

Chivalry and SorceryTM

Essence



Core Rules

Colin D Speirs

Chivalry andTM Sorcery

Essence v 2.0

**THE FAST PLAY RPG SYSTEM
USING A 20 SIDED DICE**

by

Colin D. Speirs

Abused and hindered by
Stephen Turner, David Blewitt and Tim Smith



FOREWORD

Welcome, you hold in your hands the revised edition of **Chivalry & Sorcery Essence**.

Chivalry & Sorcery™ is a very, very old game having been enjoyed through its' many incarnations now for more than 30 years.

Chivalry & Sorcery Essence was originally created as a fast play version of the rules using a single D20 dice.

This new, revised edition has been carefully and purposefully re-thought, tidied up and expanded to enhance the play experience of the game.

So good reading and fun gaming ...

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DEDICATED TO:

**Michael Turner, Kieron Hunter
and Mike Gilbert**

**They brightened the world
while they were in it**

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INTRODUCTION

Chivalry & Sorcery Essence is simply designed to try and give you a taste of playing the **Chivalry & Sorcery RPG** but with far fewer, and simplified, rules. Like the original C&S Essence, this does not use the same system as C&S, but it does use the same concepts. Unlike the original, which was an attempt to put C&S ideas into a RPG that fitted on a single sheet of paper, this has had its font sized increased from miniscule, and has had some rules changed, based on years of playing, and a few new snippets added.

C&S is a game whose default setting is medieval Europe but can be played in many settings, both historical and fantasy. These rules use medieval Europe as their base but also included is an extract from the fantasy campaign world of Marakush.

Medieval Europe was a time of social inequality and a rigid hierarchical structure but also a time of changes, with the rise of the merchant classes in the towns eroding the old feudal structure. Combine the uncertainty of feudal warfare, upstart burghers, conflicts between church and state and then add in evil magicians, and non-human peoples not necessarily friendly to Man and you have a broad scope for heroic, or not so heroic, adventure.

Magic in medieval times is an odd thing. It was condemned by the church, but some of the people studying it were monks and priests. There were books of household spells aimed at those running the manor to increase crop yield and kill pests.

In most cases we have used the male pronoun "he", this is simply to save space, there are historical precedents for strong female characters of every type and class.

THE BASICS

After finding your players all you need are pencils, some paper and a 20-sided die (D20) available from any RPG shop. (If you do not have one, then roll a ten-sided die (D10) and a six sided (D6) together. If the D6 is an odd number then add 10 to the D10 result.)

One of the players should be the Gamesmaster (GM) who will set a scene which the rest of the players will have to react to in the persona of the characters they have created.

Example

You are a group consisting of a knight, a squire, a student of magic and a priest. You are travelling on an errand for the knight's father when you learn that the village you are in is terrorised by dead men that rise after the sun has set. What do you do?

What happens next is up to you, assisted by your character's skills, everyone's imagination and some dice. Will you survive the night?

Note: A blank character sheet can be found on pages 38 and 39. Permission is given to photocopy these for personal use. Pages 40 and 41 contain an annotated, step-by-step character sheet and page 42 a completed example. It is suggested that you use these examples to assist in generating characters until fully sure of the procedure.

ATTRIBUTES

Your character has nine attributes which determine, strength, intelligence, etc.

To find out the value of each attribute, repeat the following steps nine times:

- roll your D20
- halve the result
- round up and add 5

allocate the nine results to each attribute as you wish.

Once you have allocated all nine rolls, you have 3 more points that you can add to any attribute you want.

Anytime you need to perform a difficult task you will roll the D20 and try to get a result equal to or under the appropriate attribute. Some tasks have skills associated with them, if you have that skill then the task will be easier.

THE ATTRIBUTES (ATT)

Strength (STR)	How strong you are
Constitution (CON)	How healthy you are
Agility (AGL)	How fast and nimble you are
Intelligence (INT)	How smart you are
Wisdom (WIS)	How much common sense you have
Discipline (DIS)	How much self-discipline you have
Appearance (APP)	How nice you look
Bardic Voice (BV)	How nice your voice is
Piety (PTY)	How religious you are



The character also has two measures of how much damage they can sustain, these are (round up fractions):

$$\text{Body Points (BP)} = (\text{STR} / 2) + \text{CON} + 10$$

$$\text{Fatigue (FAT)} = \text{STR} + \text{CON}$$

Body Points (BP) is the general fabric of the body while Fatigue (FAT) is your stamina and fitness. In combat, damage is scored against FAT first to represent light injuries and energy spent fighting.

Once FAT is exhausted your character will start to lose BPs. When Fatigue reaches zero then all attributes are counted as being halved for skill use. Once BPs reach zero then the character becomes unconscious. If not healed back into positive BP within CON minutes then the character dies.

BPs are recovered at the rate of CON/6 (round up) per day of full rest. FAT is regained at the rate of CON/10 (round up) per 10 minutes of rest.

Fatigue can also be spent casting spells and, in combat, trying to react to attacks from those quicker than you.

If walking then lose 3 points of Fatigue per hour; if running then lose 6 points per hour.

THE SOCIAL CLASSES

Medieval life was a highly structured and unfair one. Those at the top had influence, power and often money. Those in the middle might have one or two of the three, and those at the bottom had none. Each social class gives adjustments to the attributes of the character, some skills and some Skill Points (SKP) with which to buy more skills. All characters get 1 Skill Level (SL) in Language (Native) and 1 Skill Level in Willpower. Gamemasters can decide social class or allow players to choose.

SOCIAL CLASS	DESCRIPTION, SKILL LEVELS AND STARTING EQUIPMENT
Serfs	The poor, tied to the land and subject to their lords commands. Attribute Bonuses: +2 STR, +2 AGL, +1 PTY Skill Bonuses: 5 SKP, +1 Brawl, +2 Craft (Farming), +1 to one other craft. Serfs start with a quarterstaff or a flail, the clothes they stand in and two days of food. Note that carrying a flail as a weapon might be seen as a sign of revolt.
Freemen	Tenant farmers and craftsmen, who are able to travel freely. Attribute Bonus: +2 AGL Skill Bonuses: 7 SKP, +1 to Bow or Spear, +1 Craft (Farming), +1 to one other craft. Freemen start with 2 silver pennies, their clothes and either a bow or a spear
Townsmen	The workers in the towns Attribute Bonus: +1 AGL Skill Bonuses: 9 SKP, +1 Knife, +1 to two crafts. Townsmen start with four silver pennies, a knife, the clothes they stand in and a set of tools for one of their crafts
Guildsmen	The new, monied middle-classes establishing power in the towns Attribute Bonus: +1 WIS Skill Bonuses: 11 SKP, +1 Sword, +1 to two crafts, +1 Read/Write (Native) Has a suit of clothes, two shillings, a sword and tools for one craft.
Nobles	The Knights, Barons and Royalty. They have the right to use any weapon. Many weapons (marked with an [R]) were denied to non-Nobles (See Weapons) Attribute Bonus: +1 AGL, Skill Bonuses: 7 SKP, +1 to one weapon, +1 Ride Animal (Horse), +1 to one other Language (Spoken) Has two suits of clothes, a riding horse, two weapons of choice, 2 gold nobles and either a suit of maille armour or a trained hawk.

TRAINING

Whether because of planning by parents or family, the circumstances of your life, or due to some inner drive that your character possessed, the characters will start play (or adult life) with a Vocation. This is the profession followed by the character in life. Each vocation gives some starting skills and benefits to the character. Players have a free choice in choosing a vocation. C&S Essence assumes that characters will only have one vocation.



VOCATION	BENEFIT
Warrior	This is a fighter whether militiaman or knight Skill Bonuses: +2 to weapon skills, +1 Dodge, +1 Ride (Horse) or Brawl
Forester	Hunters and trackers of the woods. Skill Bonuses: +1 Archery, +1 Geography, +1 Stealth, +2 Survival (Woods and Forests)
Bandit	Thugs for hire Skill Bonuses: +1 to two weapon skills, +1 Hide, +1 Survival (Woods and Forests)
Thief	One of the older professions Skill Bonuses: +1 Knife, +1 Hide, +1 Stealth, +2 Sleight of Hand
Friar / Priest / Shaman (see note below)	Travelling holy man Skill Bonuses: +2 Prayer, +1 Singing, +1 Language (Native), +1 Read/Write
Mage	Seekers after arcane knowledge Skill Bonuses: +1 Language, +1 Read/Write +2 Magic, +1 Lore (choose one) Has a Focus (wand etc)
Physician	Healers and masters of herblore Skill Bonuses: +1 Lore (Herb), +2 Healing, +1 Poisons, +1 Language
Mountebank	Charlatans, confidence tricksters and quacks Skill Bonuses: +1 Slight of Hand, +2 Bargain, +1 Lore (choose one)
Friars can swap any weapon skill gained because of Social Class for the same level with Staff. A quater-staff is much more in keeping with their Vocation.	

THE SKILLS

Each skill has a cost per level in Skill Points (SKP), an Attribute (ATT) you use it with and a short description.

SKILL	SKP	ATT	DESCRIPTION
Archery	3	AGL	Bow for hunting or combat
Axe	1	STR	Axe used in war
Bargaining	1	BV	Haggling to sell at a higher price or buy at a lower price. If the item is covered by a skill that you have then add half your skill level (round up) to your chance.
Body Conditioning	5	n/a	Each level increases either STR, CON or AGL by +1 point to a maximum of 20.
Brawl	1	STR	Fisticuffs and wrestling
Bludgeon	1	STR	Using a blunt weapon like a club or a mace.
Climb	1	CON	Climbing
Craft	1	AGL	Any one skill at making things. Take a new craft skill for each different craft, e.g. Carpentry or Blacksmithing.
Crossbow	2	AGL	Crossbow for hunting and combat
Detection	1	WIS	Hearing or seeing things that are hidden from you.
Dodge	1	AGL	Getting out of the way when necessary.
Flail	2	STR	Using a flail in combat
Geography	2	INT	Finding your way around. The further you are from your usual locality the harder it gets.
Hide	2	AGL	Not being seen.
Healing	2	WIS	Patching up wounds and curing disease. Can only be done once per set of wounds. Subtract half the skill roll (round up) (on a critical the full roll) from the character's wounds.
History	2	INT	An area's history. The further back or the further from your culture you get the harder it becomes.

SKILL	SKP	ATT	DESCRIPTION
Knife	1	AGL	Fighting with a knife or dagger.
Language	1	INT	Speaking a language. Ancient languages cost 2 SKP each, languages of other races cost 3 SKP each
Leadership	2	BV	The ability to reinforce flagging followers, and to persuade others to obey your orders by force of your personality. A successful Leadership roll boosts any Discipline attribute skill check by those under your command by an amount equal to your Skill Level in Leadership as they are inspired by your charisma.
Lore	2	INT	Knowledge on one particular area of learning. Take a new lore skill for each different lore, e.g. Herbs or Astronomy.
Magic	4	INT	The skill or working of magic.
Music	1	BV	Play one musical instrument. Take a new music skill for each different instrument played.
Poisons	3	INT	Identify and create poisons. If poisoned you must roll against your CON with half the poisoner's SC as a Difficulty Factor.
Prayer	4	PTY	Knowing the correct prayers to contact your god.
Ride Animal	2	DIS	Riding the local riding animal, usually horse, pony or donkey. Select a new skill for each type of animal.
Read / Write	1	INT	Reading and writing languages, cost as Language
Shield	2	AGL	The ability to put something between you and your attacker
Singing	1	BV	Singing

SKILL	SKP	ATT	DESCRIPTION
Sleight of Hand	2	AGL	Picking pockets, palming items, picking locks, defusing traps etc.
Sling	2	AGL	Using a shepherd's sling for hunting or war
Spear	2	AGL	Using a spear or lance
Staff	1	AGL	The art of using a staff as a weapon
Stealth	2	AGL	Sneaking around unheard
Survival (terrain type)	2	WIS	Tracking, foraging, surviving in one particular terrain type. Take a new skill for each terrain type.
Swim	1	CON	Swimming
Sword	2	STR	Using a sword
Tactics	2	INT	This skill helps commanders in battle. Using the skill successfully gives the commander the initiative which can be crucial at the decisive moment. A successful skill check in combat allows the character to take the first attack regardless of how many blows they may have.
Throw	2	AGL	Accurate throwing of objects and weapons.
Willpower	1	DIS	Resisting attempts to mentally dominate



MONEY

The basic unit of currency is the silver **penny (p)**,

which can be cut into four **farthings (f)**.

