Lion & Dragon

Medieval Authentic
OSR Roleplaying

RPGPundit



DOM Publishing

Lion & Dragon is a Medieval Authentic OSR game. Until now, you only thought you were playing 'medieval fantasy'!

With Lion & Dragon, the rules of the original tabletop RPG have been adapted to create a more historically authentic medieval experience, to reflect the grittier and yet more mythic world of a magical medieval Europe.

L&D includes new rules governing social class and materials on culture to help a GM craft a world that feels closer to the world of the 100-years war or the War of the Roses. It has a grittier and more dangerous feel to reflect the cheapness of life at the time. Also included are sections on medieval economics, law & justice, and chapters with monsters and magical items based on authentic medieval legends. Finally, a completely revamped magic system is based on actual grimoire-magic as the medieval magicians really envisioned it.

From the creator of Dark Albion, Lion & Dragon will have you discovering real medieval fantasy for the very first time.

Click on the links below for a direct access to the main chapters:

FULL TABLE OF CONTENTS

INTRODUCTION

DEFAULT SETTING ASSUMPTIONS

I. CREATING A CHARACTER

II. SKILL CHECKS

III. CLASSES

IV. MAGIC

V. CURRENCY & EQUIPMENT

VI. GAME MASTER PROCEDURES

VII. COMBAT

VIII. HEALTH & HAZARDS

IX. EXPERIENCE

X. TREASURE AND VALUABLES

APPENDIX

CHARACTER SHEET

OGL LICENSE AND CREDITS



Lion & Dragon

Medieval Authentic OSR Roleplaying

By RPGPundit



Lion & Dragon is an OSR rule-set that emphasizes a more authentic medieval flavor : it proposes very different magic and priestly powers, drawn from what people actually believed and practiced during the European middle-ages (instead of using fire-and-forget spells like *Magic Missiles* or *Fireball*). Lion & Dragon's rules otherwise use the same kind of mechanics as most OSR games (such as S&W or LotFP), and are thus already known to most players, as well as compatible with most OSR material (adventures modules, monster books, etc.).

Author: RPGPundit (to whom you can ask questions on: http://www.therpgsite.com/)

Cover: Dominique Crouzet (including some Wikimedia public domain art).

Interior art: Some art © by: Denis McCarthy; Jack Badashski; Jacob E. Blackmon; Jeff Freels; Jeshields; Octavirate Entertainment; Gary Dupuis; Steve Robertson; Vshane; Daniel F. Walthall; and Image Portfolio © Louis Porter, Jr. Design; plus a lot of art from the public domain by long dead artists such as: Ivan Bilibine, Albrecht Dürer, Garth Jones, H.J. Ford, H.R. Millar, and Howard Pyle among many others.

Copyright 2016-2017 © RPGPundit and Dominique Crouzet. All rights reserved.

DOM Publishing



Table of Contents

Introduction

Default Setting Assumptions

1 **Social Status is Extremely Important** 01
2 **Monotheism** 02
3 **Life is Cheap** 02
4 **Magic is Rare** 02
5 **Civilization is Survival** 02

I. Creating a Character

Multiple Characters 03
1 **Rolling for Ability Scores** 03
2 **Select Ethnic Background** 03
3 **Character's Identity** 03
— Social Class 03
— Background Skill 04
— Prior History 05
— Names 08
4 **Selecting Class** 11
5 **Generating 0-level Statistics** 11
6 **Other Character Details** 11
— Alignment 11
— Age and Appearance 12
— Sex (Gender) 12
— Family 12
7 **Wealth and Equipment** 13

II. Skill Checks 14

III. Classes

1 **Clerics** 14
2 **Fighters** 15
3 **Magisters** 16
4 **Thieves** 18
5 **Cymri** 18
6 **Scots Man** 19

IV. Magic

1 **Clerical Miracles** 21
— Miraculous Powers 21
— Losing Clerical Powers 23

2 **Magister Magical Techniques** 24
2a **Summoning** 24
— Principles of demonology 24
— Summoning procedure 25
— Dominion 26
— Demonic attributes 28
— Demonic special powers 29
— Demon Names 33
2b **Other Magical Skills** 34
— Astrology 34
— Cures 34
— Banishing 35
— Battle Magic 37
— Astrological Talismans 40
— True Alchemy 43

V. Currency & Equipment

1 **Currency** 60
2 **Coinage** 60
3 **Price List of Equipment & Services** 61
— Armors 61
— Weapons 61
— Animals: Horse 62
— Animals: Others 62
— Clothing 62
— Food 62
— Miscellaneous Equipment 63
— Selling Valuables 63
— Real Estate 64
— Taxation 64
4 **Other Expenses** 65
— Wages and Costs of Services 65
— Schooling 66
— Costs of Living 66
— Dowries 66
5 **Encumbrance** 66
6 **Weapons and Armor Mechanics** 67
7 **Poisons** 69
8 **Herbal Medicines** 71
9 **Non-magical Alchemical Substances** 73

VI. Game Master Procedures

1 **Reaction Rolls** 74
2 **Morale Rules** 75
3 **Travel Times** 76
4 **Wilderness orientation and Survival** 76

VII. Combat

1 **NPC & Monster Hit-points** 77
2 **Timing** 77
3 **Random Encounter Distance** 77
4 **Surprise Attacks** 77
5 **Initiative** 78
6 **Actions** 78
7 **Attacks** 80
8 **Natural «1» and Natural «20»** 80
9 **Charging** 81
10 **Parrying (Defensive Combat)** 81
11 **Firing Into Melee or at Moving Opponents** 82
12 **Aimed Shots** 82
13 **Mounted Combat & Mounted Charges** 82
14 **Visibility and Cover** 83
15 **Withdrawal and Opportunity Attacks** 83
16 **Prone and Helpless Opponents** 83
17 **Grappling** 83

VIII. Health & Hazards

1 **Injury** 84
2 **Saving Throws** 84
3 **Healing and Recovery** 85
4 **Aging** 85
5 **Illness** 85
6 **Falling Damage** 87
7 **Fire Damage** 87

IX. Experience 88

X. Treasure and Valuables

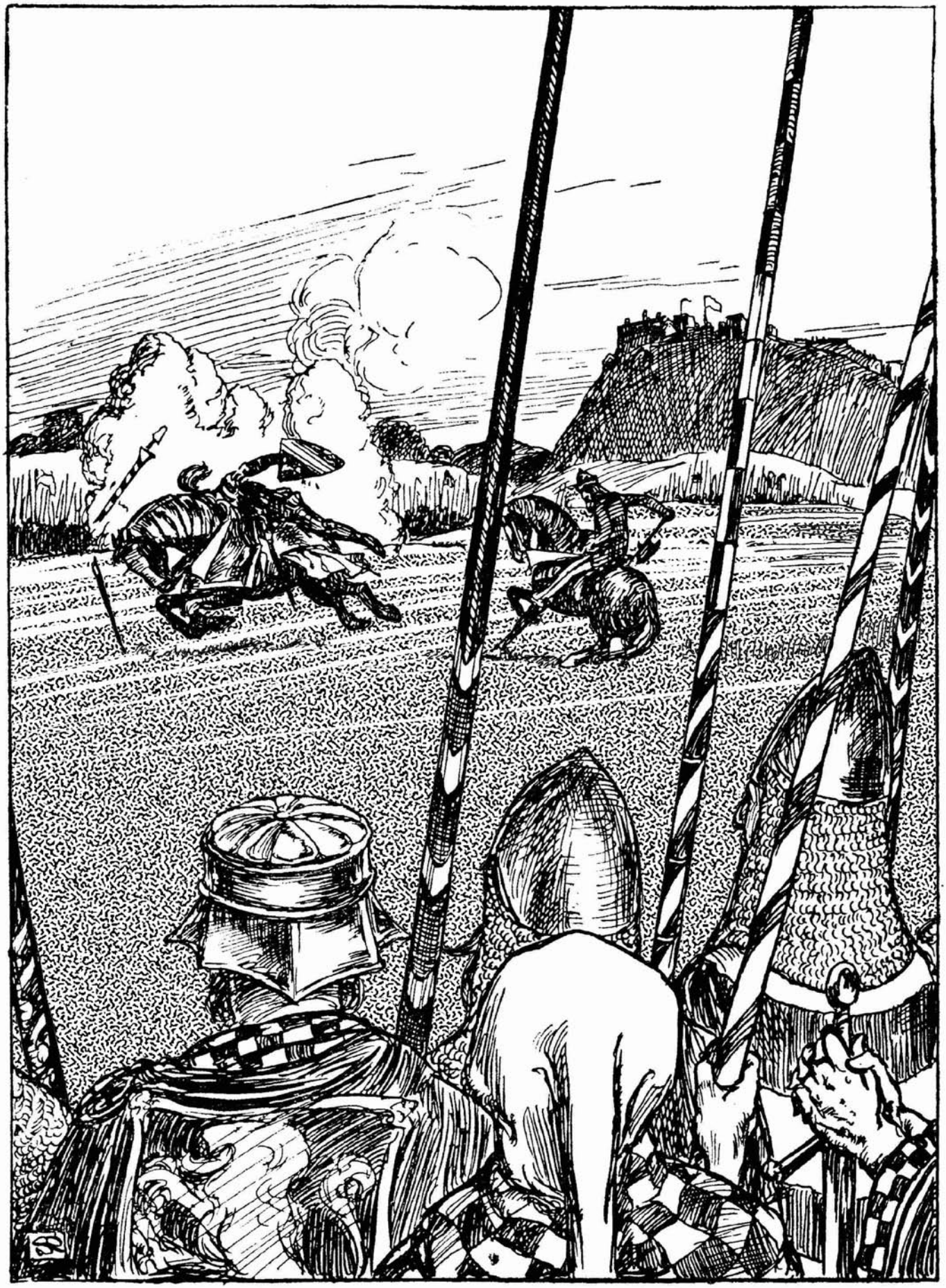
1 **Treasure** 89
2 **Magical Items** 93

Appendix

1 **Monsters** 104
— Animals 104
— Dragons 106
— Elves 106
— Fantastical Creatures 108
— Goblins & Other Humanoids 109
— Humans 112
— Undead 114
2 **Trials** 117
3 **Wilderland Adventuring** 122

Character Sheet 128

OGL License and Credits 130



Lion & Dragon

medieval authentic OSR roleplaying

Introduction

Lion & Dragon began from the humble set of house-rules I gradually developed over the course of my Dark Albion campaign. Some of them were long-standing modifications to the standard old-school rules, which I'd been trying for some time (some of these are visible in earlier RPG projects of mine, like Arrows of Indra). Others were created specifically for the particular authentic-medieval fantasy of Albion. The origin of these rules appeared in a very brief and limited form in the Dark Albion setting book, as «Appendix P» ('P' for Pundit).

This new book is now the completion of those rules, combining some of the material in Dark Albion along with some adjustments made over the last few years since that book was written, as well as some all-new rules and expanded material. The most significant innovation is a totally new system for magic, based on real medieval magical ideas and rituals.

The whole point of «Lion & Dragon» is to provide a new OSR experience. While most OSR games and worlds claim to be «medieval fantasy», the point of fact is that (other than Dark Albion) virtually NONE of them are. They are more accurately 20th century fantasy with a slight medieval veneer. There's more inspiration from 20th century kids' adventure films and stories in D&D than there is in actual medieval history, and in 19th and 20th century fantasy fiction than in authentic medieval folklore. The worlds of most fantasy RPG settings are almost nothing like medieval worlds; yes, there's horses and swords but there's almost never monotheism, and almost never any sense of the significance of social class. There's all kinds of social conventions that belong to the mid-20th century, or to ridiculous Hollywood ideas about 'olden days', rather than accurate representations of 15th century England. And surprisingly little attention has even been given to the authentic folklore and legend of monsters and fantastical creatures!

So Lion & Dragon may just be your very first actually really real Medieval Fantasy game, just like Dark Albion could be your first real Medieval Fantasy setting. This is not to say that it's somehow 'better' than playing OSR games the way you've played them so far; this is not meant to be a type of elitism. Just that if you want to run a game that is a fresh and different approach, by doing something you might have thought you were already doing but actually weren't, this is the game for that.

Default setting assumptions

Lion & Dragon does not have an explicit setting. It does make references throughout the text to the «Dark Albion: The Rose War» setting, likewise available from DOM Publishing. However, Lion & Dragon is designed to be used in any setting that puts an emphasis on fundamental «medieval authentic» assumptions. Here is a list in brief of some of the most important assumptions that differ from a typical OSR setting:

1. SOCIAL STATUS IS EXTREMELY IMPORTANT

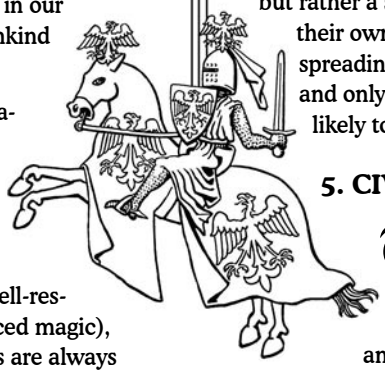
In most OSR games, peasants and princes are treated generally as equals and would interact as equals in a party (at least, in the same sense that in the modern era it is presumed that the upper classes might have more money and power but are not inherently superior to the working classes). Knights might get bossed around by a commoner, smart-mouthed peasants might act less than reverently toward a Bishop. In a Medieval-Authentic game, social status may be the most important character detail of all! It determines the character's place in the world. The nobility have rights forbidden to commoners, like being allowed to wear swords publicly, and even get to wear certain fabrics and colors of clothing that peasants are forbidden by law. In a PC party, characters who have higher social status should expect that characters of lower status would, within reason, be deferential to them; of course, some characters of higher status might be smart enough to recognize knowledge and experience from lower-status characters and respect their judgment on those issues.



Also, contrary to many assumptions in modern literature and media, while there were certainly some lords who were stupid or cruel, the majority of the aristocracy have a strong vested interest in caring for their vassals and subjects. Their wealth and prosperity depends on the well-being of their subjects, after all, and they believe they were born into their status as part of a divine responsibility to govern over the lower-classes wisely.

2. MONOTHEISM

The medieval period was defined by religion. Specifically, by monotheism. Most OSR settings have polytheistic pantheons of gods, but a medieval-authentic setting requires that there be a single dominant Church. In the Dark Albion setting, that is the church of the Unconquered Sun, the God of Law. But it can just as well be Christianity, or any other monotheistic structure so long as that structure also has a Church hierarchy and bureaucracy somewhat similar to medieval Catholicism. It is important to note the power of religion, and of the dominant monotheistic Church; as well as the strict division (the eternal spiritual 'war') between Law and Chaos, or Good and Evil. Heresy, heathenism, and especially the worship of demonic forces is not just some kind of different viewpoint of the world (like we might believe in our modern society), it is a direct threat to humankind in this life and the next.



In the default implicit setting of Lion & Dragon, Chaos represents a danger to human survival. Although there is some room for the supernatural (for example, magic being used in the service of humanity by Magisters who are faithful adherents of the Unconquered Sun, just as in medieval Europe there were well-respected and pious men of learning who practiced magic), creatures and major forces (demons) of Chaos are always a threat to humanity. Demons, elves, and other intelligent creatures of Chaos are hostile to human existence. A medieval authentic setting should generally only feature human player-characters (although if the GM wished to incorporate 'good' Demi-Humans, they could be considered creatures of Law, with souls, who can also worship the monotheistic god).



3. LIFE IS CHEAP

One-third to one-half of children won't live to see their 10th birthday. War is brutal, but disease and infection are as likely to kill you as an arrow or a sword. There are no second chances, there is no 'resurrection' spell that will bring back even mighty characters. As such, the level-range is generally low. It should be assumed that the vast majority of people in the world are 0-level or 1st-level characters, that anyone reaching 9th level is a great hero who would likely be very well known for their achievements, and the most powerful people in the entire world might only be 12th-15th level.

4. MAGIC IS RARE

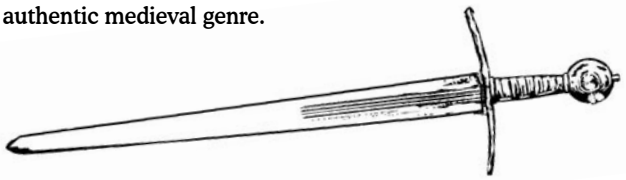
There are no 'magic shops'. Without taking the short-cut of pacts with demons, magic is complicated and technically demanding (and often expensive). Common priests have no visible magic, only those special chosen of God are capable of miraculous powers: in the implicit setting of the game these are Clerics, who are chosen to manifest miraculous abilities by the Unconquered Sun. They are not regular priests, but rather a special militant order within the Church with their own hierarchy, dedicated to fighting Chaos and spreading the faith. Magic items are difficult to obtain, and only the extremely lucky or very experienced are likely to have items of any significant power.

5. CIVILIZATION IS SURVIVAL

The central and stable areas of civilization, the heartlands of kingdoms, are places of relative security and peace, except when the horrors of civil war break out. There's crime and banditry, and sometimes rebellion or cultists, but most peasants living in a centralized area could go their whole life without ever seeing a supernatural monster. It is in the wilderlands, those wild areas beyond the reach of the order brought about by the King and the Church, that the terrible things of chaos are most likely to dwell. In those lonely places, monsters can be found. Only the truly brave, truly desperate, or truly crazy would choose to go outside the safety of civilization if they had any choice at all.

It is also for this reason that rebellion, anarchy, and civil war are seen as terrible threats. When civilization falters, violence and suffering ensue; if instability rages for long, the unburied dead rise again, madmen and scoundrels are drawn by witchcraft and demonolatry to spread murder and terror, and creatures that once hid in caves in the woods and mountains are emboldened to hunt in places they previously wouldn't have dared. This is why people of all social classes generally favor the security of firm law and strict justice, unless the corruption of those who rule becomes so terrible that they fail to fulfill their duty to maintain that selfsame order.

A GM planning to run Lion & Dragon as a medieval-authentic campaign should carefully read the rules. Not just the mechanics but the implications of the setting-material behind it, in things like currency and equipment, law and justice, and the supernatural; to make sure that they note the ways that not just the rules but the setting assumptions differ from other fantasy RPG settings in order to reproduce a more authentic medieval genre.



Creating a character

To create a Player Character (PC), it is necessary to go through the following steps:

1. Roll for Ability Scores
2. Select ethnic background
3. Roll for Social Class, note background skill, roll for prior history event and name
4. Select Class
5. Generate 0-level hit points, abilities and bonuses
6. Select Alignment, and details such as age, sex, family and appearance
7. Note initial wealth and obtain equipment

multiple characters

Note that because of the high mortality rate of the setting, as well as potential social restrictions or other demands that might be placed on certain characters in the setting, a GM may wish to allow players to create two or more characters at one time. He could then tailor certain adventures to certain characters, or allow players to choose which of their characters they want to use on any given adventure. This will also allow players to have a certain buffer in terms of character experience, so that even if one of their characters dies, they'll have another that will be of relatively higher level while making a new one at 0-level. This is an option, up to the GM's discretion if he wishes it for his campaign.

1. Rolling for ability scores

Players always roll 3d6, in order, for the six ability scores. These rolls are recorded, as is the ability score modifier that each result generates.

Roll each stat (STR, DEX, CON, INT, WIS, CHA), 3d6 in order. Modifiers are then as follows:

Ability Scores Modifiers			
3	–3	13-15	+1
4-5	–2	16-17	+2
6-8	–1	18	+3
9-12	none	19	you cheated!

If a PC doesn't have a single ability score above 8, all the ability scores should be re-rolled.

2. Select ethnic background

A GM in his own campaign may create his own special backgrounds. It is presumed in the default game that all characters are humans. But while standard civilized humans from the predominant culture will go on to select one of the core classes (Cleric, Fighter, Magister, Thief), characters from other cultures may have their own special ethnic classes (or possibly a choice between an ethnic class, and one or more standard classes). In the default «Dark Albion» setting, there are three backgrounds to choose from: a standard Anglish human character (or, theoretically, a human from any of the lands that worship the Unconquered Sun), a barbarian Scots Man, or a heathen Cymri traveler.

In selecting his choice, the PC should note the ability score requirements to play a given ethnicity. A PC cannot be a Scots' Man if his CON is lower than 9, or a Cymri if his CHA is lower than 9. If a player has a character who does not meet the respective ability score requirement, but still wishes to play a member of that ethnicity, he could assume his PC comes from that ethnicity but has spent most of his life among the Anglish, and will thus select one of the four standard classes.



3a. Social class

In any «medieval authentic» setting, Social Class is an extremely important concept in society. Player Characters should have their social class determined at random during character creation, unless the GM wishes to specifically have the PCs only be of a certain class or classes. Characters that do not come from the standard default background (for example, Scots Men or Cymri) will NOT have a social class. They are 'outsiders', who do not fit into the defined class

structure. Standard characters, however, should roll on the following table:

Social Class (Roll 2d6; then, in the case of a 2 or 12, roll an additional 1d6)	
2	Ex-slave (1) or serf (2-6)
3-4	Peasant
5-9	Villain (city-born)
10	Knightly nobility
11	Lordly nobility
12	Aristocracy (1-4 earl's family; 5-6 duke's family, optionally royal lineage on a 6)

Note that for Clerics, social class is only rolled to determine the PC's origin. Regardless of whether they were born a serf or a prince, all Clerics are considered to be of the Knightly class, and are (theoretically) equal brothers and sisters among one another, differentiated not by birth, but by rank in the order and the level of miraculous abilities granted by the Unconquered Sun.

Social class has very significant effects in the setting. If the GM runs the setting according to historical characteristics, then the division in classes should potentially mark important differences among the characters, and between characters and the world itself. The difference between serfs, peasants and villains is largely a question of status, inasmuch as villains will see themselves as superior to peasants, and peasants will hold themselves of much higher quality than mere serfs. But the more significant difference will be between these classes and the nobility. It is expected in this society that commoners must respect and obey their aristocratic superiors; talking back, disobeying, or insulting their social betters in most circumstances would be grounds for at least a beating. If the aristocrat in question has some form of legal authority over their inferior, disobedience or insubordination is even a legal matter: "petit treason", where the commoner would be guilty of having disobeyed the authority of the King by virtue of having disobeyed one of his chosen representatives.



Naturally, there will be some situations where a lower social-class could be of use: the peasantry in the countryside will behave differently to the son of an Earl than they would to one of their own. The former would be treated with enormous reverence and respect, but may not be trusted with secrets or rumours in the same way that a fellow country-dweller would be. Likewise, in the underworld of a city, a city-born PC will be viewed with less suspicion, and will naturally stand out much less than either a serf (who would be treated as a country bumpkin) or a noble (who would be distrusted).

3b. Background skill

Characters receive a single 'background skill' at 0-level. This skill grants a +1 bonus to skill checks related to that area of expertise.

• Ex-slaves receive a +1 bonus to 'Service'. This skill allows them to behave in a proper and servile fashion around the wealthy or noble, as well as fading into the background in the workings of a manor or castle.

• Serfs get a +1 to Farming.

• Peasants usually also get a +1 to Farming. However, peasants that come from appropriate regions that are heavy in Herding, Mining, or Fishing might get a +1 bonus to that skill instead, at the GM's discretion.

• Villains will have a 75% chance of getting a +1 bonus to urban lore; that is to say, knowledge of the streets, which includes knowing where to find work as unskilled laborers, or to encounter the criminal element. Otherwise, they will gain a skill in one of the trades from the following table:

Trade (1d100)	
1-2	Armorer / Brassworker
3-4	Baker
5-7	Barber (which includes surgery and dentistry)
8-9	Blacksmith
10-11	Bowyer (longbow-maker)
12-13	Brewer
14-15	Butcher
16-17	Carpenter
18-19	Clothworker
20-21	Cook
22-23	Cooper (barrel-maker)
24-25	Cordwainer
26-27	Currier (tanned leather worker)

28-29	Cutler
30-31	Draper (wool and cloth merchant)
32-33	Dyer
34	Embroiderer
35-36	Fishmonger
37-38	Fletcher (arrow-maker)
39	Founder (metalworker)
40-41	Fruiter
42-43	Girlder (sword-belt maker)
44	Goldsmith
45-46	Grocer
47	Haberdasher
48-49	Innholder
50-51	Ironmonger
52	Joiner (woodworker)
53-54	Leatherseller
55	Mason
56	Painter-Stainer
57-58	Pewterer
59-60	Poulter
61-62	Plasterer
63	Plumber
64-65	Sadler
66-67	Salter
68-69	Scrivener (document maker and notary)
70-71	Skinner (fur trader)
72-73	Stationer (paper-maker)
74-75	Tailor
76	Tallow Chandler
77-79	Tyler / Bricklayer
80-81	Vinter (wine merchant)
82	Wax Chandler
83-84	Weaver
85-86	Woolworker
87-00	Merchant (transport of goods)

Note that Villain PCs with a trade skill generally would NOT have been inducted into a guild, and so while they'll know some things about their family profession, would not have the right to practice that trade inside any city.

• PCs from the Knightly Nobility have a +1 background skill in «Military», which is used to get a basic idea of military practices of the period, including military camps, basic tactics, units, theories of warfare, command, and so on.

