	7	4	5	7	22
Hobgoblin ^N	200 lbs	6'	26	40	13	8/15'	Weapon (19)+2, M wpn (0)+2	10	21 PSF%	18 PSF%	10 PSF%	Leather	3	1	1	2	3	9
Lizard men	400 lbs	7'	35	56	12	8/12'	Weapon (33)+5, Thrown wpn (24)+5	10	24 PSF%	32 PSF%	26 PSF%	Scales	4	6	4	5	7	21
Ogres ^N	500 lbs	7'	44	66	17	8/14'	Weapon (41)+10	0	0 PSF%	56 PSF%	15 PSF%	Hide	5	7	4	5	6	29
Orcs ^N	203 lbs	6'3"	30	43	12	8/16'	Weapon (19)+1	0	12PSF%	12 PSF%	12 PSF%	Hide	5	7	4	5	6	9
Half Orc ^N	180 lbs	5'10"	27	40	13	8/16'	Weapon (24)+1	0	16PSF%	12 PSF%	18 PSF%	Hide	5	7	4	5	6	10
Great Orc ^N	220 lbs	7'3"	36	49	15	8/16'	Weapon (30)+4	0	15 PSF%	20 PSF%	20 PSF%	Hide	5	7	4	5	6	17
Triton ^N	400 lbs	7'	40	59	13	7/7'	Weapon (42)+5, Thrown wpn (13)+5	20	18 PSF%	30 PSF%	19 PSF%	Scales	7	8	5	5	21	21
Woodwose	270 lbs	6'	36	51	15	8/11'	Weapon (32)+6	45	42 PSF%	33 PSF%*	24 PSF%	Hide	3	5	3	3	7	26

^NCreature possesses Nightvision.

Elvbane: Typically Elvbanes will be in a pack lead by a single Elvbane leader who is indistinguishable from other Elvbanes. All Elvbanes can use magicks with a PSF 2% and a PMF 3 (PSF 5% and PMF 4 for the leader), when in a pack with the leader alive the Magick PMF and PSF% are added together, harnessed and focused by the leader. All Elvbanes can use the Basic Magick - Fire spell **Remove** and the Command spell **Sleep**. In addition the Elvbane leader can cast a number of spells with a total MR equal to the PMF of the pack with a maximum rank equal to the MR given for the PMF. As the pack gets smaller and the ML of the leader drops some spells will become unusable (i.e. the ML of the pack drops below the rank of the spell). The Gamemaster before the game should note the spells the Elvbane pack has. Elvbanes hate sunlight and suffer -10 to all PSF% when in sunlight. Elvbanes, as their name suggests hate elves and will hunt them down wherever they find them.

Haeflin: All Haeflin are subject to the deficiency Gluttonous and the minor phobia of Xenophobia. Haeflin are resistant to many poisons and gain a +10 bonus to **Stamina** when resisting them.

Hobgoblin: Hobgoblins, like their goblin cousins, can see heat. Hobgoblins are sensitive to daylight, but not a severely as goblins; they loose 1 Fatigue per 5 minutes of exposure. Hobgoblins are also denser than water and will sink, they cannot swim and have a minor phobia of large bodies of water.

Lizard men: Lizard men come in two varieties; those that live in the deserts and those that live in the swamps. The swamp dwelling lizard man is able to swim (PSF 51%) and hold their breath for 17 minutes; however, they are subject to dehydration in warm conditions away from water suffering 1 Body per hour in damage. Desert lizard men are resistant to heat and can go for long periods without water; apply -2 to the Crit Die for heat and fire damage. Both types of lizard man are susceptible to cold conditions, which make them sluggish; reduce all PSF% by 1 for every 10 or part degrees below 65 degrees Fahrenheit.

Giant Eagle: The Giant Eagle can use only a single claw attack whilst on the ground.

Bat, Giant: The giant rat can act in a pack using the same rules as given for normal rats (see small creatures of the woodlands and grasslands).

Spider, Giant Hunting: The giant hunting spider hunts using sticky strands to catch their prey, these strands have a BCS 40%, a PSF 18%, treat each strand as having 50 Body which has zero absorption against Slashing and Energy attacks and 5 absorption against all other types of attack, fire damage is tripled. If caught by the strand the target is at -25 PSF% for all physical activities and prevent the target from retreating. The venom of a giant hunting spider (SPV II) causes paralysis, this inflicts 7 + Crit Die or 21 damage on a critical success in damage to fatigue which lasts around an hour, though a successful **Stamina** roll at -13 will reduce the damage and duration by half. If during the venoms duration the character runs out of fatigue they will be incapacitated.

Ogres: Ogres are terribly ugly and imposing, creatures smaller than the ogre (weigh wise) must make a **Willpower** check if they are smaller than the ogre or flee, even if the roll is passed the ogre opponent is at -10 / PSF% to hit the ogre unless the roll was a critical success. Ogres also have a horrific smell; all creatures within 10 feet of the ogre must make a **Stamina** roll or be forced to wretch for three rounds (1/2 AP's). Ogres are unable to climb or swim.

Tritons: Tritons can breathe both air and water and are excellent swimmers (50 PSF%). Tritons can sense direction and find their way with great accuracy whilst underwater. All tritons have innate magical abilities (PMF 36, ML 3, PSF 33%) and have the Command spells **Mesmerise**, **Greater Fear** and **Fear** at all times and also cast pass through the waters (rank 2 water), wet coat (rank 3 water) and pass rock (rank 3 earth) with no fatigue cost.

Woodwose: The Woodwose is a human who has become so attuned to nature that they have effectively become a nature spirit. They guard the woodlands from 'civilised' humans and others who would plunder or destroy their homelands, especially the goblinoid races that are the Woodwose's mortal foes. They are highly skilled in outdoors activities (assume they have 10-15 outdoors skills at PSF 37%) and are particularly adept at climbing (PSF 50%) and are more than adequate swimmers (PSF 35%). Woodwose's can move through undergrowth as if the Plant spell **Open The Way** had being cast at all times, also when using a wooden weapon any item hit will act as if the Plant spell **Warp Wood** had being cast on it (assume a PMF 75, ML 7, PSF 50%), this ruins wooden weapons used to parry and shields which block. Woodwose's are generally peaceful creatures but when roused to a fight act as if they had the advantage Berserker Rage.



Dragons

Most dragons are able to use some kind of magic, the methods listed under the dragon are suggestions and the dragon may learn from any method of magic; in fact a juvenile dragon is likely to have only one or two methods with older dragons having more (Gamemaster's choice or 10% chance of each suggested method).

Most dragons are capable of breathing fire, this is always in a straight line 5' wide and a number of feet wide depending on the dragon; the BCS% is always 40% and is always considered a heavy attack; this is denoted as Fire B(PSF%)D+C R' where B is the number of breaths, PSF% is the PSF% of the attack, D is the damage of the attack (to which a D10 is added), C is the Crit Die bonus and R' is the range of the attack (so Fire 5(42)8+2 30' means the fire has 5 uses, a PSF% of 42, 8 damage (plus the D10, a +2 to the Crit Die and a range of 30'). This fire may be dodged or shielded by an iron shield.

All dragons except the Lindworm can use **Dragon Reek**, which acts as a Basic Magic - Fire spell **Create Noxious Fumes (Sulphur & Brimstone)** which lasts for 3 rounds it is denoted by Reek X (PSF%) Y' where X is the number of reeks available, PSF% is the PSF% of the attack (subtracted from **Stamina**) and Y' is the radius in feet (so Reek 2(28) 15' means the dragon can use two reeks with a radius of 15' and the roll to resist is **Stamina** -28). The reek can be used at any time with no AP cost as a free action.

Amphitere

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Young Amphitere ^N	300 lbs	22'	81	118	13	10/15' (5/15' S)	Hvy Bite (25) 13P + 3 DVI poison uses	20	27 PSF%*	27 PSF%	21 PSF%	Scales	7	6	7	9	5	55
25-100 years old	-	-	-	-	-	(30/50' F)	Reek 2(21) 10', Constrict (19)+17	-	-	-	-	-	-	-	-	-	-	-
Adult Amphitere ^N	700 lbs	33'	85	157	14	10/15' (5/15' S)	Hvy Bite (34) 17P + 4 DVI poison uses	20	24 PSF%*	30 PSF%	24 PSF%	Scales	9	8	9	11	6	100
100-500 years old	-	-	-	-	-	(30/60' F)	Reek 2(28) 15', Constrict (28)+19	-	-	-	-	-	-	-	-	-	-	-
Old Amphitere ^N	1,250 lbs	44'	90	196	14	10/15' (5/15' S)	Hvy Bite (42) 19P + 5 DVI poison uses	20	18 PSF%*	39 PSF%	36 PSF%	Scales	13	12	13	15	7	175
500-1000 years old	-	-	-	-	-	(30/70' F)	Reek 3(35) 20', Constrict (42)+21	-	-	-	-	-	-	-	-	-	-	-

^N Creature possesses **Nightvision**.

Amphitere: In addition to the standard dragon abilities and limitations the Amphitere's bite has a striking distance of half its length. Amphitere after a successful bite may coil round their victim and attempt to suffocate their target. The victim may make 1 STR AR roll per round to escape. Each round the attack is made and if successful the target can make a **Stamina** resisted roll or loose the indicated fatigue, if the target passes the **Stamina** check he can make a AGIL AR check to get a hand free. In addition the Amphitere can attempt to C the target, inflicting the listed Base Damage + Crit Die in crushing damage, this is considered a heavy attack. The constrict attack has a BSC of 50%, ridged armour such as plate or banded mail protects against a constrict attack from an Amphitere if the damage inflicted is insufficient to breach the armour. A successful bite attack means that a poison may be injected; a total of four poison uses can be stored in the Amphitere's poison glands, each dose taking six hours to renew.

Firedrakes

Creature type	Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Young Firedrake ^N	1,000lbs	33'	98	186	16	12/21' (30/70' F)	Hvy Bite (39) 24S, Fire 4(21)12+1 20'	30	33 PSF%*	36 PSF%	33 PSF%	Scales	10	9	10	12	6	230
25-100 years old	-	-	-	-	-	(2/5' S)	Hvy Claws (45) 21S, Reek 2(14) 20', Hvy tail (36) 12C	-	-	-	-	-	-	-	-	-	-	-
Adult Firedrake ^N	6,000lbs	66'	104	375	17	12/21' (40/90' F)	Hvy Bite (51) 28S, Fire 5(42)18+2 30'	30	36 PSF%*	42 PSF%	42 PSF%	Scales	12	11	12	14	7	525
100-1000 years old	-	-	-	-	-	(2/5' S)	Hvy Claws (57) 24S, Reek 2(21) 25', Hvy tail (45) 22C	-	-	-	-	-	-	-	-	-	-	-
Old Firedrake ^N	20,000lbs	100'	110	633	17	12/21' (50/100' F)	Hvy Bite (59) 31S, Fire 7(60)24+3 40'	30	39 PSF%*	48 PSF%	51 PSF%	Scales	14	12	14	16	7	1,210
1000-5000 years old	-	-	-	-	-	(2/5' S)	Hvy Claws (72) 27S, Reek 3(28) 30', Hvy tail (57) 25C	-	-	-	-	-	-	-	-	-	-	-

^N Creature possesses **Nightvision**.

Many dragons are able to utilise potent dragon venoms; these potent venoms burn and sear and even touching them causes burning and pain. The venom may be resisted by making a **Stamina** skill roll at a penalty depending on the strength of the venom; resisting the poison halves the damage taken, a further roll to resist is made after five minutes if this is passed then the venom has run its course and has no further effect. None of the dragon venoms have any delay, their listed damage is caused directly to body for a full ten minutes in addition the venom will incapacitate someone with lower than the stated constitution. The venom is a contact poison and can be absorbed through the skin.

There are three types of dragon venom all noted as DV with a strength number from 1-3 (roman numerals are used so the venoms are shown as DVI to DVIII)

DVI: Resisted: **Stamina** - 25; Damage: 4 Body per minute; Incapacitated: CON 14 or lower.

DVII: Resisted: **Stamina** - 33; Damage: 6 Body per minute; Incapacitated: CON 15 or lower.

DVIII: Resisted: **Stamina** - 49; Damage: 9 Body per minute; Incapacitated: CON 17 or lower.

A dragon's blood contains dragon venom (DVI), so even coming into contact with a dragons blood may kill. This is of particular note as eating the fresh heart of the dragon can give certain powers; however the consumer will get poisoned in the process.

Amphitere make excellent climbers and can automatically climb anything that will support their weight provided the surface is not completely smooth. The dodge rating is for in the air, **Dodge** is at -10% to PSF% on the ground or in water. Amphitere have no legs and cannot jump; Amphitere are sluggish in cold weather, -1 to BAP for every degree below 20°C. Amphitere heal at 5% per day. Amphitere are gullible and are easily fooled.

All Amphitere are magical creatures that can use spells in the Hex-Master Mode, young Amphitere (PMF 16, ML 1, PSF% 15) have 9 spells, adult Amphitere (PMF 28, ML 2, PSF% 23) have 21 spells and old Amphitere (PMF 37, ML 3, 30 PSF%) have 33 spells; these are normally from the Methods of Basic Magick - Air, Arcane, Divination, Illusion and Wards.



Firedrake: In addition to the standard dragon abilities and limitations a Firedrake's bite can strike up to a third of its body length and up to its full length with its tail. A Firedrake can leap up to a third of its length +1D10¹ whilst running and can leap out of the water up to a quarter of its length. Firedrakes heal at 10% per day. The listed **Dodge** is for flying, the ground **dodge** is PSF 0%. Firedrakes have great difficulty in climbing (PSF 0%) and usually fly over obstacles. Firedrakes are immensely arrogant and vain and tend to amass great treasures, old dragons frequently having over a ton of gold in addition to other treasure!

Gulvere

Creature type	Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Young Gulvere ^N	200 lbs	20'	72	101	12	10/12' (4/8' S)	Hvy Bite (18) 24P + 3DVI, Fire 2(18)8+1 15	15	0 PSF%	16 PSF%	22 PSF%	Scales	5	4	5	7	4	55
25-100 years old	-	-	-	-	-	-	Constrict (18)+5, Reek 2(21) 10'	-	-	-	-	-	-	-	-	-	-	-
Adult Gulvere ^N	750 lbs	35'	79	158	13	10/12' (4/10' S)	Hvy Bite (27) 28P + 4DVI, Fire 3(21)12+2 20'	15	0 PSF%	25 PSF%	31 PSF%	Scales	7	7	7	9	5	85
25-100 years old	-	-	-	-	-	-	Constrict (24)+7, Reek 2(35) 15'	-	-	-	-	-	-	-	-	-	-	-
Old Gulvere ^N	2000 lbs	50'	86	231	14	10/12' (4/8' S)	Hvy Bite (36) 32P + 5DVI, Fire 4(33)16+2 25'	15	0 PSF%	37 PSF%	40 PSF%	Scales	10	9	10	11	6	170
25-100 years old	-	-	-	-	-	-	Constrict (30)+10, Reek 3(28) 20'	-	-	-	-	-	-	-	-	-	-	-

^NCreature possesses **Nightvision**.

Gulvere: In addition to the standard dragon abilities and limitations a Gulvere can strike with its bite at up to a third of its bodies length, after that the Gulvere can follow up with either or both its poison (free action) and constriction attack (additional heavy attack, see Amphitere). Gulveres heal at 5% per day. Gulveres have no legs and cannot jump, they are uncomfortable and become quickly exhausted in warm temperatures, (-1 to all PSF%'s for every 10 degrees above 20°C, reduce Fatigue points by 1% per degree above 27°C.

Gulveres are really dumb, they are both gullible and gluttonous. Young Gulveres have a minor fear of giant ferrets and mongooses, older Gulvere are still weary of them, and these creatures can uses their abilities that they normally use against snakes and basilisks against the Gulvere except for an instant kill on a critical hit. The Gulvere can breath underwater.

Lindworm

Creature type	Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Young Lindworm	900 lbs	18'	71	164	16	15/27'	Hvy Bite (18) 13S, Hvy Claw (18) 15S	10	19 PSF%	21 PSF%	15 PSF%	Scales	6	4	3	3	4	55
25-100 years old	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Adult Lindworm	1600 lbs	24'	75	206	17	18/30'	Hvy Bite (27) 15S, Hvy Claw (27) 19S	10	27 PSF%	27 PSF%	24 PSF%	Scales	7	5	4	6	5	80
25-100 years old	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Old Lindworm	2000 lbs	27'	80	228	17	18/33'	Hvy Bite (33) 19S, Hvy Claw (36) 22S	10	27 PSF%	33 PSF%	30 PSF%	Scales	7	5	4	6	5	135
25-100 years old	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

^NCreature possesses **Nightvision**.

Lindworm: In addition to the standard dragon abilities and limitations the Lindworm can strike with its bite up to a third of its body length; the Lindworm's claws are considered a polearm for the purposes of bashing; if a Lindworm manages to bash with its claws it can follow up with a bite at the cost of 2 FP in the same action with no AP cost. Lindworms are bipedal hunters (having a similar stance to a tyrannosaurus rex, but without any arms) and are quite skilled in this area having the skill of tracking at PSF 31-46%. Lindworms are able to heal at 5% per day and are immune to disease; they are barely intelligent and tend to act instinctively and aggressively.

Lindworms cannot climb but can swim (PSF 30%) though they are nervous of large bodies of water, and may well refuse to cross large areas of water such as great lakes and the ocean.

Lindworms are able to utilise magick in the Hex-master Mode, young Lindworms (PMF 6, ML 1, PSF 5%) have 3 spells available; adults (PMF 15, ML 1, PSF 10%) have 7 spells and old Lindworms (PMF 24, ML 2, PSF 16%) have 13 spells available, frequently these spells are non-offensive in nature from Command, Divination, Basic Magick - Earth and Wards.

Firedrakes are accomplished magick users using the Fire Elemental Mode of magick, young firedrakes (PMF 33, ML 3, PSF 21%) having 21 spells, adult firedrakes (PMF 51, ML 5, PSF 42%) having over 41 spells, old firedrakes (PMF 72, ML 7, PSF% 54) having over 71 spells; these spells can normally be chosen from the methods of Basic Magick - Air, Arcane, Divination, Basic Magick - Earth, Basic Magick - Fire, Illusion, Transcendental, Wards and Basic Magick - Water.

Gulveres can use magick using the Hex-master Mode; young Gulvere (PMF 6, ML 1, PSF 5%) have 3 spells, Adults (PMF 15, ML 1, PSF 10%) have 9 spells, old Gulvere (PMF 34, ML 2, PSF 24%) have 18 spells; these spells are normally from the methods of Arcane, Command, Divination, Earth, Fire, Illusion, Wards and Basic Magick - Water.



Sea Dragon

Creature type

Young Sea dragon^N
25-100 years old
Adult Sea dragon^N
100-1000 years old
Old Sea dragon^N
1000-5000 years

Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage
1250 lbs	30'	88	196	15	5'/15' S	Hvy Bite (30) 20S, Fire 3(18)12+1 20'
-	-	-	-	-	-	Reek 2(14) 20', Hvy tail (22) 16C
5000 lbs	60'	92	340	16	5'/18' S	Hvy Bite (42) 24S, Fire 4(27)15+1 25'
-	-	-	-	-	-	Reek 3(21) 30', Hvy tail (34) 22C
11000 lbs	30'	96	479	17	5'/15'	Hvy Bite (54) 27S, Fire 5(36)18+2 30'
-	-	-	-	-	-	Reek 4(28) 40', Hvy tail (43) 27C

^NCreature possesses Nightvision.

Sea Dragon: In addition to the normal dragon special abilities and limitations the sea dragon can strike with its bite up to a third of its body length. Sea dragons are cumbersome on land; they move at only 5' per AP and may not dodge when out of water. Sea dragons heal at 10% per day, they can neither climb nor jump.

Sea dragons are capable of using magick in the Water Elemental Mode: young Sea Dragons (PMF 27, ML 2, PSF 18%) and have 13 spells, adult sea dragons (PMF 37, ML 3, PSF 24%) and have 26 spells, old sea dragons (PMF 52, ML 5, PSF 40%) have 45 spells; these spells are normally chosen from Basic Magick - Air, Arcane, Command, Divination, Basic Magick - Earth, Basic Magick - Fire, Illusion, Transcendental, Wards and Basic Magick - Water.

Swamp Dragon

Young Swamp dragon^N
25-100 years old
Adult Swamp dragon^N
100-1000 years old
Old Swamp dragon^N
1000-2000 years old

Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage
875 lbs	24'	88	173	16	10'/18' (5'/15' S)	Hvy Bite (27) 20S, Fire 3(18)12+1 15'
-	-	-	-	-	-	Hvy tail (15) 16C, Reek 2(14) 20'
4000 lbs	48'	92	310	17	10'/18' (5'/15' S)	Hvy Bite (36) 24S, Fire 4(27)15+1 20'
-	-	-	-	-	-	Hvy tail (24) 19C, Reek 3(42) 30'
9000 lbs	24'	96	439	17	10'/18' (5'/15' S)	Hvy Bite (48) 27S, Fire 4(36)18+2 25'
-	-	-	-	-	-	Hvy tail (30) 22C, Reek 4(54) 40'

^NCreature possesses Nightvision.