12 pennies make a silver **shilling (s)**.

and 20 shillings make a gold **noble (n)**.

C&S Essence has no rules for the weight of objects or their encumbrance. Just use common sense and your best judgement.

Item	Cost
Cheap meal	2 f
Average meal	5 f
Good meal	3 p
Banquet	6 p
Ale (1 pint)	2 f
Wine (1 pint)	1 p
Bad Room/night	3 p
Average Room/night	4 p
Good Room/night	5 p

Item	Cost
Poor tunic	2 p
Average suit of clothes	20 p
Good suit of clothes	3 s
Clothes for Court	3 n
Backpack	2 s
Flint and Steel	6 p
Cooking Equipment	1 n
20 Arrows or Bolts	2 s
4 yards of rope	1 p
Thieves tools	3 s
2lb Loaf of bread	3 f
1lb Salted Meat	6 f
Torch	2 f
1-gallon Waterskin	4 p
Riding Horse	10 s
Warhorse	16 n
Stabling per Horse/night	2 p +
+ Price dependent of quality of stabling required.	

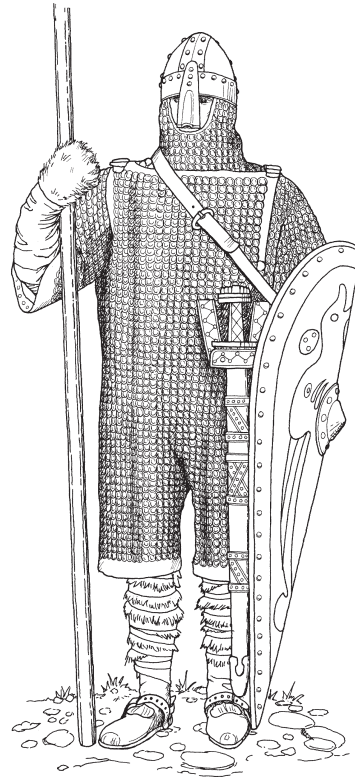
ARMOUR

Although armour is assembled from pieces covering different parts of the body there is no space in C&S Essence for a hit location system. A suit of armour is treated as if it was an all-inclusive piece of protection. This means that partially protecting armour will have a lower Damage Protection (DP) because it leaves areas bare.

ARMOUR	DP	P	NOTES
Leather	2	5s	Single layer of thick hide
Gambeson	3	10s	Quilted and reinforced cloth
Cuirbouilli	4	35s	Treated or reinforced leather
Brigandine	5	3n	Quilted cloth or leather with metal reinforcements or a short hauberk of maille.
Coat of Plates	6	70s	Longer version of a brigandine.
Scale armour	7	4n	Complete protection in armour of overlapping scales
Maille armour	8	5n	Full hauberk and leggings of linked metal rings
Plate and Maille	9	7n	Maille armour with plate reinforcement
Full Plate	10	20n	Complete protection in armour of metal plates.

DP = the amount of damage absorbed by the armour.
P = the price of the armour
Note: The Gambeson above is a garment worn under many kinds of heavier armour and is assumed to be part of their protection.

Armour reduces the damage taken by a character by absorbing some of it. The amount of damage absorbed by the armour is the DP value. Deduct this amount from the damage done before applying the remaining amount first to Fatigue and then Body Points.



SHIELDS

Shields work by reducing (or hopefully totally preventing) damage from reaching the user. An attack has its damage reduced by the shield DP before the armour DP reduces it further. Shields cannot protect from rear attacks. However, even if the shield parry fails, unless the attacker gets a Critical Success the shield still reduces the damage by its DP amount.

If a shield has been hit with more damage than its DP then reduce its DP by **-1**. It is a fact of life, shields do not last forever. When a shield DP is reduced to 0 it literally falls apart and cannot be repaired.

TYPE	DP	PRICE
Makeshift (stool, dagger, rolled up cloak)	1	Varies
Reinforced Shield, Large	12	1n
Reinforced Shield, Small	9	20s
Wooden Shield, Large	7	15s
Wooden Shield, Small	6	10s
Wicker Shield, Large	4	6s
Wicker Shield, Small	3	3s

WEAPONS

WEAPON	L	WC	D	SKILL USED	P	NOTES
Hand Axe	S	M	3	Axe	10S	
Battleaxe	M	H	6	Axe	2N	[R]
Halberd	L	2	9	Axe	55S	[R]
Club	M	M	3	Bludgeon	M	
Mace	M	H	6	Bludgeon	30S	[R]
Maul	L	2	8	Bludgeon	1N	
Punch	L	L	1	Brawl	-	
Kick	M	M	3	Brawl	-	
Threshing Flail	M	L	4	Flail	5S	The weapon of the Peasant Revolt. Can add ½ Craft (Farming) skill (round up) as a bonus to SC
War Flail	M	M	5	Flail	2N	[R]
Knife / Dagger	S	L	1	Knife	5S	
Javelin	M	L	3	Spear	6S	
Spear (1h)	M	M	4	Spear	10S	Held in one hand
Spear (2h)	L	2	6	Spear	10S	Held in both hands
Quarterstaff	L	M	3	Staff	M	
Short Sword	S	M	4	Sword	35S	
Sword	M	L	3	Sword	1N	Light townsman's sword or Goblin scimitar
Longsword	M	M	5	Sword	2N	[R]
Knight's Sword	M	H	6	Sword	60S	[R]
Greatsword	L	2	8	Sword	3N	[R]

L = Length (L = Long, M = Medium, S = Short)
 WC = Weapon Class (2 = 2 handed, H = Heavy, M = Medium, L = Light)
 Spears when used 2 handed are always classed as Medium weapons for the number of blows in combat
 D = Base damage of the weapon. A weapon does its base damage, plus
 • half the attacker's Strength (a quarter if it is a light weapon)(round down)
 • plus half the number you rolled (round up) in a successful attack (see example below)
 P = Cost of the weapon (M = make it yourself)
 [R] = Restricted ownership. Swords are only legally held by Nobles. Other restricted weapons can be held by Nobles or their troops. Anyone else possessing such weapons is assumed to be a bandit or rebelling against their Lord.

Example

Sir Robert is in combat with the dastardly Wulphere.
 Sir Robert attacks and gets past Wulphere's guard. Sir Robert is using a Sword, has Strength 13 and rolled 15, so he does a $(3 + 7 + 8) = 18$ points of damage. It is always useful to write (Weapon + Strength bonus) on the Character Sheet to save precious seconds in mental arithmetic.

RANGED WEAPONS

WEAPON	BR	BD	SKILL	P
Bow	10	6	Archery	2n
Crossbow	16	6	Crossbow	3n
Javelin	6	4	Throw	6s
Sling	8	3	Throw	10p
Spear	6	5	Throw	10s
Thrown Axe	3	2	Throw	Varies
Thrown Knife / Dagger	4	1	Throw	5s
Thrown Rock	5	2	Throw	-

BR = Base Range in yards

$\frac{1}{2} \times \text{BR}$ is Short Range\

$3 \times \text{BR}$ is Long Range

$5 \times \text{BR}$ is Extreme Range

$12 \times \text{BR}$ is Maximum Range

BD = Base Damage.

As with melee weapons, add $\frac{1}{2}$ STR ($\frac{1}{4}$ STR for thrown knife and rock) and add half the skill roll you rolled to the damage. Adjust the damage depending on the range - see Range Table below.

RANGE	ADJ	DP
Short	+1	+2
Medium (Base Range)	-	-
Long	-2	-1
Extreme	-4	-2
Maximum	-8	-4

ADJ = the number to add (or subtract) from your Skill Chance when you are firing at that range. To find rates of fire per round use the calculations below (round up):

Archers have $\text{AGL} / 5$ shots per round.

Crossbowmen have a shot every $(32 / \text{AGL})$ rounds. If someone is feeding ready loaded crossbows to the crossbowman then they can fire $\text{AGL} / 6$ shots per round.

Slingers can loose $\text{AGL} / 6$ times stones per round.

Thrown weapons can be hurled $\text{AGL} / 7$ times per round.

If a target can see the missile coming then they can dodge or use their shield to block it.



USING SKILLS AND ATTRIBUTES

Some things, like crossing a well-made bridge or a blacksmith making a normal horseshoe, can be assumed to succeed automatically. For other tasks, the Gamemaster should decide which skill/attribute is being tested and then ask the player to roll a D20. The player is trying to roll a number under or equal to the Success Chance which is defined as:

SUCCESS CHANCE (SC)

The total chance to succeed with a skill

SKILL LEVEL (SL)

The number of levels you have in a skill

Your chance to succeed with a skill is

$$\text{ATTRIBUTE} + \text{NUMBER OF SKILL LEVELS} \\ - \text{DIFFICULTY FACTOR (DF)} \\ \pm \text{ANY OTHER MODIFIERS}$$

DF	DESCRIPTION	DF	DESCRIPTION
1	Very simple	9	Difficult
2	Simple	12	Very Difficult
3	Average	15	Extremely Difficult
5	Challenging	18	Nearly Impossible
7	Demanding	24	Seemingly Impossible

Sometimes skills exist for specific tasks and you add your level in that skill to your chance. You can buy these skills for a number of Skill Points (SKP) and each time you pay the Skill Points you gain an extra level. The GM should feel free to delete skills he does not think appropriate or to add those that he does.

If you do not have an appropriate skill, then increase the Difficulty Factor by twice the Skill Points (SKP) cost of the appropriate skill being attempted.

Note: If you have a chance of less than 1 to succeed, roll anyway. If you get a 1 on the die, roll again, if you roll under half the appropriate Attribute (round up) you succeed.

It is possible for someone to assist the person attempting a task. To do so they add a quarter of the appropriate Attribute (round up) to the character's Success Chance. If more than one person wishes to assist, it is the person with the highest attribute who may do so.

Example

Sir Andrew is trying to climb a tree. His Agility is 12, the task is normally Simple (-2) but he has never climbed before. Therefore, the Difficulty Factor will increase by 2 x 1 SKP (twice the SKP of the skill **Climb**), making it a -4 DF and almost Challenging. His chance to climb the tree is:

$$12 - 4 = 8.$$

He has to roll 8 or less on a D20 to succeed.

If he was to be given help by his Squire Martin (STR 11) then add 3 to his chance as his Squire gives his master a boosting lift up the trunk and into the branches.

COMPARED SKILLS

Sometimes someone will be using a skill in a contest against someone else, this is called a compared skills test. Each rolls their chance. The highest **successful** roll wins. If it is a tie the person with the higher skill level wins. If both fail then try again.

Example

Sir Andrew is trying to detect the dastardly thief who has just stolen his lady's favour from his belt. His **Detect** Success Chance (SC) is 11, the thief's **Hide** chance is 15. Sir Andrew rolls 10, which is a success, the thief rolls a 9, also a success. However, Sir Andrew has the higher roll and he spots the thief in the shadowed doorway.