• PCs from the Lordly nobility and up have a +1 background skill in «Court», which they can use to understand the workings of any lordly or royal court, proper etiquette, heraldry, and sometimes court politics.

3c. prior history

Each player should roll once for their character on the following tables, to introduce some element of a backstory to the



character's history. These results can help to add flavor to the character and sometimes serve to incorporate the reason why the PC has taken up the adventuring life.

Prior Events (1d6)	
1-3	Roll on Subtable A
4-5	Roll on Subtable B
6	Roll on Subtable C



EVENTS SUBTABLE A (1D10)

1. Animal Companion: Your PC begins the game with a pet he has trained up from infancy. The animal is a normal creature but very loyal (with a Morale score of 8+/- the PC's CHA bonus). It has average intelligence for its species but can have been trained to follow simple commands of the sort that would be normal for its type.

Companion Subtable (1d6)

1-2: dog (can fetch and guard)

3: wolf (can guard and fight)

4: hawk (can hunt and fight)

5: raven (can find owner or home, to transmit messages)

6: monkey (obtained from a merchant ship, can dance or steal)

2. Banished: The character was either banished from or forced to flee his home territory. The GM should decide with the player what was the cause of his banishment; return to the home area could still be dangerous for the character.

3. Brawler: The character has a particular background in combat for show. If he was from the lower classes, he spent time in his youth as a wrestler or show fighter; if higher class, he trained for tourneys and swordfighting. The character gets a +1 bonus to CHA skill checks for the purposes of intimidation.

4. Cavalry Trained: Whether as a horse-breeder, horse-racer, jouster, or through military training; the PC has spent a lot of time on the saddle. The character gets a +1 bonus to any rolls related to horsemanship.



5. Courtier: Whether as a servant, a squire, or a young noble's son or daughter, the PC has spent time in the court of a high noble, or even the Royal court. The PC may have people who know them, for good or ill, in the nobility. Their understanding and training in court situation grants them a +1 bonus to any reaction checks when dealing with the nobility.

6. Disinherited: Regardless of social class, the character has found themselves stripped of their birthright. They have lost their plot of land, their possessions, or meager savings, or their family title. The PC will begin with wealth and equipment as though they were one social class lower than theirs (except ex-serfs/slaves), and neither they or their family have any lands or holdings. The GM should decide with the player the reasons why this happened: the character's family may have been driven out of their home, or lost it in consequence of being on the wrong side of a war/revolt, or a noble's family may have been attaindered (to have their title revoked and lands and properties confiscated by Royal Decree) for corruption or treason. Such a PC may have enemies (the ones who did this to them), but they may also have sympathizers who feel the PC's family was done an injustice.

7. Heartbreak: The PCs' great first true love was lost. Did their beau die? Reject them? Was it a forbidden romance for reasons of class, wealth, or gender? The player and GM should work out the details. Meanwhile, this failed romance may have left the PC scarred and melancholy, but the air of tragedy and romantic sadness around them will give them a +1 to reaction rolls with those who might feel romantic attraction to the PC.

8. Kitchen Trained: The PC spent time working in a kitchen in a manor house or palace. Alternately, if they are from the upper classes, they have developed a particular interest in the gastronomical arts. In either case, they are probably not sufficiently skilled to qualify as a master chef, but their cooking will be considerably above the average. They gain a +1 to the cooking skill.

9. Pious: Even in a highly-religious culture, this PC is exceptionally devoted to the Church. The PC will be very well-versed in theology and religious history and symbolism. They gain a +1 to the Theology skill. The character is literate.

10. Stolen by Reivers: At some point in their youth, the PC was captured by some kind of barbarians (eg. Scots Reivers, mountain Welshmen, or Eirish heathens), most likely to be used as slave labor (if lower class) or as a hostage (if upper class). The PC will have spent enough time in that area to have a knowledge of the region, will gain the language of their captors, and will have knowledge of their former captors' culture, religion and traditions. If applicable, the GM may grant bonuses to skill or ability score checks based on this experience.

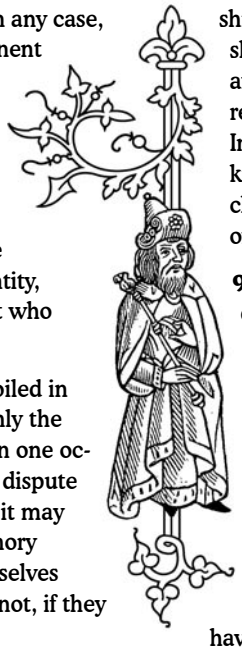
EVENTS SUBTABLE B (1D10)

1. Conscript: The PC was forcibly conscripted to serve in a lord's army. This may have been intended as intimidation on their family, to amend for some legal misdemeanor, or (in the case of a higher class character) to force a demonstration of loyalty from their family. The PC was later either released from their service, or is a deserter. The PC begins with one extra hit-point.

2. Encounter With Chaos: At some point in their youth, the PC had a horrific close encounter with Chaos; it may have been in the form of an encounter with a Chaos creature, demon, or Elf, or with a chaos cult. It is even possible that as a child, the PC was only just rescued (by brave adventurers) from becoming a sacrificial victim in a sorcerous ritual. The GM and the player should determine just what this encounter consisted in, and the player should consider how it left their character: have they harbored intense hatred for Chaos ever since? Or were

they left with a sense of taste for the dark arts? In any case, the PC came out of the experience with a permanent +1 bonus to saving throws versus magic.

3. False Identity: For any number of possible reasons, the PC is not using their real name, and are operating under an assumed name and identity. The PC can select either a +1 bonus to the forgery skill or the disguise skill. At the same time, there should be a reason for their false identity, and consequences should certain people find out who they really are.

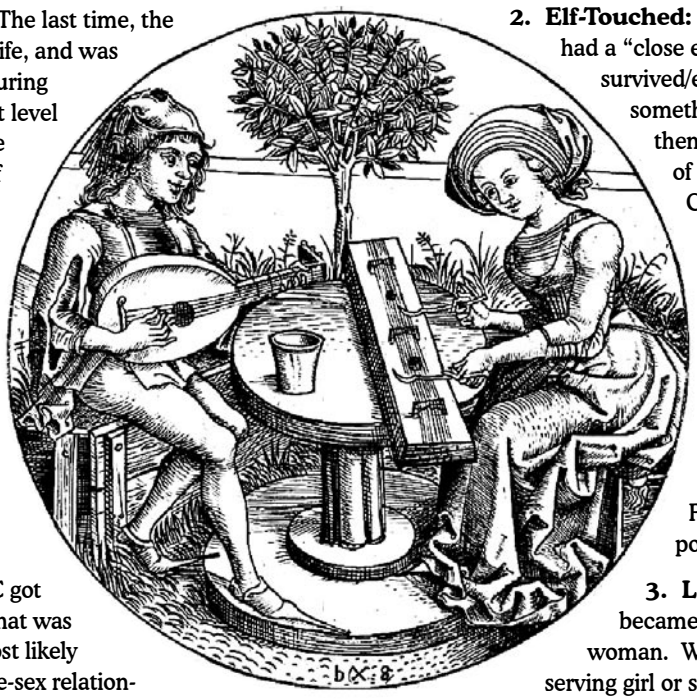


4. Family Vendetta: The PC's family is embroiled in a longstanding feud with another family of roughly the same social class. This struggle has on more than one occasion resulted in bloodshed; it may be due to a dispute over territory, property, a perceived dishonor, or it may have been going on so long that there is no memory of why it actually began. The PC may find themselves embroiled in the conflict whether they like it or not, if they run across members of the feuding family.

5. Forester: Whether as a hunter, a poacher, or an outlaw (or some other reason), the PC has spent a considerable amount of time in the either the woods or mountains. He a +1 wilderness survival skill in the chosen terrain.

6. Lost Heirloom: Some particular object of value (to be determined by the GM, possibly with player input) has been lost to the PC's family (either by the PC himself or in the past) and the family desperately wants it recovered. It could be anything from a land deed to a jewel of great price, to a magic item, to a proof of noble ancestry, to something that is evidence of a more sinister secret that could ruin the family. It should also be determined how the object came to be lost, and the GM should consider just who has it now (though of course the player or his character may not have any idea).

7. My Old Party Are Dead: This is not the first time the PC has gone adventuring. The last time, the PC barely got away with their life, and was the only one from their adventuring party to do so. The PC starts at level 1 in their class! However, there may also be family members of their dead party-mates who blame the PC for surviving, accuse them of cowardice, or look for revenge. The player may also wish to figure out just what horrible monsters killed the PC's former friends, and what psychological scars may remain from the event (a phobia?, pathological hatred?).



8. Scandalous Affair: At some point in their past, the PC got involved in a 'romantic' affair that was certainly scandalous. It was most likely either a case of adultery, a same-sex relationship that came to light and ruined reputations, or a relationship with someone radically different in social class. The affair ended in public humiliation, and possibly in threats of revenge from cuckolded partners or furious family-members. In the circles the PC typically operated the scandal is well known, and may give either a penalty or bonus to reaction checks depending on what the NPC in question would think of the character's actions.

9. Sent to the Tower: Whether in the Tower of London, or some local lord's prison, the PC has spent time imprisoned. This means that the PC was at least accused of some sort of crime, what remains to be determined is if the PC was later proven innocent, escaped, pardoned, or sentenced and "served time". Regardless, the PC's time spent in the horrific condition of medieval prison should grant them a +1 bonus to any saving throw against diseases.

10. Traveled Abroad: The PC has spent time in their youth traveling outside of Albion. For example, they may have spent time traveling somewhere on the Continent, or to barbarian lands like Eire, or Scots' Land. The PC should obtain the language of the nation they visited, or Arcadian (the international language of any educated person), and should have knowledge of that area's features and customs.

SUBTABLE C (1D10)

1. Auspicious Birth: There was some kind of unusual sign or omen at the time of the PC's birth, generally interpreted as a blessing from the Unconquered Sun. It was assumed throughout the character's youth that he or she was destined for greatness. This may have opened doors for the PC in terms of education or access that would otherwise have been closed, and that would excuse the PC from some of the limitations of social, class or gender roles (to a certain extent). The PC gains a +1 bonus to all saving throws.

2. Elf-Touched: In childhood or youth, the PC had a "close encounter" with an Elf. They survived/escaped, but the elves did something to the PC that changed them. The PC was left with a kind of "second sight" like those of the Cymri Travelers, at +2 (or +3 if the PC is a Cymri!). Additionally, if the PC is any kind of non-clerical spellcaster, they gain a +1 bonus to spellchecks! Note that if anyone realizes the special gifts the PC has, particularly if they know of the PC's elven encounter, they will view the PC with extreme suspicion of potential mutation or heresy.

3. Lady's Favorite: The PC became a favorite of an aging noblewoman. Whether the PC was a common serving girl or stableboy, or a young aristocrat,

the Lady bestowed patronage and favors on the PC. She may or may not have had romantic intentions toward the PC, which may or may not have been fulfilled, and would certainly have been secretive and scandalous. The PC has moved on, and there is a 50% chance that the Lady has died since that time; if not, she will be quite old but may be called on for some favor (she has little in the way of authority, but she does have access to wealth and connections). If she is deceased, she will have left the PC a small inheritance, meaning that if the PC is below Lordly social class they will still have starting funds and equipment equal to that class; if they are of that class or higher, they will begin with that amount as extra funds.

4. Local Hero: The PC is already known for some brave act in their own home area. The GM and player should determine what the PC did: they may have done something as simple as saving a child from drowning or scared off a bear, or they might have played some heroic role in an ill-fated local rebellion, or any number of other possibilities. The PC will have favorable reaction bonuses among anyone from their local area and people will be naturally well-disposed to give the PC information and assistance, as long as their action didn't act against the personal interests of the NPC in question.

5. Lost at Sea: At some point the PC was caught in a shipwreck, their survival being considered nothing short of miraculous. The PC gains the sailing and swimming skills at +1, and potentially a phobia of deep water.

6. Prosperous Family: The PC comes from a family that is considerably wealthier than their social class would indicate. Through good fortune or craftiness, their family has reached the higher end of the economic scale for their group. The PC gets starting funds as though they belonged to one social class higher than their actual social class; if they are from the aristocracy, they begin with double their usual funds.

7. Renaissance Person: The PC has a very high level of education by standards of the time, whether self-taught or by attendance at one of the Universities of the realm. The PC will be literate in both Anglish and Arcadian, and have a +1 in each of the following skills: law (choose either secular or religious), philosophy, mathematics, cartography, history, geography, astronomy, music appreciation, and theology.

8. Saved a Lord: The PC saved the life of an important Lord (or Earl, or Duke). How they did this is up to the GM to decide, with player input: the PC may have taken an arrow for their lord, or dragged their badly-injured sire through miles of woodland to medical attention, or have obtained rare herbs that saved the ailing lord from the plague, or any number of other possibilities. In any case, the Lord in question has promised the PC a single favor; naturally, the quality of that favor depends on the reasonable expectations for the PC's social class. It could be a letter of introduction, help getting out of a sticky situation, or (if the PC is remarkably unimaginative) a gift of money commensurate to the PC's social status. It could also be a job, or even some minor office. It will NOT be a knighthood, a large keep, marriage to his daughter, or anything like that, of course.

9. Spared by the Sun: The PC was actually sentenced to death at some point, for a crime they did or did not commit. Whether they were truly guilty or not is for the player to decide, but what matters is that the execution was in some way botched, and it was the judgment of the lord in charge of the execution (possibly at the insistence of the gathered crowd) that it was the will of the Unconquered Sun that the PC's life be spared. They were released, and now superstitious people of any class (more commonly the lower classes, but there are those of higher classes who are equally superstitious) will believe that the PC has some special rapport with the divine. Whoever ordered the PC's execution may still be watching to see some new evidence of criminality or culpability. The PC's great fortune grants them a +2 bonus to any "save or die" saving throw scenario.

10. Wildling: The PC, even if not of barbarian stock, spent the formative part of their childhood living in the wilderness. This could be for any number of reasons: their parents might have been outlaws, the child might have been kidnapped by welsh mountain barbarians, they might have been an orphan raised by a hermit, or have gotten lost in the woods and raised by some kindly forester before being restored to their family some years later. The PC will have, even years later, less training in proper manners and behavior, and possibly a lower level of overall education than their social class peers. But they will also have a +2 skill bonus to hunting and wilderness survival (in the terrain in which they were raised), and may also know local lore about a wilderness region (including the location of its ruins or other notable sites, and knowledge about dangerous monsters found therein).



3d. names

In the implicit medieval setting (Dark Albion), naming conventions are fairly rigid; there are not a great variety of first names used in this time. Nor do all people have surnames as such.



For the peasantry, it is common for characters to have a first name and to identify themselves further by the name of their father. Thus you might have "Thomas, son of Robert". There is also a similar tendency to use one's home village as a surname; so for example someone might be "Thomas of Tannworth".

Those in the trades may use their family trade as a surname (e.g. "Thomas Baker", "Richard Mason", "Christopher Chandler"). By this time, among the villain social class, it is possible that one might adopt this type of surname even without practicing the trade in question; someone might be "Thomas Baker" because their grandfather was a baker. Likewise, someone with special features that are not trade-related might have one of those for a last name; for example "Geoffrey Archer" (for one who is skilled in archery), or Robert Tallfellow. These too might be inherited from some impressive ancestor.

The knightly and aristocratic classes make use of last names in the more modern sense.

Common Male Names (choose or roll 1d100)			
1-2	Adrian	43-44	James
3	Alexander	45-48	John
4-6	Allan	49-50	Joseph
7-8	Andrew	51-52	Lawrence
9-11	Anthony	53-54	Leonard
12	Arthur	55	Luke
13	Avery	56-57	Martin
14	Benedict	58-59	Matthew
15-16	Bernard	60-61	Michael
17-18	Charles	62-63	Nathan
19-20	Christopher	64-65	Nicholas
21	Cuthbert	66-67	Peter
22	Daniel	68-70	Ralph
23	David	71-75	Richard
24-27	Edward	76-79	Robert
28	Edmund	80-85	Roger
29	Francis	86-87	Roland
30-31	Geoffrey	88	Samuel
32	Gerard	89-92	Stephen
33-34	Gregory	93	Tobias
35-38	Henry	94-97	Thomas
39-40	Hugh	98	Walter
41-42	Humphrey	99-00	William

Common Female Names (choose or roll 1d100)			
1-4	Agnes	49	Helen
5-9	Alice	50-51	Isabel
10	Amy	52-55	Jane
11-14	Anne	56	Janet
15	Barbara	57-60	Joan
16-17	Beatrice	61	Joyce
18-19	Bridget	62-65	Lucy
20-24	Catherine	66-71	Margaret
25-26	Cecily	72	Margery
27	Charity	73-75	Maud
28	Constance	76-77	Mildred
29-30	Dorothy	78	Millicent
31-32	Edith	79	Mona
33-34	Ellen	80-82	Rachel
35	Elinore	83-85	Rebecca
36-41	Elizabeth	86-87	Rose
42-43	Emma	88-90	Sarah
44	Florence	91-93	Susan
45-46	Frances	94-96	Sybil
47	Gillian	97-08	Ursula
48	Grace	99-00	Winifred

List of Typical Last Names for Upper Gentry and Knightly Class (roll 1d100 and choose):

01-04: Ackworth, Alban, Aldebourne, Ashton, Ayleward
05-08: Baldwin, Ballard, Bedbury, Bradshaw, Brokehill
09-12: Camden, Canynge, Castledown, Crowley, Culpepper
13-16: Dancey, Delamore, Doddle, Duncomb, Dynham
17-20: Edgworth, Eliot, Elbridge, Eastbury, Etchingham
21-24: Farington, Fitzgeoffrey, Fogge, Freewell, Froggenhell
25-28: Gainsforde, Gavill, Godfrey, Gray, Grofhurste
29-32: Hackman, Hautreeve, Henshaw, Holbrooke, Hugefort
33-36: Jackman, Jackson, Jendry, Jetterforde, Jotfield
37-40: Kidwell, Killingsworth, Kirkeby, Knighton, Kyriel
41-44: Langstonne, Leighnard, Lovel, Lombard, Lyfield
45-48: Marsham, Metcalffe, Morecotte, Morley, Mullens
49-52: Nashe, Neale, Nevison, Northe, Northwood, Nyselle
53-56: Obsonne, Oke, Oliver, Osbourne, Oxenbridge
57-60: Payne, Penhallion, Perivale, Plimswoode, Prowde
61-64: Quentin, Ratcliffe, Rainesforde, Redman, Riseley
65-68: Rolstone, Rowdonne, Rufford, Rugswaine, Ryalle
69-72: Saintjohn, Sandburne, Scarcliff, Scolfield, Sheffield
73-76: Sinclaire, Sleaforde, Stockton, Strackley, Sweetcock
77-80: Tabard, Tedcastle, Thorne, Throckmorton, Tiploft
81-84: Torrington, Tregonwelle, Trevet, Trumpington, Tyrel
85-88: Underhill, Upton, Urswick, Vaughn, Vernon
89-92: Waldgrave, Walden, Wardworth, Westbrooke, Wilkin
93-96: Withinhall, Wolfden, Wolton, Woodbryge, Wrecke
97-00: Wyarde, Wyghthamme, Wylde, Yaxley, Younge



SCOTS NAMES

In Scots Land, the common folk tend to have only one given name. Chiefs, however, have last names, and commoners who are sworn to that chief may use his last name to indicate membership of his clan. Many Scots Men names are similar to Anglish names, primarily due to a borrowing of some of these names from the Anglish after the invasions of Edward Longshanks. Female Scots names tend to be less similar because there was not as much interaction.

Common, Scot Male Names (choose or roll 1d20)			
1	Adam	11	Malcolm
2	Alex	12	Martin
3	Andrew	13	Norman
4	Connor	14	Oliver
5	David	15	Patrick
6	Donald	16	Tom
7	Duncan	17	Rob / Robert
8	George	18	Ronald
9	Gilbert	19	Walter
10	James	20	William

Common, Scot Female Names (choose or roll 1d20)			
1	Agnes	11	Gillis
2	Alison	12	Isobel
3	Annabelle	13	Jonet
4	Beatrix	14	Katty
5	Beggy	15	Mabel
6	Cammy	16	Marianne
7	Edaine	17	Marjory
8	Effy	18	Maude
9	Ellen	19	Mavis
10	Forsy	20	Syffy

Scots Last Names used by chiefs		
Baille	MacEwan	MacLauder
Bruce	MacCall	MacKenzie
Cockburne	Macdobhnie	MacNiall
MacBeth	MacGill	MacPherson
MacDonald	MacGregor	Tomson

WELSH AND CYMRI NAMES

Many of the Welsh men outside of the mountainous regions are largely integrated to Anglish society at this point, and give their children anglish names. At this time, the fashion of taking the name of your father as surname (with an "ap", meaning 'son of', e.g., "William ap Hughe"; or "verch" meaning 'daughter of', e.g., "Mevanwy verch Peeter") is starting to fall out of fashion among the upper classes in favor of developing more stable surnames. However, this is still common practice among the peasantry, in the mountain barbarian tribes, and among Cymri travelers.

Common, Welsh Male Names (choose or roll 1d20)			
1	Edward / Eynon	11	Matt
2	George / Gwillin	12	Moris / Morgan
3	Gryffyth	13	Owain
4	Gwallter / Gwynn	14	Peeter
5	Henry / Harry	15	Rees / Reynold
6	Hoell / Hughe	16	Richard / Rowland
7	Ieuan	17	Rydderch
8	Jenkin	18	Sean
9	Lewes / Llewelyn	19	Thomas
10	Lloyd	20	Watkyn / Wynn

Common, Welsh Female Names (choose or roll 1d20)			
1	Annes	11	Lowry
2	Duthgy	12	Lleyke
3	Elizabeth / Elyn	13	Margery
4	Florence	14	Mathilde
5	Gwen	15	Mevanwy
6	Gwenywyvar	16	Morvyth
7	Gwladyse	17	Rose
8	Jenet	18	Sysylye
9	Juliana / Judithe	19	Susan
10	Katherine	20	Tacy



4. selecting class

Players should select their character's class (see p.14). However, each class has minimum ability scores requirements:

To play a Cleric, PCs must have a WIS score of 9+

To play a Fighter, they must have STR 9+

To play a Magister, they must have INT 9+

To play a Thief, they must have DEX 9+

To play a Scots' Man, they must have CON 9+

To play a Cymri, they must have CHA 9+

Note that by default, a PC will begin play as a 0-level character in that class. This means he will not yet have most of the special abilities of that class, which are only gained at level 1. The character is presumed to be young (or to have started his career late in life) and is in essence nearing the end of his period of 'apprenticeship' in that class.

5. generating 0-level statistics

With very rare exceptions, every character begins as a level 0 character:

• **Starting Hit-points:** 0-level characters begin the game with 1d6 hit points, modified by CON (Scots Men get a further +1).

• **Languages:** Characters begin speaking Anglish (Cymri also speak old Cymric if they have INT 9+; Scots only speak Scot, which generally sounds vaguely similar to Anglish).

Characters speak one extra language for every +1 to their INT modifier. Suggested starting languages for the Dark Albion setting would be Arcadian (which should be a first choice for Clerics, Magisters, Nobles, or merchant-class villains), Burgundian, Frankish, Germanic, Polish, Northman, Iberian, or Turk. Less common languages would be Hun, Wallachian, Achaean, Bulgar, Khemeti or Berber. Much less common (but potentially viable for Cymri, Magisters or Clerics) would be ancient or alien languages like Frogman, Elvish, Goblin, or Draconic.

• **Combat bonuses:** At level 0, PCs do not begin with any base combat bonus to hit opponents. Their melee attacks are only modified by STR; while ranged missile attacks are only modified by DEX.

• **Saving Throws:** 0-level characters start with a Base Save DC of 16, minus the value of their CHA modifier (to reflect whether or not the Unconquered Sun likes you). Thus, a character with a +1 CHA modifier has a base Save DC15, while an unlucky character with a –2 CHA modifier starts with a Base Save DC18.

Cymri characters reduce their Base Save DC by 1. So a starting 0-level Cymri with no CHA modifier would have a Base Save DC15.

This is the number characters must equal or surpass in order to succeed in a saving throw. It is rolled with a D20 and usually modified by an ability score modifier (see the entry on «Saving Throws» for more details).

6. other character details (alignment, age, appearance, sex, family)



6a. alignment

There are three alignments: Law, Neutrality and Chaos. Players choose their PC's alignment, but there are some restrictions: Cleric PCs must be Law-aligned. Magister and Cymri PCs cannot be Law-aligned (except by some kind of magical intervention).

• **Lawful characters** believe in civilization, in law and order, justice, and the religion and religious hierarchy of Law (in Dark Albion, the Church of the Unconquered Sun). Some Lawful characters will be kind, caring, merciful and generous; others will be self-serving, cruel, violent, sadistic, or greedy (but none of these without respecting the fundamental rules of society or betraying the religion of law).

• **Chaotic characters** believe strongly in freedom, personal choice, do not place any great inherent value on authority; they may believe in the Unconquered Sun but will not necessarily unquestioningly accept the authority of church officials. Again, some Chaos-aligned characters will be kind and caring for others, others will be cruel or wicked. Some Chaos-aligned characters will be drawn to the service of Chaos beings or Chaos-cults.