Swamp Dragon: In addition to the normal dragon advantages and limitation the Swamp Dragon can strike with its bite at up to a third of its length, and can jump a third of their length +1D10' whilst running, a quarter that from standing. Swamp Dragons heal at 10% per day and are immune to disease. The dodge rating is for swimming, Dodge is PSF 0% on land; also they cannot climb at all. Swamp Dragons are will full, arrogant and impulsive.

Swamp Dragons are able to use magick in the Hex-master Mode: young Swamp Dragons (PMF 25, ML 2, PSF 14%) have 9 spells. Adults (PMF 37, ML 3, PSF 24%) have 21 spells, old Swamp Dragons (PMF 52, ML 5, PSF 55%) have 45 spells; these spells are normally chosen from the methods Basic Magick - Air, Arcane, Command, Divination, Basic Magick - Earth, Basic Magick - Fire, Illusion, Transcendental, Wards and Basic Magick - Water.

Wyvern

Creature type

Young Wyvern
5-10 years old
Adult Wyvern
10-50 years old
Old Wyvern
50-100 years old

Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage
600 lbs	27'	70	140	15	15'/21' (30'/50' F)	Hvy Bite (18) 14S, Fire* 3(12)6+1 10'
-	-	-	-	-	-	Hvy Claws (18) 16S, Reek 2(21) 10', Med sting (13) 4P
2000 lbs	27'	76	226	17	18'/24' (30'/50' F)	Hvy Bite (27) 17S, Fire* 4(21)9+1 15'
-	-	-	-	-	-	Hvy Claws (27) 20S, Reek 2(28) 15', Med sting (17) 5P
3000 lbs	33'	81	270	17	18'/24' (30'/50' F)	Hvy Bite (39) 20S, Fire* 5(30)12+1 20'
-	-	-	-	-	-	Hvy Claws (36) 24S, Reek 2(21) 10', Med sting (23) 7P

MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
20	23 PSF*	30 PSF*	27 PSF*	Scales	8	7	8	9	6	120
-	-	-	-	-	-	-	-	-	-	-
20	29 PSF*	36 PSF*	36 PSF*	Scales	9	9	10	10	7	265
-	-	-	-	-	-	-	-	-	-	-
20	35 PSF*	42 PSF*	45 PSF*	Scales	10	11	12	12	7	545
-	-	-	-	-	-	-	-	-	-	-
20	32 PSF*	36 PSF*	36 PSF*	Scales	10	7	7	9	7	215
-	-	-	-	-	-	-	-	-	-	-



Wyvern: In addition to the normal dragon advantages and limitations the Wyvern can strike with its bite at up to a third of its body's length. A wyvern may leap into battle up to 16x1D10' kicking with its claws, this adds 2 to the damage and has a base bash chance of 1% of the wyvern's weight – the target's weight.

Some Wyverns use a poison gas attack instead of a fire attack; some use both (increase honour value by 10%). The poison gas attack has the same number of uses, PSF% and area of effect as the fire attack and has the same effect as DVI (young) or DVII (adult or old); an AGILAR roll-PSF% of the attack may be made to hold ones breath to avoid the effects. Wyverns heal at 5% per day and are immune to disease.

Demons

Though there are a great variety of demons in hell all demons have certain common traits. All demons are cunning, untrustworthy ruthless and cruel, even if a demon is normally dim-witted the intellect and wisdom ratings of a demon are at least 19 when plotting the downfall of a mortal soul. All demons are immortal (unless slain) and cannot be slain by a normal weapon (a weapon must be enchanted or blessed or magic or faith may be used) though a normal weapon will injure a demon if the demon is reduced to zero Body it returns to hell. If summoned the demon can always speak the language of its summoner, a demon can also speak Mabrahoring, the language of demons and probably a few other languages. All demons are immune to fire, magical or otherwise. Normal weapons (+3 and lower quality) do half damage to demons, as they are supernatural creatures.

Demons may never enter consecrated ground but will try to destroy consecrated ground by indirect means; the only exception to this is the possessor that can enter if in the possession of a mortal body, however the mortal may immediately attempt to regain control of their body (using a Willpower contest as given below). Holy symbols hurt a demon if they come into contact (5 Body points of damage, with no absorption). A demon may attempt to knock aside a holy symbol or circle around it; holy water also causes damage to a demon (1D10 damage directly to Body with no absorption); even the words from holy texts cause the demon pain (a demon must make a Willpower check at -20% or the Faith PSF% of the speaker, whichever gives a higher penalty).

All demons have the personality defect of overconfident, often underestimating mortal opponents. Demons may only enter our world by invitation, either through summoning or by accident, a glutton may accidentally invite a demon of gluttony by the mere fact that a meal is purely for pleasure rather than sustenance, the same goes for demon of lust which may attempt to possess one who has sex for pleasure rather than for love (naturally being married in the eyes of god prevents this). In these cases of accidental summoning the demon will attempt to possess the person rather than appear in a more material form.

All demons are able to possess a mortal, though the type of demon known as a possessor is much better suited to this than other demons. In order to possess a mortal the demon and its target must make a Willpower check. The target gets a bonus of 1% per point of Piety they have and the demon gets the same amount as a penalty. If the demon passes whilst the target fails the demon gains control of the body, if both fail the demon may attempt to possess the character again next round, if the target succeeds where the demon fails that particular demon cannot attempt to control that mortal again; in the event that both succeed then the one with the highest Crit Die wins the contest (ties lead to a stalemate for the turn) the demon may attempt to possess the character again, or the character may attempt to break free in a number of days equal to 10 less their Crit Die. A demon may leave a possessed body of its own free will or it may be exorcised, if the target critically failed on its resist roll then the demon gains +20% to resist an exorcism, the demon also gains +20% to resist exorcism if the demons possession roll was a critical successes. Likewise normal armour (+3 quality armour or lower) only has half its normal absorption against a demons natural weapons (such as claws).

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Imp ^N	55 lbs	3'	30	57	14	6'/12' (12'/24' F)	Weapon (15)+0, Lgt Claw/bite (19) 4S	20	25 PSF%	6 PSF%	20 PSF%	None	0	0	0	0	0	24
Malebranche ^N	100 lbs	5'	47	81	14	8'/16' (16'/30' F)	Weapon (27)+4, Med Claw/bite (27) 11S	15	18 PSF%	27 PSF%	23 PSF%	Hide	5	7	4	5	7	22
Demon Warrior ^N	400 lbs	7'	59	139	16	10'/20'	Weapon (50)+10, Med Claw/bite (46) 15S	20	10 PSF%	50 PSF%	29 PSF%	Hide	12	9	9	11	7	152
Possessors	105 lbs	4'	39	80	10	6'/12'	Acidic touch (BSC 40 + PSF% 15) 8*	20	0 PSF%	45 PSF%	30 PSF%	Skin	3	1	1	2	3	60
Demon, Anger ^N	175 lbs	6'	54	101	16	10'/20'	Weapon (47)+5, Med Claw / bite (40) 11S	20	30 PSF%	30 PSF%	35 PSF%	Skin	9	9	9	9	5	150
Deamon, Avarice ^N	200lbs	6'	42	99	16	10'/20'	Weapon (27)+3, Med Claw (26) 10S	20	25 PSF%	30 PSF%	35 PSF%	Skin	9	9	9	9	5	125
Demon, Envy ^N	120 lbs	5'6"	42	83	16	10'/20'	Weapon (27)+3	20	30 PSF%	29 PSF%	35 PSF%	Skin	9	9	9	9	5	105
Demon, Gluttony ^N	800 lbs	6'	51	176	10	10'/N/A	Weapon (27)+3, C (see text)	20	0 PSF%	40 PSF%	35 PSF%	Skin	9	9	9	9	5	125
Demon, Lust ^N	120 lbs	5'6"	42	83	17	10'/20' (16'/35' F)	Weapon (27)+3	20	30 PSF%	30 PSF%	35 PSF%	Skin	9	9	9	9	5	120
Demon, Pride	175 lbs	6'	42	83	16	10'/20'	Weapon (27)+4	20	25 PSF%	30 PSF%	37 PSF%	Skin	9	9	9	9	5	125
Demon, Sloth ^N	200 lbs	6'	41	100	10	10'/N/A	Weapon (27)+3	20	0 PSF%	30 PSF%	35 PSF%	Skin	9	9	9	9	5	90
Demon, Fire ^N	1400 lbs	12'	68	232	19	10'/20' (20'/40' F)	Weapons (70)+12, Hvy Claws (68) 24S	25	30 PSF%	64 PSF%	41 PSF%	Hide	15	13	14	15	9	425
Chevaliers de l'Enfer ^N	650 lbs	8'4"	71	174	20	10'/20'	Weapon (60)+15, hurled wpn. (55)+14	30	36 PSF%	64 PSF%	47 PSF%	Hide	14	11	11	13	7	445
The Powers ^N	900lbs	9'	75	200	22	10'/20'	Weapon (69)+19, M wpn. (64)+16	35	45 PSF%	76 PSF%	54 PSF%	Hide	18	15	14	20	11	690
The Principalities ^N	1100 lbs	10'	75	215	23	10'/20'	Weapon (85)+24, M wpn. (77)+22	50	51 PSF%	88 PSF%	70 PSF%	Hide	20	16	15	24	13	1070

^N Creature possesses Nightvision.



Demon of Anger: A Demon of Anger's **Nightvision** will work in complete darkness and even in magical darkness. An un-enchanted, un-blessed weapon striking a demon of anger has a 25% chance of shattering, the weapon will cause normal damage for that strike (as opposed to half damage) but will be completely useless thereafter. A Demon of Anger has the ability to seize the soul of any intelligent creature that has killed in anger, the victim must make a **Willpower** roll at a penalty of -20% to TSC% or die instantly, their soul dragged straight to hell. A Demon of Anger may grant wishes that directly relate to anger and ferocity (e.g. negating a phobia to attack the object of your fears); this ability to grant wishes costs the demon nothing and is often freely used to gain the trust of mortals and bring the target closer to being damned. This demon cannot use any of its powers on a pacifist or on someone who never loses his temper. Demons of Anger tend to be too impatient to climb (PSF 10%) and are completely unable to swim but cannot drown. Demons of Anger are all accomplished magick users and use the Hex-master Mode of magick (PMF 66, ML 6, PSF 35%) and have the Arcane spell **Arcane Shield**, all spells of Command up to MR 6 and all Illusion spells to MR 5. The Demon of Anger is particularly proficient at casting the Command spell **Berserker Rage** gaining a bonus of +60% to target the spell and +60% to their PSF% to cast the spell and to reduce the resistance of the target, in addition the spell is cast at half the normal Fatigue cost and has a duration ten times the normal duration.

Demon of Avarice: The Demon of Avarice plays on the mortal desire to accumulate wealth and can grant wishes that lead to a mortal to gaining wealth in order to place the mortal's soul in further jeopardy. A Demon of Avarice's **Nightvision** works in complete darkness and even magical darkness will not affect the demon. Demons of Avarice are good magick users (PMF 66, ML 6, PSF 35%) and can use the Arcane spell **Arcane Shield**, all spells of Command to MR 6 and all Illusion spells to MR 5. The Illusion spell **Faerie Gold** be cast with a bonus of +60% to PSF% and, in addition the spell cannot be dispelled, even by the touch of iron. If a wish has been willingly granted to a mortal who turns against a Demon of Avarice the turncoat gains a -25% to hit or target the demon, a magical side effect of the wish known as "gratitude". The Demon has the ability to seize the soul of anyone illicitly acquiring the wealth or positions of another providing they have not already being justly punished for the crime; the victim must make a **Willpower** check at -20% to TSC% or die instantly, their soul being sent straight to hell. A Demon of Avarice cannot use any of its powers against anyone who is generous towards others, though giving away money for the sake of gaining immunity to these demons only cause them to pay more attention and have no other effect. Demons of Avarice cannot swim but cannot drown and may attempt to cross water if the situation is desperate; the demon can climb but not very well (PSF 5%).

Demon of Envy: The Demon of Envy's **Nightvision** works in complete and even magical darkness. The Demon of Envy is an accomplished magick user using the Hex-master Mode (PMF 66, ML 6, PSF 35%) and can use the Arcane spell **Arcane Shield**, all spells of Command to MR 6 and all Illusion spells to MR 5. This type of Demon is particularly adept at casting the Illusion spell **Disguise** and the spell is cast with a bonus of +60% to PSF% and targeting, in addition the target will believe the illusion real if they fail a WIS AR at -35%. A Demon of Envy has the ability to grant wishes at will that directly relate to the persons sense of envy. Any attack made against them is at a penalty of -15% to hit if the attacker has been the recipient of a wish. The Demon of Envy has the ability to seize a person's soul if they have killed another being through envy; the victim must make a **Willpower** roll at -20% to TSC% or be instantly slain, their soul rendered from their body and dragged to hell. The Demon of Envy's powers are completely ineffective against those who are content with their life. Demons of Envy are capable of climbing (PSF 10%) but are unable to swim, though they cannot drown.

Imp: The imp is the lowest type of demon; they are cowardly (which overtakes their natural overconfidence when applicable) and can be killed with weapons coated in silver (solid silver is to soft to be used as a weapon). They hate sunlight though it does them no harm. An imp's night vision works even in complete darkness; imps are agile climbers (PSF 30%) but they would rather fly as they find it easier; imps cannot swim but can drown (drowning banishes them to hell). Imps are rather smart and can show a great deal of intelligence and ingenuity (INT 11-15), in fact imps can outsmart many demons higher in the pecking order, but experience generally teaches them to stay quiet. All imps are magick users (PMF 34, ML 3, PSF 17%) using the Hex-master Mode of magick and have all MR 1 Divination, Basic Magick - Fire and Illusion spells; the imp also has access to the Arcane spells **Arcane Shield** and Command spell **Sleep** though imps are not necessarily restricted to this list.

Malebranche: Malebranche are the commonest demon type; they are completely without fear to the point of being immune to magical fear and never have any type of phobia, they have a lust for combat and will attack nearly anything. Malebranche make good climbers (PSF 20%) but almost never have any other useful skills other than their combat abilities. Malebranche are particularly susceptible to damage from divine sources, taking double the normal damage from holy symbols and holy water, other holy weapons have their base damage doubled against the Malebranche, a Malebranche will never simply suffer the damage to strike aside a holy symbol but will find other ways to neutral their effects. If a Malebranche is in possession of a mortal and enters holy ground they will immediately be forced from the body.

Demon Warrior: A warrior Demon's **Nightvision** works even in complete darkness. Demon warriors radiate Fear constantly (as per the command spell) and are magick users (PMF 45, ML 4, PSF 25%) using the Hex-master Mode; they have all Command spells up to MR 4, all Basic Magick - Fire spells to MR 3 and all Illusion spells to MR 2. In addition a Demon Warrior will know the Arcane spell **Arcane Shield**; it is incredibly rare that a Demon Warrior will deviate from these spells though it is possible for them to learn more. If a Demon Warrior casts the Command spell **Fear** it enhances the spell already in effect giving the continuous fear spell a bonus of +20% to PSF% for the spell only. Normal weapons (i.e. un-enchanted and unblessed weapons with a quality of +3 or lower) that strike the Demon Warrior have a base 25% (-5% per +1 quality or +5% per -1 quality) of shattering and becoming useless, if the weapon does shatter it will inflict its full damage as opposed to half damage but it will then become useless. The Demon warrior is completely without fear and is immune to all kinds of fear, even magical fear. Demon warriors are difficult to control but once control is established they are easy to command, if controlled they will never attempt to pervert the meaning of a command (at least intentionally and they are quite bright). Demon warriors are incapable of swimming but will cross water if necessary as they cannot drown; they can also climb but not very well (PSF 5%) and are more likely to attempt to smash their way through obstacles.

Possessor: A possessor is the master of demonic possession and receives a bonus of +30% to his PSF% and +1 to the Crit Die when attempting a possession or resisting being expelled from a body, in addition attempting to exorcise a possessor is at a penalty of -30% to their TSC%. A possessor's touch is acidic and can eat away most materials (except glass and some other acid resistant materials). The touch of a possessor causes 8 + Crit Die points of damage (if it is an attack) this is reduced by Energy absorption. A weapon which causes damage to a possessor will lose 1 point of quality (so a standard +0 weapon will become -1) until the weapon is reduced to -5 quality when it is destroyed, up to three levels of quality can be restored by simply sharpening the weapon or performing maintenance on blunt weapons (requires a weapons skill roll and one hour per +1 restored up to the normal level). Possessors have many skills at their disposal (up to 10 with PSF 25-35% and up to 25 with PSF 0-24%) that are often used so that they can blend in with the society they attempt to infiltrate. Possessors dislike physical combat and avoid it at all costs; their natural forms are a four foot high blob of protoplasm which lends itself neither to climbing or swimming, tasks which are impossible in the possessors natural form, they can learn the skills and use them when in possession of a host. Possessors are magick users using the Hex-master Mode (PMF 60, ML 5, PSF 30%) and have the Arcane spells **Arcane Shield** and **Mana Bolt**; they have all Command spells up to MR 6 and all spells of Illusion up to MR 6; they often learn additional spells typically having 6-12 additional spells from Arcane, Transcendental or Basic Magick - Fire.



Demon of Sloth: This demon's **Nightvision** works in complete darkness as well as magical darkness. Demons of Sloth are users of the Hex-master Mode of magick (PMF 66, ML 6, PSF 35%) and have the Arcane spell **Arcane Shield**, all spells of Command up to MR 6 and all Illusion spells to MR 5. When the Demon of Sloth casts the Command spell **Sleep** it is with a +60% bonus to targeting and PSF%, in addition the spell will last for a full day. Demons of Sloth have the ability to grant wishes that directly relate to the targets sense of sloth and inactivity; this ability has no cost to the demon. This Demon has the ability to make others underestimate its power; anyone attacking the Demon must make a **Demon Lore** roll or be duped into underestimating the demon's powers leading to a -10% penalty to all attack and defence PSF%. The Demon of Sloth has the power to directly seize a persons soul if they have done nothing for themselves for the period of a whole week; the victim must make a **Willpower** roll -20% or be instantly slain, their soul sent straight to hell. A Demon of Sloth is unable to use any of their powers against one who works willingly and to the best of their abilities. Demons of Sloth can neither climb nor swim, though they cannot drown.

Demon of Fire: The Demon of Fire is surrounded by a fiery aura which causes 18 + Crit Die of damage to anyone who comes within 10 feet of the demon, this damage is applied whenever anyone enters the aura and at the beginning of each round. This fiery aura illuminates the surroundings but the demon can see in absolute darkness and in magical darkness. Demons of Fire are capable of using magick in the Hex-master Mode (PMF 76, ML 7, PSF 40%) and can use all Arcane spells to MR 4, all Command spells to MR 8, all Divination spells to MR 4, all Basic Magick - Fire spells to MR 9, all spells of Illusion to MR 4 and all Wards to MR 3. In addition the Demon of Fire frequently have 5-15 additional spells from any method of magick. The Demon of Fire has a constant Command spell **Fear** in operation that affects all creatures that look at them. Any normal weapon (non-blessed, an enchanted or lower than +4 quality) has a flat 50% chance of melting or bursting into flame when it hits. Demons of Fire are immune to fear (magical or otherwise) and all types of non-magical fire. Demons of Fire are poor climbers (PSF 0%) and cannot swim; though they cannot drown and entering water extinguishes their magical fire aura. The weapons of a Demon of Fire are always enchanted and commonly use some form of two-handed sword (used in one hand) and a giant whip around 20' long (treat as a military flail, also used one-handed). The Demon of Fire has the two weapon fighting skill at -2 DF (DF 5; BCS 20%) with PSF 45%.

Chevaliers de l'Enfer: The Chevaliers de l'Enfer's **Nightvision** works in total darkness and magical darkness. The Chevaliers de l'Enfer have an unnerving sense of direction and can find their way even in the worst conditions; any attempts to confuse or mislead a Chevaliers de l'Enfer automatically fail regardless of whether the attempt was magical in nature. Chevaliers de l'Enfer are able to use magick in the Hex-master Mode of magick (PMF 85, ML 8, PSF 54%) and have all spells of Arcane through MR 6, all spells of Command and all spells of Divination through MR 6, all spells of Basic Magick - Fire, all spells of Illusion through MR 6 and all Wards through MR 6. Chevaliers de l'Enfer cast the Command spell **Fear** with a +21 PSF% bonus. It is possible for a Chevaliers de l'Enfer to have additional spells but as much of their time is spent training for combat this is rare. Any normal weapon (non-enchanted, non-blessed or quality 3 or less) coming into contact with the Chevaliers de l'Enfer's skin has a flat 75% chance of shattering; the weapon will do full damage (as opposed to half damage) when it breaks. Anyone attempting to engage in combat with a Chevaliers de l'Enfer must make a **Willpower** check with failure resulting in the loss of 9 AP's each round through fear, a critical failure leads to being frozen in place whilst the Chevaliers de l'Enfer is in sight. The Chevaliers de l'Enfer are poor climbers (PSF 0%) and will attempt to destroy obstacles rather than climb them; they cannot swim but will not drown.