CRITICAL SUCCESSES

When you roll a success that is equal to the exact value of your chance, that is a **Critical Success**. It is up to the GM what the effect of this is, it may be a doubling of the wounds healed or a particularly good item being made.

If your chance is 20 or over then you gain a Critical Success whenever you roll 19. For every five full points of success in a skill over 20, you increase the range of Critical Success by one. So, for instance:

- if you have a Success Chance of 27, you have a Critical Success if you roll 18 **or** 19.
- if your Success Chance is 33, then you roll a Critical Success on 17 **or** 18 **or** 19.

A Critical Success in a Compared Skill roll is the same as for any skill use.

Example

In a bargaining session Ian of Kilbride, with a **Bargaining** Success Chance of 12 is trying to buy a book on Astrology from Old Tom the Mountebank who has a normal **Bargaining** chance of 10.

Tom has Level 1 in **Lore (Astrology)**, which is appropriate as he is selling an astrololgy book, it enables him to add +1 to his chance, so giving him a total chance of 11.

Ian rolls 14 and fails, but Tom rolls 11, which is a Critical Success. The GM rules that Ian is so impressed that he thinks the book is in fact worth four times Tom's original asking price, so buys the book immediately.

CRITICAL FAILURE

When a roll that you make is over your Success Chance, you have rolled a failure. If this roll is a 20 this is a **Critical Failure**. It is up to the GM what the effect of this is, it may be an increase in wounds suffered (during a healing roll) or a weapon breaking in combat.

Note: A roll of 20 is a Critical Failure regardless of how high a Success Chance you may have.

COMBAT

Sometimes persuasion and reason are not enough to settle disputes, and it will come to blows. Combat is divided into rounds of approximately one minute, which is further divided into blows. To find out how many blows you have divide your AGL by the following (rounding down):

3 for a light weapon

4 for a medium weapon

5 for a heavy weapon

6 for a 2-handed weapon (except Spear)

Example

Kenneth the Red has AGL 14 and is using a battleaxe (a heavy weapon). He has $14 / 5 = 2$ blows

Each blow is an attack and follows a series of simple steps as follows:

- Compare the number of blows of all combatants, whoever has the highest goes first. Where two or more have the same number of blows compare their AGL. If it is still the same roll a D20, whoever rolls highest goes first.
- Attacker states target
- Defender has a choice of spending a blow or a Fatigue point to carry out a defence (dodge, weapon parry etc)
- Combat is a Compared Skill test between an attacker's weapon skill and the target's defence skill.

Each combatant takes a blow in turn, highest number of blows to lowest, until all have taken a blow. This is repeated until no one has a blow left which completes the combat round. The next combat round then commences. This continues until the fight is completed.

A **Critical Success** with an attack from a swung weapon (not spears or knives) means that the character has been **bashed** backwards. They must roll under their Agility to stay standing, if they fail they fall to the ground. (Fighting on the floor confers a -9 modifier to Skill Chance.)

A **Critical Success** with a defence does the same, either they have been bashed with the shield, or the defender has dodged out of the way of the stroke and the attacker has over-balanced.

If they fall over then they suffer a further **D10** damage. It takes one blow to get back up.

A **Critical Success** causes **all** damage (after armour) to be counted against **Body Points** rather than Fatigue first. The character also suffers an additional $\frac{1}{2}$ D20 (round up) amount of damage. Armour does not protect from this extra damage.

Example

Sir Andrew the Graham is under attack from a bandit. The bandit is using an axe and has **Axe** Level 3 and STR 14. Andrew has **Shield** Level 2 and AGL 13. The bandit must roll 17 or less to hit, Andrew must roll under 15. Andrew must roll a higher number than the bandit to protect himself, but that roll must be a success.

Andrew rolls a 13, a success, but the bandit rolls 17, not only beating Andrew but **also** a Critical Success. If there had been a tie then the bandit would still have won as he has higher skill level. Sir Andrew manages to roll under his AGL and remain standing, although he takes some damage.

The bandit is using an axe with a Base Damage of 10 (3 for the weapon and 7 for the Strength bonus), and he adds a further 9 (half of the successful attack roll rounded up) for a total of 19 damage. As Sir Andrew is wearing scale armour for 7 protection, he loses 12 Body Points. He also suffers an additional $\frac{1}{2}$ D20 damage for the Critical Success. Luckily that was a 1 so only an extra 1 Body Point is lost.

Attackers can combine against one opponent by adding their skill levels and attributes then rolling one die. If they succeed then they each do half normal damage to the attacker and full damage on a Critical Success. The damage is combined before any armour protection is taken.

Defenders can also combine shield defences against opponents. Two can combine against a human-sized attacker, three against a Troll or Giant. Just like attackers, they add together their AGL plus their skill level and roll a single die. If they still take damage, each defender takes one quarter of the damage (rounded up). If the attacker gains a Critical Success, all defenders take half damage.

DESPERATE DEFENCE

If you are worried about being outclassed in combat then you can expend 4 Fatigue for a Desperate Defence. Add a D20 roll to your defence Skill Chance. Subtract double that same number from your next attack within two rounds.

RECKLESS ATTACK

If you are worried about not being able to penetrate the defence of a foe you can when attacking, expend 2 Fatigue and add a D20 roll to your attack Skill Chance. However, you must deduct the same amount from the next defence you try within two rounds.

Example Combat - showing how the blows system operates

Susanne, Dame Baroness of Duddan Leah, is confronting two poachers in the forest. She is armed for a day's hunting, having boar spear, falchion and a good dagger, with only a thick leather coat for armour. The two ne'er do wells are the nimble but slight looking Daffyd and his sidekick the brutish looking Stiffyn. Both are armed with cudgels (clubs), which are medium weapons, and do not wear armour.

Susanne has her spear in a two handed grip, but it is still classed as a Medium weapon, she has AGL 16 so she has 4 blows, Daffyd has AGL 14 so has 3 blows, Stiffyn has AGL 11 so only has 2 blows

Susanne has the edge so her attack goes in first against Stiffyn. He could expend a point of Fatigue to defend but chooses instead to parry, which means he loses his next attack. Susanne scores a light wound on Stiffyn, which the unfeeling monster barely registers.

Daffyd aims a blow at Susanne, she expends a point of Fatigue and parries the attack.

Stiffyn is unable to attack due to spending his blow parrying Susanne's first attack.

Susanne takes the second attack again at Stiffyn, this time he pays the Fatigue cost to parry, but a Critical Success by the Baroness leaves him without any Body Points and he sinks to the ground unconscious losing any remaining blows.

Daffyd attacks again, but again the Baroness pays the Fatigue cost and parries.

The Baroness aims her third blow at Daffyd, he pays the Fatigue cost and parries but his counter attack goes wild.

Susanne has one more attack, she uses it again at Daffyd who has no choice but to expend Fatigue and parry as he thinks of how to get a quick exit, next turn he may try a Desperate Defence!



PRAYER

Priests (who are ordained and may tend a parish), Friars (who are monks who wander the world and may be ordained) and Shaman (followers of spiritual beliefs) can pray to their deity to intercede with a miracle. This might be to heal a wound or to smite an ungodly foe.

Prayer is treated as a skill, the actual prayer, however, has a Difficulty Factor (DF), the more powerful and complex the intercession, the higher the DF.

The DF is subtracted from the Friar's **Prayer** Skill Chance and has a +1 cumulative DF modifier for each additional Prayer said during the day. In addition the Priest/Friar experiences a Fatigue cost equal to the DF, so as an example, if you do a Mass and two Blessings in a day

- the **Mass** has a DF of 1, and a Fatigue cost of 1 as it is the first prayer of the day and has no penalties.
- the first **Bless** has a DF of 3, and a Fatigue cost of 3, as the second prayer of the day there is a +1 penalty to DF and Fatigue
- and the second **Bless** has a DF of 4, and a Fatigue cost of 4, as the third prayer of the day there is a +2 penalty to DF and Fatigue

At six o'clock each morning the cumulative DF effect resets with the first Prayer being at its normal DF cost.

Prayers that directly affect the enemies of the Friar are resisted by the Piety (PTY) of the target of the Prayer. If they have the **Prayer** skill, they add their Skill Level to their resistance.

Prayers have a range equal to the Friar's **BV x 2** in yards.

Prayers take time to perform. They count as "Heavy" weapons and unless stated otherwise take three blows. If a character shows a lack of respect or blasphemes against the Friar's Deity, they cannot benefit from **Bless** or **Mass**.

Example

Friar Tomas, during a combat lasting 5 combat rounds, casts **Bless**, followed by **Lay on Hands**, followed by **Smite the Ungodly** after having said **Mass** in the morning. The initial **Mass** will be at DF 1 and 1 Fatigue, the **Bless** is at DF 3 and 3 Fatigue, **Lay on Hands** is at DF 5 and 5 Fatigue and **Smite the Ungodly** is at DF 9 and 9 Fatigue.

PRAYER	DF	EFFECT
Mass	1	Affects all those who share the same religion as the Friar within range. Adds half the Friar's Prayer Skill Level (round up) to any task done that day. Can only be done once per day and is only effective until the following dawn. Takes half an hour to say Mass.
Remove Curse	1	Lifts a curse from one character. A Curse will have a Difficulty Number that is subtracted from the Success Chance.
Bless	2	Affects only one person, the next act they try and perform will be boosted by half the Friar's Prayer Skill Chance (round up). Lasts until an act is performed.
Lay on Hands	3	Restores Body Points and Fatigue. The amount restored equals half the PTY (round up) of the person touched plus the Prayer Skill Chance of the Friar. This amount is split equally between Body Points and Fatigue.
Purify	3	Purifies food and drink if spoiled or tainted within the prayer's range.
Godly Strength	4	Adds half the Prayer Skill Chance to the target's Strength. This lasts for the next round of combat or next test of strength. It expires at the next dawn.
Unmask the Infidel	4	Reveals the identity of any enemies of the Friar's faith within the prayer's range
Smite the Ungodly	6	Adds the PTY of the target to Weapon Skill Chance when fighting enemies of the Friar's faith. The beneficiary of this prayer adds their PTY to their Weapon Skill Chance for the next round of combat.
Exorcise Spirit	6	Banish a Spirit or Undead Creature. The Spirit must enter a Compared Skills Contest between the Exorcise Prayer and the Spirit's Willpower .
Block the Infidel	7	Any infidel or creature of evil subtracts half the Friar's Prayer Skill Chance from any skill whilst within range of the prayer for 30 minutes x Friar's Prayer Skill Level.

SHAMANISTIC PRAYERS

Shaman of more primitive areas also have access to prayers that no Godly priest of more civilised folk would have any dealings with.

PRAYER	DF	EFFECT
Converse with Spirit	4	The Shaman can speak directly to the Spirit of any animal or person that he is with. This is the effect of being able to speak with someone without knowing the language.
Command Dead	4	The Shaman can try and wrest control of an Animated Dead creature away from its master, as a Compared Skill test based on Prayer Skill Chance.
Purify Blood	4	The Shaman uses his Prayer skill to fight the poison or disease in another's system.
Summon Spirit	5	Summon the Spirit of the place to talk with and aid the Shaman. On a Critical Success with his Prayer skill the Shaman can gain the Spirit as a Totem.
Animate Dead	7	Animate a corpse as a skeleton or living Dead. The animation lasts for one day, if the Shaman wishes to increase the time then he must cast the prayer again.
Command the Greater Undead	9	The Shaman can try to control one of the greater dead, Wights, Vampires or Liches.
Possess Body	n/a	The Shaman can possess the body of another for (PTY - 12) hours. The possession is a Compared Skill test between the Prayer Skill Chance of the Shamen and the Discipline of the Target. The DIS of the target is halved if the person is unconscious. Fatigue loss is the same as the Skill roll whatever the result. If the Shaman's body is destroyed then the Shaman must check at the start of the day to see if he retains control otherwise they are forced out to become a wandering spirit. Each week the Shaman is a spirit their Piety is reduce by -1. If the host body is destroyed, then the Shaman must make a roll against Discipline. If they fail then they are a spirit, and must make their way back to their own body, otherwise they return there instantly.
Command the Weather	20	The Shaman is able to dictate the weather conditions for the next (PTY - 15) hours, eg. DF 5 for a light mist, DF 10 for a shower etc.