• **Neutral characters** are not strongly inclined in either direction. The vast majority of common humans are Neutral.

6B. Age and appearance

0-level characters would be assumed to be starting out in life, and relatively young. In medieval terms, they would be nearing the end of a period of apprenticeship in their chosen class. Thus, most 0-level characters would be somewhere between 16 and 22 years of age. Thieves and Cymri could start out in the younger end of that spectrum, while Magisters and Clerics (both of whom require years of study, in the case of Clerics since being taken in by the Clerical Order as children) would likely be on the higher end. It is possible for characters to start out older than this, if the player wishes. Such a character would either have had serious delays in his studies, or have started his new path in life later than most.

It is up to the player to select their age, and their general appearance as well. In the medieval period most people were not very tall, and because of diet this height varied according to social class. Average male height was around 5'8'', but most peasants would be a couple of inches shorter (and poor city-born folk shorter still), while healthy members of the nobility would likely be a couple of inches taller. But these are just statistical averages; consider that King Edward of York was close to 6'5''! Any possible human height, from midgets to basketball-player-size could be possible for a PC, but characters who are very tall or very short compared to the average will stand out and will generate reactions (and find things like disguise harder to achieve).

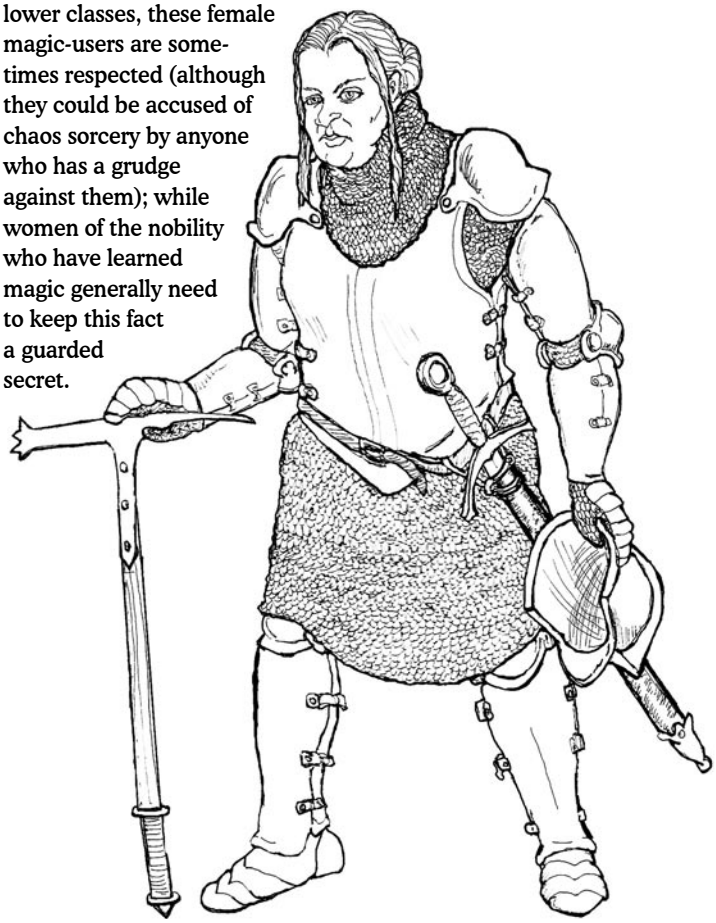
In the Albion setting, the native population is Caucasian, and any non-Caucasian would be an extreme rarity (though not completely unheard of). Anglish, Cymri and Scots Men are all fair-skinned, but people from the southern part of the Continent tend to be slightly darker skinned. All natural hair colors and eye colors are present in the population. The Cymri and anglicized Welsh tend toward red-hair, as do some Scots, while this hair color is much less common among the Anglish.

6C. Sex

Characters should be able to play either sex; however, in a fully medieval-authentic style of game female characters would encounter a great deal of obstacles to play. It is recommended that the differences between the sexes not be completely ignored, but that certain leeway be permitted to make female characters more easily playable.

In the default Albion setting, women adventurers are far less common than male adventurers. But they are not unheard of. There are women thieves of all social classes. Women can sometimes be fighters, in particular among the lower classes, where sometimes girls are raised in mercenary bands and show an aptitude for combat (rather than cooking, cleaning or camp-following). Likewise, there are women warriors among the Scots Men, and a woman who can brawl is treated with the same respect as a male Scots Man would be. The Cymri treat their women with more deference than Anglish culture does, and Cymri women sometimes have a greater aptitude toward magic. The Clerical order is particularly egalitarian, because Clerics are chosen by the Unconquered Sun (as manifested by a spontaneous miraculous event during childhood); male and female Clerics are generally not treated with any distinctions, although because of the integration of the Clerical Order to the rest of the Church (where women are excluded from the priesthood), female clerics rarely end up as Commanders of the order.

The Magister class is a special case, however. The Collegiums of magic do not accept women students. Thus, any female «magister» would have been taught outside of that system, would not have the title of 'magister', and would in essence be thought of as a 'witch' by general society. Among the lower classes, these female magic-users are sometimes respected (although they could be accused of chaos sorcery by anyone who has a grudge against them); while women of the nobility who have learned magic generally need to keep this fact a guarded secret.



6D. Family

In many games it is not necessary to really worry about determining the PCs' family, but family may be important to some campaigns. The nature of the PCs' family can simply be determined by the GM, but if the GM wishes, a PC could have their family generated at random.

High nobles should likely come out of a family of standing and already present as NPCs in the campaign, in which case this method should not be used for them. For every other class, the GM can roll first to see if their parents are still alive: each parent is alive on 1-3 on a d6.

To determine siblings, roll 1d12 –1: these are the number of siblings the

PC had. Subtract 1d8 from this number to determine how many are still still alive; if the number rolled on the d8 is higher than the initial number, this means the PC was an only child.

Based on the number of surviving children, the player should roll a die to determine the PC's birth order randomly; for example, if 5 children survived, the player could roll a d6 to determine whether he was 1st, 2nd, 3rd, 4th, 5th, or 6th born of the surviving children. Note, however, that a PC from higher nobility probably should not be allowed to start play as the oldest male heir.

The player should also roll for each surviving child to determine if they were a boy or a girl (50% chance either way).

If the PC is the oldest male child, particularly if the father is already deceased, it would be assumed that normally he would be in charge of the family and would be expected to provide for them. If the GM does not wish a PC's family to be so involved in the game, he should either adjust the result so that there is an older male sibling, a living father (or step-father) or uncle who is taking care of the family; or otherwise, contrive with the PC as to a reason why the PC either fled from or was rejected from his duty/inheritance.

7. Wealth and equipment

Initial wealth for characters will vary wildly depending on social class. It can be assumed that characters who are of the lower social classes have a starting wealth that represents the entirety of their life savings; characters of a higher social class can be assumed to have extended families that have their own resources, and if the characters have a good relationship to their families they may be able to appeal to them for financial assistance.

Social Class	Starting purse
Ex-slave / Serf	1d6 x 10p
Peasant	3d6 x 10p
Villain	5d6 x 10p
Knightly class	2d6 x 10sh
Lordly class	4d6 x 10sh
High Aristocracy	4d6L

Note: All Clerics, regardless of actual social class at birth, begin the game equipped as though they were of the knightly class (and also begin the game with a solar disk), but usually without any coin at all (as any purse needed will usually be given to the cleric at the discretion of their superiors in the order). Any barbarian character (Scots Man, for example) will usually begin the game equipped as a peasant, while a Cymri traveler will begin the game equipped like a villain.

ADDITIONAL EQUIPMENT:

• ALL characters begin the game with a dagger.

• Any character of peasant or villain class will begin the game with a spear; if they so desire they may also begin the game with a staff or a club.

• Peasants begin the game with 'padded jack' armor, while villains can choose either 'padded jack' or 'jack splint'. Any peasant or villain who has at least 140p to their name will begin the game with brigandine or 'chain hauberk' armor instead, if they wish to.

• A peasant or villain with at least 200p to their name will also begin the game with their choice of a short or long bow and 25 arrows, if they wish it.

• Any character of the knightly class will, if they are a fighter, cleric, or thief, already begin the campaign with either Brigandine or Chain Hauberk (with a shirt in their family colors), a shield, and a sword of basic quality; as well as a riding horse. They can choose to 'trade up' their armor to 'hauberk and plate' or full plate if they can afford to do so, at a cost of 4L discounted from their purse. They can also sell off any of their starting items for one-half the listed market price in cash.



• Any character of the lordly class or aristocracy will begin with a sword and a riding horse. If the character is a fighter or cleric, they will begin the campaign with 'hauberk and plate' (with their colors) and a shield. If they can afford it, they could 'trade up' their armor for full plate, at a cost of 8L discounted from their purse. In theory, they could sell any of their items for half the listed market price, but this would be quite a socially embarrassing scandal for the character's family if it came to light that he was selling off the family heirlooms.

For the full list of equipment and their description, see the «Equipment» section p.61.

Skill checks

In this game, you will not find a single defined list of skills. All skills (including actions based on bonuses granted by class background or race) are checked by rolling a d20 and adding an ability score bonus and the skill bonus, if applicable. The base difficulty check number that must be equaled or surpassed for success varies according to the difficulty of the task. The following can be used for guidelines when no specific difficulty challenge (DC) is indicated:

For simple activities with relatively unlimited time the **DC is 10**.
For tasks that are challenging or have to be done within a time limit, the **DC is 15**.
For exceptionally difficult challenges, the **DC is 20**.

Some skill checks might depend on opposed rolls, when two characters are at odds with each other, for example sneaking vs. perception. In such cases, both characters roll and add their bonuses, with the higher result succeeding.



Note that at the GM's discretion, most background skill checks can be attempted by characters who have no actual skill bonus in the skill; if it would make sense that such "untrained" efforts could be attempted. Characters making unopposed skill checks can choose to "take a 10" (simply assuming they rolled a 10) instead of rolling the die, IF they have at least a +1 bonus from training in the relevant skill; characters attempting a check "untrained" must always roll the die.

If multiple characters are attempting to perform a single task, the skill check is only rolled by the character with the highest skill bonus; for each other character who has at least a +1 bonus (be it from the relevant skill or from an ability score or miscellaneous bonus) and is aiding the main character, the character checking the skill gets an additional +1 bonus. The GM decides just how many characters can theoretically "help" in any given situation, it's possible that 'too many cooks spoil the broth'.

Character classes

Each class has a starting hit point value (granted in addition to 0-level HP, plus additional hit points thereafter); a starting combat bonus (bonus to-hit), and starting saving throw bonuses. After that, at each level including level 1, characters roll on the benefits table. They can roll twice randomly, or choose one single result non-randomly.

Bonuses to skills, attacks with specific weapons, or prayer or magic checks, etc., can all be applied to the same skill/weapon/spell more than once if rolled multiple times, unless explicitly prohibited in the description.

Note that any class can use any weapon or armor. However, Magisters and Cyrmri have certain restrictions to prayer checks based on armor used, and armor is more effective for some classes than others to reflect training (see the equipment chapter, p.61 for more information). Some weapons being used by people of certain classes (obvious peasants using swords, for example, nobles fighting with clubs, or a magister with a pole-arm) will be seen a highly unusual or socially inappropriate, and could have social consequences on the wielder's reputation. Also note that in cities, it is illegal to carry most weapons (other than knives/daggers; clerics and those of knightly social class and higher can also carry swords), and wearing armor in cities outside time of war without good reason will probably get you arrested.

1. Clerics

Clerics are the holy defenders of the Unconquered Sun (or of the campaign world's monotheistic faith). They are not part of the clergy, but the members of their own militant and religious order.



—Requirements: WIS 9+; Law aligned.

—Hit-Points: 1d8 (modified by CON) at level 1, +1 each level thereafter (not modified).

—Combat Bonus: +1

—Saving Throw Bonuses: +2 vs. magic (any)

—Special: Clerics start with one (random) miraculous power. See the section on clerical powers p.21 for a full description. Clerics are literate.

Miraculous Powers (roll 1d8)	
1. Blessing	5. Laying Hands
2. Divine Inspiration	6. Sanctuary
3. Holy Light	7. Turn Undead
4. Holy Weapon	8. Visions

Note: a Cleric who has acquired all 8 basic miraculous powers will also be capable of directly appealing to the divine for assistance in the form of Divine Intervention. See the clerical magic section in the following chapter for more information.

roll 1d10	Cleric Benefits Table
1-2	+1d6 hit points, modified by CON
3	Reduce Saving Throw DC by 1
4-5	Roll to gain a new miraculous power, OR a +1 to the prayer check for any one power
6	+1 to a prayer check for a single power
7	+1 to theology skill, OR +1 to demonology skill, OR gain one new language.
8-9	+1 combat bonus with one type of weapon (e.g., long sword).
10	+2 saving throws versus magic, OR +1 to any other type of save (area-effects, poison, etc).

2. Fighters

Fighters are the most common of class in this troubled age of violence. They may be knights clad in plate armor and riding great mounts, as they could be simple soldiers, or just peasants used to defending their homes with a bow and spear.

—Requirements: STR 9+

—Hit-Points: 1d10 (modified by CON) at level 1, +2 per level thereafter (not modified).

—Combat Bonus: +2

—Saving Throw Bonuses: 0

—Special: When fighting multiple opponents of 1 level/HD, Fighters can attack a number of opponents equal to their level (to the maximum of the number of opponents available within 10' of him) each round. If one or more opponents in the area are of higher level/HD, the fighter must choose to either use his special ability and not attack the higher-level opponents, or attack normally without the special ability.

Fighters add half their level (rounded up) to all melee and ranged damage.

roll 1d12	Fighter Benefits Table
1-2	+1d8 hit points, modified by CON
3	Reduce Saving Throw DC by 1
4-5	+1 combat bonus (all)
6	+1 combat bonus with one type of weapon.
7	Horsemanship: +1 to maneuvers on horseback.
8	+1 to parrying with a shield when fighting defensively (partial or total defense).
9-10	+1 initiative
11	+2 to one type of saving throw (choose from poison, area-effects, magic, etc.).
12	+1 extra attack with one type of weapon (must be used for melee or missile attacks, not movement or other actions).



3. Magisters

Magisters are scholars versed in arcane knowledge, who learned their trade and sorcerous abilities at the academies of Cambridge and Oxford. They generally study and record their precious secrets in dangerous grimoires of occult lore.

—Requirements: INT 9+

—Hit-Points: +1d4 hit points, modified by CON. +1 hit point per level thereafter (not modified).

—Combat Bonus: 0

—Saving Throw Bonuses: +1 vs. magic (any)

—Special: Magisters start with the Languages lore. All magisters also begin the game with an understanding of how Summoning works and get to add their level to Summoning checks (non-magisters can attempt to summon as well, but only add their INT modifier).

roll 1d10	Magister Benefits Table
1	+1d4 hit points, modified by CON
2	Reduce Saving Throw DC by 1
3-5	Roll 1 new Magical skill
6-8	Roll 1 new Lore, OR +1 bonus to an existing Lore
9	+2 to one type of saving throw (choose from poison, area-effects, magic, etc.).
10	+1 bonus to magic check with one favored magical skill or for Summoning checks.



LORES

Lores are skills based on knowledge and study of various fields of learned studies. Depending on how they are being used, using a Lore may require research time (at the GM's discretion) if the subject is obscure and not likely to be something the magister has previously encountered in his study. If it is something that he might have reasonably already acquired knowledge of, a Lore check can be performed on the spot by rolling a D20 plus his INT modifier. Lore skills begin with a +1 bonus but as the magister rises in level he may choose to add further +1 bonuses to his lore skill for these checks, rather than rolling to obtain a new lore.

Standard Lores (1d10):

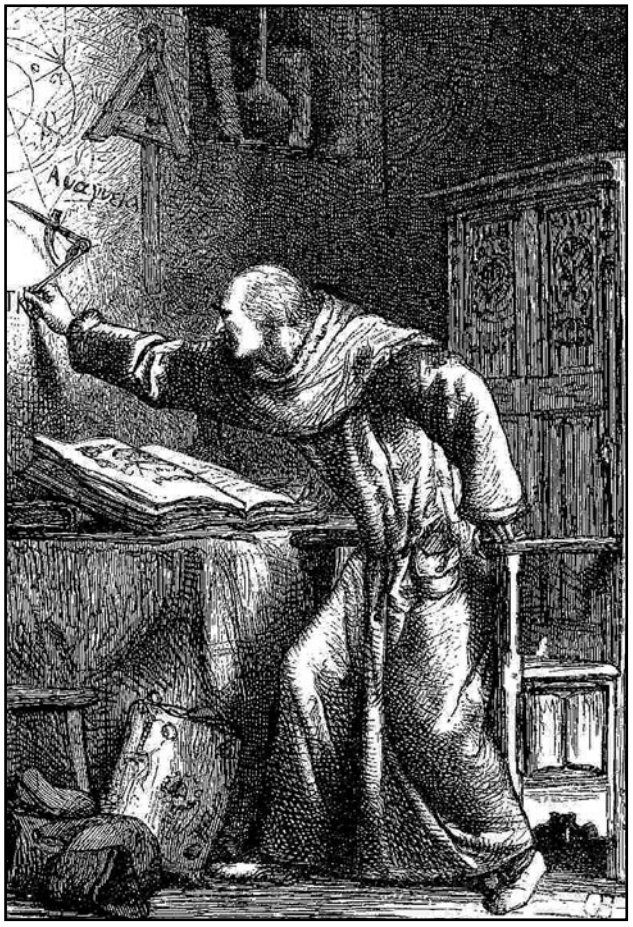
1. Alchemy, «Puffery»: 'Puffery' is the term for the lesser, lab-based alchemy that is not as such magical, as it involves no invocation of spiritual powers. This is the alchemy used to create alchemical concoctions like alkhalest, asbestos, fool's gold, etc. Basic rolls on DC10 can be done to recognize standard alchemical notes or other common concoctions or materials, DC15 checks are required to create alchemical concoctions correctly, and these are also often penalized by preparation modifiers based on the difficulty of the substance. Preparation always requires a fully-equipped lab, which costs 50L to construct. Superior lab equipment (150L or more), or assistants can modify the bonus for creating alchemical materials by +1. See the section on non-magical alchemy in the equipment chapter below for more information.

2. Astronomy, Cartography & Navigation: This Lore trains one in the study of the stars' course through the heavens, map-reading and making, and charting courses for travel. Checks between DC10 and DC20 can be used to determine locations, directions, to make maps, to plot routes, or to tell time.

3. Court Politics/Etiquette: Magisters are frequently taken as advisers by nobles, and are often expected to advise on more than matters of sorcery. They can often rise to positions of authority in the court as secretaries, castellans, etc. This lore allows one to know correct protocols, be up to date with current political situations within the court and in the kingdom as a whole, and to know who to talk to in order to get things done.

4. Apothecary: This lore allows the magister to use herbs and ingredients from animals or even minerals in order to create common (non-magical) cures or poisons. Standard rolls are done on DC10 to identify unlabeled medicines or poisons, DC 15 to correctly prepare medicine or poisons from raw materials, with preparation modifiers based on difficulty of the recipe. Most medicines and poisons require an apothecary's workshop to prepare (cost:5L; an alchemist's lab already includes all the tools needed as well), and time (usually at least a day). See the section on herbalism, in the equipment chapter below, for more information.

5. History: This lore covers knowledge of recent and ancient history. If the GM judges a magister has a chance of knowing



some historical detail, then a roll should be made, unless the detail is both extremely well-known and local to the kingdom, in which case the Magister automatically knows it. Otherwise, check DC10 for any fact that is local to the kingdom or non-local but common; or DC15 for any fact that is local and very obscure, or non-local and uncommon, or DC20 for a non-local and very obscure fact. If a Magister has no knowledge of the subject, he can also engage in research if he has access to a library that might have books with the relevant facts; a DC10 check will allow him to find the details, but only they are indeed available at the library in question.

6. Law (religious or secular): There are separate rules for the canon law of the church, and the laws of the land. Canon law is the same in every land, while crown laws are obviously different from one kingdom to another. Each time this lore is taken, the Magister can take either religious law, or a secular law from one kingdom, or add a +1 bonus to one of the law codes they're already familiar with. Checks, usually DC10 or DC15, can be made in this lore to recall some obscure detail about a code of law, or to grant a reaction bonus if the Magister is acting as a lawyer in a court trial.

7. Medicine: This is the lore that allows for the treatment of illness and injury. A Magister can use this lore to identify some disease or ailment (DC10 or 15, depending on complexity of the case), and can attempt to provide treatment, knowing which herbal cures might be of help, if any are. Diagnosis can also determine if an injury or ailment is natural or magical in nature. Anyone injured (with HP damage) who is being cared for by someone with the medicine lore will heal double their normal healing rate, on each day that the Magister succeeds in a DC10 lore check. This doubling is in total (excepting magical healing), and thus also includes the benefit from using certain herbs like all-heal.

8. Natural Philosophy: This is the catch-all lore covering the knowledge of 'medieval' sciences. This includes mathematics, geometry, as much of physics as was known by pre-newtonian sciences, and basic biology. Someone with this lore could use it in checks to try to solve puzzles, identify uncommon creatures, or use basic knowledge of things like chemistry or optics to create clever illusions/tricks that may seem 'magical' to less educated minds.

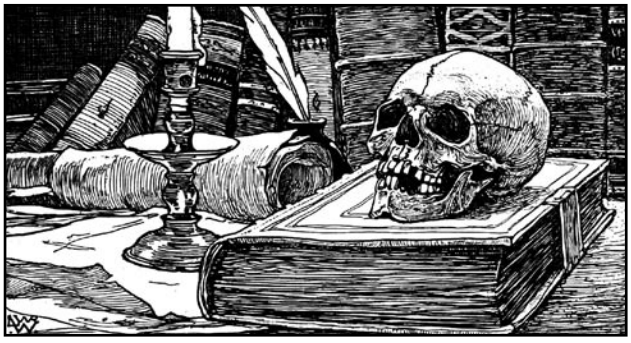
9. Occultism: This lore covers all knowledge of magical subjects. It includes knowledge about different forms of magic, the history of magic, identifying monsters or magical objects (if these can be identified by appearance or history), recognizing details about ancient 'gods' or demons or other spirits, identifying magical effects, etc. Checks will vary in difficulty based on the obscurity of the subject matter. Occultism allows the magister to attempt to determine if a person or object is under a magical effect; the difficulty for determining this is DC10 if the effect is visible/notable, DC15 if it has no visible signs. If he succeeds the respective DC by 5 or more points, he can usually identify the general effects of the magic in question.

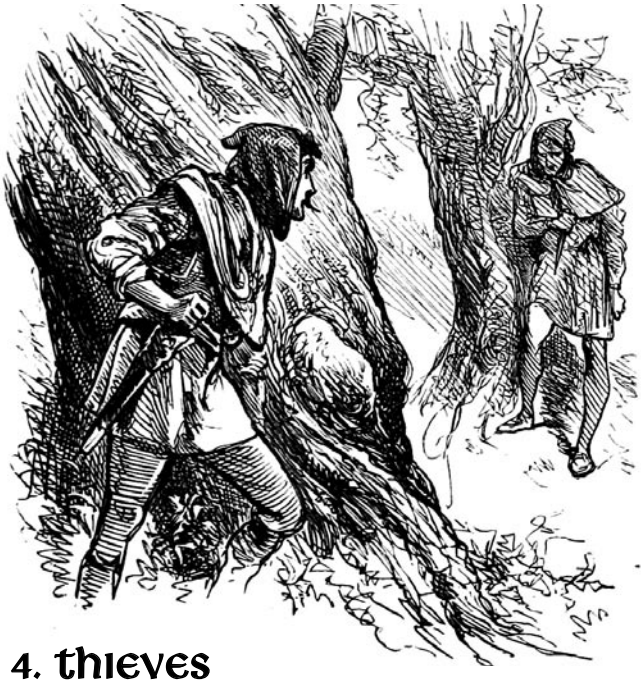
10. Languages: This is a special kind of Lore skill; obtaining it for the first time (a +1 lore) will allow the magister to be able to engage in a very basic sort of 'tourist' level of communication and to decipher extremely simple words from any language related in some way to the languages his character already knows. Every subsequent time this Lore is taken, the Magister obtains full fluency and literacy in one additional language of his choice (limited only by those languages the GM feels he could reasonably stand a chance of having learned).

MAGICAL SKILLS

See the section on Magister magic in the following chapter for full descriptions of the various skills.

Magical Skills (roll 1d6)	
1. Astrology	4. Battle magic
2. Cures	5. Astrological talismans
3. Banishing	6. True alchemy





4. Thieves

Thieves, as a class, are all manners of people who steal from others discreetly rather than through the force of arms. They are rare among nobles, and come generally from the lower social classes. In rural areas they would probably begin their career as poachers and the like.

—**Requirements:** DEX 9+

—**Hit-Points:** +1d4 hit points, modified by CON, at 1st level. +1 hit point per level thereafter (not modified).

—**Combat Bonus:** +1

—**Saving Throw:** Reduce base Saving Throw DC by 1.

—**Special:** Thieves begin with a +1 bonus to all of the following "thief skills": pick pockets, open locks, Find and remove traps, Sneak, Listen, and Climb.