The Powers: The Powers' **Nightvision** works in complete darkness as well as in magical darkness. The powers have a faultless sense of direction and no mundane or magical means can confuse or mislead them. The Powers are powerful users of magick (PMF 96, ML 9, PSF 66%) using the Hex-master Mode. They have all spells from Arcane, Command (with any Fear spells are cast with a bonus of +21% to PSF%), Divination, one elemental magick (usually Basic Magick - Fire), Illusion, Transcendental and Wards. Any normal weapon (non-enchanted, non-blessed weapon of less than +4 quality) will immediately shatter upon touching the demon's skin, causing no damage. Enchanted weapons do half damage (after armour) to the Powers if they are lower than +4 quality. Coming face to face with a Power is a terrifying experience; a **Willpower** roll -20% with -1 Crit Die modifier must be made when attempting to engage in combat with the Power. A failure results in the loss of 13 AP's each round, a critical failure leads to being frozen in panic. The Powers are unable to climb or swim, though they cannot drown. A summoned Power will grant the service of one of their underlings rather than obey any mortal mage.

Demon of Gluttony: The Demon of Gluttony's **Nightvision** works even in complete darkness and magical darkness. These Demons have the ability to use magick in the Hex-master Mode (PMF 66, ML 6, PSF 35%) and have the Arcane spell **Arcane Shield**, all spells of Command up to MR 6 and all spells of Illusion up to MR 5. Should the demon cast the Command spell **Cumsumness** the spell is cast with a +60% bonus to PSF% and targeting and will effect the target for hours rather than rounds. The Demon of Gluttony has the ability to grant wishes to any mortal that directly pertains to their sense of gluttony; this has no associated cost and is used to draw mortals closer to being damned. All weapon attacks have a modifier of -3 to their damage (after armour) because of the demons thick layers of fat. Demons of Gluttony have the ability to seize the soul of one who has taken food and drink from another who is hungry or thirsty; the target must make a **Willpower** check at -20% or be instantly slain, their soul sent straight to hell. The Demon of Gluttony's powers are ineffective against anyone who has fasted for one day or more in the past three months. Demons of Gluttony are far to obese to be able to climb but will float in water, though they are unable to swim. The Demon has a special crush attack Available to it, the creature needs to be either bashed, prone, less than a quarter of the height of the demon or backed against an obstruction such as a wall (though it had better be sturdy). The attack is a heavy natural attack with a BCS 40%, PSF 34% and causing 20 base damage with a Crit Die modifier of +1; in addition if the attack is a bash the target remains in place but is pinned and unable to make any defences until the demon decides to move, attempt another crush or a STR AR at a penalty of -30% is passed (attempts may be made once per round).

Demons of Lust: The Demon of Lust has an unnaturally high appearance attribute (18-25) and usually appear as women with small horns protruding from their long flowing hair and a set of bat like wings. Their **Nightvision** works in all forms of darkness, including magical darkness. The Demon of Lust is a user of magick using the Hex-master Mode (PMF 66, ML 6, PSF 35%) and have the Arcane spell **Arcane Shield**, all Command spells to MR 6 and all Illusions to MR 5, should the Demon of Lust cast a Command spell of **Infatuation** or **Love** it is with a +60% bonus to both targeting and PSF%. Demons of Lust have the ability to grant wishes pertaining to a mortal's sense of lust with no associated cost to the demon. Anyone attempting to attack a Demon of Lust appearing as the opposite sex must make a **Willpower** roll at -10% or be overcome by their beauty (this is mainly due to their aura). A person failing the roll will loose half of their AP's in their first round of combat and suffer -15% to TSC% to all attacks against the demon throughout the fight. A critical failure leads to the mortal being bound in awe for the demon, totally incapable of any action for the whole round, the test can be made again at the start of the following round however the best result possible will be a failure. Should anyone engage in a carnal act with the demon the demon may attempt to seize their soul; the victim must make **Willpower** roll at -20% or die instantly. In a campaign more historically correct than politically correct the Gamemaster may wish to extend this power to a woman engaged in an affair; it was generally socially acceptable for a man to have an affair whereas it was a serious sin for a woman. A Demon of Lust is incapable of using any of their powers on one who is truly in love with another. A Demon of Lust can climb (PSF 10%) but prefers to fly over obstacles; they cannot swim though they cannot drown.

Demon of Pride: The Demon of Pride's **Nightvision** works in complete and magical darkness. They are magick users using the Hex-master Mode (PMF 66, ML 6, PSF 35%) and have the Arcane spell **Arcane Shield**, all Command spells up to MR 6 and all Illusion spells up to MR 5. Should the demon cast the Command spell **Delusion** the duration is measured in days rather than in rounds and cast with a +60% bonus to PSF% and targeting. The Demon of Pride has the ability to grant wishes that directly pertain to the targets sense of pride; this ability is normally used to trap the victim into loosing their soul. The Demon of Pride has an aura of authority that causes all mortals to loose 10% from their attack PSF% if they fail a **Willpower** roll -30% at the start of combat. The Demon of Pride has the ability to seize the soul of anyone who believes themselves more than mortal; the victim must make a **Willpower** roll at a penalty of -20% or die instantly. A Demon of Pride's powers are ineffective against any mortal who is truly humble. Demons of Pride make very poor climbers (PSF 0%) and are unable to swim, but they cannot drown and so do not fear water.



The Principalities: The Principalities' **Nightvision** works in complete darkness as well as in magical darkness. The Principalities have a faultless sense of direction and no mundane or magical means can confuse or mislead them. The Principalities are powerful users of magick (PMF 117, ML 11, PSF 94%) using the Hex-master Mode. They have all spells available to them. Any normal weapon (non-enchanted, non-blessed weapon of less than +4 quality) will immediately shatter upon touching the demon's skin, causing no damage. Enchanted weapons do half damage (after armour) to the Principalities if they are lower than +6 quality. The Principality radiates a constant aura of the Command spell **Fear** at PSF 100% with a -1 to the resistance rolls Crit Die, those critically failing their resistance roll drop dead from fear! The Principalities are unable to climb or swim, though they cannot drown. A summoned Principality will grant the service of one of there underlings rather than obey any mortal mage.

Enchanted Beasts

Creature type	Weight	Length	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Siam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Basilisk ^N	40 lbs	5'12"	36	48	18	4'6"	Med Bite (45) 13P & 5 poison PIV	15	10 PSF%	40 PSF%	38 PSF%	Scales	4	7	4	4	6	50
Centaur, male	1450 lbs	8' 6"	33	139	15	8'24"	Weapon (24) +4, Med Hooves (24) 11C	10	12 PSF%	40 PSF%	20 PSF%	Leather	4	1	2	3	3	25
Centaur, Female	1200 lbs	8'	29	125	15	8'24"	Weapon (10) +2, Med Hooves (15) 9C	10	15 PSF%	30 PSF%	15 PSF%	None	1	0	1	1	3	17
Centaur, Solitary	1800 lbs	9'	38	155	18	8'24"	Weapon (50) +7, Med Hooves (40) 13C	10	28 PSF%	46 PSF%	33 PSF%	Chain	9	6	8	9	7	47
Minotaur ^N	500 lbs	7'	42	98	13	8'24"	Med Bite (15) 12S, Lgt Horn (21) 23P Weapon (42) +11	20	3 PSF%	36 PSF%	30 PSF%	Hide	6	7	6	6	5	36
Unicorn, Lesser ^N	1600 lbs	5'9"	46	154	25	12'27"	Hvy Horn (48) 22P, Med Bite (23) 7C,	75	45 PSF%	41 PSF%	74 PSF%	Hide	2	5	4	4	3	84
Unicorn, Royal ^N	2200 lbs	6'2"	50	178	29	12'30"	Hooves (41) 15C Hvy Horn (69) 30P, Med Bite (35) 12C,	75	63 PSF%	60 PSF%	90 PSF%	Hide	5	8	7	7	5	136
Warg ^N	350 lbs	45"	35	82	14	8'27"	Med Hooves (53) 25C Med Bite (36) 14S	10	10 PSF%	30 PSF%	24 PSF%	Hide	3	4	3	3	3	22

^NCreature possesses Nightvision.

Basilisk: The Basilisk is also known as a Cockatrice is born from a cocks egg by a serpent. They look like snakes with a spiny brow and are often depicted as wearing a crown, showing their position of tyrannical king of the snakes and reptiles. The Basilisk's **Nightvision** works in complete darkness. The Basilisk can gaze at their opponent with a range of 20', the target must make a **Willpower** roll to resist magick at -40% or be turned to stone; this can be avoided by averting ones eyes (Dodge is at a penalty of -40%). They heal at 100% per day and are immune to their own gaze and to all poisons. The basilisk may spit its poison up to 10' away at a single target (uses 1 dose of poison, BCS 40%, PSF 20%); also if a Basilisk is struck in melee combat it may use a dose of its venom to shoot up the weapon and affect the weapons user, seeping through armour and skin. The Basilisk's absorption is reduced to zero when attacked by its two mortal foes, the Mongoose and the Weasel.

Centaur: Centaurs have a massive carrying capacity (425 lbs for males, 300 lbs for females); this may be increased by four times by attaching a cart. Centaurs are good swimmers (PSF 20%) but avoid water. Centaurs have a minor phobia of confined spaces (claustrophobia); some solitary centaurs also have a phobia of crowds (demophobia).

Minotaur: Minotaurs are excellent climbers (PSF 25%) though poor swimmers (PSF 0%), they will not enter water over their necks). Minotaurs have a faultless sense of direction and cannot get lost, even under magical misdirection. Minotaurs are excellent at laying ambushes (**Blending into Surroundings** at PSF 35%). All Minotaurs are innately bloodthirsty and will never back down from a fight.



Enchanted Flying Beasts

Creature type	Weight	Length	Fat	Body	BAP	DTI/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Gryphon	2700 lbs	7'4"/9'	42	186	17	12/24' (20/40' F)	Hvy Beak (24) 17S, Hvy Claws (36) 20S	15	15 PSF%	36 PSF%	35 PSF%	Hide	8	9	8	8	5	55
Harpy	190 lbs	5'10"	26	61	16	8/16'	Weapon (16) +3, Med Claws (27) 12S Screech (25)	0	26 PSF%	22 PSF%	29 PSF%	Feathers	2	1	1	2	3	30
Hippogriff	1500 lbs	6'2"	37	143	23	12/24' (25/50' F)	Med Beak (27) 13S, Med Claws (39) 16S	15	21 PSF%	24 PSF%	21 PSF%	Hide	6	7	6	6	4	45
Pegasus	1300 lbs	5'6"/6'8"	32	131	23	12/24' (35/75' F)	Sm. Bite (13) 5C, Med Hooves (30) 9C	15	31 PSF%	25 PSF%	30 PSF%	Hide	1	0	0	1	1	35

Gryphon: The Gryphon has an innate sense of good and evil; if it detects that one is evil it will immediately attack. Gryphons heal at 20% per day. Gryphons have little ability to swim (PSF 0%) and have a minor phobia of deep water.

Harpy: The harpies screech can be used at will by the harpy and takes no actions, AP's or fatigue to operate; anyone within 60' of the harpy must make a **Willpower** - PSF% of the screech and must be made every round unless the victim critically succeeds (in which case the character is immune) or critically fails (the character is paralysed until the screech stops); those failing the roll lose half of their AP's in the round and are at -21% to all skill TSC's. If a group of harpies are working together they make only one screech attack but with a +3 PSF% bonus for every harpy past the first. Harpies have a major phobia of their own reflection. A harpy may only use a single claw attack at a time if they are on the ground.

Faeries

Faeries are split into two factions, the Seelie court (good) faeries and the un-Seelie court (evil) faeries; though these definitions of good and evil are only tendencies, all faeries enjoy a good practical joke at the expense of others and most faeries must be described as childish at best.

All faeries have certain vulnerabilities. The sound of a bell protects against hostile faeries of the un-Seelie court, requiring a **Willpower** roll at half TSC% to approach (a quarter TSC% for church bells). Mischievous Bogies, Brownies and Pixies must make a **Willpower** - 21% check or stop their mischief if given bread and salt as a peace offering. Throwing churchyard mould across the path of will cause confusion 35% of the time; if a faerie is confused in this way there is a 50% chance that they will forget what they were doing.

Faeries are unable to enter or affect by magic anything in consecrated ground. Devout prayer will also drive away faeries, requiring a **Willpower** - PFF of the person praying. Holy symbols requires a **Willpower** - PFF of the priest who blessed the item, with a further -13% if the symbol is made of iron. Holy water burns a faerie if sprinkled by a priest onto a hostile faerie, leading to 1D10 body damage and causing the faerie to make a **Willpower** check at half TSC%. Iron horseshoes nailed end up over doorways and barns will protect those persons and livestock and goods within from theft or damage from faeries by barring them entrance to the building.

Rowan (mountain ash) is said to have many protective qualities against faeries; if Rowan trees are planted in a line by the side of a path the faeries may not use the path without an invitation from someone connected with the grounds in some way (such as a park attendant or owner of the ground). Lines of rowan trees are commonly placed outside well-to-do homes. Likewise rowan trees planted around one's home prevent faeries from entering without permission, planting rowan around a field gives similar protection to livestock. A rowan staff or holy symbol when held up gives a bonus of 1D10% to resist faeries magic; adding the PFF of the blessing priest if a holy symbol.

Crossing running water has a 33% chance of stopping a faerie that is giving chase to a beast or mortal, if the stream is running south this is doubled to 66%.

A fresh sprig of St John's Wort will give the possessor +3D10% to resist faerie magic whilst a dried sprig will give only a 1D10% bonus for up to a year. A daisy chain worn around the neck of a small child will protect against the faeries.

Hippogriff: The hippogriff can sense good and evil; they are likely to attack any creature that is evil. Hippogriffs heal at 10% per day. Hippogriffs can access the shining paths at Will. They are capable of swimming to a limited degree (PSF 5%) but dislike water.

Pegasus: A Pegasus can sense good and evil and can always detect the intentions of anyone who approaches them. A trained Pegasus will only ever accept one person to ride them and will allow none to approach without its master's approval. Should the master of a trained Pegasus die the Pegasus will return to the wild. A Pegasus has a major phobia of water and will refuse to cross any body of water they cannot see over.

When staring through a self-bored stone (stones that have naturally had a hole bored through the middle of them, not man made) the faeries true form is revealed as if the (divination) spell True Sight had been cast, the user needs not know any form of magic and the sight only works on faeries. Self-bored stones may also be placed over stable to prevent pixies from 'borrowing' them. Ill luck caused by a faerie may be broken by turning ones coat inside out, this has a 33 - 3% per ML of the faerie to ruin the spells targeting, this is also effective against the pixies ability to lead a person astray.

Iron and steel has a particularly devastating effect on faeries. Weapons made from iron and steel add +3 to the Crit Die, body damage inflicted by an iron or steel weapon will never completely heal, always leaving a single point of damage which will never heal. Iron chains used to bind a faerie inflict excruciating pain and reduces the faerie to 1/4 its normal fatigue and prevents the use of their magic. Faeries are unable to use iron or steel unless it is faerie iron.

Faeries are very difficult to kill; they recover at 10% per day from damage caused by weapons other than iron, enchanted, blessed and +4 or better quality. Damage from these weapons always heals at 1% per day regardless of the faeries recovery rate. All faeries are supernatural creatures and only suffer half the normal damage from normal weapons (i.e. non-enchanted, non-blessed, +3 or lower quality); however iron and steel weapons inflict full damage. All faeries are immune to normal diseases, though there are some that may only affect faeries.

Certain faeries are incorporeal; these types of faerie have no weight or body ratings and use fatigue instead of body for calculating critical effects. Incorporeal faeries are completely immune to normal weapons except for those made of iron. Enchanted, Blessed, weapons of +4 or better quality and iron weapons do normal damage. Weapons that cannot harm the incorporeal faerie cannot parry natural attack from the faerie. Magic and acts of faith work as normal. Incorporeal faeries are unable to interact with the world around them except by the use of their powers.

Faeries with **Nightvision** can see at night as well as a human can see by day and can see magical emanations, including being able to tell when an item has been enchanted to MR 0. All faeries have some innate magical power. Regardless of their ML all Faeries other than Faerie beasts possess the illusion spells **Disguise** and **Faerie Glamour** (at the highest of their own abilities or PMF 85, ML 8, PSF 65% in the Witchcraft Mode) with no expenditure of Fatigue. Most Faeries can also shapeshift into any creature or object up to ML x 50 lbs in weight taking 1AP per 10lbs of change (minimum 5 AP's) also with no Fatigue expenditure. Many Faeries have phobias, frequently a phobia of water, this only applies to large bodies of water.



Seelie Faeries

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Banshee, Seelie	-	5'6"	44	-	19	5'10" (20/40' F)	Lgt Fear Touch (25), Howl (75)	20	30 PSF%	-	40 PSF%	None	0	0	0	0	0	40
Pixies ^N	12 lbs	2'	18	24	16	8'16"	Weapon (22) +0	0	45 PSF%	33 PSF%	21 PSF%	None	0	0	0	0	0	26
Swan Maiden ^N	108 lbs	5'3"	30	54	18	8'16" (15/30' F)	Weapon -2 DF (40) +3	0	40 PSF%	28 PSF%	32 PSF%	Cloak	7	9	6	7	9	78

^N Creature possesses Nightvision.

Seelie Banshee: The touch of a banshee causes intense fear (Light weapon, BCS 60%, PSF 100%, PMF 100, ML 10, as the Command spell). The howl of a banshee acts as a constant Demoralisation spell (command at PSF 75%, PMF 70, ML7), though the wailing inspires depression and lethargy rather than object terror. Banshees are immune to enchanted weapons as well as those from being incorporeal. Seelie Banshees have a specific purpose, to escort individuals from certain families into the afterlife. These creatures are identical to the Un-Seelie version except that the Seelie Banshees appear as beautiful women. They have little to do with the faerie courts. Banshees are sometimes called 'Bean Sidhe' or 'Bean-Nighe' meaning washerwoman. The Bean-Nighe is a variation on the Seelie banshee, they can be found near rivers washing bloody clothes, if the 'victim' sees the Bean-Nighe they will survive however if the Bean-Nighe sees the 'victim' first then they will surely die.

Un-Seelie Faeries

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Banshee, Un-Seelie	-	5'6"	44	-	19	5'10" (20/40' F)	Lgt Fear Touch (25), Howl (75)	20	30 PSF%	-	40 PSF%	None	0	0	0	0	0	40
Bogie, Beast ^N	178 lbs	5'	38	68	17	8'15"	Weapon (25) +3, Med Claws (28) 11S Med Fang (36) 12P	0	21 PSF%	39 PSF%	33 PSF%	None	0	0	0	0	0	47
Bogie, Road haunter ^N	100 lbs	4'	33	54	16	6'12"	Weapon (28) +2, Med Fang (34) 11P	0	24 PSF%	36 PSF%	27 PSF%	None	0	0	0	0	0	34
Bogie, Bugganes ^N	280 lbs	6'	41	80	17	8'15"	Weapon (35) +5	0	21 PSF%	42 PSF%	36 PSF%	None	0	0	0	0	0	56
Bogie, Bargaues ^N	475 lbs	7'	44	98	17	8'15"	Weapon (42) +6, Med Claws (49) 20S	0	21 PSF%	49 PSF%	39 PSF%	None	0	0	0	0	0	90
Fae Goblin ^N	20 lbs	2'	23	30	15	8'16"	Med Fang (33) 14P	0	33 PSF%	27 PSF%	19 PSF%	Cuirbollen	5	7	4	5	7	32
Grellins ^N	1 lb	9"	13	12	13	5'8"	Weapon (24) +0	0	40 PSF%	9 PSF%	12 PSF%	None	0	0	0	0	0	3
Will o' the wisp ^N	-	6"	10	-	20	15'60" F	Weapon (8) -3 Shock (35) 8E	30	60 PSF%	-	6 PSF%	None	0	0	0	0	0	30

^N Creature possesses Nightvision.

Un-Seelie Banshee: These are identical to Seelie Banshees but look like old hags instead of beautiful women; in fact neither type of Banshee has much to do with the faerie courts. Banshees are sometimes called 'Bean Sidhe'.

Bogies: Bogies heal at 10% per day and are immune to disease. All bogies are capable of some shape changing and magic (see individual descriptions) and can climb well (PSF 30%). Bogies have a major phobia of water and are deformed, though they shape-shift to hide their deformities, as they are ashamed of them. Bogies come in several different varieties:

Bogie Beasts often take the form of ponies or horses to play their tricks. They cast spells in the Witchcraft Mode (PMF 30, ML 3, PSF 21%) and can cast the Command spells **Lesser Fright**, **Sleep** and **Clumsiness**; the Transmutation spells of **Pain**, **Release** from **Agony** and **Armour of Stout Leather**; the Ward spells **Lesser Ward versus Good** and **Lesser Ward versus Method of Magic**.

Road Haunter Bogies sneak along (PSF 30% in **Stealth**) behind travellers and roar to frighten them, they all look like large mongrel dogs with large round eyes. They are magic users using the Witchcraft Mode of magic (PMF 27, ML 2, PSF 15%) and have the Command spells **Lesser Fright**, **Mesmerise**, **Greater Fright**, **Hold Small Animal**, **Hold Large Animal** and **Hold Person**; and the Ward spells **Lesser Ward versus Good** and **Lesser Ward versus Method of Magic**.