MAGIC

Magicians are people who try and control the complex forces of nature, whether they believe these stem from a natural or divine source. When a magician learns a spell he pays the **Spell Points (SP)** cost once, just to learn the spell. The number of Spell Points he has to spend is equal to his Intelligence. His chance to cast the spell is based on his **Magic** Skill Chance.

The more levels of **Magic** skill the magician has, the further he will be able to project his power and the more he can do with it. As mages grow in power they often make a focus, this might be a staff, wand, ring or dagger that the Mage uses to concentrate his power giving a small **+2** bonus to **Magic** skill when casting spells.

However, changing the universe has a cost to pay. The cost is the energy of the caster. Normally a magician expends Fatigue to cast a spell but, if they cast too many spells or are wounded, they will have to spend Body Points, literally fuelling their magic from their life.

All mages know a spell that allows them to store up to twice their **Magic** Skill Level in Fatigue into a single item. If they have a focus, they can store up to four times their **Magic** Skill Level in Fatigue in the focus to use to power spells later.

The cost to a Mage to power a spell is:

BASE COST OF SPELL - MAGIC SKILL LEVEL

Note: If the Mage possesses a Focus, they use the Focus Cost of the spell instead of the Base Cost. All starting Player Character Mages have a Focus.

Example

Athelbert, a magician with **Magic** Level 3 wishes to cast the **Blurry Image** spell, which has a Base Cost of 9. It will cost him 6 points of Fatigue (9 - 3).

If Athelbert uses a Focus, the cost of casting a **Blurry Image** spell will be 3 points of Fatigue (6 - 3).

A spell will always cost at least 1 point of Fatigue and in combat, spell casting is taken as being a "light" weapon, and a spell takes two blows to cast.

Spells that affect the target's mind are Compared Skill tests versus the target's Discipline (DIS) plus any levels in **Willpower**. Spells that shoot missiles that have to travel to the target can be dodged. In the spells provided that only applies to the **Create Fire** spell. The GM may choose to create more.

Spells have standard ranges, durations and number of people they can affect.

- the standard range is 4 yards (8 yards with a Focus)
- the standard duration is 5 minutes
- the number of people affected is 1

The range, duration and effect can be increased. Without a focus the amount these can be increased by can only be the same as the mage's Skill Level in **Magic**. With a focus, these can be increased by double the mage's Skill Level in **Magic**.

Each increase:

- doubles the effect of either range **or** duration **or** number of people, **or** as in the spell **Light**, increases the intensity of the spell.
- doubles the cost to cast the spell
- suffers a penalty of **-1** to the chance to succeed
- adds **2** blows to the time to cast the spell

Example

Katarin von Rundel wishes to cast charm on Niall von KleinerFluss. He is 11 yards away and she wants the spell to last at least 20 minutes.

She has INT 13, has **Magic** Level 3 and a Focus so she can make up to 6 increases to spells.

That is 1 adjustment for range (double 8 yards (base range with Focus is 8 yards) to 16) and 2 adjustments for duration (double 5 minutes to 10 and again to 20).

Casting **Charm** would normally cost her 1 Fatigue point as she has a Focus (Focus Cost 4 less her Skill Level of 3). However, she is making four increases to the cost, therefore the Fatigue is doubled for each increase made:

1st Increase = $1 \times 2 = 2 \text{ FAT}$

2nd Increase = $2 \times 2 = 4 \text{ FAT}$

3rd Increase = $4 \times 2 = 8 \text{ FAT}$

So it will cost her 8 Fatigue, and will take 8 blows to cast (initial 2 blow to cast plus 2 per increase). Katarin will also suffer a **-3** penalty to casting (one for each increase). Although she does have a **+2** bonus for her focus.

Therefore, she has a Success Chance of casting the spell **Charm** of 15 ($13 + 3 - 3 + 2$), which Niall will resist using his Discipline attribute.

As with increasing spells, so they can also be reduced in power to lower the casting Fatigue cost. For each reduction, i.e. halving range, halving duration etc, the Fatigue cost is halved (round up).

SPELL LIST

SPELL NAME	SP	BASE FOCUS		R	D	EFFECT
		COST	COST			
Charm	2	6	4	Y	Y	Entrances target to do the mage's bidding as long as it does not threaten the victim's life or core beliefs. Sample charms include "fall asleep", "run away", "do not move".
Sense Magic	2	6	4	Y	N	Any item within the sight of the mage that has a spell cast on it or has magical properties shows up as a glowing shimmer only the mage can see.
Light	2	6	4	Y	Y	Creates a small sphere of light. For each level of intensity the light gets brighter Level 1 = Candle Level 2 = Torch Level 3 = Lantern Level 4 = Cresset
Blurry Image	3	9	6	Y	Y	Subtracts half the mage's Skill Chance from any attack on the target.
Create Fire	3	9	6	Y	Y	Creates a small fire. If cast on another it can be dodged. It does the mage's Magic SL x 4 damage
Open Lock	3	9	6	N	N	Opens a lock with the lock strength as a DF.
Mage Lock	3	9	6	N	Y	Locks together two surfaces with the mage's Magic Skill Level as the strength of the bond.
Guide Weapon	3	9	6	N	Y	For each increase in level the weapon gains a bonus of +1 to the chance to hit
Skin as Armour	3	9	6	N	Y	For each increase in level the target's skin gains three points of armour.
Stronger Blow	3	9	6	N	Y	For each increase in level the Base Damage done by the weapon gains +2 per level.
Strike	3	9	6	Y	N	The mage hurls a bolt of force. It does a Base Damage of 6 + mage's Magic SL + Skill Roll. For each increase in level the Base Damage increases by +2 . The target can attempt to dodge the spell.
Circle of Protection	4	12	8	N	Y	Within a circle whose radius is the mage's Magic SL in yards, any attacker must subtract half the mage's Magic SC from any attack. This includes any ranged attacks and spells.
Confuse Senses	4	12	8	Y	Y	Within a circle whose radius is the mage's Magic SL in yards, any skill that involves using the senses, including movement, attacks and casting spells are at half their normal Success Chance, unless the target makes a successful Willpower roll. Only the casting mage is unaffected. Each increase in level, increases the circle's radius by the mage's Magic Skill Level .
R = Ranged (Y[es]/N[o])						
D = Duration (Y[es]/N[o])						
Note: Base Cost is three times the Spell Point cost, Focus Cost is twice the Spell Point cost.						





SPELL NAME	SP	BASE FOCUS		R	D	EFFECT
		COST	COST			
Far Sense	4	12	8	N	Y	The mage can project one of his senses to the limit of the spell's range, even through solid objects. The mage can add an extra sense each time he increases the level of the spell.
Slow	4	12	8	Y	Y	The speed of the target is reduced, blows are halved (round down) as is movement.
Create Illusion	4	12	8	Y	Y	The spell creates an illusion, which fools one sense of everyone within the spell area, which occupies a circle of radius 1 yard. For each increase in level, add one additional sense being fooled or one extra yard to the circle's radius. If the illusion is being animated then increase the spell by a further level for each yard of the circle's radius.
Speed	4	12	8	Y	Y	Gives the target twice the number of blows per turn, however any Fatigue lost is doubled.
Project Self	5	15	10	Y	Y	The mage is able to project an image of himself that can see, talk and hear but which cannot be harmed or touch anything. The base range for this is 16 yards (32 yards with a Focus).
Telekinesis	5	15	10	Y	Y	Move an object up to the mage's Magic SL in pounds ($\frac{1}{2}$ kilo) without touching it to the limit of the range of the spell. The object can be thrown as a missile using double the mage's Magic SL as the Base Damage.
Create Focus	6	18	12	N	N	Allows a mage to turn an item into a Focus which helps a mage direct a spell, reducing the energy cost and giving a +2 bonus to his Magic Skill . Only one Focus can belong to a mage at a time. If lost a mage cannot make another for 3 months.
Enchant	6	18	12	Y	Y	Making a permanent, or semi-permanent, magic item. <i>See the Enchantment section</i>
Elf Stones	6	18	12	Y	N	This spell causes small rocks and stones to be thrown at the targets from the ground with the mage's Magic SC as the Base Damage. A single attack is made per person caught in the area of effect (one yard radius based on the target of the spell). For each increase either an extra attack is made or the radius is increased by one yard.
Nature Hinders	6	18	12	Y	Y	Anyone pursuing the caster is hindered. As well as the effects of the Slow spell, for each yard of pursuit, make an Agility roll or suffer damage as if a dagger wielded by the mage has attacked the target. The Base Damage is the mage's Magic SL . The pursuers are effectively attacked by sharp rocks in the ground, briars and branches which seek to slow them down.



SPELL NAME	BASE FOCUS					EFFECT
	SP	COST	COST	R	D	
Walk Through	6	18	12	N	Y	Walk through earth up to the range of the spell, or walk through stone up to half the range of the spell, as if walking through air.
Smite Sense	7	21	14	Y	Y	Removes one sense from the target for the duration of the spell. Each level of intensity adds another sense that is so blighted.
Word of Death	10	30	20	Y	Y	Does 12 points of damage per mage's Magic SL to a target that fails to resist with Willpower .
Invisibility	12	36	24	Y	Y	No one can see the invisible person, their clothes and any small items they are carrying (each item can only be no bigger than a short sword)
R = Ranged (Y[es]/N[o]) D = Duration (Y[es]/N[o]) Note: Base Cost is three times the Spell Point cost, Focus Cost is twice the Spell Point cost.						

ENCHANTMENT TABLE

Enchanting makes a spell a permanent feature in an item, which can hold fatigue points equal to double the mage's Skill Level to power the contained spell. For example a ring could hold the spell **Speed** or a sword the spell **Guide Weapon**. A basic enchantment costs the mage **two** levels of **Magic** skill (just **one** level if they have a Focus) whether they succeed or fail. For an extra level of **Magic** skill the mage spends, plus the Fatigue to cast it, the spell will be self-fueling once per day, otherwise the mage must re-charge the item.

This makes magical items rather expensive. Items resist being enchanted. (See the chart below for resistances.) Some items are easier to enchant than others. The table gives the resistance of the various substances which magic items can be made from.

To see if the enchantment works, make a Compared Skill roll, comparing the mage's Success Chance to cast the **Enchant** spell against the substance's resistance.

Example

The mage, David of Rowley, is enchanting a ring to take a **Telekinesis** spell. He has a Focus and his Success Chance to cast the **Enchant** spell is 23. The ring is made of bone and has a resistance of 9. In a Compared Skill roll, David rolls a 15, the "item" rolls a 13, so the bone ring is therefore enchanted as David's successful roll is higher. However, if the "item" rolled 9 or less and David had rolled lower than the item, the spell would have failed.

SUBSTANCE	RESISTANCE	SUBSTANCE	RESISTANCE
Silver	7	Skin	6
Gold	9	Horn or bone	6
Copper	10	Animal Blood	7
Iron	12	Sentient Blood	9
Steel	14	Magical Creature	+2
Stone	10	Gem	6
Wood	5	Herb	5
Subtract 1 from the resistance for each time the material has been enchanted before.			