Thieves get a +4 bonus to hit in surprise attacks, rather than +2. On a successful hit, it is a backstab: they do double damage.

roll 1d12	Thief Benefits Table
1	+1d6 hit points (modified by CON)
2	Reduce Saving Throw DC by 1
3-4	+1 bonus to any 2 basic thief skills
5	+2 bonus to skill in Urban lore (surviving on / knowledge of the streets), OR wilderness lore (bandit life), OR Court lore (in noble courts); OR +1 language.
6	+2 bonus to skill in appraising goods, OR forging documents, OR disguise.
7	+2 bonus in artifact lore (knowledge of unusual objects, historical or magical).
8	+1 combat bonus in one type of weapon (e.g. long sword).
9	+2 saving throws bonus versus one type of saves (poison, area effects, magic, etc.).
10	+1 bonus to hit when doing a surprise attack.
11	+2 to backstab damage (applied to total, not multiplied).
12	+1 to multiplier of backstab damage (i.e. "double damage" becomes "triple damage", "triple damage" becomes quadruple damage, etc.). The maximum is quintuple damage. OR gain +1d6 hit point (modified by CON).

5. Cymri

The Cymri are of the same ethnic stock as the Welsh, but use the old name for their people («Cymri» meaning 'the folk'). They are not barbarians, but rather those people who refused to accept Anglish rule, or turn to the worship of the Unconquered Sun. They travel around the lands in caravans, though some Cymri for various reasons end up living in cities or striking out on their own. They are highly distrusted by ordinary society, because they wear bright clothing, are said to be sexual libertines, they worship no gods and because many of them are known to have skill in magic and a sixth sense (a trait they say descends from a hint of elven blood). But at the same time, many Cymri are valued for their variety of skills.

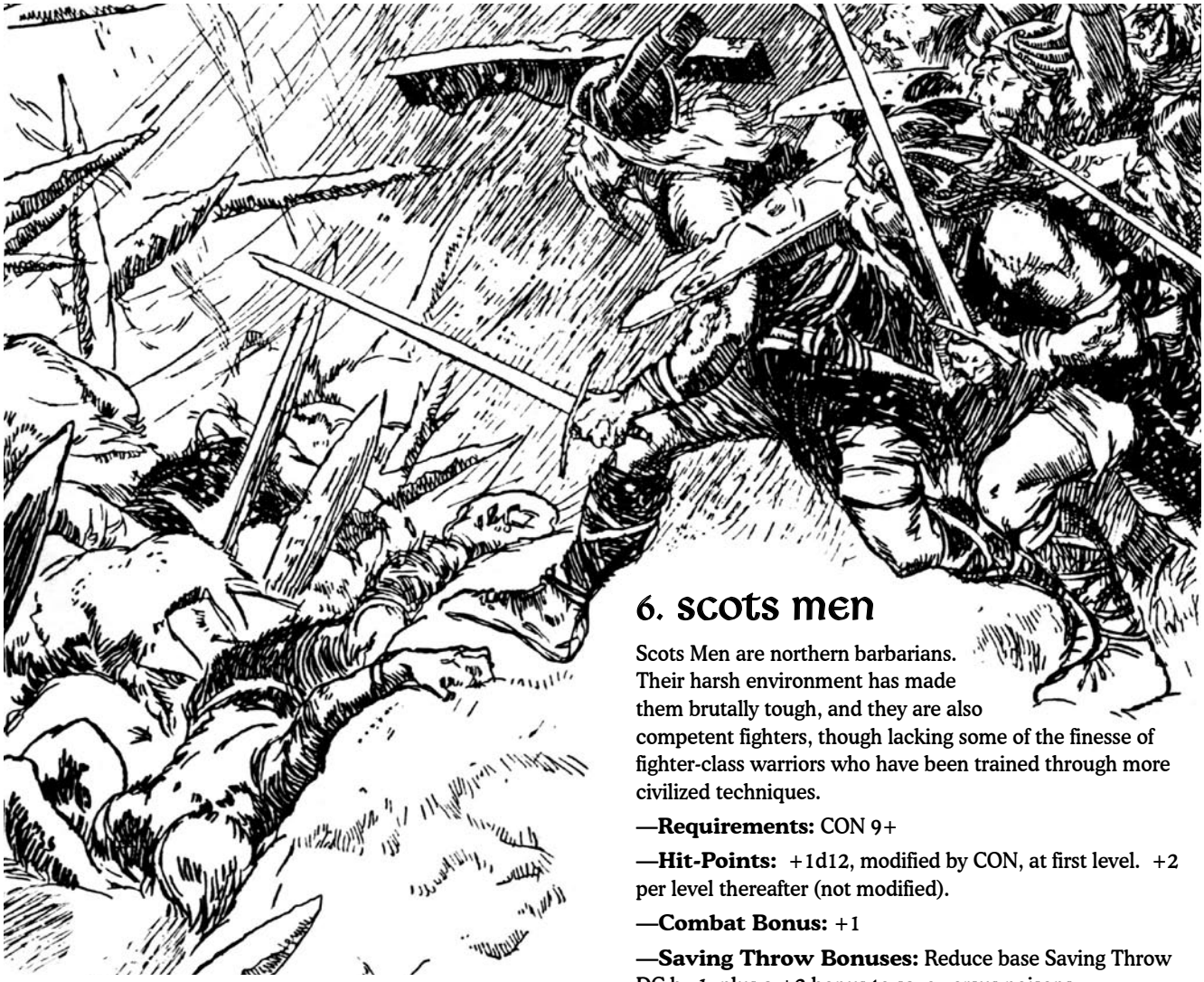
Cymri are jacks-of-all-trade, having some knowledge of thieving skills, some ability in combat, and some ability with magic.

—**Requirements:** CHA 9+

—**Hit-Points:** +1d6, modified by CON, at 1st level. +1 per level after (not modified).

—**Combat Bonus:** +1





—Saving Throw: Reduce base Saving Throw DC by 1.

—Special: Cymri have a +2 to checks involving noticing things (including hidden doors, ambushes, etc) due to their "sixth sense".

Cymri begin with the knowledge of summoning, and can add their level to summoning checks just like Magisters do.

roll 1d12	Cymri Benefits Table
1-2	+1d6 hit points, modified by CON
3-4	Reduce Saving Throw DC by 1
5-6	Roll 1 new magical skill
7-8	+1 combat bonus with one specific weapon type (e.g., long sword).
9	+2 bonus to any thief skill (see thief skills, above), OR to any Magister's lore (see Magister's Lores, above), OR +1 language.
10	+2 bonus to any thief skill (see above) OR to any Lore OR 1 new magical skill.
11	+1 to spellcasting check with one favored magical skill.
12	Choose any one of results 1-10, above.

6. scots men

Scots Men are northern barbarians. Their harsh environment has made them brutally tough, and they are also competent fighters, though lacking some of the finesse of fighter-class warriors who have been trained through more civilized techniques.

—Requirements: CON 9+

—Hit-Points: +1d12, modified by CON, at first level. +2 per level thereafter (not modified).

—Combat Bonus: +1

—Saving Throw Bonuses: Reduce base Saving Throw DC by 1, plus a +2 bonus to save versus poisons.

—Special: Scots Men begin with a +2 skill in Wilderness Lore (forest and mountains).

Scots Men have a berserker attack; they can subtract 2 points of AC for the next round to get a +1 bonus to either attack OR damage if they hit (not both). This attack cannot be combined with defensive combat (parrying).

roll 1d10	Scot-Man Benefits Table
1-3	+1d12 hit points, modified by CON
4	Reduce base Saving Throw DC by 1
5	+1 to wilderness lore skill
6	+1 to combat bonus with one type of weapon (e.g. long sword, battle axe, 2-handed sword).
7	+1 bonus to-hit when charging (on foot).
8	+2 to saving throw versus poison, OR +1 to any other saving throw category (magic, area effects, etc.).
9	+1 to berserker attack (i.e., can subtract another –1 from AC to add to hit or damage).
10	+2 bonus to damage with one type of melee weapon (e.g., long sword, battle axe, etc).



Miracles & Magic

Every time a Cleric, Magister or Cymri wishes to perform their magic (i.e.: cast a selected spell) they must roll a D20, add their attribute modifier (INT for magisters/Cymri, WIS for clerics) and their level, against a DC specific to the magic being attempted. If they equal or beat the DC the magic succeeds. If they roll lower than the DC, the magic fails. Unless otherwise stated, failure means they will be unable to perform that magic again for a day. In some cases, a natural 20 or natural 1 on the prayer / magic check will have special effects or consequences.

Note that magisters cannot perform any magic check while wearing any kind of metal armor (including "jack splint"). Cymri can make magic checks normally when wearing brigandine armor or less, or any armor made out of a magical metal, but have a –4 penalty to magic checks if using heavier metal armor.

1. Clerical Miracles

Clerics may call upon their deity to produce magical effects that are generally called "miracles". Clerics are unable to do such magic by themselves; their ability is to call for help and be heard by their deity and its divine host, who will perform as requested (at least, if the cleric is deemed worthy of it). Yet it requires to be able to attune with the specific divine aspects that will accomplish such miracles. Hence, clerics begin their career able to request only one of the eight kind of miracles. They may gain others as they gain levels.

Cleric's Miraculous Powers (roll 1d8)	
1. Blessing	5. Laying Hands
2. Divine Inspiration	6. Sanctuary
3. Holy Light	7. Turn Undead
4. Holy Weapon	8. Visions

To get a miracle done, clerics must be in physical contact with their holy symbol (in Albion, this is the Solar Disk) at the time they are doing a "Prayer Check" (i.e.: reciting a specific prayer for at least one round). A prayer check is 1d20+ Wisdom bonus +Cleric level, versus the DC (i.e.: difficulty number).

1. BLESSING:

Clerics can bless an individual (including themselves) through one minute of prayer, to call on divine aid for the subject to triumph in some objective. At the conclusion of this, the cleric must roll a prayer check versus a DC13. If he succeeds, the subject blessed will have a +4 bonus to a single D20-based die roll (at a moment of their choosing), which must be used by no later than the next sunset. This roll must presumably be related to the purpose for which the blessing was invoked. If a natural 20 is rolled, the subject receives a +4 to a single die roll as above and a +1 to ALL other d20 rolls related to the objective, until the next sunset.

Blessing can also be done over water and food, with a DC15 and one minute of prayer, to purify it of any disease or toxin. A cleric can do so with any one meal's worth of food, or with one half-gallon of water/drink, per level of caster.

Finally, the Blessing miracle can be used to produce Holy Water, but to do so requires the presence of at least 3 clerics (only one of which needs to have the Blessing power), and a special fount (in a sanctified temple). Success is automatic (no prayer check required), and enough holy water can be produced to fill 10 vials per full day of work. Each vial of holy water when thrown at or sprayed on a demon or undead creature will do 1d8 points of damage to them.



2. DIVINE INSPIRATION:

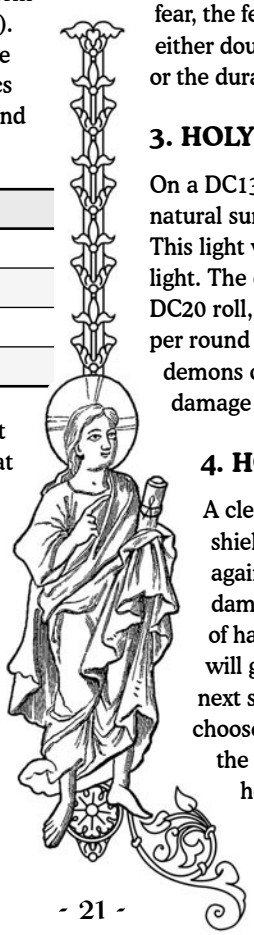
On a DC13 prayer check, after one round of vocal prayer, the cleric can grant a holy confidence to one person (including themselves, if they wish) per level of cleric. Anyone affected must be within 100' of the cleric and able to hear them. This grants all affected a +1 bonus to attack rolls and saving throws, for one round per cleric level. On a DC18 check, the person affected will also be immune to supernatural fear for the duration (if they were already affected by supernatural fear, the fear is dispelled). On a natural 20, the Cleric can either double the number of people affected, or the bonus, or the duration.

3. HOLY LIGHT:

On a DC13 prayer check, the Cleric can create a light like natural sunlight in a 60' radius around his holy symbol. This light will harm creatures that are vulnerable to sunlight. The effect lasts for 10 minutes per cleric level. On a DC20 roll, the light is so powerful it does 1 point of damage per round to all creatures of chaos in range, 2 points to demons or the undead. On a natural 20 the duration and damage is doubled.

4. HOLY WEAPON:

A cleric can attempt to place a blessing on a weapon, shield or armor. This is done by a prayer check against a DC of 15. Weapons will have a +1 to hit and damage and be considered magical for the purposes of harming supernatural creatures; armor or shields will grant +1 to armor class. This will last until the next sunset. If the Cleric beats a DC of 20, he can choose to either increase the bonus to +2, or increase the duration to one week. If the cleric beats a DC25, he can do both the previous effects. A natural 20 doubles the duration. Magic weapons, armor, or holy relics, cannot be blessed.



5. LAYING HANDS:

By placing his hands on someone injured, ill, poisoned, or cursed (including himself) and uttering a prayer for one round, the Cleric may attempt to heal. Injuries can be healed with a DC13 prayer check, with success healing 1d6+1 hit points. Poisons, disease (including blindness, deafness, or madness) or curses can be healed with a DC18 check, note that this will cease the further damaging effects of these conditions but will not recover damage done thus far. However, on a roll of a natural 20 or a roll above DC25, the cleric can either restore all lost hit point damage, or completely cure the effects (including permanent damage) of any poison, injury, or curse.

6. SANCTUARY:

Praying for one round, with a DC13 prayer check, the cleric can shroud himself in divine protection so that no one may attack him or attempt to physically harm him through other means (magic, for example). If creatures have any other opponent to reasonably attack, they must attack that other opponent, unless they are of a higher level/HD than the cleric, in which case they may attack the cleric if they succeed in a saving throw against magic. If there is no other reasonable opponent to attack besides the cleric, then even foes of equal or lower level/HD may attempt a saving throw to attack the cleric. The sanctuary lasts for 1 round per level. On a natural 20, the duration is doubled. The effect is immediately canceled, however, if the cleric takes any aggressive action.

With a DC20 check and praying for 10 minutes, a Cleric can create an area that is sanctified. If he succeeds, an area of 5' radius per level of the cleric will be under the same effect as the sanctuary spell above. This area cannot be moved after being established. Any supernatural creature or creature that wishes harm to the cleric cannot enter the area if they are of equal or lesser level/HD as the cleric. If they are of higher level they may cross if they make a saving throw vs. magic. In either case, the cleric will also immediately become aware of someone reaching the border of the area, whether or not they successfully cross (and even if the cleric is asleep or otherwise distracted). The effect lasts until the next sunrise, and the cleric or others can cross in and out of the area at their leisure, but the sanctuary is immediately annulled if anyone inside the area commits any kind of aggressive action.

7. TURN UNDEAD:

Clerics can try to turn undead, by concentrating a full round and rolling a prayer check versus a DC of 12 + the HD of the most powerful undead present in the area. If they roll equal or above the DC they turn 2d6 hit dice of undead (minimum 1 undead), within the 60' area, who will flee at full speed from the cleric for 10 minutes. If they roll a natural 20, they turn 1d6 extra HD. If they succeed by more than 10 they will instead destroy 2d6 HD of undead (+1d6 extra on a natural 20), with a minimum of 1 undead destroyed. Some very powerful undead may have bonuses to resist being turned, and some truly iconic undead may be immune to turning. Turn Undead can also be used to «exorcise» possession by spirits, against a DC of 18 or the HD of the spirit, whichever is higher.

8. VISIONS:

A cleric can, on a DC13 prayer check, sense the presence of any supernatural chaos (including creatures and objects, or active spell effects) within a 60' radius. By a similar roll (also DC13) the cleric can likewise detect the presence of holy people, objects, or magical effects. Alternatively, with 10 minutes of prayer a cleric can (on a DC15 roll) receive some kind of a vision in answer to a question, the answer will usually either provide some kind of glimpse of potential future events, or answer in the form of yes/no or weal/woe, or provide some sense of direction or a sign of divine approbation. A natural 20 will provide a more detailed and useful vision, or enhance the range of magical detection.



SPECIAL: DIVINE INTERVENTION

A Cleric who has acquired all 8 basic miraculous powers will also be capable of directly appealing to the divine for assistance in the form of Divine Intervention. This requires a full round of prayer, at the end of which the Cleric must perform a standard prayer check, versus a DC22. The request the cleric is making must be for a cause that is significant (lives of believers in danger, including the cleric's own, is always sufficient to fulfill that requirement), and must be to somehow directly further the cause of the faith. If it is to benefit another person or people, the person or people must be members of the faith or essential to the divine interests of the faith.

Because the divine power can manifest in a variety of ways, it is up to the GM exactly what type of effects can manifest in

response of an appeal to intervention. Possible effects include: moving a person or object (be it for short-range telekinesis, flight, levitation or even teleportation); causing an impressive visual/auditory effect (be it light, an illusion or a divine vision seen by a multitude); causing fear, friendliness or confusion; inspiring a group of people equal to the Cleric's level (for example, to grant a +4 bonus to all d20 rolls for the duration of a battle); to alter the weather (creating or ceasing a storm, for example); granting one or more people (up to the cleric's level) great speed or strength for a specific task; to make the unseen seen to the cleric (detecting magic, evil, the invisible, etc.); to smite a group of enemies (with a blast of flame or a lightning bolt), or to strike down a single nemesis (requiring a saving throw versus magic to avoid instant death).

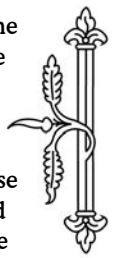
Note: any time a Cleric fails the prayer check on Divine intervention, he not only cannot call for intervention again in that day, he must also engage in purification and prayer for a full day before can attempt to use Divine Intervention again.

On the other hand, if he succeeds in a divine intervention, the cleric must perform a Divine Mission, which will come to him in a dream or vision the night after he called on Divine Aid. To determine the nature of the Divine Mission he must roll on the following table:

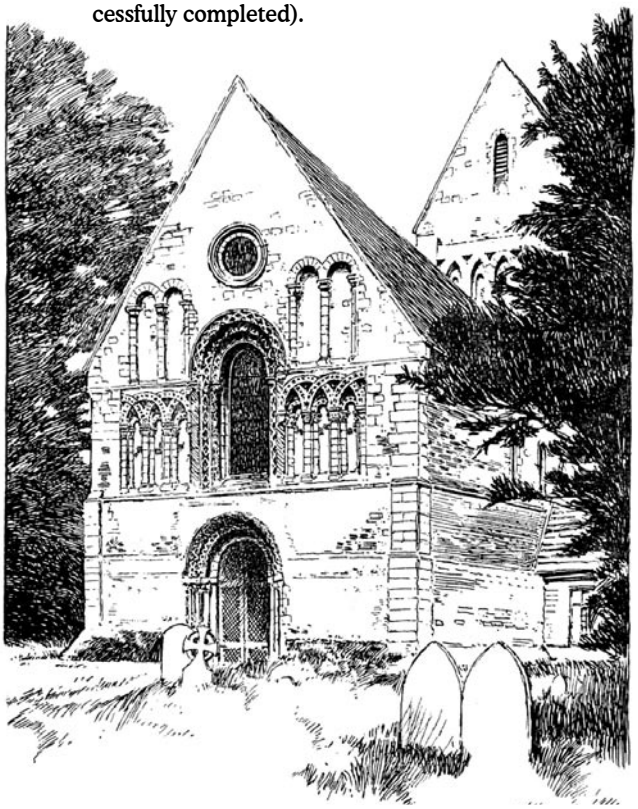
d100	Divine Mission
1-10	The Cleric must kill 2d10 unbelievers in combat as an act of militant faith. This may be done with the assistance of others, as long as all involved are conscious of the fact that they are doing so as an act of faith.
11-20	The cleric must convert one unbeliever to the faith (and the conversion must be genuine).
21-30	The cleric must slay a supernatural monster as an act of militant faith. This may be done with the help of others as long as all involved are conscious of the fact they are doing so as an act of faith.
31-40	The cleric must spend 1d10 weeks in the service of pilgrims at a specific pilgrimage site. This usually involves healing and blessing as well as running religious services, but may also involve protecting pilgrims if in times of war or if there are dangers in the area.
41-50	The cleric is granted a vision of a specific relic, which must be found and brought back to the clerical priory. This relic had been lost somewhere and he is directed as to where he must go to find it; typically somewhere in the wilderness, in an area full of danger.
51-60	The cleric is granted a vision of a specific place where there is a group of humanoids, undead, a demon, etc. They must be exterminated. The Cleric may raise up whatever number of allies he wishes for this, so long as they don't actively serve Chaos.
61-70	The cleric is granted a vision of the general location and nature of a specific Chaos artifact; he must seek it out, remove it from its current owners, and destroy it (or hand it over to the Clerical priory).
71-80	The cleric must go to a wild place to seek out the blessing of a holy hermit. This hermit may be in need of some kind of help which he will request before his blessing is given.
81-90	The cleric must raise up at least 50L worth of donations (he may include money he has obtained through adventuring, or money donated by others) to be given to some specific shrine, temple, or good cause of the Church (a crusade, for example).
91-00	The cleric is granted a vision of a specific Chaos Cult in a particular area. He must hunt them down.

The cleric cannot make use of Divine Intervention again unless he undertakes the mission; however, he may make recourse to Divine Intervention DURING the mission if it is for a purpose directly related to the fulfillment of the mission. Doing so does not incur further divine missions.

LOSING CLERICAL POWERS



Any cleric who violates their oaths of obedience to the Clerical order, or commits some grave act against the faith, will immediately lose all their clerical abilities. It is possible for them to redeem themselves, and regain their abilities, but usually only through extreme acts of penitence, a SINCERE feeling of remorse for their sin, and the performance of some great deed in the service of the Unconquered Sun. It is up to the GM to determine the nature of that deed, but the «divine mission» table above may serve as a suitable guideline for the types of deeds that must be performed (of course, the Cleric will not regain their miraculous powers until the deed is successfully completed).



2. Magister Magical Techniques

The following pages detail the art of Summoning and the six Magical Skills. In all cases a 'summoning check' and a 'magic check' is 1d20 + the magister/cymri's level + INT bonus, versus the difficulty number.

Summoning

The art of summoning demons is performed through rituals. In theory, a character need not be the worshiper of a chaos-god to summon a demon, as even a good wizard may attempt to bind a demon to their will in order to oblige it to serve a good purpose. In fact, one does not need to be a wizard to attempt it, only to have the correct tools and have studied the ritual for summoning, though Magisters and Cymri will have a significant advantage and much less risks in attempting to summon. Any PC who is not of these classes will also need to study material to learn the ritual.

There is always an element of risk involved with demon-summoning. The practice of Summoning does not automatically condemn the user in the eyes of the law, but it is undoubtedly something that will increase suspicion on the part of any authorities. Even the most respectable of Magisters will generate distrust if they are known to meddle with demons; even if not suspected of blasphemy against the Sun, or disloyalty to the crown, they will still be seen as engaging in a highly dangerous and reckless activity.

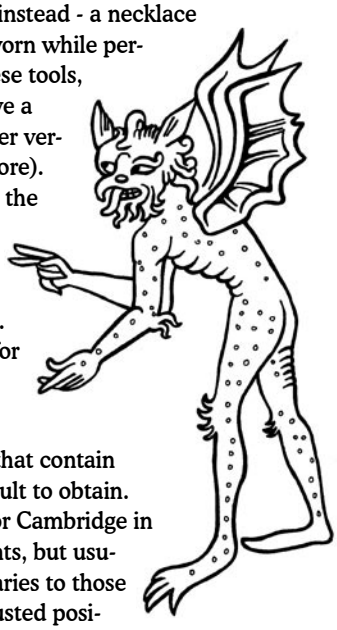


Principles of Demonology

Summoning magic requires the use of secret ritual formulae that involve a complex practice (requiring a certain amount of space, as well as certain tools for summoning, and the drawing of a magical circle and triangle), plus the acquisition of the correct magical names, magical seals or sigils, and "call" of barbarous words of evocation to succeed in summoning a demon. Each demon will have its own name, sigil, and "call".

To perform a summoning, the summoner must construct a magic circle (to protect the summoner) and a magical triangle (to contain the demon). This can be done as simply as with a stick on the dirt or chalk on a floor; or they can be accomplished using elaborate specially-crafted inks on the stone floor of a permanent ritual room. These more elaborate techniques will require an investment of no less than 10L, but can be reused indefinitely; the cost does not include the price of real estate. The use of a proper and permanent Magister's Temple will grant a +4 bonus to any summoning attempts.

Regardless of how they construct the circle and triangle, they will also need a set of tools (an incense burner, a dagger used only in the summoning, a cup, a special wax tablet, a wand of almond-wood, paper with which to draw the sigils – though these may also be carved on wood instead - a necklace with a protective hexagram to be worn while performing the summoning, etc.). These tools, for the most part re-usable, will have a total cost of about 1L (though fancier versions of the same can cost much more). The tools are not absolutely vital to the process, but attempting to perform a summoning without all of the appropriate tools will result in a -2 penalty to any summoning attempt. Note that without the correct sigil for a demon, any attempt at summoning will automatically fail.