Pixies: All Pixies have red hair and green eyes. They are capable of using magic in the Witchcraft Mode (PMF 39, ML 3, PSF 27%) and have all Command and Plant spells that they can cast, 1-5 Transmutation spells and the Wards spells **Lesser Ward versus Good** and **Lesser Ward versus Method of Magic**. Pixies are excellent climbers (PSF 40%). They have a minor phobia of open spaces and two other random minor phobias.

Swan maidens: Swan maidens use magic in the Witchcraft Mode (PMF 41, ML 4, PSF 25%) and have all Basic Magic - Air, Command, Illusion and Ward spells which they can cast as well as 1-5 Transmutation spells. Swan maidens can shape-shift between a beautiful human woman (APP 16-24) and a swan form but require a token to perform this; normally this token is a feather that is incorporated into the swan form. Swan maidens have a major phobia of open spaces and a minor phobia of crowds.

Bugganes have a grotesque human shape with the head of a horse and horses hooves; they steal, kidnap and vandalise for the sheer pleasure of it. They are users of magic (PMF 33, ML 3, PSF 21%) and have the Ward spells **Lesser Ward versus Good** and **Lesser Ward versus Method of Magic**; the Command spells **Lesser Fright**, **Mesmerise**, **Greater Fright**, **Hold Small Animal**, **Hold Person** and **Fear**.

Bargaues are the most dangerous of the bogies, they shape-shift into fiery-eyed dogs. They use magic in the Witchcraft Mode (PMF 39, ML 3, PSF 24%) and have the Ward spells **Lesser Ward versus Good** and **Lesser Ward versus Method of Magic**; the Command spells **Lesser Fright**, **Mesmerise**, **Greater Fright**, **Hold Small Animal**, **Hold Person** and **Fear**.

Fae Goblin: Fae Goblins look like short versions of their mortal namesake. They can use magic in the Witchcraft Mode (PMF 36, ML 3, PSF 30%) and generally know a few spells from the Methods of Command, Transmutation, Basic Magic - Fire (MR 1 only) and Wards. A Fae Goblin can fulfil a wish to take someone away from the mortal world other than the person who made the wish. Many a person has wished that a loved one be taken away after an argument and regretted it when the Goblins have taken them away to the lands of Faerie. Fae Goblins have major phobias of sunlight, water and open spaces, they are arrogant, greedy, selfish and stupid.



Will o' the wisp: Will o' the wisps are creatures of energy and take no damage from energy attacks even if they are magical in nature, damage from spells in the Arcane Method of Magick actually heal the Will o' the wisp. The Will o' the wisps shock attack has BCS 40% and is treated as a light weapon causing energy damage, this attack will conduct through a metal weapon if parried, it will also conduct straight through metal armour

Grenlins: Grenlins are able to use magick in the Witchcraft Mode (PMF 32, ML 3, PSF 30%). They have all illusion spells which they can cast, 1-5 Command spells and 1-5 Transmutation spells as well as the Ward spells Lesser Ward versus Good and Lesser Ward versus Method of Magick. Grenlins are excellent climbers (PSF 40%) and can be considered to have Architecture & Engineering at PSF 50% for the purposes of destroying machinery only. Grenlins have a major phobia of the sun and minor phobias of open spaces and water, though their greatest fear is getting hurt, as they are abject cowards.

Common Faeries

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Diminutive faerie ^N	7 oz	9"	12	7	16	4/6"	Weapon (13) -3	0	42 PSF%	9 PSF%	18 PSF%	None	0	0	0	0	0	5
Brownies ^N	24 lbs	33"	16	22	14	8/12"	Weapon (22) +0	0	39 PSF%	36 PSF%	9 PSF%	None	0	0	0	0	0	8
Fae Tree, Ash ^N	8000 lbs	30'	44	301	10	N/A	Hvy Fist (51) 22S	0	0 PSF%	59 PSF%	28 PSF%	Bark	15	15	15	15	11	76
Fae Tree, Oak ^N	18000 lbs	60'	47	437	8	N/A	Hvy Fist (60) 25S	0	0 PSF%	70 PSF%	35 PSF%	Bark	15	15	15	15	11	110
Fae Tree, Yew ^N	10000 lbs	40'	42	332	12	N/A	Hvy Fist (54) 23S	0	0 PSF%	63 PSF%	30 PSF%	Bark	15	15	15	15	11	88
Colbold, Household	60 lbs	2'2"	18	35	16	5/8"	Weapon (20) +2	0	33 PSF%	27 PSF%	33 PSF%	None	0	0	0	0	0	11
Colbold, Knecker ^N	65 lbs	2'4"	25	42	15	5/8"	Weapon (33) +4	0	27 PSF%	33 PSF%	33 PSF%	None	0	0	0	0	0	14
Pookhas	160 lbs	5'10"	22	52	17	8/16"	None	0	40 PSF%	20 PSF%*	5 PSF%	None	0	0	0	0	0	5
The Sidhe ^N	135 lbs	5'9"	30	56	17	8/16"	Weapon (43) +3	0	43 PSF%	28 PSF%	35 PSF%	Chain	11	8	10	11	9	28
Sprites	4oz	6"	16	6	16	3/16" (15/30' F)	Weapon (10) -4	0	45 PSF%	3 PSF%	13 PSF%	None	0	0	0	0	0	4
Water Nymph ^N	111 lbs	5'6"	22	46	18	8/16" S (5/10')	Weapon (20) +3	0	39 PSF%	36 PSF%	36 PSF%	Tunic	7	8	5	6	7	22

^N Creature possesses Nightvision.

Diminutive Faeries: These tiny creatures often use their Glamour to appear larger than they actually are, they can also shapeshift (commonly into a branch of a tree to hide). They can use magick in the Witchcraft Mode (PMF 48, ML 4, PSF 28%) and know all Command, Illusions, Plant and all Ward spells which they can cast as well as 1-5 Transmutation spells. Any attack that does three points of damage or more adds 2 to the bash score. All diminutive faeries have minor phobias of open spaces, water and sunlight. Diminutive faeries have serious mood swings between being hard working (tending the forest) and being fun loving creatures.

Brownies: Brownies are magick users in the Witchcraft Mode (PMF 33, ML 3, PSF 27%) and have 5-10 Command spells, 5-10 Plant spells, 1-5 Transmutation spells and the Wards spell Lesser Ward versus Evil and Lesser Ward versus Method of Magick. All brownies have a major phobia of water and often have other minor phobias (commonly of crowds, snakes or the sun)

Fae Trees: Faerie trees can sense good and evil as the advantage but with no expenditure of fatigue. They make good mages using the Witchcraft Mode (Ash: PMF 54, ML 5, PSF 28%; Oak: PMF 76, ML 7, PSF 36%; Yew: PMF 65, ML 6, PSF 31%) having all spells which they can cast in the methods of Command, Illusion, Plant, Wards and all Summoning spells which relate to animals. Fae Trees are immune to Plant spells but take additional damage from fire-based attacks (+3 to the Crit Die). Fae Trees are animate but immobile, being rooted in place. They are guardians of Faerie groves and are untrusting of strangers. If a mortal does a great service to a Fae Tree they may offer a branch that can be worked into a +4 bow by a normal bowyer.

Cobolds: Cobolds (not to be confused with Kobolds, a Hebraic Demon) are Fae spirits that lend assistance. They are rarely seen and do their work when no one is watching, household cobolds do housework and may prepare and cook food (Cooking at PSF 45%) and Knockers work in mines (Mining & Tunnelling at PSF 45%) and will make loud knocking noises to warn of impending disaster. They rarely work iron mines as so much iron makes them uncomfortable. They use magick in the Witchcraft Mode (PMF 42, ML 4, PSF 24%) and have no Fatigue expenditure from casting spells; in addition all spells are activated as Words of Guard. All Cobolds have the Arcane spells of Arcane Shield and Shadowcast. Knockers have the Divination spell Detect Metals. Household Cobolds (known as Coblynau in Wales and Cornwall) have the Arcane spells Spectral Servant, the Divination spell Detect Life (which is always on) and will hide if they detect someone coming. Contact with iron does no harm to a Cobold, though iron weapons still have +3 to the Crit Die and take a long time to heal. Cobolds lack the innate glamour and disguise magicks of normal faeries. Either type of Cobold expects food in return for its service, if this food is not given they will leave or become malicious.

Pookhas: Pookhas rarely take anything seriously; they are near permanently drunk though this does not affect their abilities. A Pookha will often attach itself to a mortal who drinks heavily and takes their tricks with good heart; they use their magick to have a great time with the mortal until they die (normally from alcohol related problems). A Pookha can summon any alcoholic drink including the most potent faerie drinks in any quantities the Pookha chooses. They are natural invisible but will allow certain mortals to see them, choosing only incredibly drunk mortals who will not be believed. If a Pookha chooses to attach itself to a mortal they will appear when they are drunk and egg them on, they will also use their illusions to protect their friend if necessary. Pookhas can use spells in the Witchcraft Mode of magick (PMF 81, ML 8, PSF 53%) and are able to use all spells of Illusion that they can cast at no Fatigue cost. A Pookha resists intoxication from alcohol as if it had a Stamina PSF 100%. A Pookha is completely pacifistic, they will never attempt to seriously injure or kill a person though their actions frequently indirectly cause the death of a person this comes as a complete surprise to the Pookha and they genuinely mourn their passing (always involving more drinking). If a mortal passes away through drink and remains a good sport up until the end the Pookha may allow the mortal to be reincarnated as another Pookha. Pookhas

The Sidhe: The Sidhe are the rank and file members of the Daoine Sidhe, the faerie ruling class. Their number makes up the majority of the Seelie and Un-Seelie courts. The Sidhe look remarkably like Elves, long pointed ears, tall (for medieval standards) and with fine features (APP 17-25). The Sidhe can shape-change at will and have a perfect sense of direction. The Sidhe can use magick in the Witchcraft Mode (PMF 59, ML 5, PSF 35%) having access to all spells they can cast in the methods of Basic Magick - Air, Command, Illusion, Plant, Transmutation and Wards. Practically all faeries of the Sidhe are jealous of any being that is beautiful enough to attract potential lovers away from themselves. Faeries of The Sidhe have a minor phobia of sunlight.

Sprites: All sprites have a near perfect sense of direction. They are good spell casters using the Witchcraft Mode (PMF 53, ML 5, PSF 32%) and have all Wards and non-offensive Basic Magick - Air spells which they can cast as well as 5-15 spells chosen from Illusions and Transmutations. A sprite is incredibly manoeuvrable in the air, a called strike at -20% may be made to ignore their targets armour providing there are weak spots in their armour. Sprites are particularly susceptible to iron (+4 instead of +3 to the Crit Die for iron weapons) and even the scent of iron causes the loss of 1 Fatigue point per five minutes. All sprites dislike loud noises and have major phobias of thunder and of enclosed spaces.

Water Nymph: Water nymphs can breathe water as well as air and can shape-shift. Water Nymphs are capable practitioners of magick (PMF 57, ML 5, PSF 33%) and have all spells they can cast from Basic Magick - Air, Command, Summoning (water animals only), Basic Magick - Water and Wards as well as 5-10 Illusions and 1-5 Transmutations. Water Nymphs dislike dry land and have a minor phobia of contamination. They are of great beauty (APP 19-24) and are jealous of anyone they feel may be more beautiful than they.



Royal Faeries

All royal faeries heal damage from normal weapons at 20% per day rather than 10% per day. In addition royal faeries suffer no damage at all from un-enchanted weapons unless they are made from iron or steel. In addition all royal faeries are unable to be immobilised by pain from a weapon unless that weapon is made from iron or steel.

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Fae Ladies ^N	165 lbs	6'	35	77	19	10/20'	Weapon (47) +4	0	59 PSF%	44 PSF%	60 PSF%	Fae chain	15	11	13	15	12	
Fae Lords ^N	225 lbs	6'6"	36	87	19	10/20'	Weapon (62) +6	0	57 PSF%	44 PSF%	58 PSF%	Fae chain	15	11	13	15	12	
Heroic Faerie ^N	225 lbs	6'6"	37	87	20	10/20'	Weapon (70) +7	0	62 PSF%	48 PSF%	62 PSF%	Fae chain	15	11	13	15	12	

^NCreature possesses Nightvision.

Fae Lady: Fae ladies are able to shapeshift at will into any form they choose (no Fatigue cost). They are experts at the art of magic using the Witchcraft Mode (PMF 97, ML 9, PSF 57%) and know all spells that they can cast from the methods of Basic Magic - Air, Command, Summoning, Divination, Illusion (except Dinjin creation), Plant Transmutation and Wards. Fae Ladies are extremely arrogant, especially towards mortals; though they may fall for a mortal lover.

Fae Lord: Fae lords are able to sense good and evil within 30' (as the advantage but with no Fatigue cost) and may shape-shift at will (no fatigue cost). They are good at the art of magic using the Witchcraft Mode (PMF 86, ML 8, PSF 52%) and know all spells that they can cast from the methods of Basic Magic - Air, Command, Illusion (except Dinjin creation), Plant, Transmutation and Wards. Fae lords are incredibly arrogant towards mortals

Heroic faeries: The heroic faeries are the forefathers of all the royal faeries, now only a memory in the lands of faerie with only rumours of them wandering the mortal world, though they are so adept at the illusion spell **Faerie Glamour** that they may covertly exist within faerie society. Heroic Faeries are the masters of Witchcraft being at least ML 10 (often PMF 105, ML 10, PSF 67%) and having access to all spells except from the methods of Transcendental, Basic Magic - Fire and Basic Magic - Earth as these methods are rare in the lands of faerie, though these may be learned from a mortal teacher the Faerie will often feel it beneath them to do so.

Faerie Beasts

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Fae Hound ^N	500 lbs	4'	29	110	20	12/30'	Bite (33) 19S	0	30 PSF%	51 PSF%	45 PSF%	Hide	7	8	7	7	7	214
Faerie Horse ^N	1100 lbs	5'5"		21	15/30'		Lgt bite (12) 1C, Hvy hooves (14) 17C	0	20 PSF%	30 PSF%	32 PSF%	Hide	7	8	7	7	7	47
Faerie Stag ^N	250 lbs	5"		20	7/24'		Lgt Hooves (16) 5C, Med horn (24) 12P	0	21 PSF%	20 PSF%	16 PSF%	Hide	7	8	7	7	7	28
Faerie crow ^N	1 lb	10"		22	25/60' F (1/2')		Lgt Beak (10) 1C	50	27 PSF%	3 PSF%	6 PSF%	Feathers	8	6	8	7	12	13

^NCreature possesses Nightvision.

Fae Hound: Fae hounds can detect the supernatural within 200'. Fae hounds have some innate magic (PMF 75, ML 7, PSF 50%) they have the Command spells **Fear** and all Command spells that hold (e.g. **Hold Person**, **Hold Small Animal** etc.).

Faerie Horse: The faerie horse has the ability to change size from 20% to 200% of its original size on the riders command and has near human intelligence.

Faerie Stag: The Faerie stag is a human shape-shifted and imbued with magic by the Un-Seelie court to be hunted; the stag retains its former intelligence but cannot talk or use magic. The Stag reverts to its original human form in one lunar month.

Faerie Crow: Seen as an omen of doom to all races except the Elves the Faerie crow has high intelligence (INT 15-19). The Faerie crow has incredibly keen senses (also having True Sight) and can fly any distance without tiring. And when standing motionless can become invisible at Will. They cannot cross sanctified ground or enter rowan forests, nor can they rest or feed except in the faerie worlds.

Giants

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Cave Giant ^N	850 lbs	9'3"	43	104	14	7/10'	Weapon (36) +10	10	0 PSF%	46 PSF%	10 PSF%	Furs	3	1	1	2	3	25
Cloud-Giant	12500 lbs	27'6"	47	314	15	15/24'	Weapon (55) +15	10	0 PSF%	49 PSF%	12 PSF%	Furs	5	3	3	4	3	67
Elfin	1350 lbs	12'6"	48	127	16	10/15'	Weapon (52) +11	10	0 PSF%	55 PSF%	15 PSF%	Furs	5	3	3	4	3	37
Fire Giant ^N	1750 lbs	16'6"	49	141	16	10/15'	Weapon (50) +13	10	0 PSF%	57 PSF%	20 PSF%	Chain	7	4	6	8	7	46
Forest Giant	5500 lbs	28'6"	47	219	14	12/18'	Weapon (46) +15	30	0 PSF%	47 PSF%	12 PSF%	Hide	3	8	9	12	3	57
Frost Giant	1300 lbs	13'6"	49	126	16	10/15'	Weapon (47) +12	10	0 PSF%	55 PSF%	18 PSF%	Chain	7	4	6	8	7	42
Stone Giant	3500 lbs	10'	50	185	14	8/12'	Weapon (34) +15	30	0 PSF%	57 PSF%	24 PSF%	Hide	15	12	16	18	7	64
Storm Giant	1250 lbs	13'6"	46	121	15	10/15'	Weapon (50) +12	10	0 PSF%	50 PSF%	18 PSF%	Chain	7	4	6	8	7	39

^NCreature possesses Nightvision.



Cave Giant: Cave Giants are gifted miners (PSF 35%) and adept climbers (PSF 25%). Cave Giants are gluttonous and are stupid. Cave Giants will not enter water over their waist and have a fear of thunder and lightning.

Cloud Giant: Cloud Giants live on enchanted clouds and can withstand very cold conditions and are immune to all kinds of natural weather except lightning and exceptional tornadoes; they are immune to MR 7 or lower Basic Magick - Air spells. Weapons wielded by a Cloud giant have an additional +1 to the Crit Die. Cloud giants are adept climbers (PSF 50%). Cloud Giants have a major phobia of either enclosed spaces or darkness; in either case they react to their fear with violence. Cloud Giants are overconfident, heavy drinkers, greedy and gluttonous.

Ettin: Ettins have two heads, and both must be overcome for a command spell to work; thus an Ettin has two chances to Save versus Command spells, only one roll to resist needs to be passed in order to save, though if one roll is a critical failure and the other a pass one of the heads is affected. Ettins are good climbers (PSF 25%). Should both heads disagree on what to do the Ettin will loose 1D10 AP's and the outcome randomly determined. The right hand head of the Ettin is greedy and arrogant whilst the left hand head is quite civilised. Ettins have minor phobias of water and open spaces.

Fire Giant: Fire Giants have a perfect sense of direction when underground. Fire giants take only half damage from fire (after absorption) this is against both normal and magical fire. Fire Giants are adept climbers (PSF 20%). Fire Giants have the personality defects of overconfidence, arrogance, greedy, compulsive gamblers, gluttony and are compulsive drinkers. Fire Giants have a major phobia of water and a minor phobia of sunlight. Fire giants are at penalties during rain due to the detrimental effect of sympathetic magick (-1/4 PSF% in rain, -1/2 PSF% in a thunderstorm), they also do not like the cold (a penalty of -1 PSF% to all skills, after modifiers for rain, per degree below 27°C).

Undead

Undead come in two different varieties; the physical, corporeal undead and the insubstantial, incorporeal undead. Incorporeal undead are noted by having no body or weight listed, the fatigue value been used instead of body for all purposes. All incorporeal undead have certain advantages and limitations associated with their lack of substance. Any natural attacks they make will pass straight through armour and will be un-parriable save with weapons and armour that have been blessed, enchanted or are of +4 or better quality; likewise blessed, enchanted or weapons of +4 or better are required to hurt them. They can also walk straight through physical objects. Magick and faith will be able to hurt the incorporeal undead under most circumstances, all incorporeal undead have the ability to touch and move objects unless otherwise stated. In spite of popular opinion most ghosts and other incorporeal undead appear as they did in life, not as a semi-transparent image.

Due to the nature of undead they are completely immune to illusions and command magicks, except for those dealing directly with the undead. All undead are immune to pain from critical effects and are assumed to pass any **Stamina** checks for pain (including at zero Fatigue). Undead also do not bleed and so on critical hits loose no additional body from bleeding. All corporeal undead must be reduced to -10 Body before they are stopped, though at zero Body they are practically destroyed (halve all PSF's). All undead are spiritual in nature so cutting off the head will not stop the undead but will make the undead deaf and blind, the exception to this is the zombie whose spirit resides in the rotting brain, if the head is decapitated the body will stop but the head will remain animate. All undead feel no fatigue from performing physical actions and even parrying and dodging has no Fatigue cost.

Forest Giant: Forest giants are susceptible to both spells that affect wood as well as flesh. Weapons wielded by a forest giant receive a +1 Crit Die bonus. Forest giants have many outdoors skills (5-8 at PSF 36%). Forest Giants are arrogant, overconfident, greedy and gluttonous; they have a major phobia of fire, and for good reason as they are flammable; any fire attack does an extra 1D10 damage, there is a 2% chance per point of damage inflicted that the forest giant will set alight taking an additional 1D10 damage per round.

Frost Giant: Frost Giants suffer only half damage from cold-based attacks. Frost Giants are arrogant, overconfident, greedy and gluttonous; they also have a major phobia of fire. They do not like the heat and suffer a penalty of -1% to PSF% to all skills per degree above 27°C.