A mage may create a physical focus, such as a staff etc, this is made in the same way by having the spell **Focus** spell placed in the enchanted item.

Items can be re-enchanted if an additional spell effect is to be added.

EXPERIENCE

After every adventure the characters are given Experience Points. These points can be spent:

- on skills - each Skill Point costs 3 Experience Points
- on spells - each Spell Point costs 2 Experience Points
- on attributes - to increase an attribute other than STR/CON/AGL by one point you must spend Experience Points equal to double the attribute's current level.

Example

Duncan d'Ainscouge has INT 13. If he wants INT 14 then he must spend 26 experience points.

The Gamemaster grants:

- 2 points to each character that survives the adventure
- 1 point to each character that fulfils the primary function of his vocation in a way that benefits the group.
- 1 point to a character if the GM feels that the player played the character well according to previous patterns of behaviour, i.e. good characterisation and roleplaying

The Gamemaster may decide to award one or two extra points if the dangers or challenges the adventurers faced were extraordinary.

THIEVERY AND OTHER GAMESMASTERING SITUATIONS

These rules are just an insight into the concepts of the Chivalry & Sorcery system but they should allow you to deal with most situations. Such situations might be include:

If a thief (or mage using **Open Lock** spell) tries to open a lock then that is a contest of skills between the thief's **Sleight of Hand** skill, and the locksmith's **Craft (Locksmith)** skill. Alternatively, the GM might simply decide to subtract half the locksmith's Skill Chance as a Difficulty Number.

If the Demoiselle Marie-Paul wishes to throw a garland of flowers over the head of her true love, the Chevalier Marc and she is behind him, there is nothing in the rules to cover "attacks from behind". The GM decides that the throw is not resisted, it will go ahead unless fumbled, and that she gains +2 to her **Throw** chance to reflect the increased accuracy from an unexpected "attack".



BESTIARY

CREATURE NAME	BODY	FAT	BLOWS	ATTACK SC	BASE DAMAGE	DODGE SC	WIL SC	DP	NOTES
Boar	57	34	3	22	16	10	18	9	
Deer, hart	25	18	5	10	10	18	12	2	
Deer, stag	32	20	5	12	12	17	12	2	
Dog	23	20	3	15	8	15	15	1	
Rat Pack N	12	24	4	15	6	9	12	0	12 rats. Bite is SC 6 poison
Wolf	41	32	4	21	12	16	17	2	
Dire Wolf N	43	34	4	23	14	17	18	3	
Pony	61	27	3	12	15	13	18	1	
Horse	84	38	3	11	17	13	18	1	
Warhorse	89	43	3	16	22	14	18	6	Gives + 4 bonus to rider's attack
Demon, Imp N	57	30	4	17	9	19	17	0	M(30/10/40)
Mountain Troll N	114	56	2	27	20	10	17	15	M(21/5/10)
Water Troll N	108	56	4	28	22	18	22	13	M(25/7/20)
Ghoul N	49	32	3	17	11	16	16	1	Undead
Skeleton N	54	0	3	12	7	10	12	0	Undead
Skeleton Warrior N	62	0	3	17	12	10	15	5	Undead
Living Dead N	64	0	3	15	12	10	14	2	Undead
Elf Warrior	30	26	4	15	10	18	13	3	Short Sword M(18/3/9)
Dwarf Warrior	33	28	2	17	13	14	14	6	Battleaxe
Orc Warrior N	32	27	4	16	6	15	13	5	Goblin Scimitar

N = This creature has night vision and can see in the dark as well as a human can on a dull day.

WIL SC = The **Willpower** Skill Chance of a creature

M(N/X/Y) means the person has a **Magic** Skill Chance of N, a Skill Level of X and Y Spell Points to spend on Spells

The Base Damage is the base damage for the weapon plus the STR bonus

The Bestiary for C&S Essence is only a fraction of the creatures and intelligent peoples available with the full rules, some of which, Elves, Orcs and Trolls to name but three are available to play as characters.



DEHYDRATED VILLAINS AND HEROES

For those times when you need an instant thug or heroic knight for a fight or last-minute rescue just select the appropriate type and add water and stir!

TYPE	ST	CO	AG	WIL SC	BODY	FAT	BLOWS	ATT SC	BASE DMG	DODGE SC	ARM. DP	OTHER SKILLS	NOTES
Thug	12	13	11	10	29	25	2	13	9	13	0	9	Club
Bandit	13	13	12	11	29	26	3	16	10	13	0	12	Spear
Man at Arms	12	13	12	12	29	25	3	14	10	13	4	11	Spear
Sergeant	13	13	13	13	29	26	3	15	11	14	5	13	Long Sword
Archer	12	13	14	12	29	25	3	16	10	15	3	12	Short Sword
Squire	13	12	12	11	28	25	3	15	12	14	6	11	Knight's Sword
Knight	14	13	13	12	30	27	3	17	13	14	6	13	Knight's Sword
Townsmen	11	11	13	11	26	22	4	14	6	14	0	11	Knife
Warriors: Dark Elf	12	11	16	13	27	23	4	18	10	18	3	14	Short Sword & Shield (DP 7) Magic SL 3 SC 18, 9 Spell Points to spend on spells
Goblin	13	12	14	12	29	26	3	15	13	14	4	12	Scimitar & Shield (DP 7)
Orc	15	13	12	11	30	28	4	14	9	13	4	11	Spear & Shield (DP 7)
Dwarf	15	14	11	13	31	29	3	17	12	12	5	12	Longsword & Shield (DP 9)
Haeflin	11	13	15	12	28	24	3	14	9	17	3	12	Short Sword & Shield (DP 6) Bow (SC 17 DAM 11)
Other Skills refers to any non-combat skill that the Non-Player Character might be called upon to use. The number given above is the Success Chance the character will have in that skill.													

Do not forget that characters get a damage bonus for melée and missile weapons of a quarter of their strength for light weapons and half for all other weapons. If using a light weapon then the character gets another action. The numbers above are for basic examples of each type, but of course rare individuals are so much better and should be boosted as detailed below:

Superior	+2 STR, +1 AGL, +1 Body points, +2 Fatigue, +2 Dodge, +2 to Attacks and +2 to Other Skill
Hero	+3 STR, +1 CON, +2 AGL, +3 Body points, +4 Fatigue, +3 Dodge, +3 to Attacks and +5 to Other Skill or +5 to Attacks and +3 to Other Skill
Major Hero	+3 STR, +2 CON, +3 AGL, +3 Body points, +5 to Fatigue, +4 Dodge, +7 to Attacks and +5 to Other Skill or +5 to Attacks and +7 to Other Skill

DARKEN EXPANSION

Darken is one of the realms of **Marakush**, a fantasy game world available from *Brittannia Game Designs Ltd.* It is ruled by the dragon, Shugaloth, worshipped as a goddess by Men, and considered evil by other races and reviled. The small set of additions below are to allow C&S Essence campaigns in Darken.

THE GOVERNMENT OF DARKEN AND THE QUEEN'S FALCONEERS

Darken is ruled by the Great Queen Dragon Shugaloth, the Living Goddess, the Incarnation of the Death Ancestress. She in turn has started to establish a Feudal Nation in place of her previous tyranny. However, the Temple of Shugaloth is enjoying its little theocracy and is resisting the expansion of temporal authority.

Shugaloth's Chancellor, Ingravain, has been in the same position for a few hundred years, and more surprisingly he is, or rather was, human. Once a mighty Necromancer, he came to Darken to challenge Shugaloth and take possession of much of her magic, but he was too late.

She had discovered the crystal column about which she is wrapped to this day, a source of more power than any mere mortal magician could counter and he became her slave. After her third Chancellor died she raised Ingravain to his place. Two years after that Ingravain died, upon which he raised himself, as a Lich. Undead, he has been her faithful servant ever since.

Ingravain inherited a rudimentary civil service which he has expanded, but this expansion has also increased the power of the Temples, who supply the literate young men (of whatever species) to do the work. Therefore Ingravain knows that there is little that goes on in the government that the Temples do not know about.

Ingravain thus maintains a small, separate group who work with him in government and enacting his policies for tasks he does not want widely known.

Officially they are known as "The Queen's Falconeers", and they are paid through budgets allocated to falconry, though the queen has never seen the need to keep falcons! In reality they are the Chancellor's spies and enforcers. During times when there has been dispute between the Hierophant of the Temple and the Chancellor, the Falconeers and the Hierophant's Guard have come to blows in the streets.

It is suggested that Darken characters join "The Queen's Falconeers", Ingravain's agents in both running Darken and undermining the Temple. They are, by inclination, adventurers, freebooters and as long as they obey Ingravain's interpretation of the law then he is not going to look closely as to how the bad guys bite the dust. Be aware this is only as long as it the bad guys and not some subjects that you just did not like the look of. This means that poisons and blowpipes are available to the Dark Elf characters.

By the way, why Falconeers? Well, a musket is a kind of small hawk, as is a falcon, therefore you are a kind of ...

NEW CHARACTER SPECIES

Although Darken has a human population it also is peopled with Orcs, Goblins, Hobgoblins and Dark Elves. It also has Dragons but Dragons are too powerful to be Player Characters at this point.

ORCS

Orcs amend their starting attributes by:

+3 STR, +2 CON, -1 AGL, -1 WIS, -1 DIS, -1 APP, -1 PTY.

GOBLINS

Goblins amend their starting attributes by:

+1 STR, +1 CON, +2 AGL, +2 DIS, -1 APP, -1 PTY

Orc and Goblin characters can have a starting social background of Warrior, Noble, Mystic, or Townsman.

Their vocations can be Warrior, Forester, Bandit, Priest, Thief or Shaman.

DARK ELVES

Dark Elves amend their starting attributes by:

-1 STR, +2 AGL, -1 DIS

Dark Elves can have a starting social background of Warrior, Noble or Mystic.

Their vocations can be Warrior, Forester, Mage, Priest, Thief or Shaman.

HUMANS

Humans are created as per the normal C&S Essence character generation. They can be any of the social backgrounds, but any human noble will be low on the social scale compared to any Dragon.



NEW SOCIAL CLASSES

SOCIAL CLASS	DESCRIPTION, SKILL LEVELS AND STARTING EQUIPMENT
Darken Warrior	Low status and part-time warriors, more overseers of slaves and militia than true warriors. Attribute Bonuses: +2 AGL Skill Bonuses: 5 SKP, +1 Spear, +1 Ride Animal or any Weapon, +1 to any Craft. Warriors start with one shilling, their clothes, a spear and a small wicker shield. If they have a missile weapon skill they get a missile weapon for that skill.
Mystic	Semi-priestly with a semi-magical upbringing. Attribute Bonus: +1 INT, +1 WIS Skill Bonuses: 9 SKP, +1 Read/Write, +1 Magic or Prayer Mystics start the game with a suit of clothes, a staff, a knife and one shilling.
The Noble and Townsman classes are the same as for the standard C&S Essence Noble and Townsman Social Classes.	

VOCATION	BENEFIT
Shaman	Shaman bridge the gap between Mages and Priests and represent an older religion than the usual Darken Daragon workshop Skill Bonuses: +2 Prayer, +1 Singing, +1 Healing, +1 Lore (Herb) Shaman use prayers as per the normal rules but they can also cast spells as if they were prayers, but using the SP cost of the spell as the DF of the Prayer. A Shaman wanting a Focus (+2 to spell casting chance) must still pay the 5 SKP cost for what is effectively a Fetish.