Actual scrolls, grimoires or diaries that contain accurate sigils for demons are difficult to obtain. The great Collegiums (like Oxford or Cambridge in Albion) have several such documents, but usually only permit access to their libraries to those who are in the highest and most trusted positions within the Collegium, and would be quite vigilant and inquisitive as to the motives of any magic-user who wished to study them (they would need to have a very good reason). A significant selection of such documents are at the Library of Forbidden Knowledge in the Grand Clerical Priory as well, but the Clerical order would not permit anyone to use these except in the greatest of world-threatening circumstances. Private individuals, be they powerful Magisters or chaos cults, will sometimes have a limited selection of sigils, and of course at times these can also be found in ancient tombs and ruins. Highly unsavory criminal elements who obtain such knowledge might sell it for a very high price, the cost reflecting the near-certainty of facing a Clerical inquisition (or the torturers of the Crown) should they be caught engaging in such trade.

While there is in truth but one God of Law, the demons of Chaos are Legion. Some are famous and mighty, but many are hardly known at all (these usually being considerably less mighty). While obtaining the Sigil, Name, and Call of a demon is sufficient to summon them, any wise magic-user will want to know something about what they are trying to bring into the world. Without knowing any details about the

demon's lore, a magic-user will not only be utterly uncertain as to what abilities a demon may have, but will also be unsure as to the demon's level of power, and thus the risk involved in summoning it forth. Fully-detailed grimoires will usually elaborate on both those issues (whereas hastily-scrawled scrolls or notes may not), and books of demonology (lore on the subject of the underworld) will often serve as encyclopedias with information on dozens of different kinds of demons (usually associated to each other through allegiance of some sort, as demons tend to organize into "kingdoms" in the infernal plane). A Magister or Cleric will have received some education on this subject, and may make an appropriate INT-based Demonology or Occultism skill check in order to see if they recognize any given demon by name or sigil (it usually being more difficult to identify a demon by sigil alone, and with lower difficulty levels to identify well-known Demon Kings, Princes, or Dukes, while lesser demons will be considerably more difficult to recognize). Hiring a sage (usually a Magister who specializes on the subject), or researching in a well-stocked library, should give a substantial bonus to determining the identity of a demon.

Once all the materials are obtained, the ritual to summon forth the demon requires the better part of a day. The actual summoning itself takes approximately one hour, but prior to this, it is highly recommended that the summoner engage in fasting the whole day, a ritual bath and several hours of prayer (be it either to the powers of Chaos or the Unconquered Sun) and contemplation, as well as the preparation of the ritual space. Should the ritual be performed slapdash, the setting up and summoning attempt without any of the proper preparations could be done in about 40 minutes, but will result in a -2 penalty to any summoning attempt.

summoning procedure

In order to successfully summon a demon, the caster must make a check of 1d20 + INT modifier + Magister/Cymri level if the summoner belongs to one of these classes. This can be modified by the aforementioned conditions described above:

—Performed inside a Magister's Temple: +4 bonus

—Failing to use the proper tools: –2 penalty

—Performing the Summoning without proper preparation: –2 penalty

It can also be increased by the following:

—If the summoner creates a special version of the demon's sigil made out of precious metals: +1 / L of cost invested (to a maximum of +5).

—If the summoner conducts a blood sacrifice of an animal: +1 per total HD of animals slain, to a maximum of +4.

—If the summoner conducts a blood sacrifice of intelligent creatures: +1 per total HD of creatures slain, no limit.

NOTE: making blood sacrifices to summon a demon is a highly Chaotic act; doing so will automatically lead to alignment change of any character not Chaotic, and will give a penalty to the subsequent saving throw against domination.



The difficulty level of the summoning check to succeed in the summoning depends on the power-level of the Demon:

Demon Rank	Difficulty	Save Penalty
Commoner	DC 14	0
Knight	DC 16	–1
Lord	DC 18	–2
Count	DC 20	–4
Marquis	DC 22	–6
Duke	DC 24	–8
Prince	DC 26	–10
King	DC 30	–12

If a character fails in their summoning attempt, they may attempt to do so again no less than 24 hours later, at a –4 penalty to the attempt. If they fail the second time, they cannot attempt to summon that particular demon again until the PC gains a level (at which time they can attempt it again without penalty).

If the summoning is successful, the summoner must then engage in a battle of wills with the demon. Through ritualized commands they must seek to obtain dominion over the demon and oblige it to swear agreement to perform a service for the summoner.

To do this, they must succeed in a saving throw versus magic. There is a penalty to the saving throw based on the rank of the Demon in question (see table above).

In either case, if the summoner used blood sacrifice for the summoning, there is a penalty incurred to the saving throw for control; the penalty is –2 in the case of an animal sacrifice, –4 in the case of having sacrificed intelligent creatures.

On the other hand, a summoner who has been assiduously devout to the Unconquered Sun (or any manifestation of the One God of

Law) and is engaging in the summoning in order to serve the cause of Law (as determined by the GM's judgement) gets a +2 bonus to this saving throw to dominate. He gets a further +2 if, in addition to his devotion, he has in pursuit of his faith slain chaos cultists or the undead, and a further additional +2 if he has ever slain a demon of any kind. Thus, the total bonus for piety can be as high as a +6.

Finally, if the summoner is performing the ritual inside a Magister's Temple or a holy site of the Unconquered Sun, he receives a +4 bonus to the saving throw.



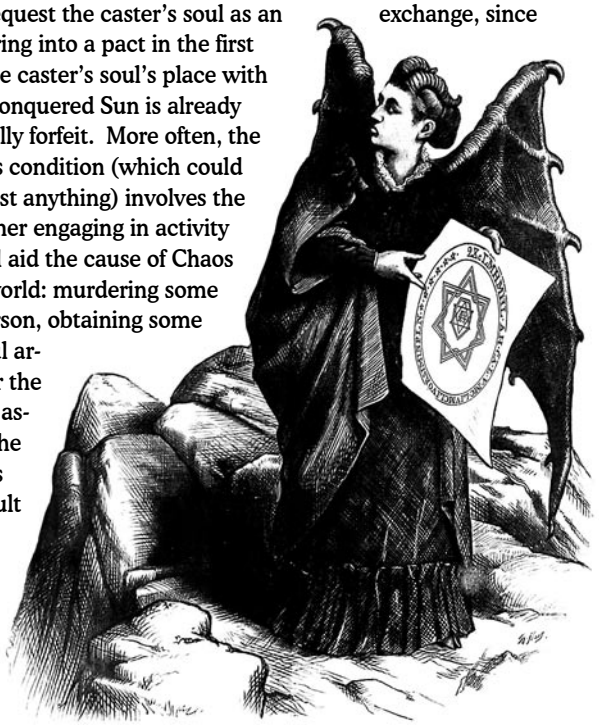
If the initial saving throw fails, the summoner then faces a decision: he can attempt to banish the demon, or make another attempt to dominate the demon. Banishing the demon requires the same type of check as the initial summoning with the same difficulty and bonuses. Attempting to dominate the demon a second time involves the same saving throw as before, but with a –1 penalty.

Assuming unsuccessful attempts, the summoner may continue to attempt either choice; but every time a subsequent effort at domination is attempted, the saving throw incurs a further (cumulative) –1 penalty (so if it is the 4th time the summoner is trying to dominate the demon, they have a –4 penalty to their saving throw).

If at any time in either a banishing or a domination attempt the summoner rolls a natural 1, they end up being possessed by the demon, who will then have control over the PC and use the PC to do its bidding. This may involve freeing the demon into the world, or the demon may voluntarily withdraw back to the infernal realms while retaining control over the mind of the summoner. The PC will not appear to be controlled and will for the most part act normally (they may even believe that they had successfully overcome the demon), only changing in personality when the demon obliges him to perform services. A banishing or clerical exorcism can free the character from possession; however, it may be difficult to distinguish between someone who has been involuntarily possessed and someone who has voluntarily entered into a pact or become a worshiper of Chaos.

Note that the demon can under no circumstances escape the magical triangle unless the triangle is in some way broken (the markings of its border erased). If this should happen then the demon is free to move in the world, or to return to their infernal realm at will. A summoner may wish, rather than engaging in an effort at banishing or domination, to simply try to wait the demon out, and hope that the demon will choose to return to the infernal realms of its own accord. Demons, being immortal, will rarely do so, particularly if they realize that the summoner is pressed for time or could not reveal the demon's presence to others without serious consequences. A Clerical divine intervention could have effect on a demon within the triangle, potentially banishing it back to the infernal realms; this may be another option for a summoner, assuming that involving a Cleric will not lead to the summoner being burnt at the stake.

Finally, rather than engaging in a domination attempt, the summoner may wish to enter into a Pact with the demon. This is where the summoner will perform some service for the demon in exchange for some service in kind from the demon. Contrary to common folklore, the demon will almost never request the caster's soul as an exchange, since by entering into a pact in the first place the caster's soul's place with the Unconquered Sun is already essentially forfeit. More often, the demon's condition (which could be almost anything) involves the summoner engaging in activity that will aid the cause of Chaos in the world: murdering some holy person, obtaining some powerful artifact for the demon, assisting the demon's chaos cult in some dark activity, etc.



Dominion

If a summoner succeeds at the dominion saving throw (see above), he will then be able to oblige the demon to an act of service. However, the obligation to serve must be put in terms of a particular task, not the use of a particular power. At that point, the demon is bound by their service and the Magister could, if need be, release them into the world to perform their task without risk of being harmed.

A demon will attempt to perform the task, to the best of its ability. A common demon, thus, might not actually have the strength to accomplish what the task demands; demons can

fail in their task just as any servant might. Demons might use their own brute power, their magical abilities, or their cults. Demons of the rank of Lord or higher may send out servants of their own, lesser demons under their command; in fact, demons of the rank of Count or higher will almost never chose to personally manifest in the world, as they have too many responsibilities in the infernal realms to waste their time personally performing tasks.

Maximum Number of Servants a Demon Aristocrat will send:	
Title	**Servitors**
Lord	3 common
Count	6 common
Marquis	10 common, 1 Knight
Duke	20 common, 2 Knights
Prince	50 common, 5 Knights, 1 Lord
King	100 common, 10 Knights, 2 Lords, 1 Count

If the task does not require the maximum number a demon will usually prefer to avoid using any more than the minimum necessary. Note that these numbers are not the same as what a demon can summon in an instant when on the material world; sending forth these demons (which will be under the same obligation to obey the conditions of the domination as their vassal lord) will take approximately 12 hours, and will always depend on the caster's consent, and his allowing them to come through to this world via a talisman. As part of the conditions of service they will have to return to the infernal realms immediately when they have completed their task or when otherwise bidden by the caster (who cannot then call them back again without doing another summoning).

Instead of using their own brute force or that of their vassals, a demon may choose to resolve the task by use his knowledge; being ageless, demons will have knowledge regarding the location of long-lost objects, or places, or beings that the caster might seek. Many of them also have knowledge of human spellcraft, and if it would fulfill the task demanded of them, the demon could teach a Magister or Cymri a single magical technique. The chance of a demon being able to teach a spell-caster a new magical technique is as follows:

Demon Rank	Percentage Chance of Successfully Imparting a New Technique
Common	10%
Knight	15%
Lord	20%
Count	25%
Marquis	35%
Duke	45%
Prince	75%
King	95%

(Note that at the GM's discretion a demon might be able to teach some new technique not included in the standard list.)

Demons will personally be able to use magical techniques, equivalent to one selection from possible levels of techniques per HD they possess.



The demon may also make use of his special magical powers, either doing so themselves, or temporarily conferring that power onto the magic-user (for a single use, at a time to be determined by the magic user) through a talisman with the demon's sigil on it (such a talisman will need to be made and charged by a ritual the demon will show the magician, the talisman will likely be made of a precious metal, with a cost of 10sh per rank of the demon; so a common demon's talisman would be 10sh, a knight's 20sh, a Lord's 30sh, etc).

A demon of the rank of Count or higher may permanently imbue the talisman with the power, usable once per day, but this would have ten times the normal cost of materials.

Finally, a demon with the rank of Duke, Prince or King can permanently confer the power on the caster themselves. The caster must be voluntarily willing to receive this gift; doing so marks the caster as a Chaos mutant, and may lead to a change in physical features to match the nature of the power, if appropriate.

See next page for more information of examples of special magical powers.

Demonic Attributes

Demons have a wide range of appearances. Some may certainly have the classic "horns and leathery wings" look; but many appear as chimeras of different kinds (human with animal-parts, like a man with a horse's head, or a lion with a man's face, or a spirit with the body of a giant toad and the heads of a man, a wolf, and a stag). Some may appear as very handsome or beautiful humans of near-perfect features, some may have forms that are like amorphous masses of flesh with multiple eyes, pseudopods or tentacles, and some may look almost incorporeal, like a shadow, a whistling sound, a mass of flies, etc.

The form and appearance of specific demons may be detailed in grimoires and books of lore, in the case of better-known demons.





The GM should determine at his own fiat what the basic appearance of any demon is, appropriate to any thematics that demon may have.

Demons may all also teleport back to the Infernal realms at will (unless somehow magically imprisoned), including while within a magical triangle of summoning; however, they cannot automatically teleport back into the mortal world.

All demons can also see fully in the dark, and can see the invisible. They are immune to non-magical weapons (except for commoners who can be harmed by any metallic weapons, and for knights who can be harmed by silver for half-damage), and take only one-half damage from magical fire, cold, or magical energy attacks of any kind. Their attacks always count as if from magic weapons for the purpose of resistance.

Aside from this, specific demons or types of demons will often have special powers. Many types of demons can fly, many can assume forms (making themselves look like common animals, and sometimes even as regular or beautiful humans); many demons can also become invisible. Succubi and Incubi (which are types of demon commoners) can charm normal humans, as can many higher ranked demons. A demon Duke or higher will cause any character other than clerics of levels less than one-half the Duke's HD to flee in terror on first sight of his true form unless they make a saving throw; although obviously even lesser demons are likely to cause morale checks on all but the bravest of NPCs.

Demon Princes and Kings can all kill at a single touch (save vs. death, or be disintegrated), can charm humans at will (if the human fails a saving throw versus magic), and can

DEMONS BASIC STATS

Demon Rank	HD (d8)	AC	#Att/Dmg	Number of Powers	Chance to Summon Ally
Common	1–3	16	2/1d8ea	1 minor	n/a
Knight	3–7	20	2/2d8ea	2 minor	n/a
Lord	5–10	18	2/2d6ea	2 minor, 1 major	30% 1 commoner
Count	6–13	20	2/2d4ea, 1/2d8	2 minor, 2 major	50% 1d3 commoners, 30% 1 knight
Marquis	7–16	20	4/2d4ea	3 minor, 2 major	60% 1d6 commoners, 40% 1 knight
Duke	8–19	22	2/2d6+1ea, 1/3d6	3 minor, 3 major	70% 1d6 commoners, 50% 1d3 knights
Prince	13–22	24	2/death, 1/breath	4 minor, 4 major	80% 1d6 Knights, 50% 1d4 Lords
King	13–32	28	4/death, 1/breath	5 minor, 5 major	100% 2d6 Knights, 75% 1d4 Lords, 30% 1 Prince

Number of attacks and damage per attack are only as very broad guidelines, and can be modified at the GM's discretion; these descriptions do not include any of the special abilities mentioned above (fear effects, charm, etc.) or spell-like abilities of other kinds.

breathe out clouds sulfurous flames (of 120ft range; 12d6 damage, save versus area effect for ½ damage).

Demons of Lord rank and above have a chance, if on the material plane, of summoning their own sworn demon servants to their side as an action requiring one full round of concentration. The chance of summoning an ally can be attempted only once per day per TYPE of demon ally being summoned.

Demons cannot use any of their powers while still imprisoned upon being summoned, only once they are freed to move in the mortal world; and if they are bound into service they cannot use their powers against the summoner.

special magical powers

In addition to the abilities already mentioned, all demons have one or more special power, which they can use, or confer on a magic-user through a talisman (or in the case of high-ranking demons, directly on a magic-user or a cultist). There are huge varieties of powers available to demons; and lore-books as well as grimoires will often detail the powers that demons can grant as part of their description.

There is an enormous variation of powers, and the GM can feel free to make up any kind of power he feels appropriate. The following sample powers are only to act as guidelines and for quick determination of powers:



MINOR POWERS

1. Bountiful Harvest: This power, used at the time of planting, ensures that the harvest in a field will be especially fruitful. To use this power, a virgin sacrifice (of any gender, of any intelligent race) must be offered; the sacrifice's blood spilled on the field.

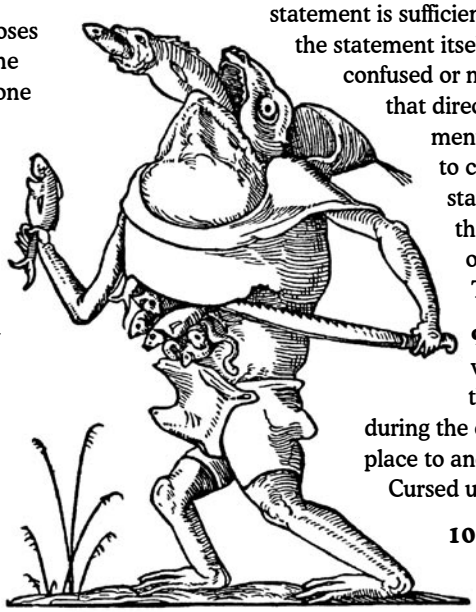
2. Blight: This power will cause a terrible blight upon plant-life in one large area of fields or a large swath of forest, killing most of the crops or trees found there over the course of a fortnight.

3. Break: This power will cause a single non-magical object to break. For the purposes of this power a building is not an object. The object might be repairable if there is someone with sufficient skill to fix it.

4. Calm Sailing: To obtain favorable winds and avoid any dangerous encounters during a single maritime voyage.

5. Condemn: To cause a judge or jury to rule against someone presently engaged in a court case. The power can only be used against someone who is currently engaged in some form of court case; the case will go against them, regardless of their guilt or innocence.

6. Control Reptiles: This power allows the user to mentally dominate up to 30HD of reptiles, affecting any creatures of that type within 90' for up to 24 hours.





7. Control Spiders: This power allows the user to mentally dominate up to 30HD of spiders, affecting any creatures of that type within 90' for up to 24 hours.

8. Credible: This power allows a single statement made by the beneficiary to be believed by a single victim of the effect. Regardless of what the statement is, the victim will believe that the beneficiary is speaking truthfully (though if the statement is sufficiently outrageous, they might not believe the statement itself and think that the person uttering it is confused or mistaken). If presented with information that directly contradicts the beneficiary's statement, the victim will be under no obligation to continue to believe in the veracity of the statement itself, but will continue to think that the person who said it was speaking out of (potentially mistaken) sincerity. This power has no effect on Cymri.

9. Dangerous Journey: This power will cause any one individual to double the risk of any dangerous encounters during the course of a single land journey from one place to another. The individual counts as being Cursed until they arrive at their destination.

10. Enrage: To drive a single individual into an uncontrollable murderous fury. The victim is allowed a saving throw

versus magic to resist. If he fails, he will spend the next 10-60 minutes violently attacking everyone around him with the intent to kill.

11. Escape: The beneficiary of this power will be able to escape imprisonment; shackles or stocks will unlock, prison doors will open, guards will walk away or fall asleep. The effect will last until the beneficiary is safely out of captivity, but will in no way effect any of the conditions that led to his imprisonment in the first place.



12. False Gold: Will transform up to 5000 coins of copper or silver to appear to be gold coins; this will last for 13 days, at which point they will revert to their original appearance. (banishing will annul the effect earlier, and the coins will register as magical for detection purposes while the effect lasts).

13. Find Hidden Wells: To locate the nearest source of drinkable underground water that can be reached by digging with common implements. The power cannot create water, only locate the nearest hidden water source.

14. Find Secret Entrances: This power will allow the beneficiary to locate any secret entrances to a building, castle or walled town/city. It will not create entrances, only reveal their location to the beneficiary if such entrances already exist.

15. Fire: This power will start a raging fire within a single building. The wielder need only be within visual range of the building, and the fire will appear to have occurred by natural accident. While its eruption will be sudden and intense, if discovered quickly enough it may be put out (but the fire will always begin in some location with flammable materials that no one is currently observing).

16. Great Hunting: This power will allow a hunting party to catch excessively bountiful game.

17. Hidden Travel: To avoid any dangerous encounters or detection by enemies in a single land journey from one place to another.

18. Hide Treasure: This power will enable a demon to spirit away any number of objects as can be placed in a 9' radius circle to a hidden location deep beneath the earth. The power can then be used to return all the objects to the exact same location from whence they were taken, at any time.

19. Lost Love: This power will cause two people formerly in love to lose all sense of passion for each other. Both individuals affected count as being Cursed, and both get a saving throw versus magic to resist the effect (thus it is possible that neither, only one, or both individuals will be affected). This power has no effect on Cymri.

20. Lust: This power will cause one individual of the user's choice to experience a state of momentary maddening lust for the user. If the individual would not normally be attracted to the user they are entitled to a saving throw. The effect will last however long it takes for the victim and the user to engage in carnal relations; after which the lust will pass but the victim will not realize that their momentary insanity was necessarily a supernatural effect.

21. Marital Discord: The power to create conflicts and resentment between a husband and wife. This effect acts as a Curse, which both participants may attempt to save against, either or both may thus be affected.

22. Matrimony: The beneficiary of this power will be able to oblige the person he asks to accept his or her proposal of marriage. The 'victim' of the proposal may (if they would otherwise have been unwilling) make a saving throw, but if failed they will agree to the marriage and seek to fulfill it as quickly as possible, to the extent of resorting to elopement. This power has no effect on Cymri.

23. Plague: This power will cause a plague to start in a populated region. The plague itself will be non-magical and will have normal spread and effects.

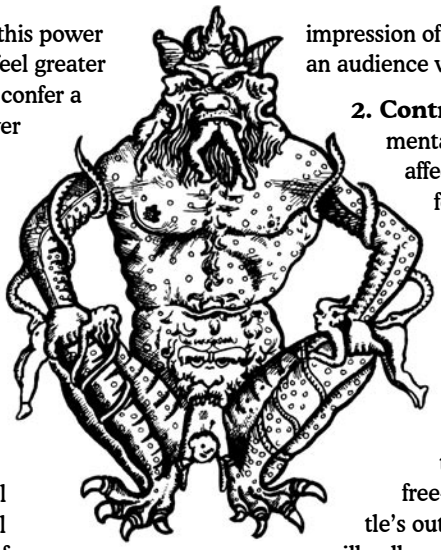
24. Profit: This power will make a single financial transaction (of buying or selling of any quantities of goods to a single individual) bring the maximum possible profit to the target of the power. The profit will not exceed the boundaries of reason but will be as great as one could rationally hope for.

25. Repel Insects: This power will cause all normal (non-magical) insects to vacate an area of 90' radius, and will keep insects of any (non-magical) kind away from that area for the span of a fortnight.

26. Repel Rodents: This power will cause all normal (non-magical, but including giant) rodents to vacate an area of 90' radius, and will keep all non-magical rodents away from the area for the span of a fortnight.

27. Retainer Loyalty: The beneficiary of this power will have all servants, retainers or hirelings feel greater regard and loyalty to their master. This will confer a benefit of +2 to all morale checks. This power lasts for 13 days. This power does not affect Cymri.

28. Spoil medicines: This power will make all of the medicinal (non-magical) potions or herbs in the possession of a single person, or within the confines of a single room, lose all their curative effects. The medicines will not appear to have changed, but will no longer offer any benefit to those who take them.



29. Strong Physic: This power will double the effectiveness of all natural healing (including healing from rest, from curative herbs or other medicines, and from natural herbs that give bonuses to saving throws; but not from magical sources) on the beneficiary of the power, for a fortnight.

30. Tainted Water: Will poison a single water source (a well, lake, spring, or stream), rendering it impure so that it will sicken any living thing that drinks from it. The effect of drinking water from this source will be automatic contagion of a disease that will be severe and potentially (though not automatically) lethal.