Stone Giant: Stone giants can blend in to rocky surroundings as if they had the skill **Blending Into Surroundings** at PSF 33%. A critical hit from a crushing weapon striking a Stone Giant's limb (arm, leg or head) has a chance of shattering that limb (5% for light weapons, 10% for medium and 15% for heavy weapons), needless to say a shattered head is instantly fatal. Stone Giants have a minor phobia of water and will never enter water over 7' deep.

Storm Giant: Storm Giants are immune to all kinds of natural weather except lightning and exceptional tornadoes; they are immune to MR 7 or lower Basic Magick - Air spells. Storm Giants are adept climbers (PSF 35%) and adequate swimmers (PSF 35%). Cloud Giants are violent, arrogant, overconfident, greedy and gluttonous. Storm Giants have a minor phobia of sunlight, strangers and many are claustrophobic.

Touch attacks have BCS 60% and drain fatigue from their target; the Fatigue damage inflicted is equal to the Crit Die multiplied by the Crit Die multiplier of the attack. The touch attack is described as Touch PSF% x Crit Die Multiplier. For example if the Crit Die rolled is a 4 and the multiplier is x2 then 8 fatigue is drained. A critical hit with a touch attack causes the loss of 5 AP's due to shock. Touch damage bypasses non-metal armour unless the armour is blessed, enchanted or of +4 quality or better though a successful weapon or shield parry will deflect the touch though incorporeal undead (those with no weight and body ratings) may pass through certain weapons and shields (see below). When all Fatigue is depleted the target must make a **Stamina** check with a penalty of -2 for every Fatigue point drained past zero or fall unconscious for an hour (or 6 hours on a critical failure), after the attack is complete the Fatigue rating of the target is reset to zero. For example a touch attack hits and causes 8 damage, the target has 5 Fatigue remaining so Fatigue is reduced to -3; the target must make a **Stamina** check at -6 (twice the Fatigue below zero) or fall unconscious for an hour.

The Touch attack may be combined with a Claw attack; the combined attack is made using a single claw roll at the claws AP cost, the damage for the claw and the touch is calculated separately but the touch uses the Crit Die for the claw attack (making use of any Crit Die bonus for the claw).



Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Lesser Death ^N	-	6'6"	70	-	20	10/20' (30/60' F)	Touch (37) x2, Melee weapon (40)+8	30	38 PSF%	40 PSF%	51 PSF%	Robes	15	15	15	15	9	188
Greater Death ^N	-	7'	79	-	21	10/20' (30/60' F)	Touch (45) x2, Melee weapon (54)+11	30	45 PSF%	55 PSF%	60 PSF%	Robes	15	15	15	15	9	243
Ghost, ordinary	-	5'6"	-	-	19	5/10' (20/40' F)	-	30	30 PSF%	-	20 PSF%	None	0	0	0	0	0	4
Ghost, poltergeist	-	6'	-	-	19	5/10' (20/40' F)	Throw (15)+6	30	30 PSF%	-	0 PSF%	None	0	0	0	0	0	12
Ghost, Headless ^N	-	5'	-	-	19	5/10' (20/40' F)	Strangle (-)	30	30 PSF%	-	25 PSF%	None	0	0	0	0	0	5
Ghouls ^N	170 lbs	5'10"	32	49	14	5/10'	Med Bite (16) 10S, Med Claws (20) 11S	10	17 PSF%	20 PSF%	17 PSF%	Hide	1	0	1	1	3	14
Leichen (liches)	170 lbs	6'	43	57	18	10/20'	Med Claws (25) 12S, Weapon (20)+5	0	25 PSF%	50 PSF%	60 PSF%	None	0	0	0	0	0	143
Old Leichen	150 lbs	6'	42	52	18	10/20'	Touch (30) x2	0	15 PSF%	50 PSF%	65 PSF%	None	0	0	0	0	0	141
Skeleton	40 lbs	5'6"	-	54	10	6'/ N/A	Melee Weapon (5)+0	0	0 PSF%	40 PSF%	N/A	None	0	0	0	0	0	4
Skeleton, Warrior	45 lbs	5'9"	-	62	13	6'/ N/A	Melee Weapon -1 DF (20)+3	0	0 PSF%	40 PSF%	N/A	Chain (-1)	8	8	7	8	6	12
Skeleton, Knight	50 lbs	6'	-	69	15	6'/ N/A	Melee Weapon -2 DF (35)+6	0	0 PSF%	40 PSF%	N/A	Chain	9	9	8	9	7	19
Spectre ^N	-	5'6"	40	-	19	5/10' (20/40' F)	Touch (15)*	0	30 PSF%	0 PSF%	25 PSF%	None	0	0	0	0	0	38
Phantom	-	5'6"	3	-	19	5/10' (20/40' F)	-	0	30 PSF%	-	0 PSF%	None	0	0	0	0	0	2
Vampire ^N	200 lbs	6'	41	58	17	10/20'	Lgt. Bite (36) 5P, Med Claws (45) 18S	0	30 PSF%	50 PSF%	47 PSF%	None	0	0	0	0	0	121
Vampire King ^N	200 lbs	6'	44	60	19	10/20'	Lgt. Bite (45) 7P, Med Claws (50) 20S	0	40 PSF%	50 PSF%	55 PSF%	None	0	0	0	0	0	172
Water Wraith	91 lbs	5'	39	48	12	5/10'	Lgt. Claws (27) 5S, Weapon (16) +8	30	16 PSF%	18 PSF%	36 PSF%	Skin	7	7	7	7	3	27
Wight ^N	160 lbs	5'9"	31	48	12	10/20'	Touch (27) x2	0	20 PSF%	35 PSF%	40 PSF%	Leather	3	1	1	2	3	56
Wight, Warrior ^N	210 lbs	6'	37	56	14	10/20'	Med Claws (25) 13S, Weapon (28) +6	0	25 PSF%	40 PSF%	43 PSF%	Chain	9	9	8	9	7	70
Wraith ^N	-	6'	60	-	19	10/20' (30/60' F)	Touch (24) x3, Weapon (30) +6	0	33 PSF%	27 PSF%	43 PSF%	None	-	-	-	-	-	63
Wraith Lord ^N	-	6'6"	66	-	19	10/20' (30/60' F)	Touch (33) x3, Weapon (40) +10	0	40 PSF%	35 PSF%	50 PSF%	None	-	-	-	-	-	142
Zombie, Sm. Beast ^N 25 lbs	18"	38	33	6	6'/ N/A	Lgt. Bite (0) 3S, Sm. Claws (33) 2S	Lgt. Bite (0) 3S, Sm. Claws (33) 2S	0	10 PSF%	30 PSF%	-	Skin	1	0	1	1	1	2
Zombie, Lg. Beast ^N 100 lbs	3'	38	46	10	6'/ N/A	Med Bite (0) 7S, Sm. Claws (33) 2S	Med Bite (0) 7S, Sm. Claws (33) 2S	0	5 PSF%	45 PSF%	-	Hide	2	3	2	2	3	5
Zombie, peasant ^N 150 lbs	5'8"	38	49	8	6'/ N/A	Med Bludgeon (6) 5C, Weapon (5) +3	Med Bludgeon (6) 5C, Weapon (5) +3	0	5 PSF%	40 PSF%	-	None	0	0	0	0	0	6
Zombie, Fighter ^N 200 lbs	6'2"	39	56	8	6'/ N/A	Med Bludgeon (12) 7C, Weapon (20) +6	Med Bludgeon (12) 7C, Weapon (20) +6	0	10 PSF%	45 PSF%	-	Chain (-1)	8	5	7	8	8	14
Zombie, Monster ^N 500 lbs	8'	42	76	9	6'/ N/A	Hvy Bludgeon (25) 15C, Weapon (40) +12	Hvy Bludgeon (25) 15C, Weapon (40) +12	0	0 PSF%	55 PSF%	-	Hide	6	2	2	4	6	21

^NCreature possesses **Nightvision**.

Deaths: Deaths radiate an aura of the Command spell **Fear** at PSF 66% in addition the death can hold one target immobile with fear, there is no way to avoid this. A weapon will be able to parry the attack if it is blessed, enchanted or of +4 quality or better, though armour and shields will not give any protection. Deaths are able to use magick as a Hex-master Mode. Lesser Deaths (PMF 66, ML 6, PSF 35%) and Greater Deaths (PMF 66, ML 6, PSF 35%) both have the Basic Magick - Air spell **Mist & Fog** and all Command spells up to MR 7. No spell of Command will affect a death, nor will illusions as the Death has True Sight. Deaths are sent by a higher power to claim the lives of one or more mortals, they are single minded and will avoid killing anyone other than their target, though if mortals interfere they will attempt to neutralise the resistance, normally with their command magicks.

Ghosts: There are three types of ghost; ordinary ghosts, poltergeists and headless ghosts. They are all immune to weapons, even if enchanted, blessed or of high quality their only vulnerability being exorcism and certain magical spells which do not affect the body. All ghosts are bound to a certain area, this 'haunt' may be as small as a single room or several acres of ground. Any type of ghost leaving this 'haunt' disappears, reappearing within the 'haunt' the same time the next day.

Ordinary ghosts are generally rational beings and may well be mistaken as a normal person, they have their memories of their life and their un-death and may well stay to protect or haunt someone. They can use the Command spell **Fear** (at ML 5) whenever they wish with a PSF of up to 55% (the ghost may increase or decrease the intensity); the ghost may choose to make different targets experience different levels of fear, or be completely immune to this fear though they revoke this immunity at any time. If the roll to resist this fear is failed it may be attempted again at the start of each round, being immobilised until the roll is passed.

Poltergeists are insane remnants of a spirit that generally throw objects around in an attempt to scare off "intruders", they have few memories and little in the way of sanity and rational thought and are terrified of their condition. Generally a poltergeist is completely invisible, only the throwing of objects will reveal its presence.

Headless Ghosts are somewhere in between ghosts and poltergeists in terms of sanity, they retain their personality and memories but turn into psychopathic creatures living only to murder the living. The headless ghost causes fear in an identical manner to an ordinary ghost. If one is immobilised by fear the headless ghost may attempt to strangle the immobilised person to death, this attack automatically hits and each round the headless ghost causes 2D10 damage until the target is dead, or passes the roll to resist the fear and either flees or deals with the ghost.

Ghouls: Ghouls stink of the grave, most animals will refuse to go near them and anyone adventurous enough to enter the ghouls presence (10' radius, more downwind, less upwind depending on wind speed) must make a **Stamina** roll -10% or be at a penalty of -20% to PSF% to all actions due to the stench. The stench leaves a foul decaying taste in the mouth for the remainder of the day but has no additional effect. Any wound inflicted by the ghoul have a 30% chance of becoming infected (80% chance with a critical hit) unless the wound is successfully cauterised within 4 rounds; infected wounds require a **Stamina** roll each day to see if the wound heals normally for that day, a failed roll leads to the loss of one point of body as the infection spreads, a critical failure causes 1D10 points of body damage. Ghouls are good diggers, as befits their diet of freshly buried corpses, and can dig out a grave in around half an hour with their bare hands. Ghouls cannot swim but can climb (PSF 20%).



Vampires regenerate 1 Body point per round unless the damage was caused by magick, faith or a blessed, enchanted, silvered or +4 or better quality weapon. Vampires reduced to below zero Body must flee to their coffin where they will regenerate at 5 Body per hour, though they will not die no matter how much damage is incurred. A wooden stake or un-tipped arrow that pierces the heart of a vampire (-50% called shot) will cause the vampire to become completely inert. A vampire takes damage from sunlight equal to 1D10 per round of exposure, this may cause the vampire to be destroyed at -1/2 Body. The only ways to kill a vampire other than sunlight is to sever the head and burn the body after staking or otherwise immobilising the vampire; or by immersion in running water, which can drown the vampire (though still water has no effect). Vampires must sleep during the day in a coffin lined with earth from their own grave, failure to do this causes 2 Fatigue damage per hour or 1 Body damage per hour if Fatigue is depleted. Vampires must drink the blood of intelligent living beings in order to survive; the vampire must drink at least one pint of blood per week, loosing 3 body per day if they fail to feed. A vampire may not walk over running water, but it may fly over in bat form or cross at a bridge or in a boat.

Vampire King: The vampire king is a powerful vampire who rules over vampires in the local area. The vampire king has the same abilities and limitations as a normal vampire except for their magickal powers are more potent (PMF 72, ML 7, PSF 85%).

Water Wraith: The claws of a Water Wraith are unclean and have a 30% chance of infecting a wound; infected wounds take twice the normal time to heal. All Water Wraiths have the innate Command spells **Mesmerise**, **Greater Fright** and the Basic Magick - Air spell **Clouds & Rain** at PMF 36, ML 3, PSF 30%. The Water Wraith is a supernatural creature and takes only half damage (after armour) from weapons unless they are enchanted, blessed or of +4 or better quality. Water Wraiths are completely immune to Command magick, even those spells dealing with undead. Water Wraiths heal a third of their Body per day. The Basic Magick - Fire spell **Salamander Fire** and Arcane magick does 50% more damage to the water wraith, the Basic Magick - Fire spell **Dragon Fire** inflicts double damage both before and after armour. Water Wraiths are repelled by wormwood and must make a **Willpower** check or be unable to approach within 10'. The only way for a necromancer to control a Water Wraith is to create a lesser device of power as an amulet worn by the Water Wraith; this amulet has the Command spell **Command the Greater Dead** and containing at least one quantity of wormwood; the Water Wraith makes a **Stamina** - PSF% of the necromancer, if this roll is failed the Water Wraith is subservient, if the roll is succeeded the water wraith may make a **Willpower** check to see if she can tear off the amulet; failure at either stage destroys the Water Wraith if she does not obey the necromancer for a period of 13 days and 13 nights.

Wight: All wights have some innate magical power (PMF 37, ML 3, PSF 36%) and have the Basic Magick - Air spell **Fog & Mist**, all Command spells relating to fear and all illusions to MR 2. Wights hate and fear sunlight, they can see even in complete darkness and magickal darkness; sunlight causes 1D10 damage directly to Body per round of exposure. Wights have a major phobia of fire (pyrophobia); they are pretty much incapable of climbing (-10 PSF%) and will not enter water though water does them no harm.

Wraith: Wraiths have a constant aura of fear (PMF 77, ML 7, PSF 55%) as the Command spell **Fear** (30' radius); should the resistance roll be failed the target will be either frozen in place or flee for up to ten minutes (Wraith's choice). Animals will never approach a Wraith, even with magical coercion. A Wraith is unable to cross consecrated ground. A Wraith drains 1 FP at the end of each round from every living being within 50'. The touch of a Wraith penetrates any armour; a person killed by a Wraith's touch will rise as a Wraith with lesser abilities in three days unless buried in consecrated grounds with the correct ceremonies. Wraiths are able to use magick in the Necromantic Mode (PMF 46, ML 4, PSF 40%) for a normal Wraith, PMF 85, ML 8, PSF 50% for Wraith lords) and have the Basic Magick - Air spells **Mist & Fog** and **Clouds & Rain**; the Arcane spell **Arcane Shield**; the Summoning spell **Animate the Lesser Dead** and the Wards spell **Circle of Protection versus Good**. Wraith lords have access to spells at the Gamemaster's discretion. Wraiths are nearly incorporeal and have the same invulnerability's as incorporeal undead except that silvered weapons may also affect them. Wraiths have a major phobia of sunlight; which causes them 1D10 damage per round. Wraith hate water and will never enter it, they also disdain climbing though they can climb poorly (-10 PSF%).

Wraith Lords normally command 1/2D10 additional Wraiths and half of them carry a Wraith blade which can be any type of sword (generally quality +1 or +2); this Wraith blade is considered enchanted and can conduct the touch damage of the Wraith in the same manner as the touch attack can be combined with a claw attack.

Leichen: Leichen are immensely powerful necromancers who have become undead to prolong their lives and extend their power beyond that which mortal magicks can provide. Intrinsically all Leichen are necromancers of at least ML 10 (typically PMF 105, ML 10, PSF 60%) and tend to have all Summoning and Command magick spells along with extensive knowledge of Wards, Illusions, Divination and Arcane along with a host of destructive elemental spells. The Leichen has a constant Command magick **Fear** spell in place with no Fatigue cost at its normal magick level, PMF and PSF%. Though Leichen are corporeal in nature they have the same weapon invulnerability's as the incorporeal undead, though they are immune to exorcism. It must be noted that the process of becoming a Leichen is not intrinsically evil, nor is the study of necromancy. However over the years it is difficult for a necromancer to avoid the temptation and power that presents itself; therefore the majority of Leichen have become evil and twisted creatures.

Old Leichen: Old Leichen have lived for over seven hundred years, they are on the road to dying permanently (even Leichen do not live forever) and will last another 3-4 hundred years. The Old Leichen has even more impressive magical power than the Leichen (Typically PMF 120, ML 12, PSF 70%) and have a reduced physical capacity but is otherwise identical to the Leichen.

Skeletons: Piercing and missile weapons that penetrate the skeletons armour do a maximum of a single point of damage or three damage on a critical hit. Slashing weapons cause half damage after penetrating armour on a normal hit, or normal damage for a critical hit. All skeletons automatically pass any **Willpower** rolls, as they are completely mindless and can follow only simple orders. They have no need for food, drink or any other form of sustenance.

Spectre: Spectres radiate fear (at ML 5, PSF 0-55%) they can alter the intensity of this fear. Spectres are incorporeal spirits of dead necromancers (power varies, typically PMF 54, ML 5, PSF 35%) and retain all of the spells the necromancer had in life except for spells that pertain directly to necromancy. A spectre haunts is ten miles from the site of its grave; if it goes beyond this limit the spectre will fade from existence and be completely destroyed.

Phantom: Phantoms are mere images animated by a fragment of a spirit, they cannot interact with the world, nor can the world interact with the phantom. The phantom appears as a translucent form of the spirit in life and acts through the last moments of life, again and again until the phantom fades from existence after a few centuries. The Phantom is immune to all weapons magick and faith, except for Exorcism from a priest with a **Faith** PSF% of 50 +%.

Vampire: Vampires have many magickal abilities (PMF 64, ML 6, PSF 64%), though they cannot learn spells these abilities are handled in the same way as normal magick and have the same effect as the Command spells **Mesmerise**, **Greater Fright**, **Suggestion**, **Fear**, the Transmutation spells of **Shape Shift** (into a wolf, rat or bat only) and **Gaseous Form**; and the Transcendental spell of **Flight**. They can also Enthrall a victim (see Chapter 4 - Non Human Characters - Vampires) but only when draining blood from the victim with no AP or fatigue costs. The powers of **Mesmerise** and **Enthrall** are strongly linked to the vampire's sex appeal and victims of the opposite sex are at -30% to resist.

The vampire drains blood from their victim; this causes additional damage should the attack penetrate any armour of twice the Crit Die of the attack, this is at the end of each round which the vampire spends just draining blood from their victim. Once a vampire has drained blood from a victim the vampire has power over the victim and can make any command the vampire wishes and the victim has no power to resist. If a vampire drains the blood to such an extent that the victim is killed and the vampire has already gained control of the victim in the past, the vampire may choose to make that mortal into a vampiric servant; the vampiric servant will rise from the grave three days after being buried and be under the control of the 'parent' vampire. Vampires are supernatural creatures and take only half damage from un-enchanted, un-blessed and quality 3 or lower quality weapons, though a weapon may be coated with silver to cause full damage; natural attacks made by the vampire will be affected by only half the absorption of armour which is not enchanted, blessed or of +4 or better quality.



Wild animals always flee a zombie, trained animals can be made to stand ground (**Animal Riding** or **Animal Handling** check) but not to attack the zombie. Zombies have practically no intelligence (INT 2 for animals, 5 for humans, in either case they possess practically no capacity for creative thought), they can obey simple instructions. The small beast zombie is an animal such as a small dog (25-50 lbs), the large beast zombie is a larger creature such as a large dog or small bear. The monster zombie could be an ogre or small troll.

Zombie: The zombies bludgeon is basically a strike with an arm, it causes crushing damage and has BCS 40%. A zombie's body will become inanimate if the head is decapitated, however the head will continue to be animated, though as the lungs are no longer functioning the zombie will be unable to speak. The stench and sight of a zombie is enough to make the staunchest hero falter, a **Willpower** check is required or all attacks against the zombie are at -10 PSF% due to fear: if the roll is critically failed then the character must flee, if the zombie is the animated corpse of someone the character knew in life this check is at serious penalties (-10 to -40 depending on their relationship).

Trolls

Trolls are fearsome creatures that use a battery of innate Command magic to demoralise and disturb any who dare stand against them and these rolls must be made each round! Even being in a rolls presence is sufficient for many of its power to effect the characters (Command spells **Fear** and **Greater Fright**), each of these tests must be made at the beginning of every round until it has been successfully resisted three times (note that successfully resisting fear three times gives resistance to fear not other abilities and that the resistance lasts only for that combat). The Command spell **Mesmerise** comes from a troll's gaze, a troll will commonly attempt to lock eyes with anyone who still remains in the fight, a character can avert their eyes and avoid looking at the trolls head but will be at -10 TSC% when attacking and defending. If the troll's mesmerise works the character will lose 5 AP's in the round. If a character manages to stand against the troll and pass all of the rolls to resist their Command magic the character gains a permanent +3 **Willpower** PSF% (note that this is not an additional level but a bonus made directly to PSF%).