Shamans of the Orcish peoples still worship the Death Goddess Ancestress Spirit of their primitive tribes. The reason that they have not been totally suppressed is that the Dragon-Goddess Shugaloth claims to be an incarnation of this Spirit, so that the Shamans, by worshipping the Spirit, are also worshipping her. However, the Priests of the official cult are not keen on Shaman and will use any excuse to harass them, or move them on.

Priests of Shugaloth are treated as the same as Friars from the standard C&S Essence rules. There are no Priests, at least none currently ordained, in the Queen's Falcons.

PLAYING EXPERIENCED CHARACTERS

If you wish your characters to be much more experienced than normal starting characters in this expansion, give them 100 Experience Points to spend on Skills and Attributes. These can be spent as in the standard C&S Essence rules. They also receive 10n in cash to spend on equipment etc.

They should also be given:

- a riding beast (Elves and Humans receive horses, Orcs and Goblins ponies)
- one magical weapon with 4 points to split between Damage and Skill (e.g if you have a Sword you could have it do +1 damage **and** +3 to hit, **or** +2 damage **and** +2 to hit **or** +4 to hit **or** +4 damage) specify when you choose the weapon
- either +3 Scale Armour **or** a +3 small Reinforced Shield



DARKEN



A Scale of Miles
0 50

Cadilan
Sea

Dragon
Sea

Cadan
Bay

Lake
Altai

Duchy
of
Maks

Drawn by Andy Staples

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THE SERPENT OF PAUN-I-TAWE

Background

Since the ascension and apotheosis of Shugaloth, Queen and Goddess to Darken, her government has mostly concentrated on defending its borders and reforming the state to reflect her desires, when it is not infighting amongst itself. The most desperate time was two decades ago when plague ravaged the lands to the south, and the peoples of Urtind, the Duchy of Maks and the Northdowns Republic were so terrified they sought refuge in Darken to escape the pestilence. Then great earthworks and forts were raised to make the border less porous.

There has been one exception to this insularity. In the aftermath of the plague, as King Karonus of Urtind was busy in the south quelling rebellion and the Canus Cult, the border area close to Darken became the base for robber B'rants (minor nobles) who launched raids across the border and burned some of the border forts.

Calls to the King to keep his B'rants in check went unheeded, and so the armies of Darken annexed the area now known as Darkenbauch (Lesser Darken). It is garrisoned mostly with human soldiers, as the Darkics seek to minimise tensions, but tension still exists. Although most of King Karonus's kingdom is peaceful, there are tensions to the south with more raids into the conquered territory, and there are some Darkic nobles who wish to extend the border south.

GM's Intro

Set around the town of Paun-i-Tawe (Bridge at the River Tawe), which has recently been taken by the Darkics and holds some strategic importance as a choke point in the roads for the local B'rants, this scenario has the PCs in the middle of a threeway struggle between the occupying Darkic force, the occupied and a thief who wants to steal something from the midst of this situation. Although this scenario was written with relatively inexperienced characters in mind, it could be expanded for experienced characters by beefing up the levels and / or skills of the NPCs.

The magus, Avarwy, has found out that a cup, reputed to have been given powers by the trickster god Rayneth, is kept in the family shrine of the headman's house in the village of Paun-i-Tawe in Darkenbauch. This village is garrisoned by 18 soldiers of the Darkic Marcher Lord, Ynvane of Amvale.

Even worse for Avarwy's plans, these soldiers have taken over the headman's house and fortified it somewhat, making it harder for Avarwy, assisted only by his apprentice and a pair of henchman, to steal. The characters should be travelling through Paun-i-Tawe on their way elsewhere, when they get caught up in the unfolding events. Avarwy's plan is to foment trouble between the villagers and the troops, get the troops out of the village and, with the aid of his followers, steal the cup.

The behaviour of the characters entering Paun-i-Tawe will probably be characterised as one of the following:

Neutral to the conflict

They will find the soldiers civil, but unhelpful, and the villagers suspicious.

Pro-Urtish

The soldiers will try and at least disarm them, but they may find the villagers willing to help.

Pro-Darkic

They will find the soldiers courteous and helpful, the villagers hostile.

Although this is set in Darkenbauch under Darkic occupation, it can be set in any border area where land nominally subject to one nation or noble is under occupation by the troops of another, for example in Wales during the conquest by the Norman English. The village has less sturdy men of fighting age than might be expected, as they have fled to serve in the armies of their rightful chief.

Motivations of NPCs

Avarwy	To steal the cup by any means possible.
The Darkic soldiers	To maintain the peace. They are outnumbered in a foreign land. They do not want to start trouble.
Most of the villagers	To get through each day in peace.
Rest of the villagers	To drive out the Darkic so that they can live under their own King

Aftermath

There are certain conclusions that this scenario can end in, these are:

Avarwy gets away with the cup

There will probably be at least one person dead, by the hands of Avarwy's followers if no one else. Tension will be high and if the villagers and soldiers are not fighting it out, then perhaps a "hue-and-cry" can be set up to chase the thieves, maybe leading to other adventures.

Avarwy gets caught

There is no one in the village who can dispense justice. Both the headman and the sergeant in charge of the soldiers would normally send a message to higher authorities. The mood in the village will probably be to lynch them, but the soldiers would be against that. They might want to hire the characters as escorts to take the prisoners to their Lord's quarters in Ybercaar. Avarwy may use the story of the Cup as a bargaining chip to save his life. "Kill me and you'll never know what the secret I was after was", especially if he is caught before he can steal it.

One of Avarwy's followers gets caught

Ulf will not give anything away, but the others will tell all without too much persuasion.

Diplomacy fails and fighting breaks out

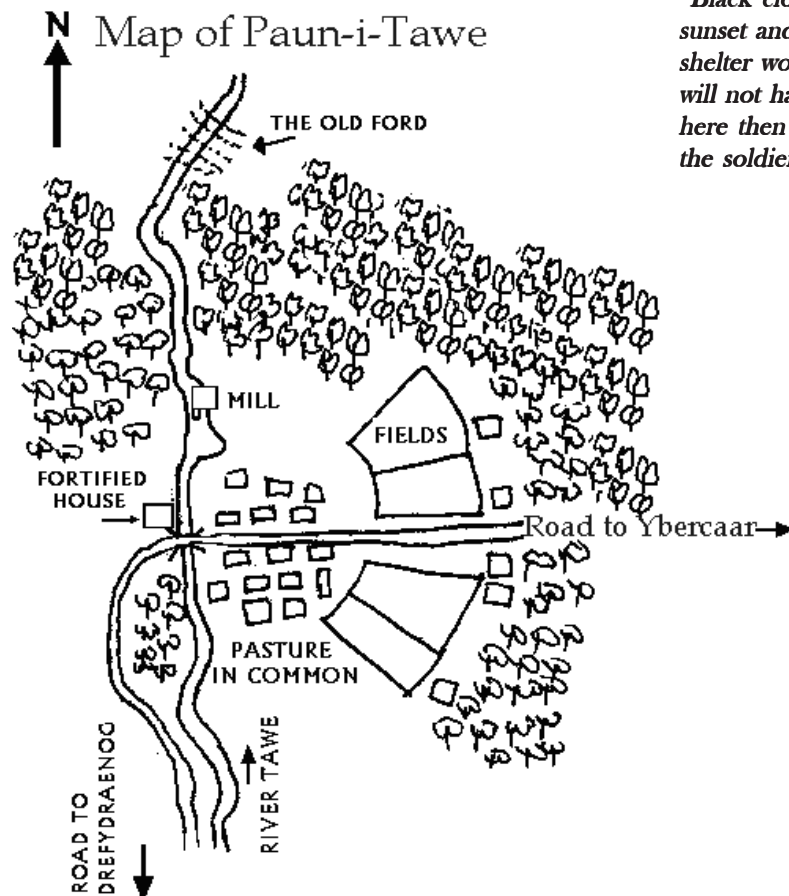
The Darkic troops will try and retire to the fortified house and make a stand of it. The wall is enough to give them a chance to defend but they can be burned out, though the villagers will resist fire at first. The Darkic might want the PCs to either help them fight or break out and reach the Yvane's forces at Ybercaar. The Urtish will either want help in assaulting the fortified house, or in trying to get reinforcements from the Urtish forces, which they believe to be south and west of Drefydraenog.

Player's Intro

"The sun is only an hour away from setting behind the hills to the west of the river Tawe. Ahead of you is a wooden bridge, with a large house at this side, and a village and fields on the other. However, although this is traditionally Urtish land, the standard of a Darkic noble flies above the largest house. You are in occupied lands."

If any of the characters have the skill **Lore (Heraldry)** then they can identify the owner of the arms as Yvane of Amvale, one of Shugaloth's Lords of the Urtish Marches and the spearhead of the attack into Northern Urtind.

"Black clouds threaten to bring on darkness before sunset and the first drops of rain can be felt. Seeking shelter would be a good idea, but a village such as this will not have an inn like the big towns, if you are to stay here then you must convince the villagers, or possibly the soldiers, to take you in."



The Village of Paun-i-Tawe

The village comprises some 35 houses at the centre of the village, and another 15 or so at the edge of the fields. The usual population of the village is around 200 - 220 but with the men being away for war this has been reduced to 160. Of that number 103 are female, with:

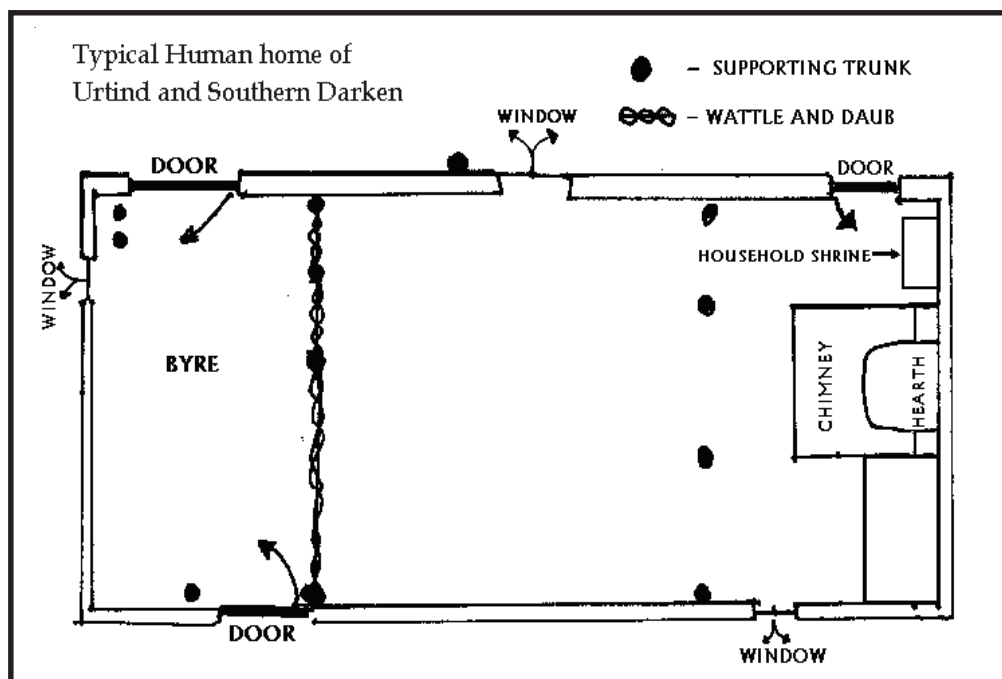
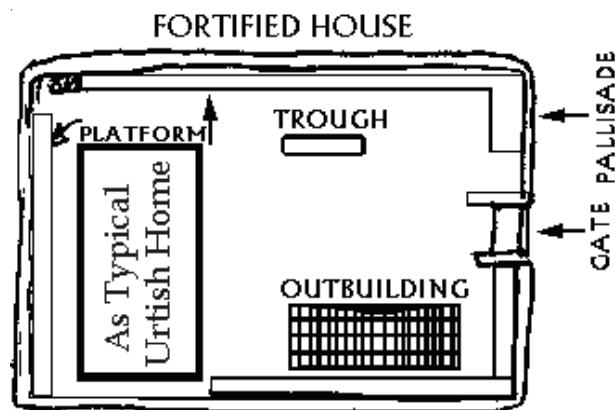
- 69 between the ages of 15 and 45
- 24 under the age of 15
- 10 over the age of 45

Of the 57 males:

- 10 men are between the ages of 15 and 20
- 23 are between the ages of 21 and 45
- 8 are over the age of 45
- 16 are under the age of 15

Most of the people are unarmed, especially as the Darkic confiscated such weapons as they could find, particularly bows, but the smith has made some simple spearheads for weapons that are being used to secretly train some of the young men and women of the village. At present there is a supply of 30 spears and 6 axes to the village, as well as rocks and makeshift clubs. There are also about 20 wickerwork shields. These are all stored in houses at the far ends of the fields, so initially the only weapons to hand are knives and work tools.