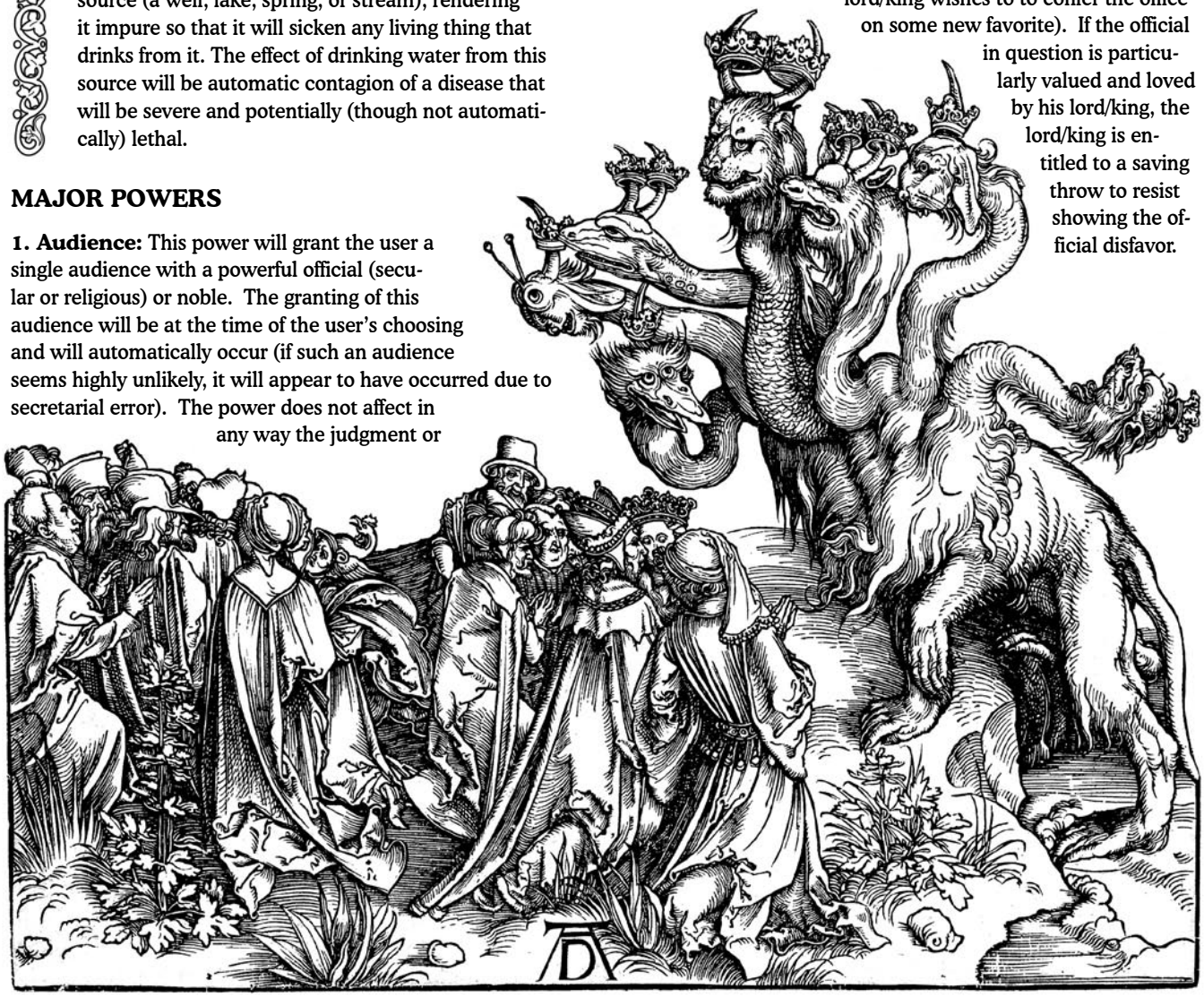
MAJOR POWERS

1. Audience: This power will grant the user a single audience with a powerful official (secular or religious) or noble. The granting of this audience will be at the time of the user's choosing and will automatically occur (if such an audience seems highly unlikely, it will appear to have occurred due to secretarial error). The power does not affect in any way the judgment or impression of the official/noble, it only guarantees that an audience will be granted.

2. Control Beasts: This power allows the user to mentally dominate up to 15HD of wild animals, affecting any creatures of that type within 90' for up to 24 hours. It will have no effect on intelligent creatures or on tamed animals or domestic livestock. It cannot affect magical creatures.

3. Destroy Edifice: This power will cause the structure of a single man-made construction to weaken and collapse within 10 minutes of the power's activation. "Edifice" here is defined as a single free-standing structure; so for example, a castle's outer walls, if separate from the castle itself, will collapse (while the castle will not; or vice-versa).

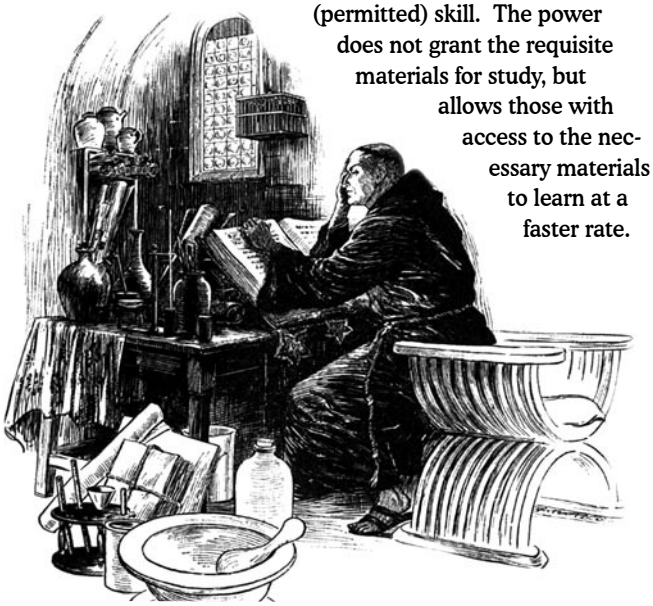
4. Disfavor: This power will cause a single individual with an office granted by a lord or king to lose that office; the cause will appear to be credible (be it a recognition of the official's incompetence or corruption, if that applies, or due to conditions of the officials age or infirmity, or because the lord/king wishes to to confer the office on some new favorite). If the official in question is particularly valued and loved by his lord/king, the lord/king is entitled to a saving throw to resist showing the official disfavor.



5. Disloyalty: This power causes followers, retainers and hirelings to flee from their master at a moment of the wielder's choosing. Any follower, retainer, or hireling of 5 or more levels or hit dice may make a saving throw to resist the effect. This power does not affect Cymri.

6. Earthquake: Will create a tremor powerful enough and of wide enough effect to cover the size of an average village; within the area of effect most buildings will collapse, and even sturdy stone walls or buildings will have a 55% chance of partially collapsing.

7. Enhanced learning: This power will allow the user to gain knowledge at a much faster rate than normal; they may use it to master a new language within one week of study, or to read any book, study occult research, or gain any new (permitted) skill. The power does not grant the requisite materials for study, but allows those with access to the necessary materials to learn at a faster rate.



8. Favor: To obtain a single favor from one powerful individual (a judge, rich merchant, lord, monarch, etc). The favor may be anything within the individual's power. The victim is entitled to a saving throw to resist if they would not normally grant such a favor, and gets a +6 bonus to the saving throw if the consequences of granting such a favor is likely to be ruinous to himself, his family, or his domains. A Cymri cannot be affected by this power.

9. Find Buried Treasure: This power locates the nearest buried treasure, whatever its nature (it should be randomly determined by the GM). It cannot create treasure where there was none, only guide the wielder of this power to the nearest buried treasure, which will always include some kind of metallic treasure (coins, gold jewelry, etc.) but may include other materials or items. It does not protect against any traps or guardians.

10. Fog of War: This power will make the commander of an army direct his force to the wrong location, be it away from the army he was seeking to engage, out of the safety of a keep, or into an ambush. The commander is entitled to a saving throw to resist the effect if he is a Cleric of any level, or of 5th level or higher in any other class.

11. Impotence: This power will make a male victim completely impotent. The individual counts as being Cursed.

12. Infertile: This power causes a female victim to become barren, unable to conceive children. The individual counts as being Cursed.

13. Impoverishment: The victim of this power will suddenly find themselves stripped of up to 1000L of their wealth.

14. Lord's Friendship: This power will cause a single Noble to look very favorably upon the user. If the user is of a lower social class the lord will see them as a highly valued servant; if of equal class, they will see the user as a close friend. If the noble in question has prior cause to dislike the user, the noble is entitled to a saving throw; and the effect on the lord counts as a Curse.

15. Misadventure: This power will cause a single individual or a group traveling together to become lost, utterly unable to find their way to their planned destination. If the individual (or the person guiding/leading the group) is of 5th level or higher, or a Cleric of any level, they are entitled to a saving throw to resist the effect. If affected, the individual/group will find it impossible to get to their destination, no matter how straightforward the journey, for at least 13 days, after which they will be able to attempt to find their way normally. While under the effects of this confusion, the traveler(s) count as being Cursed.

16. Palsy: This power will cause an individual (whose name the user of the power must know) to be afflicted by paralysis in one arm or leg. The individual is entitled to a saving throw to resist the effect, it is otherwise permanent unless removed by magic or miracle. The affected individual counts as being Cursed.

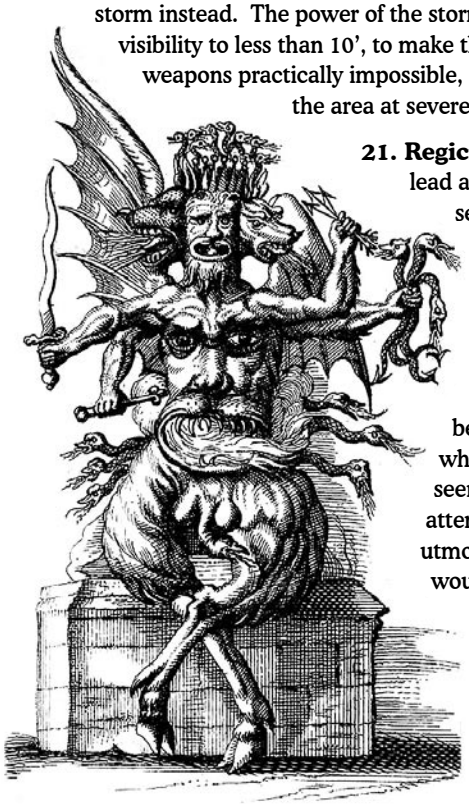
17. Perdition: This power will cause a single victim to lose the single thing they most value (their fortune, their love, their child, their most prized possession, reputation, etc.). The victim is entitled to a saving throw to avoid the effect only if they are Lawful and piously devoted to the God of Law.

18. Pestilence: This power will cause a single individual (which must be named, by their true name, by the user of the power) to fall ill with a severe wasting disease. They will lose 2 points of Constitution each day, and no natural medicine will be able to help them. Clerical laying of hands alone will not remove the illness. The individual is considered Cursed, and only Divine Intervention will end the illness. If the individual is 5th level or higher, or a Cleric (or, at the GM's discretion, both Lawful and extremely devout in their piety), they are entitled to a saving throw to resist this power.

19. Protection from Opponent: This power will allow the beneficiary to be completely immune to non-magical melee and ranged attacks from a single named opponent for 24 hours.

20. Raise Storm: This power will create a severe thunderstorm with intense winds over a large region (visual range)

around where the beneficiary of the power is situated. In extreme cold weather, the effect will be of an intense snowstorm instead. The power of the storm is enough to reduce visibility to less than 10', to make the firing of ranged weapons practically impossible, and to put all ships in the area at severe risk of sinking.



21. Regicide: This power will lead a single individual to seek to assassinate a King. The individual will be whoever is physically closest to the King that also has some cause to wish him dead. The would-be assassin will use whatever means would seem logical for him to attempt but will act with utmost possible haste. The would-be assassin counts as being Cursed until he actually completes the deed. The power does not guarantee that the assassination attempt will be successful.

22. Repel Humans: This power will cause all humans (aside from the beneficiary of the power, if they are human) to vacate an area of 90' radius, and will keep all humans away from the area for the span of a fortnight. Humans of 5th level or higher are permitted a saving throw to resist the effect, and Clerics are completely unaffected by this power. The power also has no effect on Cymri.

23. Rescue: This power will cause the nearest ally to the power's beneficiary, who also has the potential to be of real assistance, to receive word of the beneficiary's situation of distress or danger and feel compelled to come rushing to their aid. The news of the beneficiary's danger will come through a fortuitous messenger, a messenger-raven or even a prophetic dream.

24. Social Discord: The power to create distrust and enmity between two former allies. This effect acts as a Curse, which both participants may attempt to save against; either or both may thus be affected. This power cannot affect Cymri.

25. Shipwreck: This power will cause a ship at sea to sink. If the user of the power is not on the ship they must know the ship's name.

26. Strengthen Edifice: To supernaturally enhance the durability of a single building or edifice; making it suffer the weathering of time at 1/10th the normal rate, and making it ten times more resistant to any physical damage.

27. Strife: Directed against a lord, this power will cause a rival to seek to make war with them. It cannot affect a lord who has no rivals.

28. Summon Human: This power will cause a single individual to come to the place of the beneficiary's choosing. The individual can be anywhere in the world, but the beneficiary must know the true name of the human in question. If the individual is 5th level or higher they are entitled to a saving throw to resist the effect. The affected human will find themselves irresistibly drawn to the indicated place, but must travel normally to that location, and while they will wish to get there as quickly as reasonably possible they are not immune to any difficulties, delays or dangers along the way. This power has no effect on Cymri.

29. Tyranny: Will cause a lord to act selfishly, disdaining of the care of his vassals, servants or peasantry, seeking only his own pleasure and to fulfill his immediate impulses. This effect acts as a Curse, and the victim of the effect may attempt a save to resist this transformation if they are not already naturally inclined to act in this fashion.

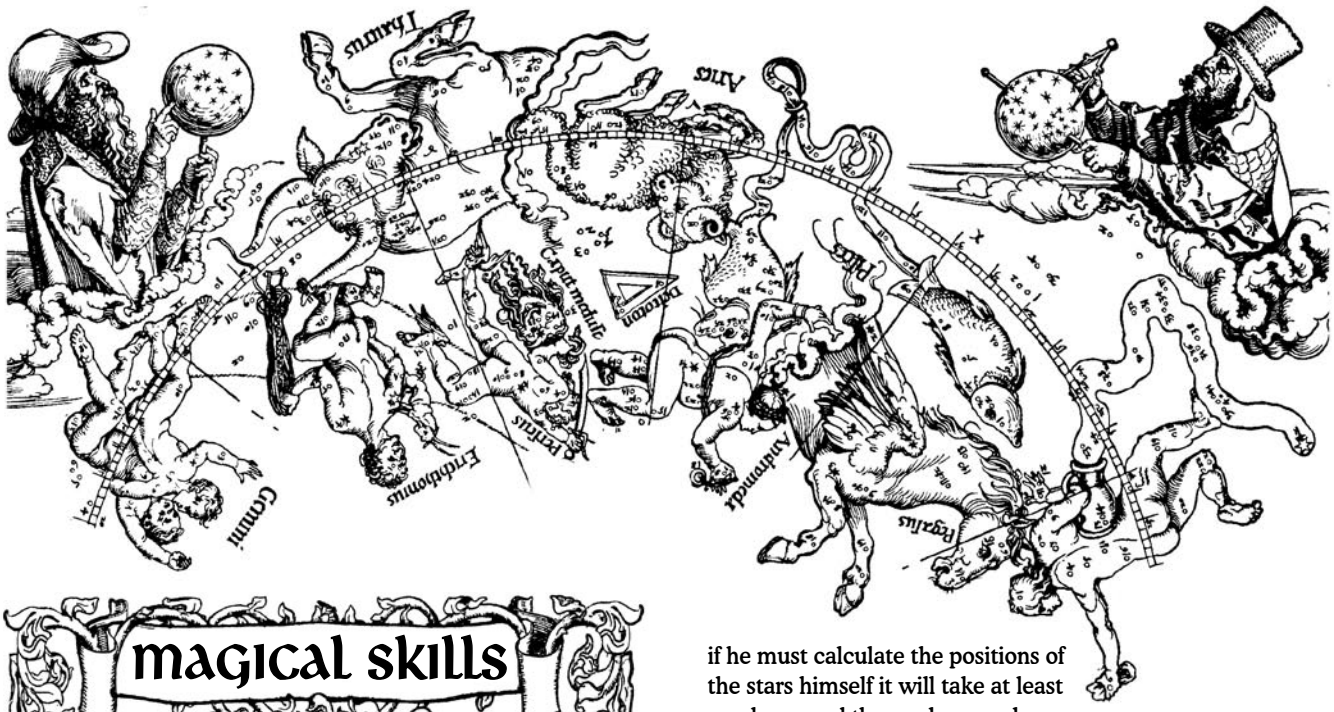
30. Wealth: The beneficiary of this power will obtain a treasure worth 1000L.

Note: any power affecting an individual that "counts as a curse" can be detected as an ongoing magical effect around the individual (by appropriate magic/miracles), and can potentially be eliminated through magic or miracles.

Demons names

A List of Sample Demonic Names		
Albaran	Cadebal	Muchar
Algarf	Carfa	Nahaim
Algeb	Dabaran	Nath
Alhue	Dhira	Nathra
Alkab	Dirah	Natrah
Almak	Elbed	Nayim
Alwah	Exal	Rexeh
Arrex	Gaffar	Sabulah
Atarph	Garfa	Sadal
Azimek	Hacbah	Sarfa
Azob	Haka	Shalah
Azoray	Hana	Shartain
Azub	Ikhil	Simak
Baldah	Jabha	Tarfa
Botain	Kadam	Thaya
Butain	Koth	Thuray
Cadalb	Lihil	Zobrah
Cadacehot	Maikas	Zubene

The are just a sample of some names that could be used; as there are theoretically countless numbers of demons, the GM is welcome to use any name they wish, and even to make use of existing demonic entities from other settings, gamebooks, history, myth, or popular fiction. You will note that some of the names are quite similar to one another, this may be due to particularities of the Infernal language; however, it has led to some tragic situations when magicians have mistakenly summoned a far more powerful demon with a similar name to the (more manageable) demon they had intended to summon.



magical skills

The 6 Magical Skills	
1. Astrology	4. Battle magic
2. Cures	5. Astrological talismans
3. Banishing	6. True alchemy

1. ASTROLOGY:

The knowledge of how to interpret the positions of the stars in order to foretell the future. In order to create an astrological chart, the Magister needs to reference a book of tables known as an Ephemeris (said books are different in each region, based on the slight variations of the night sky due to latitude and longitude; a typical ephemeris will cost 1L). Failing that, he could make his own calculations if he has the Astronomy lore. Astrology can be used for judging the personal fortunes of an individual but only if they know the precise date and place of that individual's birth. Making a successful general prediction of a person's overall fortunes (i.e. "will I have good health in these coming months?") is only a standard DC10 magic check; but granting an effective general prediction of a specific fortune (for example "Will my caravan encounter dangers on the road to London?") requires a DC15 check, and to answer a very particular and specific question in a detailed way (i.e. "Will the Earl receive me well, and what must I do to gain his favour?") or to make predictions over a very specific date ("will the battle tomorrow be won and will I survive it?") is DC20. In all cases, the actual predictions will be provided by the GM; and they will represent the most likely course of events, and should grant good general or specific insights into future events, but these things are not set in stone, and predictions made can be avoided or changed. Creating a horoscope will take only 10 minutes if the astrologer has the required data, but if he must calculate the positions of the stars himself it will take at least one hour, and then only on a clear night (and again, he cannot cast an astrological chart for anyone who's birth date and place he does not accurately know). A failed magic check means that the result will be garbled, unclear, or inaccurate, and that the Magister cannot consult again on that topic (including in any other way or phrasing) for at least 24 hours. However, he may continue to attempt to draw horoscopes on other unrelated topics.



2. CURES:

This power grants you the knowledge and ability to make a variety of magical cures. The first time it is taken, you can choose any two cures. Every subsequent time this technique is taken, you can choose one extra.

a) To Cure Diseases: The magister requires a special incense made from cinnamon, ginger, balsam or cedarwood, and frankincense. The cost of this incense is 3L per use. He will then have to cut small branches from 7 different trees in 7 different locations, with his own hand. He must make a seal of wax with the magical words «ADNI ZBOTH» written on it. He must lay the seal on the wood he collected, and burn the wood while sprinkling the incense upon it, and uttering secret words. A number of people within the room where the fire was lit that are suffering from disease, up to a maximum of 1 per magister level, are cured of their illness if the magister succeeds in his DC15 magic check.

b) Healing Glass: This requires a fine crystal cup, worth 20sh. It must be kept clean, and anointed with magical oils (a mix of olive oil, ginger, cinnamon, and myrrh, worth 20sh) each time the Magister wishes to make use of it. Then, when pouring an ordinary tincture of all-heal into the glass while performing an invocation, and making an injured character drink from it, the magister rolls a DC13 magic check. If he succeeds, the imbiber will heal at double the normal rate (this is double the TOTAL normal rate, including the benefit granted by the all-heal itself and any benefit from assistance by someone with the medicine lore). This doubled healing rate will last for one night per level of the Magister, or until the patient is fully healed, whichever comes first.

c) To Remove Infection: The magister must take a 7-sided plate of copper, inscribing certain secret words on it (the copper plate has a cost of 20sh). Then he must anoint it with oil (the same as that in b, above). After this, any time he wants to heal someone suffering from an infected wound, he must pour water with perfume and salt onto the plate, and then apply this water with a rag to the body of the infected. If the magister succeeds in a DC14 magic check, their patient will be cured of the infection.

d) For Madness: The magister must get a glass bowl (20sh), drawing upon it symbols related to Mars. Then fill it with mead or strong wine. He mixes this with a tiny amount of the incense described in entry A (a tiny pinch is enough so it will not take up a dose). Speaking certain magic words into this, he must then give it to the one who is insane to drink. This must be repeated for 7 days in a row. On the 7th day, the magister breaks the bowl, while making a DC15 magic check. If they succeed, the madman is cured of their insanity. The time required for this ritual is reduced by one day per every two caster levels, so that a 3rd level magister will only require 6 days, or an 8th level magister will only require 3 days. But the ritual requires one day of work minimum, regardless.

e) Cure For Blindness: The Magister must take a copper plate (cost 20sh), engraving it with certain secret words. This must then be anointed with breast milk from a woman who had a child 7 days earlier, and allowed to dry without wiping it. After this, it must be filled with almond oil (cost: 2sh). This oil must then be collected, and anointed over the eyelids for 7 days in a row. At the end of this time, the caster must make a DC15 magic check. If he succeeds, the patient's sight is restored. The time required for this ritual is reduced by one day per every two caster levels, so that a 3rd level magister will only require 6 days, or an 8th level magister will only require 3 days. But the ritual requires one day of work minimum, regardless.

f) To Cure Hunger: The Magister must take a special small glass plate (20sh), and place on this a piece of bread. He must burn incense around the bowl (the same type of incense as in a, above), while reciting magic words. This bread must then be wrapped in a white cloth and kept clean and dry. If the Magister succeeds a DC15 spell check, small pieces of the bread will be enough to fully satisfy the hunger of up to 7 people for one day per level of the caster (that is to say, bread made by a level 3 magister will count as 21 rations; by a level 5 magister, 35 rations). The bread will remain unspoiled for 3 days, plus 1 day per level of the magister.



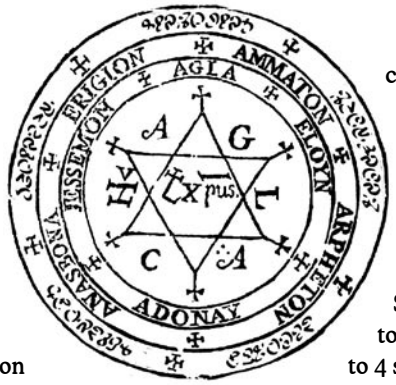
3. BANISHING:

Banishing is the power of purifying and protecting an area from magical forces, and from certain supernatural entities. There are various techniques of Banishing, some more effective than others. In emergencies, certain hand gestures and words of power can be used to banish supernatural forces. Rituals using incense and chanting can clear an area of magical effects, or even temporarily suppress magical effects on people or objects. More complete consecrations can temporarily, or even permanently, establish a place as protected from outside magical influences.

Each time banishing is selected, the Magister gains the use of one new banishing technique; these must be learned in the order shown:

a) Circle Banishing: The ritual of 'smoking' a space requires the use of magical incense, with a cost of 3L per use. Once the incense is lit, the ritual of circle banishing takes one full minute (10 rounds) to perform. The magician must pace around the area he wishes to purify. Although the ritual is described as a 'circle' the space being purified could in fact be square or rectangular, or some other shape; but the magister must 'circle' the area he wishes to affect entirely without anything interrupting his forward movement. The maximum area he can affect must fit within a space of no more than 5'+5'/lv radius. While he paces he must spread the incense smoke and chant words of spiritual power. At the ritual's completion a magic check is required with a DC15, or of 12+the

highest level spell-effect (that is, the level of the spell-caster who created an active spell effect) or highest HD incorporeal entity present in the area the magister wishes to purify; the DC that applies is whichever is highest. If the ritual is successful, the following effects take place:



—First, any incorporeal entities still in that space at the completion of the ritual are immediately cast out into the astral plane (they will be able to manifest again only 10-60 minutes after the circle is canceled).

—Second, any supernatural entities of any kind (including corporeal or incorporeal undead or spirits, demons, extraplanar creatures (elementals, creatures from the fae realms, etc.) or creatures created by magic (golems, etc.) must immediately retreat outside the area of the circle cast, and will not be able to enter the space without being expressly granted entry by the magister, of his own free will (he cannot be magically induced to allow entry, though he may in theory be enticed, lied to, or threatened in some way into allowing it).