In addition to the trolls magical abilities a troll smells truly awful, it is said that a troll's stench lingers in ones clothes until they have been washed at least three times, even when just being in the presence of a troll. The troll's stench leaves a vile taste in the mouth and travels downwind for a good distance, in general being within 10' of a troll causes those with a CON of lower than 15 make a CON AR roll, a failure causes nausea leading to halving all TSC%'s during the fight, a critical failure leads to the character vomiting and loosing half of their AP's for the round as well as halving their TSC%'s.

Normal weapons (+3 or lower quality) do half damage to trolls, as they are supernatural creatures. Likewise normal armour (again +3 quality armour or lower) only has half its normal absorption against trolls natural weapons (such as claws).

Trolls are creatures of darkness and suffer damage when exposed to sunlight. In direct sunlight a troll will take 1 Fatigue and 1 Body damage per minute, in indirect sunlight they suffer 1 Fatigue point of damage until no Fatigue is remaining then they will take Body damage. A troll killed by sunlight, or a troll's corpse which is exposed to sunlight will turn to stone.

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Cave Troll ^N	600 lbs	7'	50	95	10	5/7'	Med claws (49) 20, weapon (46)+13	25	0 PSF%	41 PSF%	32 PSF%	Hide	12	9	11	12	12	140
Ice Troll ^N	675 lbs	7'	51	100	13	6/10'	Med claws (51) 20, weapon (42)+12	25	3 PSF%	36 PSF%	27 PSF%	Hide	10	8	10	11	9	126
Mountain Troll ^N	900 lbs	9'6"	56	114	11	5/10'	Med claws (51) 20, weapon (35)+13	25	0 PSF%	53 PSF%	20 PSF%	Hide	15	11	13	15	15	145
Swamp Troll ^N	800 lbs	8'	56	110	16	5/8' (3/6'S)	Med claws (45) 20, weapon (36)+13	25	18 PSF%	48 PSF%	30 PSF%	Hide	9	12	9	12	9	157
Water Troll ^N	750 lbs	7'	58	108	16	6/9' (3/6' S)	Med claws (54) 22, weapon (41)+15	25	24 PSF%	52 PSF%	36 PSF%	Hide	12	13	12	13	12	218
Wood Troll ^N	530 lbs	7'6"	48	91	13	5/8'	Med claws (35) 17, weapon (29)+8	25	3 PSF%	31 PSF%	17 PSF%	Hide	9	8	9	11	10	98

^N Creature possesses **Nightvision**.

Cave Troll: Cave trolls regenerate at 1% per minute, can tunnel at three times the rate of a dwarven miner and make good climbers (PSF 45%) and swimmers (PSF 50%) and can hold their breath for up to 30 minutes at a time. Cave trolls can use magic (PMF 54, ML 5, PSF 39%) and have the Arcane spells of **Shadowcast**, **Darkness of the Pit**, **Dispel the Darkness**, **The Shining Path**. The Command spells of **Mesmerise**, **Greater Fright** and **Fear**. The Command spells are in continuous operation and drain no Fatigue. Cave trolls have a great phobia of open spaces and sunlight.

Ice Troll: Ice trolls have an uncanny ability to find their way even in white out conditions. They are perfectly suited to an arctic environment and can sense many of the natural dangers that accompany these conditions; they can climb (PSF 25%) and suffer no penalties when climbing on ice and often have a good range of outdoor skills (9-11 at PSF 27%). Ice trolls are also natural practitioners of magic (PMF 46, ML 4, PSF 33%) and have the Basic Magic - Air spell **Mist & Fog**. The Command spells **Mesmerise**, **Greater Fright**, **Fear**, the Basic Magic - Water spells **Ice Bomb** and **Ice Storm**. The Command spells are in continuous operation and drain no Fatigue. Ice trolls have no armour absorption against fire damage and fear fire intensely; they also fear water and hate warm weather that affects their abilities (-1 to all PSF%'s for every degree above 0°C).

Mountain Troll: Mountain trolls have a faultless sense of direction and often have a good range of Outdoors Skills (6-9 at PSF 27%). They are exceptional climbers despite their great bulk and feel no effects from the cold. Mountain trolls have an incredibly fast regeneration of +1% per minute. Mountain trolls are also magick users (PMF 48, ML 4, PSF 33%) and have the Command spells of **Mesmerise**, **Greater Fright** and **Fear**, the Basic Magic - Earth spells **Shower of Stones** and **Wall of Dense Rock**; The Command spells are in continuous operation and cost the troll no Fatigue. Mountain trolls are completely unable to swim. If a mountain troll takes a critical hit from a troll bane weapon (see the **Armourers Companion**) that causes crushing damage and it strikes a limb (arm, leg or head) that limb is completely shattered (a head hit in this way is lethal).

Swamp Troll: Swamp trolls have a perfectly accurate sense of direction and can see at night using an infrared vision that detects changes in the heat of their surroundings. Swamp trolls regenerate at 1% per minute and can breath water as well as air. Swamp trolls can move through marshes and swamps as easily as normal ground and are good climbers (PSF 35%). Swamp trolls are naturally magick users (PMF 48, ML 4, PSF 39%) and have the Command spells **Mesmerise**, **Greater Fright** and **Fear**, the Basic Magic - Air spells **Puff of Wind** and **Fog & Mist** and the Basic Magic - Water spell **Water Bomb** and **Wall of Water**, the Command spells are in continuous operation and need no expenditure of Fatigue. Swamp trolls have a major phobia of fire (pyrophobia) and a major phobia of sunlight (Heliophobia). Swamp trolls tend to amass treasure from raids on local settlements fortunes (generally money and equipment around 10D10+(10 x 10), with a small chance of one of the items being magical).



Water Troll: Water trolls have a perfect sense of direction in all conditions; they can pass unimpeded through swamps and marshy ground at double time speeds, and can even walk through quicksand. Water trolls regenerate at 2% per minute and can breathe water as well as air. Water trolls can naturally use magick (PMF 58, ML 5, PSF 45%) and have the Command spells **Mesmerise**, **Greater Fright** and **Fear**; the Basic Magick - Air spell **Fog & Mist**; the Arcane spells **Shadowcast**, **Darkness of the Pit** and **Dispel the Darkness**; the Divination spell of **Detect Astral Being**; the Basic Magick - Water spells of **Create Water** and **Water Bomb**. The Command spells are continually in effect and cost no Fatigue. Water trolls have a major phobia of fire (pyrophobia) and a major phobia of sunlight (Heliophobia). Water trolls have no armour absorption against fire damage and direct sunlight reduces all morale check and skill TSC's by half. Water trolls will frequently extort money and goods from travellers who wish to cross their river, frequently they will make their home beneath a bridge and guard that bridge extorting a steep toll from those who wish to pass fortunes (generally money and equipment around 10D10+(10 x 10), with a small chance of one of the items being magical). If a traveller pays to pass the troll gains a bonus of +40% to his PSF% to **Willpower** to avoid eating them.

Lycanthropes

Lycanthropy is a magical disease which only affects humans and may be passed on in the were's bite. There is a 2% chance per point of body damage inflicted that the disease will be passed on. If someone succumbs to the disease they will change into a were of the same type which inflicted the wound on the next full moon unless the Act of Faith **Remove Curse** is performed. Lycanthropy can also be passed down from ones parents, if only one parent has Lycanthropy there is a 25% chance that each child will also develop the condition, if both parents have Lycanthropy there is a 75% chance that the sibling will develop the condition. The were must change to their were form during the night of the full moon but otherwise may change form at Will. The actual change process takes time to complete, the amount of time it takes to change depends on the difference in weight between forms, it takes 1 AP to change 10 lb of body mass between forms (so a were bear changing from were form to human would take 23 AP's) if changing from human to animal form or vice versa the change must pass through the were stage, only the were's body changes any objects or clothing must be removed. If heavy armour is worn whilst the lycanthrope is changing to a larger form (i.e. heavier) then 1D10 damage is inflicted during the change. Damage is carried over between forms in proportion to the amount of damage they have taken (so a were in beast form which has been injured to half its body level will still be at half their body level in human form).

A were in were or beast form is driven by a deep instinct to kill, this instinct is so strong that they may even kill loved ones (a **Willpower** check may be made to avoid this, but only for loved ones). The were may travel many miles from where they changed during their orgy of violence.

Werebear

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Werebear, Human	170 lbs	5'4"	27	52	13	5/8'	Weapon (12) +3	15	10 PSF%	35 PSF%	25 PSF%	None	1	1	1	1	0	68
Werebear, Were ^N	275 lbs	6'6"	45	74	14	10/20'	Med Bite (48) 17S, Hvy Claws (33) 22S	15	10 PSF%	45 PSF%	33 PSF%	Hide	12	18	11	15	9	*
Werebear, Bear ^N	1000 lbs	4'	47	114	11	10/20'	Med Bite (48) 17S, Hvy Claws (33) 22S	15	0 PSF%	50 PSF%	30 PSF%	Hide	12	18	11	15	9	*

^N Creature possesses **Nightvision**.

Werebear: A Werebear has a weakness of sweet foods such as honey in all forms; when not under threat the Werebear must make a **Willpower** check at a penalty of -10% to avoid sweet foods.

Wereboar

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Wereboar, Human	165 lbs	5'6"	29	54	13	5/8'	Weapon (12) +3	15	10 PSF%	11 PSF%	8 PSF%	None	0	0	0	0	0	59
Wereboar, Were ^N	350 lbs	6'	40	76	15	10/20'	Med Bite (45) 21P, Med Hooves (20) 9C	15	10 PSF%	44 PSF%	30 PSF%	Hide	8	12	6	8	5	*
Wereboar, Boar ^N	750 lbs	3'6"	38	96	15	8/16'	Med Bite (42) 21P, Med Hooves (9) 8C	15	0 PSF%	40 PSF%	30 PSF%	Hide	8	12	6	8	5	*

^N Creature possesses **Nightvision**.

Wereboar: Wereboars will never back down from a fight in any form, in human form a were boar is short tempered and can be considered to have the ability **Berserker Rage**.



Werewolf

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Werewolf, Fox ^N	75 lbs	21"	28	42	14	6/27"	Med Bite (21) 10S	15	18 PSF%	20 PSF%	32 PSF%	Hide	3	3	2	2	4	26
Werewolf, Were ^N	100 lbs	5'	31	46	17	8/27"	Med Bite (24) 11S	15	18 PSF%	20 PSF%	32 PSF%	Hide	3	3	2	2	4	*
Werewolf, Human	130 lbs	5'7"	26	46	13	5/8'	Weapon (12) +3	15	10 PSF%	11 PSF%	8 PSF%	None	0	0	0	0	0	*

^NCreature possesses Nightvision.

Werewolf: The Werewolf is an unusual creature in that the fox is their normal form and they change to a human form during certain aspects of the moon. In addition the Werewolf retains their human intelligence in all forms, they are the most placid of all the lycanthropes having only a mild bloodlust (they never attack a loved one and may make a Willpower check at +30% to resist attacking). Where hunting foxes with hounds is prevalent the Werewolf has a minor phobia of dogs.

Wererat

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Wererat, Human	150 lbs	5'6"	18	43	13	5/8'	Weapon (12) +3	15	10 PSF%	11 PSF%	8 PSF%	None	0	0	0	0	0	13
Wererat, Were ^N	150 lbs	5'6"	29	46	15	8/16'	Lgt Bite (25) 5S, Lgt Claws (20) 3S	15	18 PSF%	6 PSF%	18 PSF%	Hide	1	1	1	1	1	*
Wererat, Rat ^N	20 lbs	6"	25	27	12	8/15'	Lgt Bite (20) 4S	15	12 PSF%	3 PSF%	12 PSF%	Hide	1	1	1	1	1	*

^NCreature possesses Nightvision.

Wererat: Wererats have the ability to command all ordinary and giant rats within a hundred yards; up to 1000 ordinary or 50 giant rats may be controlled at one time and the Wererat must be in were or rat form. Wererats are immune to poisons and most diseases, though they are often the carriers of diseases. Wererats have a major phobia of cats.

Wereserpent

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Wereserpent, Human	145 lbs	5'10"	28	50	13	5/8'	Weapon (12) +3	15	10 PSF%	11 PSF%	8 PSF%	None	0	0	0	0	0	27
Wereserpent, Were ^N	450 lbs	6'	35	79	13	4/6'	Med Bite (40) 8P, Med Constrict (30) 12FP	15	10 PSF%	30 PSF%	19 PSF%	Scales	2	8	1	1	3	*
Wereserpent, Serpent ^N	550 lbs	12"	34	83	13	4/6'	Med Bite (39) 7P, Med Constrict (36) 12FP	15	0 PSF%	27 PSF%	16 PSF%	Scales	2	8	1	1	3	*

^NCreature possesses Nightvision.

Wereserpent: The Wereserpent can perform a constriction attack in the same manner as the constrictor (see serpents of the woodland). Any creature staring into the Wereserpents eyes must make a Willpower check or be mesmerised by the snakes gaze being unable to do anything until after the Wereserpent has made its first attack.

Wereserpents are vulnerable to the mongoose and weasel that gain +2 to the Crit Die when attacking a Wereserpent; Wereserpents have major phobias of mongooses and weasels. Wereserpents are sluggish in exceptionally warm or cool weather in were and beast forms; reduce BAP by 1 per 5 degrees above 30°C or below 20°C.

Werewolf

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Werewolf, Human	150 lbs	5'8"	28	51	13	5/8'	Weapon (12) +3	15	10 PSF%	11 PSF%	8 PSF%	None	0	0	0	0	0	44
Werewolf, Were ^N	200 lbs	6'	39	64	18	10/40'	Med Bite (45) 14S, Med Claws (30) 14S	15	21 PSF%	36 PSF%	30 PSF%	Hide	4	6	4	4	4	*
Werewolf, Wolf ^N	200 lbs	36"	36	62	16	10/40'	Med Bite (40) 13S	15	21 PSF%	36 PSF%	30 PSF%	Hide	4	6	4	4	4	*

^NCreature possesses Nightvision.

Werewolf: The werewolf is the most common and feared of all the lycanthropes. A Willpower check must be made if one realises that they are fighting a werewolf; if this check is failed then they will be at -10% to hit due to their fear. Werewolves dislike the smell of the herb Wolfsbane (Aconite) in were or wolf form the werewolf must make a Willpower check at -10% to approach anyone carrying Wolfsbane;

whilst in human form the smell requires a Willpower check at -10% in order not to react in disgust and nausea. Domesticated dogs hate werewolves and will always attempt to attack whenever they are encountered.

Elementals are beings of the four elements (as given in the Laws of Magick: Law of Personalities). They are intelligent representations of the elemental powers and may have first taught the elemental magicks to mortals. Most elementals (particularly gnomes, undines and sylphs) are often confused with faeries.

All of the elementals are able to practice magick in their appropriate Elemental Mode (i.e. Gnomes use the Earth Elemental Mode, Undines the Water Elemental Mode, Sylphs the Air Elemental Mode and Salamanders the Fire Elemental Mode). Least elementals are the weakest of all the elementals (PMF 55, ML 5, PSF 35%), lesser elementals are more powerful (PMF 73, ML 7, PSF 58%) and greater elementals are the most powerful of all (PMF 117, ML 11, PSF 85%). Each type of elemental is unable to use their opposite elemental method (so gnomes cannot use Basic Magick - Air; undines are unable to use Basic Magick - Fire; sylphs are unable to use Basic Magick - Earth and salamanders are unable to use Basic Magick - Water), though their own method's PSF% is doubled and spells in their own method can be cast in half the normal time (rounded down) with no Fatigue cost! All elementals are able to use all spells from Basic Magick that they can use. Least elementals can also use 10-15 spells from other methods; lesser elementals can use 15-25 and greater elementals can use from 20-30 spells from other areas.

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Gnome, least	200 lbs	4'	57	90	9	6/12"	Med Fist (20) 10C, Weapon (25) +4	20	0 PSF%	90 PSF%	28 PSF%	Skin	15	15	15	15	6	114
Gnome, lesser	220 lbs	4'2"	61	94	9	6/12"	Med Fist (35) 17C, Weapon (30) +8	20	0 PSF%	95 PSF%	42 PSF%	Skin	15	15	15	15	6	186
Gnome, greater	240 lbs	4'3"	65	98	9	6/12"	Med Fist (50) 26C, Weapon (56) +14	20	0 PSF%	105 PSF%	52 PSF%	Skin	15	15	15	15	6	424
Undine, least	100 lbs	3'	52	76	14	6/8' (8/20' S)	Med Fist (20) 8C, Weapon (18) +2	20	15 PSF%	80 PSF%	25 PSF%	Skin	0	0	0	0	0	69
Undine, lesser	120 lbs	3'6"	56	80	13	6/8' (8/20' S)	Med Fist (35) 14C, Weapon (32) +5	20	5 PSF%	90 PSF%	38 PSF%	Skin	0	0	0	0	0	123
Undine, greater	140 lbs	4'	60	85	12	6/8' (8/20' S)	Med Fist (50) 22C, Weapon (45) +10	20	0 PSF%	100 PSF%	48 PSF%	Skin	0	0	0	0	0	160
Sylph, least	20 lbs	1'	48	57	24	10/80' F	Lgt Fist (20) 6C, Weapon (15) +0	20	70 PSF%	70 PSF%	23 PSF%	Skin	0	0	0	0	0	101
Sylph, lesser	30 lbs	1'2"	50	61	23	10/80' F	Lgt Fist (35) 10C, Weapon (25) +1	20	62 PSF%	80 PSF%	35 PSF%	Skin	0	0	0	0	0	163
Sylph, greater	40 lbs	1'4"	54	65	22	10/80' F	Lgt Fist (50) 16C, Weapon (40) +4	20	55 PSF%	90 PSF%	44 PSF%	Skin	0	0	0	0	0	307
Salamander, least	20 lbs	2' long	48	57	18	8/20"	Lgt Bite (20) 6C + Touch fire damage	20	45 PSF%	80 PSF%	20 PSF%	Scales	3	6	3	3	12	111
Salamander, lesser	50 lbs	3' long	52	67	17	8/20"	Lgt Bite (35) 11C + Touch fire damage	20	35 PSF%	90 PSF%	32 PSF%	Scales	3	6	3	3	12	187
Salamander, greater	110 lbs	4' long	56	79	16	8/20"	Lgt Bite (50) 18C + Touch fire damage	20	30 PSF%	100 PSF%	40 PSF%	Scales	3	6	3	3	12	364

Gnomes: Gnomes are spirits of the earth, they look like grotesque dwarves who wear tight fitting robes and live underground. They know the location of all types of things that can be found underground from precious minerals to buried corpses. A gnome can meld with trees when above ground in order to hide from those who would attempt to gain their secrets. They are good-natured and hard working; they guard the treasures of the earth and are vegetarians. A sharp weapon that hits the gnome will be blunted, this reduces the weapons quality by 1 for each successful hit until the weapon reaches a quality of -4. This lost quality may be restored by sharpening the weapon (1 hour per point of quality restored).

Undine: Undines (sometimes called Neries or Nymphs) live underwater and protect to streams, rivers, lakes and oceans. An undine may help shipwreck survivors, but not out of any sense of mercy, they just don't want spirits to haunt the territory. Undines appear as small men made of water who can be found running across the surface of bodies of water, if they know they have been spotted they will fall beneath the surface of the water where they are completely undetectable, even by magical means such as true sight. Iron and steel weapons that hit the undine will need to be cleaned immediately after the fight or they will rust and lose 1 point of quality permanently; iron and steel armour suffers the same fate if struck by the undines punch. Undines are completely immune to normal weapons (those un-enchanted, un-blessed or of +3 or lower quality).

Sylph: Sylphs appear as small translucent women with wings, though they can increase their size to just below that of a human. A Sylph flits about with few cares, as free as the element she represents. In times of danger the Sylph can dissolve into a breeze where she is invisible even to true sight and other means of magical detection, and is carried along with the wind. Whilst the Sylph is in this form she cannot be harmed in any way except by the spell remove air. Sylphs are completely immune to normal weapons (those un-enchanted, un-blessed or of +3 or lower quality).

Salamander: The salamander is a lizard like creature that lives inside fires. Whilst the salamander is inside a fire it is undetectable until the fire is extinguished, though divination spells such as true sight will reveal its presence. Salamanders are hot, any flammable material (including wooden weapons) coming into contact with a salamander will burst into flame, or a touch will cause 1D10 fire damage. This touch damage is delivered in addition to biting damage, add this to the damage for the bite and use the lowest of the target's crush or energy absorption. Metal weapons that hit or parry a salamander will lose 1 point of quality until they reach quality -6 when they become useless. Up to 2 levels of quality may be restored by sharpening and up to 4 by re-forging, though the quality cannot go above its original quality. Being within close proximity (5') of a salamander is exhausting due to the heat; this causes the loss of 1 fatigue per minute until fatigue is reduced to half when there is no further effect. The salamander is also poisonous and coming into contact with its blood has the same effect as DVII (see dragons), if a salamander wishes it may coil itself around a fruit tree and all of the fruits that the tree will bear will also contain DVII, the tree will evidence scorch marks around its base but will not catch fire.