The fortified house is the home of the headman of the village, **Gerredd Mar**. It was built for the use of the bailiffs (goruchelwyliwr) of the noble whose lands these were (B'rant Iorwedd), but long ago the bailiffs decided to work through the headmen, only turning up for surprise visits to collect taxes and check on the honesty of the headman. A pallisade and gate was built by the Darkic before leaving a garrison here.



Since he was displaced by the Darkic, Gerredd and his family (wife Gwyneth and youngest son Ieuan) have lived with his wife's sister's family on the other side of the river, which is leading to family tensions. Gerredd's older sons are away with Iorwedd fighting in the South. Gerredd is 57, Gwyneth 54 and Ieuan 14. Ieuan wants to join his brothers but Gerredd keeps him here. Although Gwyneth shouts at her husband for losing the family home she knows it is not his fault and instead is forming plans to do away with the soldiers. Most of these involve poison or other acts of stealth. Her main ally is Ifor, an old soldier, now blind in one eye, who is secretly training some of the young men and women in the woods north of the fields.

The mill is the other big building in the village. The miller is a big man in his late 30s, called Geraint Bauch (known locally as Little Geraint). His mill services Paun-i-Tawe and other, nearby villages. To be honest, he does not care who is in charge as long as he is left alone. If trouble starts then he will stick close by his mill.

The houses are all built on basically the same design, where a byre for cattle and pigs is part of the house, separated from the rest by a screen of interwoven branches over which mud has been plastered (wattle and daub). Between the door nearest the hearth and the hearth itself is usually placed the family shrine, where the local deities are honoured. (See diagram on page 28.)

Villager of Paun-i-Tawe

STR 12	INT 10	APP 11
CON 11	WIS 10	BV 10
AGL 12	DIS 9	PTY 11
BP 28	FAT 24	

Skills

Dodge (2)	Throw (2)	Stealth (1)
Detection (1)	Hide (1)	Survival Woods (1)
Knife (1)	Climb (1)	
Spear (1) or	Axe (1) or	Archery (2)
No Shield skill		

Note: Ifor has Spear(3) and Shield(4)

Possessions

Simple peasant clothes, tunic, trousers or dress. Cloak with hood, turnshoes or bare feet.

For those that have them:

Large wicker shield (**SC 8 DP 4**)
 Spear (**BL 3 SC 13 DAM +7**)
 Knife(**BL 4 SC 13 DAM +4**)
 Wood Axe (**BL 3 SC 13 DAM +9**)
 Agricultural Tool (**BL 3 SC 8 DP 7**)
 Makeshift Club (**BL 3 SC 8 DAM +9**)
 Bow (**BL 2 SC 14 DAM +12**)

Note: Older Men, Women and Children under 15 suffer penalties of -1 Success Chance and -1 Damage.



The Cup

Although the villagers believe the cup to be of religious significance, it has none save that which they give it. It is a cup of beaten bronze with decorations made by punching the sides to form patterns. The remnants of aged enamelled designs show it to originally be an artefact dedicated to some forgotten god. It is incredibly old and someone might buy it for its antique value, but it is otherwise valueless. This may be a “useless carrot” but it is not the player’s useless carrot. This time some other poor dupe, Avarwy, is getting the short end.



Avarwy

Avarwy is an Urtish mage whose power is expressed through the spoken word. He is very charming and persuasive. He is very skilled and clever, but does not have access to tremendous power. Still he gets a lot out of the few spells he knows. He is 28 years old and is ambitious, but he needs either a source of power or of wealth to further those ambitions.

An artifact touched by a pagan god would provide him with much power for his various researches, either by properties inherent to the cup or by trading it for other materials if its secrets prove too hard for him to harness.

STR 10 **INT 13** **APP 10**
CON 12 **WIS 9** **BV 14**
AGL 10 **DIS 10** **PTY 7**
BP 27 **FAT 22**

Skills

Magic (5) Bargaining (3) Willpower (2)
Dodge (2) History[Urtind] (2) Stealth (1)
Detection (1) Hide (1)

Spells

Mage Lock Elf Stones
Create Illusion Confounding Image
Project Self Nature Hinders
Blurry Image Circle of Protection
Charm Sense Magic

Possessions

Merchant quality clothes, knife (**BL 3 SC 6 DAM +3**) and short sword (**BL 2 SC 6 DAM +9**). He wears an akheton under his tunic (**DP 2** armour). He has a focus, which is an amulet around his neck. He wears a bracer on his left arm, inset with silver and three gems, this can contain up to 12 points of Fatigue stored in it for casting spells

Avarwy has only three followers, his apprentice named Sion mab Iwan, a hireling called Pwll and a Svermarkish warrior called Ulf who is devoted to Avarwy as the man who saved his life. Avarwy plans to attack the village tonight and steal the cup.

Pwll

Pwll is a middle-aged, slight man of limited fighting prowess, though he is handy with a thrown rock. He also carries a short staff to aid in walking that he will use as a medium weight club.

STR 12 **INT 9** **APP 11**
CON 12 **WIS 9** **BV 10**
AGL 13 **DIS 9** **PTY 9**
BP 28 **FAT 24**

Skills

Dodge (3) Throw (3) Stealth (2)
Detection (1) Hide (2) Survival Woods (1)
Bludgeon (2) Climb (1)

Possessions

Simple peasant clothes, tunic, trousers and cloak with hood. He is wearing turnshoes. He has a staff/club (**BL 3 SC 13 DAM +9**)

Ulf

Ulf is about 25 and is skilled in woodcraft. His preferred weapons are the axe and shield for close combat, or the sling for missile combat. Ulf has a leather cap reinforced with metal and a short leather jerkin that he wears for armour.

STR 13 **INT 9** **APP 11**
CON 13 **WIS 9** **BV 10**
AGL 13 **DIS 9** **PTY 9**
BP 29 **FAT 26**

Skills

Axe (3) Shield (3) Sling (2)
Dodge (2) Throw (2) Stealth (2)
Detection (3) Hide (3) Survival Woods (3)
Swim (1)

Possessions

Simple peasant clothes, tunic, trousers and cloak with hood and he wearing boots. He is also wearing leather armour (**DP 1**). Large wooden shield (**SC 16 DP 7**), war axe (**BL 2 SC 16 DAM +12**)

Sion

Sion the apprentice is 19 years old and his only weapon is a short spear with which he lacks anything but basic skill. He has the following spells.

STR 11 **INT 13** **APP 10**
CON 11 **WIS 11** **BV 12**
AGL 12 **DIS 11** **PTY 10**
BP 26 **FAT 22**

Skills

Magic (2) Willpower (1) Hide (1)
Dodge (2) History[Urtind] (1) Stealth (1)
Spear (1)

Spells

Mage Lock Elf Stones
Sense Magic Circle of Protection
Strike (**SC 13 DAM 8**)

Possessions

Patched and faded merchant quality clothes with leather boots. Short spear (**BL 4 SC 13 DAM +7**). He has a focus, which is an amulet around his neck.

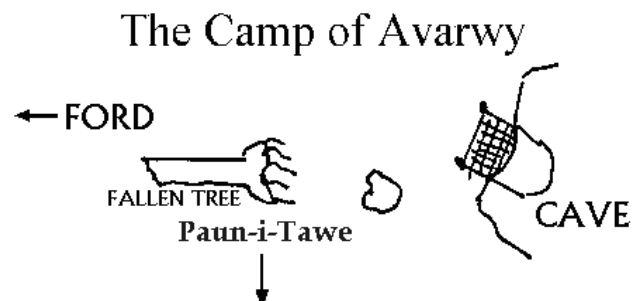
Avarwy's Plan

His plan is to send Sion into the village near the house that the headman's family is currently occupying whilst he takes up position by the gates of the fortified house. At the agreed signal (an incoherent yell by Pwll in the village, after which Pwll is to run away hopefully drawing some pursuit after him) both will cast **Mage Lock** followed by **Elf Stones**. They then slink away before cancelling the **Mage Lock** spell.

Avarwy believes he can anger both sides into confrontation, if not bloodshed, and that he can cause the Darkics to send all their soldiers out, leaving Ulf free to enter the house and remove the cup. If not, then Ulf will wait until later.

If this plan fails, then he will try setting fire to some of the houses just on the village side of the river to cause a distraction. He believes the Darkics will join the Urtish in trying to put out the fires and will allow Ulf to get in and steal the cup.

Avarwy has a camp in the woods to the north, near an old ford, pretty much forgotten by the villagers since the bridge was rebuilt 100 years ago, that provides the thieves with a line of retreat should it be necessary. The camp is a bivouac built up against a cave which has been occupied for only two days whilst the group scout the area. At first light on the morning after the theft is made, the foursome plan to head north through the woods before joining the road not to Abercaer, the next town to the north east, but to the town of Cantwyn to the north west, behind the Urtish lines.



The Darkie

Szia Sziasztok, who leads the 18 Darkie soldiers, is not anxious to start any trouble, realising it is possible that the locals might contrive to wipe him and his men out, even though they have armour and weapons. He strives to keep his men respectful, which they mostly are, and sober, which he is less successful at. The troops do not feel their leader's sense of threat, especially when the main fighting is moving away.

The troops are split into four groups of which Szia has delegated command of groups three and four to his friend Igen Nem. In each shift one group sticks close to the house whilst the other patrols, however the patrols are fairly predictable allowing Avarwy to plan his attacks when they have least chance of catching him.

The usual route sets off across the bridge, heads south through the pastureland, follows the pasture back into the village, through the village to the Mill, then along the tree-line skirting the far side of the fields and returning back home through the village.

Off duty troops sleep in the house and will wander out, usually in pairs or threes rather than singly and vulnerable, to get exercise or commandeered rations.

The troops each use spear and shield as their main weapons, though each group has one or two men that are handy with a bow, which they carry when on duty. Each also has at least one, possibly two fighting knives, as well as a smaller eating knife.



All are armoured in thigh-length leather armour reinforced with splints of metal and they have a light metal helmet. In addition, Szia and Igen have light swords as badges of rank, although they picked them up as spoils of war.

Szia is a reasonably shrewd judge of character, Igen only slightly less so. Neither are likely to take people just on trust.