—Third, any magical effects within the area of effect are immediately annulled. If these effects were temporary (from a spell, a potion, some other form of magic with a time limit), then the effect is permanently dispelled. If the effect was that of a permanent magical force or object (for example, a magic sword, or a cursed artifact) then all its effects are dispelled only until the circle-space is canceled or until the object or source of the permanent magic is taken out of the area of the banishing circle. Note that subsequent magical effects done within the space will function as normal, as will items brought in from outside the space after it is established. The magister can also choose to maintain all magical effects from spells or objects on his own person. However, this is an all or nothing proposition: either all effects on his person are maintained, or they are all dispelled. Also, he cannot extend the same exceptions to anyone else, only to his person and objects on his person.

The effect of the banishing circle lasts for 30 minutes per caster level; but it can be instantly canceled before that time period if the magister annuls the effect by doing a specific hand gesture, or immediately if he steps out of the ritual space.

b) Banishing Gesture: This form of banishing requires making a certain hand gesture while forcefully uttering the phrase «Apo Pantos Kakodaimonos!» in the general direction of malignant forces. This technique takes a single round to perform. It requires a standard magic check, with a difficulty of 12 + the HD of the highest-level incorporeal entity in the area. On a success, a number of incorporeal creatures up to the caster's level, within a 90-degree arc in front of the caster for a range of 10'+5'/level, are temporarily dissipated, taking 1r/level of the caster to reform. Any current ongoing magical effects these entities were causing (including fear, or powers they were granting to others) are disrupted.

If the Magister succeeds his magic check by a margin equal or above the HD of the highest-HD creature in the area of effect, all the incorporeal beings are permanently dissipated back to the astral plane. For example, if a 4th magister encounters several 2HD Shadows, and attempts to Banish them, he would need to beat a magic check of DC14. If he succeeds his roll, up to 4 shadows within the area of effect are temporarily dissipated, for 4 rounds. If he had rolled a 16 or higher, they would be permanently cast back into the astral. If he was facing an 8HD banshee, he would need to beat a DC20 roll to temporarily dissipate the entity; when he did, anyone suffering from fear or confusion effects due to the banshee would no longer be affected. If he beat a DC28 or higher, the banshee would be permanently cast out into the astral.

On a natural 20, if the modified result is enough to successfully beat the DC, the range, number affected and duration of the banishing is doubled. If the magister fails any Banishing Gesture attempt, he may not attempt any form of banishing again until the next morning.



c) Temple Raising: This technique is for the creation of a permanent space or magical sanctum for the Magister. It is a complex ritual and requires infrastructure of considerable costs. It requires a room, which can be of any shape but must be a minimum of 100 square feet in size; it could be a room in an existing building, and of course the magister may wish to make the room in his own home, or tower, or in a spot adjacent to a library and laboratory. The room requires various components. A permanent magical circle and triangle

will need to be done on the floor, a small altar of incense and a working table set up, for the purpose of summoning rituals, as well as appropriate storage for scrying stones or other tools. The expenses involved in the refurbishing of the floors, ceiling, walls, door and furnishings will have a minimum cost of 50L; of course if this is part of a new construction this is in addition to the cost of the building itself. Construction times are of course variable but if the work is starting from an existing building it will likely take a few weeks, and if it is a new construction it could take several months.

The ritual to raise up the temple is a complicated procedure. It requires incenses, oils, a special wand made of almond-wood or ash, a ceremonial bell, and other materials; with a total cost of no less than 12L. It requires three days of prior preparation, during which time the Magister cannot eat meat, engage in sexual activity or drink alcohol. The work time on those days requires several hours each day but otherwise the Magister is free to engage in other activities. The ritual itself requires a full day where no other activity can take place. At the completion of the ceremony, the magister must make a magic check against a DC19.

The Temple, once raised, will have the following effects:

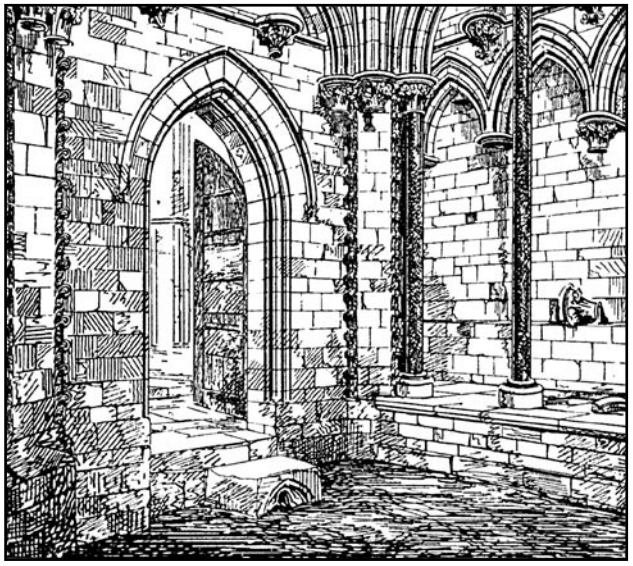
—No incorporeal entities or supernatural entities of any kind will be able to enter the Temple, unless bidden to by the Magister.

—No magic of any kind cast outside the temple will be able to have an effect within the temple (note that any spell cast within the temple will function as normal).

—Within the temple, the Magister (or anyone else) will have +4 to all summoning checks.

—The Magister who created the Temple will also have a +2 bonus to any other magic checks performed inside, while any other Magister will have a +1 bonus.

The temple's magical effect is permanent. However, if some kind of magical work is not performed inside the temple at least once every six months (note: by any magister, not necessarily the one who created the temple), the temple's effects will be lost and the ceremony will need to be performed again to make it functional.





4. BATTLE MAGIC:

This is the skill in magical curses and other offensive magics. The first time this technique results, the magister may select two 'curses'. Any subsequent result allows the magister to gain one more.

a) The Blasting Wand: Although it is called a wand, the actual form of this item can be in the style of a wand, a staff or some type of rod. In all cases, the material necessary is the same: the object must be made from almond or ash wood. It must be consecrated using magical oils (at a cost of 20sh for a wand or rod, 40sh for a staff). The 'wand' must be fitted with an outer copper shell, which must at least extend from the point where the magister will grip the item up to the tip of the item. This special shell will cost 3L to construct, 6L for a staff. It will include a special fitting at the tip, on which must be placed a specially cut crystal (quartz, or topaz). This crystal costs at least 1L.

The object must then be magically activated in a night-time ritual just before or during a thunderstorm. The ritual takes about an hour to perform. The ritual is incredibly taxing on a magister's body; every time the ritual of activating is performed, the Magister permanently loses 1 point of Constitution.

Once the ritual is completed, the blasting wand will be able to strike opponents with magical power. To successfully 'blast' an opponent the magister need only touch them with the tip of the 'wand', requiring an attack roll against an opponent as if they were unarmored (unless the opponent is wearing some kind of magical armor, in which case they must hit the AC

value of their magical armor). A successful hit will do damage based on the level of the magister at the time of activating the blasting wand: it will do 1d6+1 damage for every 3 levels the magister had at the time of activating the blasting wand (so for example, a 3rd level magister can create a wand that does 1d6+1 damage, a 5th level magister's wand does 2d6+2, while a 9th level magister would do 3d6+3, etc). After each successful strike, the magister must attempt a magic check vs. DC13 to recharge the wand; to do this he must be holding the wand in his hand and it takes 1 round of full concentration. If he succeeds, the wand will be charged until the next time he successfully strikes an opponent. If he fails the check, he cannot attempt to recharge the wand again until the next morning.

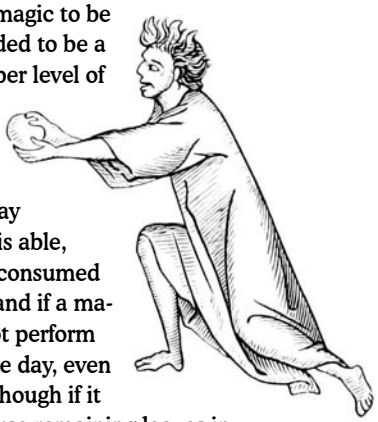
No one but the magister who performed the ritual to activate the wand can use it. However, if another magister obtains an intact wand and is familiar with the ritual to activate the wand, he can perform the ritual on a wand that was already properly constructed in order to activate it.



b) The Bread of Gideon: This ritual allows the magister to create a magical bread that, when consumed, will cause misfortune on any who attack the individual who ate it. The ritual requires access to an oven to cook bread over, and the basic ingredients to make the (unleavened) bread, as well as honey.

First, the magister must prepare (or he may have prepared for him by a trusty servant of good character) unleavened bread (as there is nothing special about this bread, the ingredient costs are minimal, perhaps 1p). In a special ritual, the magister will take the bread as soon as it is out of the oven and paint on it the letters «GDOHN» in the secret alphabet with honey. The whole process of baking the bread and performing the rite (presuming the ingredients are already present and the oven is heated) will take no more than about 30 minutes. The bread will be good for no more than 3 days.

When the bread is consumed, the magister must be present (if he is not the one eating it) and recite a certain magical formula. Each portion of bread will grant its power to one person per level of the magister. The eating of the bread and the reciting of the words takes about 1 minute. The magister must succeed in a magic check vs. DC13. If he succeeds, everyone who has eaten of the bread (up to the limit stated) will find that in combat all opponents have a –1 penalty to hit them, and they have a +1 penalty to all saving throws against any special attacks from an opponent (this does not extend to saving throws from things that are not directly an attack, such as traps). Additionally, against creatures of a magical nature (including the undead, demons, fay creatures/elves, incorporeal beings or any creature that requires magic to be hit) these modifiers are extended to be a –1 to be hit and a +1 to save per level of the magister who made the bread!



This effect lasts until the next sunrise. The magister may prepare as much bread as he is able, but each separate loaf that is consumed requires a new magic check, and if a magister fails his magic he cannot perform the rite again for the rest of the day, even if he still has bread left over (though if it has not yet gone bad, he can use remaining loaves in his attempt the next day).

c) Unseen to Enemies: This magic will allow the magister to be invisible to opponents who wish him harm. The unusual ritual requires that the magister take off his left shoe, circle it in the air seven times, and shake it in the air seven times, while reciting certain magical words. This process takes 3 rounds; if the magister is interrupted in that time (for example, if he's hit by an attack) then the ritual fails and would need to be started again. At the end of the ritual, the magister must make a magic check against a DC15. If he succeeds, then he cannot be seen by anyone with hostile intentions toward him who has the same or less levels/HD as the magister. Opponents of higher level/HD are unaffected. This will incur the usual penalties for any opponent to whom the magister is now unseen, to be able to see them (–6 to melee attacks, –12 to ranged attacks). Any attack a magister makes on an opponent will grant the standard +2 surprise bonus. This magical effect lasts for 10 minutes per level of the Magister.

d) To Break or Make Tight a Seal: Whether on a door, window, or the lock on a chest, manacles, or any other sort of non-magical barrier, this spell will allow the magister to get through it. The magister must kneel before the seal and engage in a ritual invocation, and then draw a certain sigil on the seal, along with the letters 'YH', with his index finger and his own saliva. Then knock on the seal seven times. The whole process takes about 1 minute (10 rounds).

If he makes a spell check vs. a DC14, he will be able to magically open the seal.

A magister who is familiar with this ritual can also, by using a different invocation, apply this magic to make a seal impossible to open by ordinary means. The time required and the difficulty is the same as above. Any seal thus secured cannot be opened by a key or by ordinary lock-picking, only through magic or by breaking the object of the seal (the door, chest, chains, etc.). The seal-breaking ritual can be used to open a seal bound in this fashion, but in that case instead of the difficulty being DC14, it is DC12+ the level of the caster who made tight the seal.

e) To Make the Earth Tremble: This is a most powerful spell, a secret word of power. But it is also very dangerous. To use it, the Magister need only raise both arms outstretched to the heavens, calling out the secret word three times. Then speaking a brief incantation the magister must strike the ground (or the side of a cliff or mountain) with his hands. The whole process takes 2 rounds.

If the magister succeeds at a DC19 magic check, the earth will shake! Fissures will open in the ground, and landslides or rockfalls may occur if there is any terrain that might allow that. The quaking will affect everything for 5' per level of the magister, in an arc ahead of where the magister's palms struck.

If this spell is performed outdoors, the earth in the affected area will shake causing anyone in the area to require a saving throw against the magic check result to avoid being knocked prone. There is also a 1/6 chance that a fissure will open in the ground with a depth of 1d6x10ft, requiring a second save to avoid falling in; anyone who falls into the fissure will take 1d6 damage PLUS for every 10ft of depth.

If the tremor was created in hilly or mountainous terrain there is a 5/6 chance of a landslide or rockslide, this will require a similar saving throw to avoid taking 3d6 damage (in the case of hilly terrain) or 6d6 damage (in the case of mountainous terrain). However, there is also a 1/6 chance that the rockslide will expand beyond the area of effect of the quake, requiring that anyone (including the magister or other PCs) in the general area will need to make a similar saving throw to avoid damage.

If the quake's area of effect encompasses a building, then any building not made of stone will collapse 5/6 times, and any stone building will have a collapse in the area of effect (which might trigger a total collapse of the structure) 1/6 times. If a fissure has opened due to the quake, then any buildings in the area of effect will automatically collapse. Anyone inside the buildings will need to make saving throws to avoid taking damage from the collapse (the damage will be at least 5d6 but may be more if the GM determines it so).

If the Magister is inside a building or underground when the spell is performed, then the building, tunnel or cave will collapse in the area affected. There is also a 2/6 in the case of being underground that this collapse will trigger a larger collapse of the tunnel walls/ceiling that will potentially affect everyone in the general area.

This spell cannot be cast if the magister is on a higher floor of a building; he must be able to strike the ground floor for it to function.

This spell can be cast directly on a Golem (which requires a roll to hit the golem with the magister's palms). If he successfully strikes his palms on the Golem with this spell it will do 5d10 points of damage to the Golem and leave it stunned for one round.



f) Misfortune Cursing: While chaos cultists will engage in more sinister forms of curses (mutations, poisoning, disease, etc), magisters who are not necessarily chaos cultists can perform a curse that warps the fortune of their intended victim, leading them to greater risk of tragedy.

To perform the ritual of luck-cursing, the magister needs to know their victim's true birth-name. This is one reason why some magisters will take on a different nick-name for public purposes; and why Cymri are given a secret true name at birth, known only to close family. The magister also requires a lead plate (costing 20p), and special incense (worth 3L). He must carve the name of his intended victim onto the plate, and then perform a ritual, making use of the incense and ceremonial incantations. The ritual takes about an hour. The magister must succeed at a DC15 magic check. If he succeeds, then the intended victim must make a saving throw versus magic, with a difficulty equal to the magister's result. If the victim fails the check, he has been cursed, and from that point onward whenever the victim needs to make a saving throw, his player must roll two dice and use the lower result. Note that the victim may not necessarily know who cursed him or even that he is cursed, at least initially.

Magisters with occultism or Cymri with second sight (or magical abilities that allow for the detection of magic auras) will register that there is an active magical effect on the victim.

The curse is permanent, unless removed by some magic (a circle banishing, for example) or religious divine intervention. A misfortune curse will have no effect on a character who is already under a misfortune curse. The curse is also immediately lifted if the lead plate with the victim's name on it is destroyed in some way (broken, melted down, etc.).

Note that placing a curse on someone is considered a form of witchcraft under both secular and religious law, were this to be discovered it would likely cost the life of the magister performing such curses (except in the most unusual of circumstances).



5. ASTROLOGICAL TALISMANS:

This is a very powerful kind of magic, which creates magical charms or talismans (more properly called 'pantacles') which can be carried on one's person or worn as an amulet. They are tied to the power of those spirits called Planetary Intelligences.

To be able to obtain this magical technique, a Magister must first have the Astrology skill. If he does not, then the first time he obtains this technique he will instead gain the Astrology skill.

To create an astrological talisman, he must first ascertain the best period in which to perform the ritual to empower a talisman. He must also create a talisman, which will have a variable cost depending on the planetary spirit he needs to invoke.

The Astrological calculation to determine the best dates for invocation are done against a DC13. If he succeeds in his check he will be able to determine the next most suitable date. If he fails his check by less than 4, his calculation will be off by one parameter (meaning the date he thinks would be most suitable will in fact only be 'suitable', the dates he thinks are 'suitable' will be 'unsuitable'). If he fails by more than 4, then the dates he calculated will all be unsuitable. Note that the magister will not be aware of having miscalculated!

At any given time, the 'most suitable' date from the time of calculation will be 2d20 –2 days away (a result of '0' meaning that the 'most suitable' date is the very day the calculation is performed). Performing the ceremony on the 'most suitable' date will grant a bonus of +2 to the magic check required. The nearest 'suitable' date will be 1d20 days prior to the 'most suitable' (with a negative result meaning that there is no 'suitable' date before the 'most suitable' date), and the nearest suitable date after the 'most suitable' date will be 1d20 days after the 'most suitable' date. «Suitable» dates allow the magister to perform the creation of the talisman without any bonus or penalty. Note that from a single calculation, the magister could choose to attempt to create up to 3 different talismans (one on each of the dates), so long as they were all of the same planetary force. Trying to create talismans of a different planetary force would require other dates for suitability, and thus a new Astrology check.

Attempting to create a talisman on an 'unsuitable' date cause a –4 penalty to the magic check.

To create a talisman, one must first craft a metal amulet with the appropriate secret symbols. The costs and materials of these amulets are as follows:

Talisman cost and material			
Solar	3L (gold)	Jupiterian	16p (tin)
Lunar	6sh (silver)	Martian	1sh (iron)
Venusian	12p (copper)	Saturnian	6p (lead)
Mercurial	2sh (zinc)		

The ritual to enchant a talisman requires a full day, partly spent in preparation and purification (including ceremonial bathing and fasting), and partly in an invocation including the use of incenses and oils, with a total cost of 4L. A table must be used as a magical altar and a circle drawn. If he has a magical temple the magister can of course perform this ritual within, with the relevant bonuses (see the «Banishing» skill for more information).

The magister must then summon up the Planetary Intelligence whose energies he wishes to place into the talisman. This requires a magic check against a DC21. If the check succeeds, he will have successfully created the talisman in question. If the check fails, he cannot attempt to create any talisman of this particular planetary type again for a full month. Furthermore, if he performed the check on a 'most suitable' or 'suitable' date, and rolled a natural 1, he must make a saving throw versus magic or will be possessed by the planetary intelligence in question. Worse yet, if he performed the ritual on an 'unsuitable' date and failed the check, he must make a saving throw regardless of the number rolled (with a –4 penalty to his saving throw if his roll was a natural 1), or be possessed by a random planetary intelligence!

For a full description of possession by a planetary intelligence, see the Dark Albion sourcebook «Cults of Chaos». However, if you are not using that book, this is a description of possession effects in brief:

• **Mercurial:** a possessing Mercurial spirit will have one intellectual subject as an obsession. The magister will gain a +5 skill in that subject (unless he already has that skill at higher than +5), but will become obsessed with obtaining more obscure knowledge of said subject.

• **Venusian:** the magister will gain a +2 bonus to reaction rolls, but will drive the magister to seek to corrupt people into hedonism, glutton and debauchery.

• **Lunar:** the magister will gain +2 to sneaking, hiding and to reaction rolls based on deception. But he will become driven to obtain material wealth through crime.

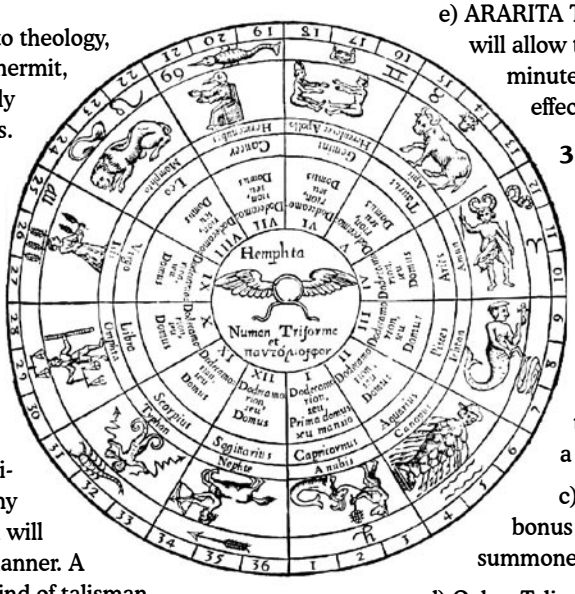
• **Martial:** the magister will gain +2 to hit and +1 to damage in combat, and a +2 morale modifier for NPCs under his command. But he will become obsessed with killing and violence.

• **Jupiterean:** the magister gains +5 to law and courtly politics, and a +2 to reaction rolls for impressing lords. But he will be driven to corrupt some mighty lord and turn him toward tyranny.

• **Saturnine:** the magister will get a +4 bonus to surprise attacks (rather than the regular +2), and he will have a +5 to knowledge checks regarding the undead. However, he will be driven to commit serial murder.

• **Solar:** the magister will gain a +5 to theology, but will be driven to lead the life of a hermit, in poverty and self-denial, and will only use magic in the service of holy causes.

All cases of possession can only be relieved through magical or miraculous means.



Each talisman, once created, is permanent. The talisman's effects are always on so long as he has the talisman in contact with his skin (either worn as an amulet or held in his hand, etc.), unless otherwise indicated by specific details in the individual descriptions of the talisman. Any other person who carries the talisman will benefit from the effects in the same manner. A magister may only have one of each kind of talisman at any given time; if a talisman is destroyed or lost, the magister may create a new talisman in the usual manner, but doing so successfully will mean that the previous talisman (if it still exists) will immediately lose its power and benefits.

Each time this magical skill is taken, the magister will gain the knowledge to potentially create all the talismans of one particular planetary force.

1. Talismans of Saturn:

a) YHVH Talisman: will make its wielder immune to possession by spirits of Saturn.

b) Omeliel Talisman: grants a +2 to any magic checks for creating any further talismans of Saturn.

c) AChD Talisman: grants a +1 to any magic checks intended to be used to cause direct harm to others.

d) ALVH Talisman: grants a +1 to all saving throws against traps.

e) DAIMONOS Talisman: Anyone who is actively trying to harm the magister has a –2 penalty to all saving throws.

2. Talismans of Jupiter:

a) Parasiel Talisman: by concentrating 1 round and doing a D20+INT(+Magister/Cymri level if a spellcaster) against a DC14, the wielder can detect the presence of any metals within 60'+10'/lv, including those hidden or buried. If the check fails this talisman cannot be used again until the next sunrise.

b) AHIH Talisman: grants a +1 bonus to saving throws against any mind-affecting magical effects.

c) IH Talisman: grants a +1 favorable modifier to reactions from anyone of higher social class.

d) Seraph Talisman: grants a +2 to armor class. This effect does not stack with any normal armor, though it will stack with other magical effects.

e) ARARITA Talisman: this talisman, when held, will allow the wielder to find a 1sh coin in 1-10 minutes of searching the local area. This effect works once per day.

3. Talismans of Mars:

a) Vau Talisman: will grant the wielder +1 to reaction rolls when he is trying to incite others to violence, and all who are so incited will have +1 to their morale checks to fight on.

b) AGLA Talisman: grants a +1 to any leadership-related checks for a commander in battle.

c) Scorpion Talisman: grants a +2 bonus to saving throws for dominating summoned demons of any type.

d) Qeber Talisman: the wielder of this talisman will have a +2 to armor class against all ranged attacks from non-magical missiles.

e) IAIA Talisman: this talisman can be used to summon a storm. The intensity of the storm will depend on prevailing weather and humidity; in very try environments it might be only a light drizzle, whereas in a humid or coastal area it can be a raging thunder- or hail-storm. Raising up the storm takes 10 minutes of concentration. Once it is summoned, the storm cannot be controlled or stopped, it will disperse naturally within minutes or hours (again depending on the local weather/humidity) after the magister ceases his concentration.

4. Talismans of the Sun:

a) Malkhiel Talisman: Will make the wielder immune to possession by solar spirits.

b) ADNI talisman: While this talisman is held against the forehead, the magister can see anything within his line of sight that would be magically invisible otherwise.

c) River Talisman: When this talisman is worn, travel time by water (in spite of the name, it applies to all river and sea travel alike) is reduced by one-half. This effect obviously applies to all those traveling on the same vessel as the magister. Note that this does not actually increase the speed of the vessel or reduce risks of encounters, it only means that magically, when arriving at the destination, only half the normal time will have passed.

d) Yod Talisman: whoever holds this talisman in their hand will be invisible to normal vision.

e) Chasan Talisman: If this talisman is held in the hand, it will instantly break any bonds restraining the wielder.

5. Talismans of Venus:

a) Nogahiel Talisman: the wielder of this talisman will get a +1 to any reaction rolls for any attempt at singing or performing music.

b) Ruach Talisman: if this Talisman is held in the hand and shown to another person, if that person is potentially attracted to the wielder they must make a saving throw vs. spells or fall in love with them. Unless dispelled by some other magical means, the effect will last until the victim's dying day or until the talisman is used on another person.



c) Bone Talisman: holding the talisman in the hand and concentrating, the wielder must speak the true name of a person known to them. That person must make a saving throw versus spells. If they fail and are within a day's travel of the wielder, they will immediately feel inexorably drawn to travel to the wielder's present location by the quickest means reasonably possible.