All elementals are supernatural creatures and suffer half damage from weapons and a targets armour protects with only half its absorption if less than +4 quality, unless they are enchanted or blessed. In addition the elemental suffers no damage or ill effects from elemental sources (including Basic Magick spells, apart from the destroy element spells which cause 1D10 x ML of caster in damage) from their own elemental type (so a salamander is immune to all fire damage, magical or otherwise). All elementals can speak in any language they choose but their speech is afflicted with certain quirks due to their nature (gnome's have a deep voice and talk slowly, an undine's speech sounds like waves breaking on a shore, a sylph's speech is soft and sounds like the wind whereas a salamander's speech is rough and sounds like a crackling fire).



These are the combat statistics for the NPC's listed on pages 3-24 to 3-28. Like the creatures in the Bestiary they are only guidelines and the rules on modifying creatures (page 3-xx) can be used to customise them along with the following rules for adding levels and armour.

Adding armour

All of the entries for these characters give an honour value for an un-armoured person. To add armour simply give the character the relevant armour absorption values and add the honour value of the armour to the character.

Body Armour	Slash	Crush	Pierce	Missile	Energy	Honour	Bonus
Flesh	0	0	0	0	0	0	0
Cloth	1	0	0	0	0	0	0
Animal Hide	2	1	2	2	2	1	1
Quilt Surcoat	4	5	3	4	4	2	2
Leather/Fur	6	5	4	5	5	2.5	2.5
Cuirbolli	6	8	5	6	6	3	3
Ringmail	9	7	6	7	7	3.5	3.5
Reinforced Cuirbolli	9	10	7	7	6	4	4
Scalemail	10	8	7	8	7	4	4
Brigandine	10	11	8	9	7	4.5	4.5
Chainmail	9	9	8	9	7	4	4
Annealed Mail	11	10	8	10	8	4.5	4.5
Platemail	13	11	11	11	8	5.5	5.5
Fieldplate	15	15	13	15	9	6.5	6.5
Cavalry Plate	18	17	15	15	9	7.5	7.5
Late Cavalry Plate	20	17	17	17	10	8	8
Jousting Armour	25	19	21	19	10	9.5	9.5

Adding Levels

As well as adding armour levels of experience can be added to a character. The following table gives the amount of body and fatigue levels as well as additional damage, skill bonuses and honour that are added to skill level 3, 7 and 13 characters.

Level 3		Fatigue	Body	Attack	PSF%	Damage	Dodge	Stamina	Will	Honour
Vocation										
	Man at arms	+0	+0	+6	PSF%	+1	+3 PSF%	+6 PSF%	+3 PSF%	+2.5
	Petit-sergeant	+0	+0	+6	PSF%	+1	+3 PSF%	+6 PSF%	+3 PSF%	+2.5
	Knight	+0	+0	+6	PSF%	+1	+3 PSF%	+6 PSF%	+3 PSF%	+2.5
	Forrester	+0	+0	+6	PSF%	+1	+3 PSF%	+6 PSF%	+3 PSF%	+2.5
	Thief	+0	+0	+3	PSF%	+0	+3 PSF%	+6 PSF%	+3 PSF%	+1.5
	Priest	+0	+0	+3	PSF%	+0	+0 PSF%	+6 PSF%	+3 PSF%	+1
	Magi	+0	+0	+3	PSF%	+1	+0 PSF%	+6 PSF%	+3 PSF%	+2

Level 7	Vocation	Fatigue	Body	Attack	PSF%	Damage	Dodge	Stamina	Will	Honour	
	Man at arms	+2	+2	+18	PSF%	+2	+9	PSF%	+18	PSF%	+8
	Petit-sergeant	+2	+2	+18	PSF%	+2	+9	PSF%	+18	PSF%	+8
	Knight	+3	+3	+18	PSF%	+2	+12	PSF%	+18	PSF%	+8.5
	Forrester	+2	+2	+18	PSF%	+2	+12	PSF%	+18	PSF%	+8.5
	Thief	+1	+1	+12	PSF%	+1	+9	PSF%	+18	PSF%	+6.5
	Priest	+1	+1	+9	PSF%	+1	+6	PSF%	+18	PSF%	+6
	Magi	+1	+1	+9	PSF%	+2	+6	PSF%	+18	PSF%	+6.5

Level 13	Vocation	Fatigue	Body	Attack	PSF%	Damage	Dodge	Stamina	Will	Honour	
	Man at arms	+4	+4	+36	PSF%	+3	+24	PSF%	+36	PSF%	+14
	Petit-sergeant	+4	+4	+36	PSF%	+3	+24	PSF%	+36	PSF%	+14
	Knight	+6	+6	+36	PSF%	+3	+27	PSF%	+36	PSF%	+15
	Forrester	+4	+4	+36	PSF%	+3	+27	PSF%	+36	PSF%	+14.5
	Thief	+3	+3	+21	PSF%	+2	+24	PSF%	+36	PSF%	+12
	Priest	+3	+3	+21	PSF%	+2	+21	PSF%	+36	PSF%	+11.5
	Magi	+2	+2	+21	PSF%	+3	+21	PSF%	+36	PSF%	+12

1st level Historic NPC's

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Man at arms	172 lbs	5'8"	27	40	13	5'8"	Weapon DF-2 (12) +8	10	5	2	0	None	0	0	0	0	0	9
Petit-sergeant	172 lbs	5'8"	30	42	15	5'8"	Weapon DF-2 (12) +8	10	5	6	4	None	0	0	0	0	0	11
Knight	178 lbs	5'9"	31	45	15	5'8"	Weapon DF-2 (12) +8	10	5	6	4	None	0	0	0	0	0	12
Forrester	158 lbs	5'8"	30	42	17	5'8"	Weapon DF-2 (14) +8	10	5	6	4	None	0	0	0	0	0	12
Thief	150 lbs	5'8"	21	35	13	5'8"	Weapon DF-1 (7) +2	10	7	0	0	None	0	0	0	0	0	6
Priest	150 lbs	5'8"	21	35	11	5'8"	Weapon (2)+2, Faith	10	7	0	0	None	0	0	0	0	0	7
Magi	150 lbs	5'8"	23	35	15	5'8"	Weapon (2)+2, Magick	0	0	0	0	None	0	0	0	0	0	12





1st level Heroic NPC's

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Man at arms	201 lbs	6'1"	27	42	13	5/8"	Weapon DF-2 (16) +8	10	9 PSF%	6 PSF%	4 PSF%	None	0	0	0	0	0	10
Petit-sergeant	201 lbs	6'1"	30	43	15	5/8"	Weapon DF-2 (16) +8	10	9 PSF%	10 PSF%	8 PSF%	None	0	0	0	0	0	12
Knight	207 lbs	6'2"	31	46	15	5/8"	Weapon DF-2 (16) +8	10	9 PSF%	10 PSF%	8 PSF%	None	0	0	0	0	0	13
Forrester	184 lbs	6'1"	30	44	17	5/8"	Weapon DF-2 (18) +8	10	9 PSF%	10 PSF%	8 PSF%	None	0	0	0	0	0	12
Thief	175 lbs	6'1"	21	36	13	5/8"	Weapon DF-2 (11) +2	10	11 PSF%	4 PSF%	4 PSF%	None	0	0	0	0	0	6
Priest	175 lbs	6'1"	23	36	11	5/8"	Weapon (6)+2, faith	10	11 PSF%	4 PSF%	4 PSF%	None	0	0	0	0	0	9
Magi	175 lbs	6'1"	23	36	15	5/8"	Weapon (6)+2, Magick	0	4 PSF%	4 PSF%	4 PSF%	None	0	0	0	0	0	14

Simulacrum

Creature type	Weight	Height	Fat	Body	BAP	DT/Sprint	Attack (PSF%) + Base Damage	MR	Dodge(40+)	Stam(40+)	Will(40+)	Armour	S	C	P	M	E	Honour
Flesh Simulacrum	300 lbs	6'	See Below	See Below	15	5/8"	Fists (1/2 Master's PSF%) +8 Weapon (1/2 Master's PSF%) + 5 + Masters ML	30	+1% PSF per 3% Masters PSF%	See below	See below	Skin	9	12	5	5	12	-
Stone Simulacrum	50-500 lbs	*	See Below	See Below	1 + ML	5/8"	Hvy Fists (1/2 masters PSF%) +7 + 2 x ML	50	40%	See below	See below	Skin	14	4	17	10	12	-
Metal Simulacrum	50-500 lbs	*	See Below	See Below	1 + ML	5/8"	Hvy Fists (1/2 masters PSF%) +10 + 2 x ML	50	None	See below	See below	Skin	20	12	21	15	15	-

Flesh Simulacrum have Body of 45 + (2 x ML) and Fatigue 30 + (3 x ML). The Flesh Simulacrum has a CCAP of 340 lbs (LCAP 689 lbs) and can Jump 10 feet. Its Fatigue recovers at 9 points per hour and Body recovers at 3 points per hour.

Stone Simulacrum have Body of 20 + (5 per 50 lbs) and Fatigue 30 + (3 x ML). It has **Stamina** and **Willpower** of 50% + 1/2 Master's PSF%. The Stone Simulacrum has a CCAP of 1.5 x Weight (LCAP 3 x Weight) and can Jump 5 feet.

Metal Simulacrum have Body of 20 + (5 per 50 lbs) and Fatigue 30 + (3 x ML). It has **Stamina** and **Willpower** of 50% + 1/2 Master's PSF%. The Metal Simulacrum has a CCAP of 1.5 x Weight (LCAP 3 x Weight) and can Jump 5 feet.

Simulacrum have no honour points and therefore no experience is gained from dealing with what are in effect simply statues.

For those wishing to calculate the Honour points for Simulacrum the formula is as follows:

Honour is calculated from creature's abilities. First a base value is obtained and then this value is processed to gain the final honour value. This process is transparent to the user and there are no plans to make it available due to its complexity.

The base value is the sum of:

- 1 Average armour
- 2 Damage from the main attack - 7
- 3 10% of Body and Fatigue
- 4 BAP
- 5 10% of highest attack PSF%, **Dodge** PSF%, **Willpower** PSF%, **Stamina** PSF% and MR

Base value equals = Average armour + (damage for main attack-7) + ((Body + Fatigue)/10) + BAP + ((highest attack PSF% + **Dodge** PSF% + **Willpower** PSF% + **Stamina** PSF% + MR) / 10)

Base Values:

Brown bear: 8.8+8+9.5+11+10.5=47.8

Bull: 2.6+6+11.7+13+10.2=43.5

Chicken: 0-1+0.8+10+3.5=13.3

Honour value is gained from this base value using:

Honour = base value² / 100

Honour values:

Brown bear honour = 22.8

Bull honour= 18.9225

Chicken honour= 2.0449

This honour value must be multiplied by values relating to any special abilities, each multiplier is applied separately rather than adding them together.

Special ability multipliers:

Night vision 1.1

Night vision that works in complete darkness 1.2

If a mage a multiplier equal to 1 +1/2 ML (e.g. ML 8 gives a multiplier of 5)

Magical abilities 1 + 0.1 per ML

Abilities 1 + 0.1 per 10 points

Limitations 1- 0.1 per -10 points (so a 40 point limitation gives a multiplier of 0.6)

Flight 1.2

Supernatural creature 1.5

Double attack capable 1.5 (such as 2 claw attacks)



THE MARKETPLACE

The "Marketplace" provides additional information on many items not included in the Marketplace in Volume 1 - Core Rules and the Apothecaries Shop in Volume 2 - Magicks & Miracles.

Household Goods

Item	Wt	Cost
Rushlight (1 hr x 24)	1	1/4
Torch (4 hr)	1 1/2	1/4
Candle, tallow (6 hr x 4)	1	1/2
Candle, wax (6 hr x 4)	1	2 1/2
Candle lantern	2	15
Oil lamp (8 hr)	1	5
Oil lantern (24 hr)	3	20
Lamp oil (1 pt = 96 hr)	1	1 1/2
Candleholder, pottery	5 oz	4
Candleholder, pewter	8 oz	9
Candleholder, brass	8 oz	12
Candelabra, pewter	2 1/2	40
Candelabra, brass	3	60
Candlestick, brass	75 oz	120
Silver item	x 20 Brass price	
Gilded item	x 30 Brass price	
Gold item	x 400 Brass price	
Cross, small wooden	2 oz	1
Cross, small silver	2 oz	50
Cross, small gilt	2 oz	76
Cross, small gold	2 oz	75
Wooden spoon	1 oz	1/4
Wooden plate/bowl	8 oz	1/2
Wooden mug	8 oz	1
Pewter spoon	2 oz	3
Pewter plate/bowl	1	8
Pewter mug	1	8
Pewter cup	15 oz	36
Pewter chalice	2	72
Silver tableware	x 16 Pewter	
Gilded tableware	x 25 Pewter	
Gold tableware	x 400 Pewter	
Brazier, iron, small	5	48
Brazier, bronze, small	5	76
Brazier, iron tripod	25	240
Brazier, bronze tripod	25	640
Charcoal	25	1 1/2
Stool, oak 3-legged	5	4
Chair, oak	12	1
Bench, oak (2 person)	20	1/2
Bench, oak (4 person)	40	16
Great Seat, oak	50+	72
Writing desk, oak	50+	36
Table, oak	50+	24
Large table, oak	100+	48
Oak bed & mattress	50+	48
Oak bed with canopy	100+	76
Small oak casket	5	19

Oak chest	15	40
Large oak chest	40	84
Oak wardrobe	100	120
Pine furniture	x 3 oak price	
Fruitwood furniture	x 10 oak	
Carved furniture	+50% oak	
Ornately carved furniture	+200% oak	
Ironbound Chest	+50% oak	
Seat cushion	2	10
Good seat cushion	2	24
Good seat cushion	2	48
Straw pallet	2	2
Bed hangings	20	40
Good bed hangings	20	84
Fine bed hangings	20	144+
Metal mirror (6" x 6")	4 oz	15
Large metal mirror (2' x 6')	25	600
Straight razor	4 oz	14
Soap	1	1

Building Tools

Item	Wt	Cost
Astrolabe (brass)	4	120
Yardstick (wooden)	1	3
Yardstick (iron)	2	16
Cord (waxed), 100'	1	4
Carpenter's square	2	6
Carpenter's level	2	16
Plumb-bob & string	1	4
Hatchet	3	18
Wood axe	5-7	40
Crosscut saw (2 man)	10	140
Wood saw	3	40
Carpenter's plane	2	12
Wooden mallet	2	3 1/2
Carpenter's hammer	3	20
Boring auger	3	24
Iron drill bits (6)	1	14
Steel drill bits (6)	1	24
Wood chisel	1	12
Adze	4	40
Drawing knife	2	19
Shingling knife	2	20
Wood glue (1 pt.)	1	24
Paint (1 gal.)	8	15
Construction nails (40)	1	10
Pennyweight nails (240)	1	15
6" Iron spikes (6)	1	7
12" Iron spikes (2)	1	7
Iron wedge (small x 4)	1	3

Mining Tools

Item	Wt	Cost
Iron wedge (large)	1	7
Crow bar (light)	5	28
Crow bar (heavy)	15	84
Shovel (long handle)	5	38
Spade (short handle)	6	44
Pick axe	7	56
Maul or sledge hammer	9	64
Maul or sledge hammer	16	112
Stonemason's hammer	4	36
Stonemason's chisel	2	20
Mason's trowel	1	4
Mason's hod	5	4
Mason's mixing trough	25	10
Mortar	100	8
Cement (Roman Style)	100	8

Metalworking Tools

Item	Wt	Cost
Smith's leather apron	3	36
Smith's hammer	5	48
Armourer's hammer	5	60
Jeweller's hammer	1-2	60
Set of engraving tools	3	96
Portable anvil	25	210
Smithy anvil	100	600
Portable forge	100	240
Smithy forge	1000	720
Armourer's forge	1000	840
Forge coal	100	4
Hardwood charcoal	100	8
Smelting coal	100	6
Smelting crucible (5 lb)	5	54
Small smelting ladle	2	12
Smelting crucible (25 lb)	20	120
Large smelting ladle	5	30
Small bellows	5	48
Large bellows	25	120
Small pliers	1	24
Large pliers	2	40
Small tongs	3	36
Large tongs	5-10	120
Wire puller & die	10	144
Iron clamp	3-5	36
Whetstone	1/2	1
Grindstone	100	100
Lead Ingot	25	50
Copper Ingot	25	500
Tin Ingot	25	500
Iron Ingot	25	100
Silver Bar	1	250
Gold Bar	1	3000



Agricultural Tools

Item	Wt	Cost
Rake	3	24
Hoe	3	24
Digging fork	4	30
Shovel (long handle)	5	38
Spade (short handle)	6	44
Mattock	5	28
Pitchfork (metal tines)	5	24
Pitchfork (wood tines)	3	10
Sickle	3	24
Scythe	5	36
Wooden threshing flail	8	16
Walking plough frame	50	60
Iron plough blade	25	180

Baking Ingredients

Item	Wt	Cost	NU
Whole Wheat Flour	10	$\frac{3}{4}$	40
White Wheat Flour	10	1	30
Rye Flour	10	$\frac{3}{4}$	40
Barley Flour	10	$\frac{1}{2}$	40
Oat Meal	10	$\frac{1}{4}$	40
Yeast	1 oz	$\frac{1}{2}$	-

Note: 1 lb. of flour makes 1 lb. of bread.

Long-Term Accommodation by the Month

Accommodation	Poor	Avg	Good
Room in country	2 - 4	5 - 8	9 - 12
Country cottage	8 - 12	14 - 24	26 - 36
Board in country	6 - 8	10 - 12	14 - 18
Room in town	5 - 8	10 - 16	18 - 24
3-rm. floor in small town house	20 - 30	35 - 50	55 - 70
5-rm. floor in large town house	32 - 38	40 - 65	70 - 100
Board in town	10 - 12	14 - 18	20 - 25

Boarding is based on food requirements of an average person engaged in moderate activity. Large people and those engaged in strenuous activity might eat more, with boarding costs going up accordingly.

Note: Most employees lived in their Masters' households and received poor board as part of their wages. Several usually shared a room.

Building Construction

The following section deals with building structures ranging from peasant huts up to feudal manor houses.

Mud & wattle huts are crude one-room, one-storey structures typical of the peasantry.

Cottages are the homes of the rural yeomanry. They have lofts under their pitched roofs, with usable loft space about 2/3 of main floor area (no additional cost). Each level is 8' high, so the roof-peak is 16'-18' above the ground.

Manor Houses & Town Houses have 3-5 storeys, each about 10' high (square footage applies per level). The top level is cost "free," being a loft area with usable space about 2/3 of the floor area of a storey.

Stables, storehouses, warehouses, etc., are of comparable construction to dwellings, but lack the frills and inside finishing one would expect of a proper residential structure. However, the poor rarely lived in quarters much better than those of their animals!

Construction time and costs assume that professional tradesmen are employed. If characters do the work themselves, cost is halved. However, they must have appropriate skills to build a structure or time is doubled. Brick and stone structures cannot be constructed without appropriate skills.

The time required for any building task is stated in man-hours: 60 man-hours means 1 man working for 60 hours. If more than one man is involved, divide the building time by the number of workers. A 60 man-hour job done by 5 men would take 60/5 = 12 hours. Assume 10 working hours in a day.

Unit cost = cost per unit of work done; e.g.: 100 sq. feet of cottage of fieldstone built.

Type of Construction

Type of Construction	Man Hours	Unit Cost
100 sq.ft. of Site Clearing	4	$\frac{1}{2}$
Clearing in Light Woods	8	$\frac{3}{4}$
Clearing in Dense Woods	12	$1\frac{1}{4}$
10 cu.ft. excavated in Dirt	1	$\frac{1}{4}$
10 cu.ft. excavated in Stone	20	$2\frac{1}{2}$
Hut of mud & wattle, with thatch roof, beaten earth floor, per 100 sq.ft.	60	18
Cottage of timber and stucco, with thatch roof, beaten earth floor, per 100 sq.ft.	180	72
Cottage, as above, w. wood plank floor, per 100' sq.ft.	240	96
Cottage of logs, thatch roof, beaten earth floor, per 100 sq. feet.	150	60
Cottage, as above, w. wood plank floor, per 100 sq.ft.	210	84
Cottage of logs w. wood floor, shake roof, per 100 sq.ft.	270	108
Cottage of field stone, thatch roof, beaten earth floor, per 100 sq.ft.	250	100
Cottage, as before, wood plank floor, per 100 sq.ft.	300	120
Cottage, as above, w. wood plank floor, shake roof, per 100 sq.ft.	360	144
Attached barn/storerooms	60%	60%
As cottage, beaten earth floor,		

Type of Construction	Man Hours	Unit Cost
Town house of field stone, wood plank floor, shake roof, per 100 sq.ft.	390	160
Town house: timber-stucco, wood plank floor, shake roof, per 100 sq.ft.	300	124
Feudal Manor House: 1-ft. thick stone walls, wood floors, slate roof, per 100 sq.ft.	500	210
Fortified Manor House: 3-ft. thick stone walls, wood floors, slate roof, battlements, stout gates, per 100 sq.ft.	640	270

Finishing Work

Finishing Work	+20%	+20%
Brick facing	40	16
Fieldstone fireplace	80	40
Dressed stone fireplace	50	32
Chimney, per 20' of height	10	4
Poor finishing, per 100 sq.ft.	30	20
Av. finishing, per 100 sq.ft.	60	48
Good finishing, per 100 sq.ft.	90	96





APPENDIX A - MAGICK ADDENDUM

As a result of the revisions to the Magick system (as detailed in **Magicks & Miracles (Vol. II – Core Rules)**) the following errata is required for the supplements **Armourers Companion**, **Dwarves Companion** and **Elves Companion**.