Szia Sziasztok

STR 12	INT 12	APP 10
CON 14	WIS 11	BV 11
AGL 13	DIS 13	PTY 10
BP 30	FAT 26	

Skills

Dodge (1)	Throw (1)	Willpower (2)
Detection (4)	Hide (1)	Survival Woods (1)
Spear (5)	Sword (2)	Knife (2)
Shield (4)	Swim (1)	

Possessions

Simple clothes, tunic, trousers and cloak with hood, uniform surcoat, brigandine armour (**DP 5**), He has boots on. Spear (**BL 3 SC 17 DAM +10**), large wooden shield (**SC 17 DP 7**), knife (**BL 4 SC 15 DAM +5**), sword (**BL 4 SC 14 DAM +7**)

Igen Nem

STR 14	INT 11	APP 12
CON 12	WIS 12	BV 10
AGL 13	DIS 12	PTY 11
BP 29	FAT 26	

Skills

Dodge (1)	Throw (2)	Climb (2)
Detection (2)	Hide (2)	Survival Woods (2)
Spear (4)	Sword (1)	Knife (2)
Shield (5)	Swim (2)	

Possessions

Simple clothes, tunic, trousers and cloak with hood, uniform surcoat and boots. brigandine armour (**DP 5**), spear (**BL 4 SC 17 DAM +11**), large wooden shield (**SC 16 DP 7**), knife (**BL 4 SC 15 DAM +5**), sword (**BL 4 SC 15 DAM +7**)

Darkic Soldier

STR 11	INT 10	APP 10
CON 11	WIS 10	BV 10
AGL 12	DIS 11	PTY 10
BP 26	FAT 22	

Skills

Spear (3)	Throw (2)	Climb (2)
Knife (2)	Swim (2)	Survival Woods (2)
Shield (4)		

Possessions

Simple clothes, tunic, trousers and cloak with hood, uniform surcoat and he is wearing leather boots. Brigandine armour (**DP 5**), spear (**BL 3 SC 15 DAM +9**), large wooden shield (**SC 16 DP 7**) and a knife (**BL 4 SC 13 DAM +5**)

Those with bows - Archery (2) (**BL 2 DAM +12**)

Where are the party sleeping during the Attack?

If they are camped outside the village then the first thing they will hear is some commotion. If camped to the north of the village they might hear the footsteps of Avarwy and his companions as they go into and out of the woods. If they are staying with the villagers then they will be quartered with someone who is in on Gwyneth's plans. That person will approach them saying

"Friends. The war is far from here yet so fearful are these Darkic that they stone our houses and cast the blame on US! There are not many of them, will you aid us to slay them all?"

An answer of **"Yes"** will find the group out in the middle of a group of youths with spears, women with clubs and some of the older men with staves milling towards the bridge.

If they say **"No"** then they will be asked to leave the house they are staying in. The Urtish will not even bother looking back to check as they go to the confrontation.

If staying with the Darkic then Szia will approach them saying:

“Friends. The Urtish are throwing stones over the pallisade and have blocked the gate. Can we count on your swords to aid us if they attack?”

Note: Siza has the skill **Detection** so allowing him to assess the characters’ motives and if he thinks the PCs are really Urtish sympathisers he will not let them in.

An answer of **“Yes”** will find you in the second or third rank of soldiers as they go out to face the angry mob. The soldiers on duty will have full gear, those who were asleep will have helmet, shield and spear.

An answer of **“No”** will have Szia say:

“At least guard this place whilst we are gone. Hold the gate closed unless we need it opened.”

In either case he will leave one of his own men, Gwillim, to act as sentry at the gate. Unless someone else convinces him Szia will not stay on his side of the bridge, he will instead go out to meet the mob on their side. He does not want to be trapped in a confined space if he can avoid it, and although he can defend the bridge, if others come from behind then he would be in trouble, at least over the bridge he has some room to manoeuvre and a line of retreat.

The groups will meet, though they will stay 10 feet or so apart, and start accusing each other of stone hurling. A good time for the characters to use any diplomatic or oratorical skills they might have to try and placate the mobs, otherwise tempers will build until a fight breaks out. Eventually though, Gywneth and Szia will shout at each other loud enough to actually hear what the other is saying and become puzzled enough to try and calm down the situation themselves.



Stealing the Cup

If things appear confused enough, Ulf will climb over the palisade on the western side of the house, he will murder Gwillim, and make his way into the house to the family shrine where he will steal the cup and go back the way he came. From there he will go up the river side, crossing back to the camp at the ford.

If the PCs are there, he will beat a retreat, fleeing back to camp.

If the PCs are not in the house, Szia will find the gate shut and will have to send one of his own over the wall. They will find Gwillim murdered and the shrine ransacked. He will send for Igen and Gwyneth to show them and Gwyneth will explain about the stolen cup.

Both sides will now raise a hue and cry to find the tracks of the thief. If the PCs are camping outside they could well find themselves suddenly faced with accusations of thievery.

Although Ulf has the skill to conceal his tracks, after the first 20 feet into the treeline he will not bother as he feels speed is of the essence.

From this point on it is a race for Ulf to get the cup to Avarwy and for them all to make a getaway.

Aftermath

There has been no official response yet from the Urtish King on the invasion of his north east territory. It is an area that has been out of his direct control for a while, but if he does not assert his authority then the B'rants of the new border might get restless. The Government of Darken did not, officially, authorise this incursion. The Marcher Lords were encouraged by offers of support from the Temple, but opinion in the secular Government is split as to whether to accept this as a fait accompli or to withdraw once the point has been made.

Notes on using this scenario

People who have already played this scenario have commented that it is possible for the players to get through it without any idea as to what is really going on. That is the intention. People are only the stars of their own particular stories. Often there are events that they are peripherally involved in where they never do see the whole picture.

Pronouncing the Names

If you want to keep the names then here is a quick pronunciation guide. Very quick. Very rough.

URTISH	PRONUNCIATION	MEANING
Paun-i-Tawe	Pont-uh-Taow	Bridge over the Tawe
Avarwy	Avaroo	
Gwydion	Goo-udeeon	
Pwll	Pool	Dim. (This is a nickname)
Sion	Shawn	
Ieaun	Ewe-an	
Iorwedd	Ee-or-u-eth	
Gerredd	Gerreth	
Drefydraenog	Dref-yee-dray-nog	Town of the hedgehog
Geraint	Ger-aynt	





PLAYING THE SKIRMISH GAME

Chivalry & Sorcery Essence is a light RPG system with a fairly simple and fast combat system, but, if you wish to have larger battles then even that has too much book keeping for a fast game. This is a quick and dirty system to make larger fights run smoothly and without too much book keeping. As it is simple not all eventualities are covered. If a dispute arises that is not covered in the following rules, then let the roll of a D20 decide, highest wins.

Setup

It depends on the scenario. If attacking a defended position, the defender sets up half their figures and then the attacker sets up half, the defenders set up the remainder of their figures, followed by the attacker.

If playing an open fight then both set up simultaneously, however, if one player wants to do something cunning, there should be a test of the two leaders' **Tactics** skill. The winner can put a quarter of their figures on after their opponent has completed their set up. If the test is a Critical Success, the winner can reserve half their figures until after their opponent has completed their set up.

Turn sequence

- a) Check for initiative (using their Leadership), winner can choose to be player 1 or 2
- b) Player 1 moves
- c) Player 2 moves
- d) Archery, Acts of Faith and Magic phase
- e) Mêlée phase
- f) Check morale
- g) Next turn

Initiative

Each player chooses one Leader to check. This is a contest of the **Leadership** skill, the one with the highest successful roll chooses whether to move first or second.

Archery, Acts of Faith, Magic and Mêlée are all simultaneous. Work out the effects then, only at the end, remove any models.

Movement

For large skirmishes (using 25mm miniatures) a figure on foot can move 5" each turn, 4" if wearing plate and maille or full plate armour. Mounted combatants can move double that.

Turning 90 degrees costs 1" of movement for infantry. For mounted troops to turn the figure has to move forward at least an 1", and it costs 2" of movement to turn 90 degrees. A horse can reverse, but each inch reversed costs 4" of movement.

Thugs and other ordinary folk

Keeping track of the wounds of all figures on the field would be tedious. It is assumed that the Player Characters are superior specimens, but most Non-Players Characters will, however, be only able to take one wound so, if they lose a fight, they are defeated.

Champions

Thugs will also have a low weapon skill. When fighting figures designated as Thugs then the Player Character or Champion figure can choose to fight multiple Thugs if they are in contact with him or her. The Thugs combine their attack dice. If the PC or Champion wins then each successful wound will kill a Thug.

COMBAT

Instead of the normal C&S Essence rules, the following applies.

Attacks

- For each skill level the character has with a weapon, the character rolls a D20.
- Each D20 equal or less than their Agility skill is a Hit. The normal adjustments to Range for missile weapons affect the chance of success as normal
- Each hit does 5 points of damage to a Hero or Player Character or kills a NPC Thug outright.

Defence

- To defend the target must roll their Weapon, Shield or Dodge skill, each successful defence nullifies one successful attack.
- A successful roll is one equal to or less than your Agility.
- If there are more attacks than there are Skill Levels of defence, then the target can roll 1 die per attack using the armour's DP (Damage Protection) as the skill chance.
- When defending against Missile fire only **DODGE** or **SHIELD** skills can be used to defend.

Morale

If, at any time, the number of figures on a side drop below 50% of their starting number, then that each figure side must check their Discipline on a D20 during the morale phase. If they fail then they run away and are removed from the table.

The exception are figures defending a fortification, they will not run away, although they may chose to surrender.

Any figure within 10 inches (25cm) of a Leader can use the Leader's Discipline instead of their own.

Example:

Henri DeBerrin is a Player Character in the middle of a skirmish against bandits. He has become separated from the others and is surrounded by five club wielding thugs led by a stronger thug with **Sword** Level 3 and brandishing a sword menacingly. All have Agility 11.

Henri has Agility 12, maille armour (**DP** 8), **Sword** Level 3, **Shield** Level 4. He will defend with his shield.

The Thugs score 5 successful hits, Henri rolls four times to defend with his shield, and succeeds with three, and rolls once against his armour, but fails. He takes 10 points of damage.

Simultaneously Henri rolls four attacks with his sword and succeeds with 2 attacks, but the thugs roll three successful defences so he has not damaged them.

If Henri had been more successful, and had three attacks killing off 3 of the thugs, then the remaining 2 thugs would need to make a morale check.

A discipline check would need to be made and if the thugs failed they could run away or surrender.





Character Name	Social Class
Race	Vocation
Nationality	

Original Dice Rolls

	Body	Fat	Experience
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Physical	ATT	Mental	ATT	Social	ATT
STR		INT		APP	
CON		WIS		BV	
AGIL		DIS		PIE	

MONEY[illegible]

Difficulty Numbers	
0	Routine
1	Very Simple
2	Simple
3	Very Average
4	Average
5	Challenging
7	Demanding
9	Difficult
12	Very Difficult
15	Extremely Difficult
18	Nearly Impossible
24	Seemingly Impossible

Step 1 - Roll a D20 nine times, with each roll divide the result by 2 & add 5. Write the results in box 1

Step 2 - Choose your Social Class. Write the choice in Box 2

Step 3 - Make a note of the skills from social class in box 4.

Step 4 - Make a note of the money in Box 5 and the equipment in Box 6 (sheet 2 of character sheet)

Step 9 - Calculate Body and Fatigue and record in box 8

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Essence

In this first product in the "Essence" Line we introduce the spirit and "essence" of what the Chivalry & Sorcery game is all about.

Chivalry & Sorcery Essence is the first in a series of independent stand alone rules combining a specific background with a set of fast play rules.

These rules are easy to learn and versatile, designed to give players and referees a feel of the "Essence" of the atmosphere and spirit of a magical, Medieval world.

Inside this 44 page booklet is everything you need; Character Generation, Character Sheets, Rules (of course) and even a campaign setting and introductory adventure.

Let Chivalry & Sorcery Essence be a map to a world you only thought you knew.



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