Note: The Dwarven Vitki are independent of the normal route for Magick. It should be noted that Bow Magick and Forge Magick are not accessible to other Mages. The Dwarven Generalist is now called the Dwarven Hexmaster

Firstly the Mage types have the Spell MR modifiers as shown in **Table A.1 – Spell Modifiers** for learning spells.

Within all of the three supplements the Rank or Level of the spell equates to the MR of the spell. With the exception of the **Armourers Companion** the Fatigue costs for all new spells is the **MR of the spell x 1.5** (rounded up). It should also be pointed out that some Mage types are unable to learn certain methods and these are indicated by **n/a** in **Table A.1 – Spell Modifiers**.

For targeting modifiers multiply the modifier to Spell MR as shown in **Table A.1 – Spell Modifiers** by **-5**.

Example:
An Armourer Magus has a +2 modifier to **Command** spells. His targeting modifier is $+2 \times -5 = -10$ giving a reduction of -10% to his targeting chance with **Command** spells.



The restrictions on the access to certain methods of Magick for Elven Mage's still apply. They all have free access to **Arcane**, **Plant** and **Wards** Methods of Magick. These are as shown in **Table A.2 – Elven Spell Restrictions**.

Elven Wardens are stated to be limited to just the **Plant** Method but we have expanded that to allow **Basic Magick – Earth**.

	Armourer Magus	Dwarf Hexmaster	Dwarf Armourer	Dwarf Weaponsmith	Elven Magus	Elven Warden	Elven Bowyer
Basic Magick – Air	+1	+0	+2	+2	+2	n/a	+3
Basic Magick – Earth	+0	-3	-3	-2	+1	+3	-2
Basic Magick – Fire	-1	-2	-3	-2	+2	n/a	-1
Basic Magick – Water	+1	+1	+3	+3	+2	n/a	+2
Arcane	n/a	+1	n/a	n/a	+0	n/a	+0
Command	n/a	+0	n/a	n/a	-2	n/a	n/a
Divination	+2	+0	+3	+0	-1	n/a	+1
Illusion	n/a	+2	n/a	n/a	-3	n/a	n/a
Plant	n/a	+1	n/a	n/a	-2	-3	n/a
Summoning	n/a	+0	n/a	n/a	+0	n/a	n/a
Transcendental	n/a	+0	n/a	n/a	+0	n/a	n/a
Transmutation	n/a	+0	n/a	n/a	+1	n/a	n/a
Wards	+1	+0	+2	+3	+0	n/a	+2
Bow Magick	-2	n/a	-1	-2	n/a	n/a	-3
Forge Magick	-2	n/a	-3	-2	n/a	n/a	-2

TABLE A.1 – SPELL MODIFIERS

	Command	Divination	Illusion	Summoning	Transcendental	Transmutation
Half Bloods	MR 6	MR 4	MR 5	MR 4	MR 4	MR 3
Great Elves	MR 8	MR 6	MR 7	MR 7	MR 7	MR 6
True Elves	MR 9	MR 8	MR 10	MR 8	MR 8	MR 6

TABLE A.2 – ELVEN SPELL RESTRICTIONS



APPENDIX B - MASTER SKILL LIST

This list is a combined master list of the skills detailed in volumes 2 & 3, the page numbers give the volume number first with page number following the hyphen.

Agricultural Skills

DF*3 Field Crops: STR + WIS	1-42
DF*3 Fruit Crops: INT + WIS	1-42
DF*2 Vegetable Crops: WIS x2	1-42
DF*3 Viniculture: INT + WIS	1-42

Animal Skills

Animal Husbandry: INT + WIS	1-42
DF*4 Beekeeping	1-42
DF*3 Cattle Herding	1-42
DF*4 Horse Breeding	1-42
DF*3 Running a Dairy	1-42
DF*2 Pig Raising	1-43
DF*2 Poultry Raising	1-43
DF*2 Sheep Herding	1-43
DF*3 Animal Handling	1-43
DF*3 Animal Handling & Drover: INT + WIS	1-43
Animal Riding: AGIL + DISC	1-43
DF*3 Horse, Pony, Mule	1-43
DF*2 Donkey	1-43
DF*4 Camel	1-43
DF*4 Exotic Animal	1-43
DF*4 Mythic/Legendary Beast	1-43
DF*3 Animal Training (RES): BV + DISC [-]	1-43
Animal: Veterinary [-]	
DF*3 Veterinary Surgery: INT + AGIL [-]	1-44
DF*4 Veterinary Medicine: INT + WIS [-]	1-44

Arts & Entertainment Skills

DF*3 Acting: Costuming: INT + DISC	1-44
DF*4 Acting: Performance: BV + DISC	1-44
DF*4 Acting: Ventriloquism: BV + AGIL	1-44
DF*4 Calligraphy & Illumination: AGIL + DISC [-]	1-45
DF*2 Dancing (Court): AGIL + DISC	1-45
DF*2 Dancing (Folk): AGIL + DISC	1-45
DF*2 Juggling: AGIL x2	1-45
Musical Instruments:	1-45
DF*4 Bagpipes: CON + BV	1-45
DF*2 Drums: AGIL x2	1-45
DF*3 Flutes: AGIL + BV	1-45
DF*3 Horns: CON + BV	1-45
DF*3 Strings: AGIL x2	1-45
DF*4 Painting & Sketching: AGIL x2	1-45
DF*4 Poetic Composition & Storytelling: BV + WIS	1-45
DF*3 Poetic Recitation: BV + INT	1-46
DF*4 Sculpting: AGIL + DISC	1-46
DF*4 Singing: BV + INT	1-46
DF*4 Sleight of Hand: AGIL x2	1-46
DF*4 Storytelling: BV + WIS	1-46

Athletic Skills

DF*4 Boxing (RES): STR + AGIL	1-46
DF*3 Climbing: STR + CON	1-47
DF*5 Conditioning [-] [NS]	1-47
DF*4 Endurance [-] [NS]	1-47
DF*3 Jumping [-] [NS]	1-47
DF*3 Stamina: STR + CON	1-47
DF*3 Swimming: STR + CON	1-47
DF*4 Wrestling (RES): STR + AGIL	1-48

DF*4 Acrobatics (STR + AGIL)

Charismatic Skills

DF*3 Bargaining: BV + WIS (RES)	1-49
DF*3 Begging: BV + WIS (RES)	1-49
DF*4 Charm: BV + APP (RES)	1-49
DF*4 Con: BV + WIS (RES)	1-49
DF*4 Diplomacy & Politics: BV + WIS (RES)	1-49
DF*4 Intimidation: STR + DISC (RES)	1-49
DF*4 Leadership: BV + DIS (RES)	1-50
DF*4 Oratory: BV + DISC (RES)	1-50

Combat Skills

DF*5 Archery: AGIL x 2	1-50
DF*4 Axes: STR x 2	1-50
DF*5 Battlefield Tactics: (K Only): STR + WIS (RES)	1-50
DF*3 Brawling (K, F): STR + AGIL (RES)	1-50
DF*5 Cavalry Lances (K Only): AGIL + DISC (RES)	1-50
DF*4 Chivalric Great Blow (K Only) [-] [NS]	1-50
DF*3 Dodge (K, F): AGIL + WIS	1-51
DF*4 Fighting Staves: (K, F): STR + AGIL (RES)	1-51
DF*5 Flails (K only): STR + DISC (RES)	1-51
DF*5 Great Swords (K): STR x2 (RES)	1-51
DF*3 Hurling Axes (K, F): STR + AGIL (RES)	1-51
DF*3 Hurling Javelins (F): STR + AGIL (RES)	1-51
DF*5 Horse Archery: AGIL x2 : (RES)	1-51
DF*3 Knife & Dagger Fighting: (K, F): AGIL x2 (RES)	1-51
DF*4 Maces, Hammers, & Clubs (K, F): STR x2 (RES)	1-51
DF*5 Mounted Combat (K Only): AGIL x2	1-51
DF*6 Pole Arms: STR + DISC (RES)	1-51
DF*5 Riding a Warhorse (K Only): AGIL + DISC (RES)	1-51
DF*4 Shield Play: Light Shields (K): STR + AGIL (RES)	1-52
DF*4 Shield Play: Heavy Shields (K): STR + AGIL (RES)	1-52
DF*4 Short Swords (K, F): STR + AGIL (RES)	1-52
DF*4 Slashing Swords (K, F): STR + AGIL (RES)	1-52
DF*4 Slings (F): AGIL x2 (RES)	1-52
DF*4 Spears (K, F): STR + DISC (RES)	1-52
DF*4 Throwing Knives (F): AGIL x2 (Knife Fighting) (RES)	1-52
DF*3 Throwing Objects (F): AGIL x2 (RES)	1-52
DF*3 Wearing Light Armour (K, F): basic knowledge [-] [NS]	1-52
DF*4 Wearing Heavy Armour (K): basic knowledge [-] [NS]	1-52
DF*5 Wearing Battle Armour (K Only): basic knowledge [-] [NS]	1-52
DF*7 Two-weapon Fighting: AGIL x 2	1-53

Cooking & Innkeeping Skills

DF*3 Brewing: INT + WIS [-]	1-53
DF*3 Cooking: INT + WIS	1-53
DF*4 Winemaking: INT + WIS [-]	1-54

Crafts & Trades Skills

DF*3 Blacksmithing: STR + CON	1-56
DF*4 Bowery & Fletching: INT + AGIL [-]	1-56
DF*4 Carpentry: STR + AGIL	1-56
DF*3 Cartwright & Wheelwright: STR + AGIL [-]	1-56
DF*3 Cooper: STR + AGIL [-]	1-56
DF*2 Clothes: Sewing, Embroidering, Knitting: AGIL x2	1-56
DF*4 Clothes: Tailoring: AGIL x2 [-]	1-56
DF*2 Cloth Making: Dying: AGIL x2	1-56
DF*3 Cloth Making: Spinning & Weaving: AGIL x2	1-56
DF*4 Fashioning Arrowheads: INT + AGIL	1-56
DF*3 Foundryman: Smelting & Casting: STR + CON [-]	1-56
DF*4 Gem Cutting: AGIL + DISC [-]	1-57
DF*4 Glass-blowing & Glazing: CON + AGIL [-]	1-57
DF*4 Gold & Silversmithing: AGIL + DISC [-]	1-57
DF*3 Leatherworking & Tanning: CON + AGIL	1-57
DF*3 Masonry & Stonecutting: STR + CON	1-57
DF*3 Mining & Tunnelling: STR + CON	1-58
DF*3 Paper & Ink Making: INT + AGIL [-]	1-58
DF*4 Perfumery: INT + AGIL [-]	1-58
DF*3 Pottery Making: INT + AGIL	1-58
DF*4 Seal Making, Engraving, & Coinage: AGIL + DISC [-]	1-58
DF*5 Weaponsmithing & Armoury: STR + CON [-]	1-59

MASTER SKILL LIST B.1



Language Lore [-] [NS]

Spoken: INT + BV	Written: INT + AGIL	
DF*1 Own Language [-] [NS]		1-60
DF*2 Common Tongue [-] [NS]		1-61
DF*2 Foreign Languages [-] [NS]		1-61
DF*3 Ancient Languages [-] [NS]		1-61
DF*3 Dwarven Tongue [-] [NS]		1-61
DF*5 Elven Tongue [-] [NS]		1-61
DF*4 Mage Speech [-] [NS]		1-61
DF*3 Monster Tongues [-] [NS]		1-62
DF*6 Beast Tongues: WIS + BV [-] [NS]		1-62

Lore Historical

DF*1 Local Geography: INT x2		1-62
DF*2 Regional & National Geography: INT x2		1-62
DF*4 World Geography: INT x2 [-]		1-62
DF*2 Ancient Local Geography: INT x2		1-62
DF*3 Ancient Regional & National Geography: INT x2 [-]		1-63
DF*5 Ancient World Geography: INT x2 [-]		1-63
DF*1 Local History & Legend: INT x2		1-63
DF*2 Regional & National History & Legend: INT x2 [-]		1-63
DF*4 World History & Legend: INT x2 [-]		1-63

Lore Scientific

DF*1 Accurate Counting: basic knowledge only		1-63
DF*4 Architecture & Engineering: INT + WIS [-]		1-63
DF*4 Arithmetic & Mathematical Lore: INT + WIS [-]		1-63
DF*4 Astronomical Lore: INT + WIS [-]		1-63
DF*3 Bestiary Lore: INT + WIS		1-63
DF*3 Cartography: INT + WIS		1-64
DF*3 Geological Lore: INT + WIS [-]		1-64

Materia Magica

DF*6 Artefact Lore: INT x 2		2-10
DF*5 Demon Lore: INT x 2		2-10
DF*5 Interpret the Omens: WIS + DISC		2-10
DF*3 Faerie Lore: INT x 2		2-11
DF*3 Laws of Magick: INT x 2		2-11
DF*5 Lore of Correspondences: INT x 2		2-11
DF*3 Lore of the Dead: INT x 2		2-12
DF*4 Magical Beast Lore: INT x 2		2-12
DF*3 Magical & Enchanted Races Lore: INT x 2		2-12
DF*4 Spell Enhancement: DISC x 2		2-12
DF*4 Spell Research: INT x 2		2-12
DF*4 Word of Guard: INT + BV		2-13

Methods of Magick

DF*5 Basic Magick - Air: INT + AGIL		2-14
DF*5 Basic Magick - Earth: INT + CON		2-14
DF*5 Basic Magick - Fire: INT + CON		2-14
DF*5 Basic Magick - Water: INT + AGIL		2-14
DF*6 Arcane Magick: INT + CON		2-14
DF*5 Command Magick: INT + BV		2-14
DF*5 Divination Magick: INT + WIS		2-14
DF*4 Illusion Magick: INT + WIS		2-14
DF*5 Plant Magick: INT + DISC		2-14
DF*5 Summoning Magick: INT + CON		2-14
DF*5 Transcendental Magick: INT + DISC		2-14
DF*5 Transmutation Magick: INT + CON		2-14
DF*5 Wards Magick: INT + CON		2-14

Modes of Magick

DF*6 Conjuration: INT + CON		2-14
DF*5 Divination: INT + WIS		2-15
DF*6 Enchantment: INT + BV		2-16
DF*6 Hexmaster: INT + DISC		2-16
DF*6 Necromantic: INT + DISC		2-16
DF*6 Power Word: INT + BV		2-16
DF*6 Thaumaturgy: INT + WIS		2-17
DF*7 Elementalist: INT + CON		2-17
DF*7 Druidic: Various		2-18
DF*6 Shamanic: CON + PTY		2-19
DF*6 Witchcraft: INT + PTY		2-20

Materia Medicina: Healing Lore

DF*2 First Aid: INT + AGIL		1-64
DF*4 Chirurgery: INT + AGIL [-]		1-64
DF*4 Pharmacology & Medicine: INT + WIS [-]		1-65
DF*4 Herbalism: INT + WIS [-]		1-66

Materia Theologica

DF*4 Theology: INT + DISC		2-20
DF*5 Faith: PTY x 2		2-20
DF*3 Law: INT + DISC		2-20
DF*4 Debate: INT + WIS		2-20

Resolution: Mental Fortitude Skills

DF*3 Concentration: DISC x2		1-66
DF*3 Meditation: DISC x2 [-]		1-67
DF*3 Riddling: INT + DISC		1-67
DF*3 Willpower (Res): DISC x2		1-67

Noble Skills

DF*3 Chess (RES): INT x2		1-68
DF*3 Courty Love: BV + DISC		1-68
DF*3 Courty Manners: BV + DISC		1-69
DF*3 Heraldry: INT + WIS [-]		1-69

Outdoor Skills

DF*4 Blending into the Surroundings: WIS + AGIL (RES)		1-69
DF*4 Calm & Attract Animals: BV + DISC (RES) [-]		1-70
DF*4 Covering Tracks: INT + AGIL (RES)		1-70
DF*4 Detecting Snares: INT + WIS		1-70
DF*2 Finding Direction: WIS + AGIL		1-70
DF*3 Finding One's Location: INT + WIS		1-70
DF*3 Finding Water: INT + WIS		1-71
DF*3 Fishing: WIS + AGIL		1-71
DF*3 Foraging for Wild Foods: INT + WIS		1-72
DF*4 Forester's Stealth: WIS + AGIL (RES)		1-72
DF*3 Intention of Animals: INT + WIS		1-72
DF*3 Setting & Disarming Snares: INT + AGIL		1-72
DF*4 Tracking: INT + WIS (RES)		1-72

Perception Skills

DF*7 Alertness-Sight: sight modifier (RES) [NS] -2DF for Elder		1-73
DF*7 Alertness-Sound: hearing modifier (RES) [NS] — " —		1-73
DF*5 Detect Lie: INT + WIS		1-73
DF*5 Read Character: INT + WIS		1-74

Seamanship Skills

DF*3 Fisherman: STR + CON [-]		1-74
DF*4 Mariner: STR + CON [-]		1-74
DF*4 Piloting & Navigation: INT + WIS [-]		1-74
DF*2 Sail & Cordage Making: STR + AGIL [-]		1-74
DF*3 Sailing Small Boats: STR + AGIL [-]		1-74
DF*4 Ship's Carpenter: STR + AGIL [-]		1-74
DF*5 Shipbuilder: Maritime Architecture: INT + WIS [-]		1-75

Thievish Skills

DF*4 Administer Poisons & Drugs Undetected: INT + AGIL		1-75
DF*4 Backstabbing: INT + AGIL [-]		1-75
DF*4 Concealing & Finding: WIS + AGIL (RES)		1-76
DF*5 Detecting Thievery: WIS + AGIL (RES)		1-76
DF*4 Detecting Mantraps: INT + WIS (RES)		1-76
DF*3 Disguises: INT + WIS		1-76
DF*2 Evaluating Loot: INT + WIS		1-76
DF*2 Hearing Rumours: INT x2		1-76
DF*4 Garotting: STR + AGIL [-]		1-77
DF*4 Mugging: STR x2		1-77
DF*3 Picking Locks: INT + AGIL		1-77
DF*3 Picking Pockets & Cutting Purses: INT + AGIL (RES)		1-77
DF*4 Setting & Disarming Mantraps: INT + AGIL (RES)		1-77
DF*4 Skulking in the Shadows: AGIL + DISC (RES)		1-78
DF*4 Stealth of Thieves & Assassins: AGIL + DISC (RES)		1-78
DF*4 Streetwise: INT + WIS		1-78

Character's Name:	
Character's Vocation:	

Player's Name:	
Character's Level:	

Character's Race:		Gender:		Age:		Social Status:	
Birth Aspect:		Height:		Weight:		Build:	
Birth Sign:		LCAP:		CCAP:		Jump:	

Attributes:	Attribute	AR%
Agility (AGIL):		
Strength (STR):		
Constitution (CON):		
Intellect (INT):		
Wisdom (WIS):		
Discipline (DISC):		
Bardic Voice (BV):		
Appearance (APP):		
Piety (PTY)		

BODY:	
FATIGUE:	
BAP:	ML:
	PMF:
ASTR:	PFF:

Father's Social Class:	
Father's Vocation:	
Sibling Rank:	
Family Status:	

Optional Attributes:	Attribute	AR%
Natural Charisma:		
Dexterity:		
Ferocity:		

Character Description:	
Hair Colour:	
Hair Features:	
Complexion:	
Skin Texture:	
Unusual Features:	

Curses:	
Phobias:	
Special Abilities & Defects:	

Funds:	
--------	--

Armour Worn:	Slash	Crush	Pierce	Missile	Energy
Armour Name					

Character's Experience:
Accumulated Experience:
Total Experience:

Combat Matrix:	Base	Damage STR Bonus	Lvl Bonus	Crit Mod.	Bash	PSF%	TSC%
Weapon Name							

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Equipment:

Fatigue Cost per hour for carrying load:

Item	Weight	Cost
1.000000	1.000000	1.000000
2.000000	2.000000	2.000000
3.000000	3.000000	3.000000
4.000000	4.000000	4.000000
5.000000	5.000000	5.000000
6.000000	6.000000	6.000000
7.000000	7.000000	7.000000
8.000000	8.000000	8.000000
9.000000	9.000000	9.000000
10.000000	10.000000	10.000000
11.000000	11.000000	11.000000
12.000000	12.000000	12.000000
13.000000	13.000000	13.000000
14.000000	14.000000	14.000000
15.000000	15.000000	15.000000
16.000000	16.000000	16.000000
17.000000	17.000000	17.000000
18.000000	18.000000	18.000000
19.000000	19.000000	19.000000
20.000000	20.000000	20.000000



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