6. Talismans of Mercury:

a) Boel Talisman: grants a +1 to any perception check.

b) Allatori Talisman: When trying to obtain some kind of knowledge or information, if the wielder concentrates on what he seeks to learn and spins the talisman, the direction that the top of the sigil points to when it lands will mark the direction of the nearest source of that information. Note that this will be the nearest direction in a straight line, and will not give any clues as to the distance that might be involved, or the obstacles that might be between the talisman's current position and the source of the information sought.

c) ElAb Talisman: When two doorways are marked with the same «ElAb» sigil by the wielder of this talisman, then whoever holds the talisman in his hand and steps through one doorway will enter the location of the other doorway, regardless of how far apart those two doors are. The doorways, once marked, will be the only ones that will function with this talisman for however long the talisman remains empowered. If either door is destroyed or its sigil is destroyed, the talisman will cease to function.

7. Talismans of the Moon:

a) IHH Talisman: whoever holds this talisman will be able to bend any metal bars or grates effortlessly. This effect does not extend to other metallic substance, only to bars or grates that block a doorway, window, or other portal.

b) Abariel Talisman: This talisman will allow the wielder to breathe underwater.

c) Vevaphel Talisman: This talisman, when held in the hand, will allow the wielder to calm storms of all sorts as well as calm turbulent waters of the sea. The effect will take place gradually, reducing the intensity of storms and waves, over the course of 10 minutes of concentration.

d) Yahel Talisman: This talisman will grant a +1 to saving throws versus poison. It will also allow the wielder to make an INT check (DC13) to identify any herbal medicine or poison, even if they have no knowledge of herbalism.

e) Azarel Talisman: When this talisman is placed on a corpse, it will allow the one who placed it to ask the spirit of the deceased three questions. The spirit will only have the knowledge it held while alive, and will answer as it sees fit based on its personality (it may, for example, lie to the questioner if it feels motivated to do so for some reason). The spirit will understand the question, but can only answer in any language it knew in life. The talisman can only be used a single time in any given corpse.

f) Fountain Talisman: this talisman, when hung from an amulet and concentrated upon, will swing toward the direction of the nearest source of underground water. When it is directly above a buried water-source, it will swing in circles.



6. TRUE ALCHEMY:

While ordinary alchemical «puffery» involves working in a non-magical way with chemicals and minerals to create interesting and potentially useful substances, True Alchemy combines work with chemicals/minerals along with a set of spiritual exercises and magical preparations, to create supernatural substances.

Doing work of True Alchemy requires expensive laboratory equipment. The minimal cost of this is 300L, though some substances will require more expensive labs than that. Thus, most True Alchemists (except the very few who are fortunate enough to be incredibly wealthy on their own) require the aid of great patrons, either noble or royal families, or institutions like a Collegium of magic, the Clerical order, or possibly extremely rich merchants or guilds. Usually these patrons will require a great deal of service and results in exchange for their investment.

In order to take True Alchemy, a magister must also have the Alchemy («puffery») lore. If a magister or Cymri gets this skill as a random selection without first having the «puffery» lore, he will gain that lore instead of the first level of True Alchemy.

Alchemists will practice according to different traditions and debate about the virtues of different methods. However, all agree on two things: the mere «puffers» are not true Alchemists, and at the same time true Alchemists must use some of the same tools. The difference is principally that while «puffers» work only with external materials and the manipulation of chemicals, the True Alchemist simultaneously works with external substances and their own internal being through meditations and experiments in his own body and awareness. He applies the symbols of chemistry to his own consciousness. One of the central tools of any True Alchemist's lab is the «Athanoor» or «Alchemical Oven», created by secret methods to make possible the creation of substances that ordinary processes could not create. The symbolic parallel to this, the 'internal athanoor', is the body of the Alchemist himself, which can be worked on through the application of various methods to transform one's being. The ultimate goal in external True Alchemy is the Philosopher's Stone, which can be used to transmute lead into gold. In internal alchemy, it is the Elixir of Life, which can be used to transform the 'lead' of flawed mortal existence into the 'gold' of immortality.

Note that some processes of Alchemy are forbidden by the Church: the creation of golems, homonculi, or talking heads are all forbidden except under the explicit authorization and strictest supervision of the Clerical order (because of the propensity of the former two to do evil, and that the latter requires a human sacrifice). And likewise, the creation of gold through True Alchemy is forbidden by secular law in some nations (as it could destabilize the economy). In Albion, the creation of alchemical gold has been prohibited only in recent years, by King Henry Bolingbroke in 1403. This prohibition was absolute for almost 50 years until 1452, when his grandson Henry the Mad King began to permit the issuing of Royal Licenses in the hopes of raising funds for the badly-depleted treasury of the crown. However, only 3 licenses a year were issued, which meant that only magisters of

great renown, those with great connections or personal political influence at court, or those with powerful allies or a great ability (natural or supernatural) to gain favor could obtain one. There will typically be a dozen magisters attempting to win such a license each year, so competition can be stiff and cut-throat (sometimes literally). The granting of the license has no cost, and in fact grants the Magister the crown's protection and a generous stipend of 300L per year for a 3 year period! However, within 3 years' time of being granted such a license the magister will be expected to begin to pay the crown 900L per year, for the next 13 years (at the end of which time the license will either expire or be renewed). The reasoning is that any magister who succeeds at his art should be able to pay that sum easily. Any who do not, and who fail to pay the amount due by some other means, will not only find themselves ruined but will have the license annulled. In the future period of the Dark Albion campaign, these licenses would continue to be issued by the Yorkist kings as well.

Naturally, many individuals engaged in attempting the production of gold through alchemy without a license. However, if caught, this was a death-sentence offense.



The first time the True Alchemy skill is taken, the Magister gains the ability to make all the recipes under minor alchemy. The second time, he gains all the techniques in 'major alchemy'. The third time he must choose one of the two techniques of the Great Work (either the Philosopher's Stone OR the Elixir of Life), and the last time allows him the other technique. However, while the Magister gains the theoretical ability to make the recipes in each category when it is taken, some specific recipes may also have other prerequisites of knowledge, study, research or ingredients which the Magister will then have to pursue in order to actually accomplish those recipes.

Note: an alchemist can usually only work on one alchemical production at a time. Two or more alchemists using the same lab can only work on multiple projects if the lab is higher than base value. For every 150L above the base value, one more project can be taken on at a time.

A) MINOR ALCHEMY:

a) Apollonius' Lantern:

• Requirements: basic laboratory, specially made copper lamp (cost: 2sh), a special mix of alcohols and oils (cost: 12p). The lamp must be made to specifications, it can be done by any craftsman skilled in working with copper.

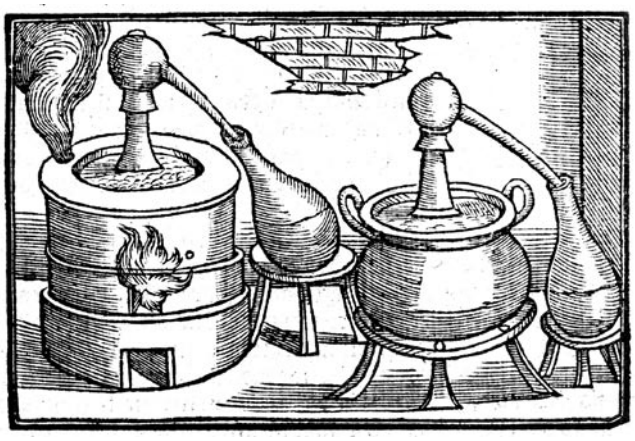
• Description: St. Apollonius was not only considered the founder of the modern Church of the Unconquered Sun, it bears remembering that he was also a great magister! It was considered by the Alchemists that he had uncovered the secrets of the Elixir of Life. He also invented this powerful alchemical crafting; it is tied to a legend of his having traveled into the depths of the Earth seek out the Sun (one common iconography portrays him dressed as a hermit, traveling at night with his staff and lamp). The lamp, properly constructed, will be ever-burning, it never needs to be refilled. However, if it is ever put out, the magic of the lamp is lost forever. But it will not be put out if it is shuttered, as it also requires no oxygen to burn. Only immersion in water, physical destruction of the lamp, or being intentionally snuffed out will extinguish it.

• Construction: An Apollonius Lantern takes one full month to enchant, but only a couple of hours a day of carefully mixing the various ingredients to make the oils and consecrate the lamp are required, so a Magister may be able to do other activities at the same time so long as he can spend the necessary time at his lab every day. At the end of the construction period, he must perform a ritual, lighting it with a flame drawn from his Athanoor. A magic check is then required against DC14. If he succeeds, the lamp is lit and will be ever-burning. If he fails, the lamp will go out after about 6 hours of burning.

b) Banishing Water:

• Requirements: basic laboratory, and ink made with from a special powder containing frankincense (cost: 1L).

• Description: Banishing Water has the power to draw away incorporeal spirits of all kinds, as well as to protect against the undead, demons, extra-planar beings of any kind, magical constructs of any kind, or elves or other fae creatures. A vial of Banishing water, sprinkled or thrown in the direction of an incorporeal creature (requiring a ranged attack roll), will cause the creature (if struck) to immediately be banished back into the astral plane. They will be unable to reform in the material plane for 20-120 minutes. If a vial strikes a corporeal creature from the aforementioned list, the creature will suffer disorientation and distress giving it a -4 penalty to hit and to armor class or 20 minutes. If a vial is poured in a line in front of an entry-way, or in a circle, none of the creatures



listed above will be able to cross it until the water evaporates (the rate of evaporation will depend on the environment, possibly as little as 1-10 minutes in a hot/dry environment, 10-30 minutes in an average environment, or 1-4 hours in a very damp environment).

• Construction: Banishing water requires the mixing of a special tincture of herbs and minerals, which must be progressively heated, filtered and re-heated on his athanoor over the course of 3 days, taking about 2 hours of work per day. The magister must also design a specific sigil on clean parchment with powerful magical names using the special ink. After the tincture is ready, the magister must perform a ritual where he burns the parchment and then mixes the ashes with the tincture in pure water. He must succeed in a magic check with a DC13. If he succeeds, the Banishing water will have the desired effect.

Note that if he has access to it, the formula can be created using Holy Water, in which case the vial of Banishing water will have all the effects of both Banishing Water and clerical Holy Water.

c) Draught of Courage:

• Requirements: basic lab, a small barrel of alcoholic beverage (wine, beer or mead), vinegar, almond oil, royal jelly.

• Description: a draught of courage is a magic potion, made by the special preparation of relatively ordinary ingredients on the alchemical Athanoor. It is likely the recipe originated with the great alchemists of Khem, but it bears some similarity to a similar potion made by Northman «vitki» (wizards) to enflame the wild spirit of Northman warriors before battle. Whoever drinks a cup-full of the potion will become wild and reckless in battle; for the next hour after drinking, they will have a +2 bonus to-hit and to damage in combat, but they will suffer a -2 penalty to armor class. Anyone under the effect of this potion cannot fight defensively for the duration.

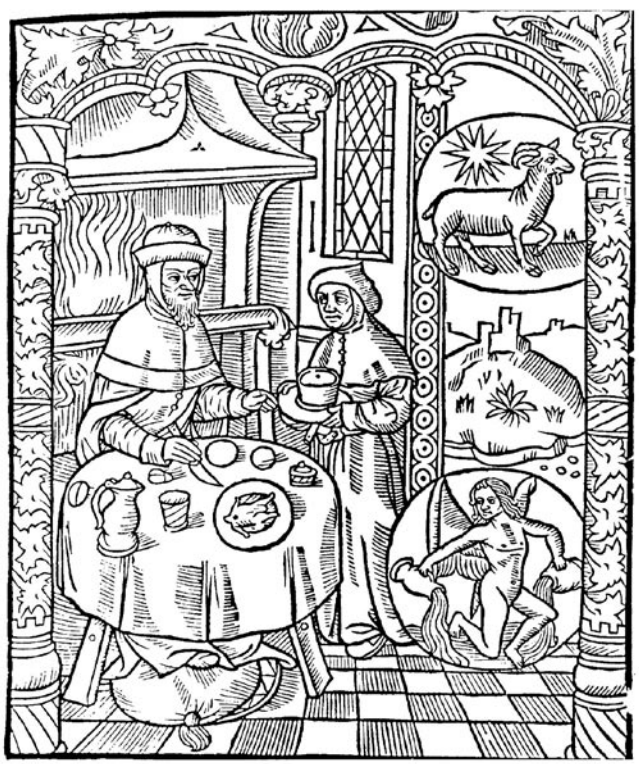
• Construction: The magister must first prepare a cooking vessel by consecrating it writing secret symbols on it with almond oil. Then he must prepare a mix of water, vinegar and royal jelly which is cooked in a particular way. During this process, he must make a magic check against a DC13. Failure means the potion will have no effect, but a natural 1 will mean the potion will make its imbibers wild for the duration, suffering a –2 to armor class and a –1 to hit though they will still get a +2 to damage. A natural 20, or a total roll of 22 or higher, will make that potion particularly effective, granting a +2 to hit and damage but with only a -1 to armor class.

The entire process to make one batch of the courage potion (enough for 10 doses) takes only about 8 hours of careful work, but then the potion must be left to sit in a wooden cask for at least 6 days before it is ready. After that minimum, the potion will maintain its effectiveness until drunk, so long as it's not somehow tainted.

d) Friendship Cake:

• Requirements: basic lab, cooking ingredients (honey, flour), a mix of secret herbs and mineral substances.

• Description: Friendship cake will look to ordinary appearances as an ordinary sweet dry pastry. However, it has a powerful magical function: it will entrance a person who is meant to be the target of its magic. A cake will always require two names: the name of the person who desires the friendship, and the target, the person whose mind is to be altered to become friendly. After it is cooked, half the cake must be eaten by each person, though not necessarily at the same time. If this is done, then the target must make a saving throw against magic. If he fails, he will be completely entranced, seeing the other person who ate the cake as his dearest friend. He will be willing to do almost anything for him. Only if he is called on to directly violate his alignment, his religious faith, or to do something that will put him in immediate and direct likelihood of death, will he be allowed a new saving throw. A target who saved initially will simply not be affected; but if someone is entranced and later on makes their saving throw under one of the aforementioned conditions, they will realize that they were enchanted. Bar-



ring those circumstances, the enchantment will persist until one of the two individuals involved dies (unless the magical effect of the enchantment is banished or dispelled through some other magic or miracle).

• Construction: The magister must first prepare the initial ingredients of the magical portion of the cake, considering of various secret herbs and other substances. They must be cooked progressively and slowly on the Athanoor for seven days, being allowed to cool every night from sunset to sunrise, and then heated again on a very low heat from sunrise to sunset. Each morning magical incantations must be said over the ingredients, giving the true names of the cake's 'owner' and it's 'target'. At the end of the 7th day, the ingredients are mixed into the ingredients for a regular sweet honey cake. The magister must make a magic check against DC13. If he succeeds, the cake will work as indicated, otherwise it will have no effect.



e) Potion Curative:

• Requirements: standard lab, all-heal, henbane; also, the assistance of a cleric.

• Description: These are potions of great value as they can cure injury with great speed. However, a magister cannot create this potion by himself. He requires the assistance of a Cleric, who must have the miraculous powers of both blessing and laying-of-hands. Without that, what he created would only be a mild curative or a toxic poison.

• Construction: The Magister must prepare a special concoction of a variety of alchemical substances along with the herbs all-heal and henbane. These must be carefully cooked in the Athanoor, prepared over the course of 7 days; the Cleric does not need to be present until the last day of preparation, but the Magister must periodically watch over the cooking process of the tincture (he can engage in some other activities in the course of the day, but will need to check on the process several times each day). On the 7th day a ritual must be performed to empower the potion. In this ceremony, combining magic and prayer, the magister must make a magic check while the Cleric must make two checks (one for Blessing, and one for Laying-hands). The DC for the Blessing check is always DC13, but the checks for the Alchemy and Laying-hands magic check is variable depending on the strength of the potion you wish to create:

Potency	Magic check DC
1d6+1	DC 13
2d6+2	DC 16
4d6+4	DC 18

If the Blessing check fails, but the other checks succeed, then the potion will only heal half as much as the indicated value.

If the Laying-Hands magic check fails, but the other checks succeed, then the potion will only heal 2hp.

If both the cleric's checks fail but the Alchemy magic check succeeds, then the potion will heal only heal 2hp after a night's rest (in addition to any other natural healing from rest).

If the Alchemy magic check fails, then the tincture will have been unable to effectively capture the essence of the cleric's miracles, and the tincture will cause a severe stomach upset, preventing the imbiber from being able to rest that night.

In any case, a character will realize they have failed a check only if they fail by a difference of 4 or less.

If the laying-hands roll is a natural 20, then the potion will heal double the amount it otherwise would have healed.

If the Alchemy magic check is a natural 1, the potion is a deadly poison: the imbiber will feel confused within 1d10 rounds of drinking, then fall unconscious within 2-20 minutes of drinking the potion, after 5 hours go by they will have to do a saving throw versus poison or die (if they save, they will return to consciousness only about 8 hours after having drunk the poison). The magister will realize his potion is poisonous at the time of creating it, only if the modified total from the natural 1 is equal or greater than the DC –4.

f) Rain Powder:

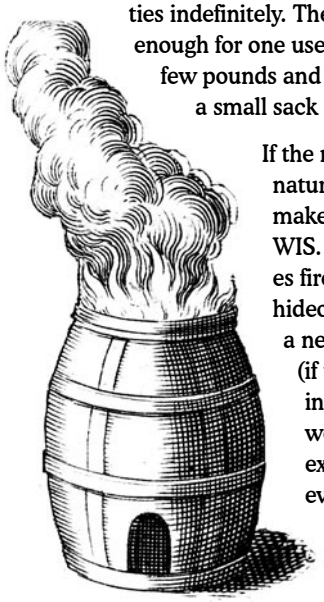
• Requirements: standard lab, including a variety of substances like salt and sulfur. It is also necessary to have the blood and bile of a steer. Likewise parchment and inks.

• Description: Rain powder is not exactly an incense, its purpose is not to create a pleasant or holy scent (in fact, it smells foul), though it does create a great amount of smoke. Burnt

over a large brazier anywhere outdoors, it will (if correctly prepared) generate rain over a large area. These will usually be heavy but gentle rains, as the purpose of this concoction was originally agricultural, but it is also possible to use them to create more powerful storms in the hopes of harming crops, sinking ships, or distressing armies.

• Construction: Before commencing the preparation, the magister must spend three days in fasting and meditation during which he can partake of no heavy work or travel. Then he must mix together the various ingredients heating and mingling them in his laboratory. They must be reduced into a dry powder, which will take a day's work. At the same time he must inscribe certain secret sigils and words on parchment. He must then burn the parchment as part of a ritual, and mix the ashes with the powder. At the time of burning the parchment he must make a magic check vs DC13.

If he succeeds, the powder will then retain its magic properties indefinitely. The amount of powder created, enough for one use, is fairly considerable, weighing a few pounds and occupying a space equivalent to a small sack of flour.



If the magister fails his check with a natural 1, then the magister must make a saving throw modified by his WIS. If he succeeds, the powder catches fire and the room or area fills with a hideous green smoke that will create a nearly unbearable pungent odor (if the ritual was being performed indoors, the odor will remain for weeks)! If he fails, the powder will explode, doing 2d6 damage to everyone within 30' radius of the powder, half that much to anyone who makes a saving throw modified by DEX.

To be utilized the powder must be burned outdoors in a large brazier, gradually over the course of about an hour. The burning will produce thick and colorful smoke and will fill the area with a fairly foul odor. Magisters wishing to impress onlookers may often recite loud incantations at this time, but in fact none are needed, in fact, the Magister need not even be present, strictly speaking. However, anyone attempting to burn Rain Powder who does not have either alchemy or at least the «puffery» lore will have to make a WIS check at DC10, to avoid burning the powder either too quickly or too slowly, if the check is failed, there will only be a 33% chance of the powder working. Magisters or trained non-magical alchemists will require no such check.

When the burning is complete, rainclouds will begin to gradually gather, and rain will fall within 1d20 hours. How much rain and how long it will last varies depending on the local climate; conditions that are very dry might see only a light volume of rain for only a few hours, whereas areas that were already humid might see a good volume of rain over several days.

A magister can also create rain powder with the express intention of conjuring strong storms. In this case, the magic check is DC20. If the magister fails his check by more than 10 points, or with a natural 1, he will suffer the effects described in the case of a natural-1 above, except that in the case of the powder exploding it will do 4d6 damage up to a radius of 40'. Storms will last the same duration as natural rains but will be of much greater intensity, and usually include lightning strikes and possibly (30% chance) hail.

In any area where the temperature is below freezing, rain powder will instead generate snowfall or blizzards.



B) MAJOR ALCHEMY

a) Byzantine Dragonfire:

• Requirements: Standard Lab, including ingredients found in a standard lab like sulphur and oils, plus the special ingredients required to make Dragonfire. One of these is pine resin, which is fairly easy to obtain. But the crucial element to the construction of Byzantine Dragonfire are the droppings of Dragons. With the draconic race believed to be extinct (or possibly only nearly extinct), these can fortunately still be found, though only with great difficulty. The droppings of a dragon, once dried, appear like a crumbly reddish-brown rock which sometimes has some crystaline specks. As an incredibly valuable magical ingredient, «dragon-stone» can only be purchased at a very steep price (typically about 75L for enough to make one batch of Dragonfire). However, it can also potentially be found in caves throughout most mountainous regions, where great numbers of dragons once dwelt. Of course, this involves travel to incredibly dangerous regions where many terrible creatures may still be found.

Finally, a means of delivering the Dragonfire must also be constructed. The Byzantines knew a secret for constructing a large three-man pump which shot out the weapon from their

ships; the secret of such a device's construction is now lost, though its construction would probably cost 100L or more. They also knew of a design for a smaller (though still heavy) weapon held by one man, called a Cheirosiphon. This device would cost about 30L, and while there are plans which survived the fall of Byzantium, the plans themselves would probably require extensive research and travel outside Albion to find them. The simplest delivery device would be in the form of airtight clay grenades, which could cost only about 2sh each.



• Description: Byzantine Dragonfire was a secret alchemical recipe, invented in the early 7th century AL by the Byzantine Magister Kallinikos the Brilliant. He was originally from Heliopolis, the city of the Sun in the holy lands. In the time of his birth, the holy lands were a distant part of the Byzantine empire, but they were overrun by the followers of the Crescent Moon. He was forced to flee as a refugee to the city of Byzantium, where in his quest for revenge he discovered a formula that replicated to a certain extent the deadly breath of dragons. Carefully guarded by the Byzantine Empire, this became their great secret weapon, which allowed them to hold off the hordes of the Turk for the next 800 years. Byzantine Dragonfire was a liquid, which when exposed to air and/or water would light into a mighty greenish flame that was almost impossible to put out. The Byzantines primarily used this weapon to burn the ships of the Turk invaders. Water would only make it burn harder, and only very few methods could manage to put it out. Eventually, however, even the magic of Dragonfire could not save Byzantium as it lost territory and wealth to the never-ending invasions. By the last 20 years of the doomed empire's existence, they were so besieged that they eventually could not manage to obtain enough of the crucial dragon-stone needed for the recipe, and Byzantium fell. As a last revenge against the Turk, the Byzantines attempted to destroy all of the secrets of their recipe, so that today only a handful of truly skilled Magisters have the knowledge of how to construct Dragonfire. Its utility in war has been somewhat diminished due to the discovery (by Turk alchemists, but then spread to the rest of the world) that dragonfire can be extinguished with concentrated vinegar or aged urine.

• Construction: when all the ingredients are obtained, it takes about 11 days of near-constant work to create a small batch of Dragonfire. The amount created in one batch will be enough to fill 10 clay grenades, or to make 6 shots from a Cheirosiphon, or 2 blasts from a large naval pump. The work is also incredibly dangerous, as after a certain point all the process must be done in air-tight conditions, using specially designed glass or airtight sealed tubing to fill the grenades or the bladders of the larger weapons. The various ingredients are mixed together to just the right proportions and must be cooked to just the right concentration. A small amount of dragon-stone is then added, along with secret incantations to bind the residue of the dragon's power to the substance. This is done on the 7th day of the cooking process. It is on that day that the magister must make a magic check vs DC15. If he succeeds, the Dragonfire will function as indicated (if he fails, with anything other than a natural 1, then the entire batch of Dragonfire is simply inert and won't light).

When creating the Dragonfire, if the magister rolls a natural 20 or beats the DC by 10 points or more, he creates an especially potent batch that does 1 extra die of damage to all damage. However, if he rolls a natural 1 (or if at any time after the 6th day of cooking the Dragonfire is exposed to air or water through some reason) the Dragonfire will burst into flames, causing 10d6 damage in a 15' radius and continuing to burn for 2d6 damage per round for at least the next 1d10 rounds; this will most likely destroy the entire laboratory if not the whole building it is housed in, and almost certainly kill anyone caught in the initial blast.

The damage caused by Dragonfire weapons are as follows:

• Grenades: these must be thrown in the standard way, with a range of 10/20/30. On impact the grenade will shatter and the fire will ignite. If the attack roll hits, the target will take 3d6 initial damage plus 1d6 damage every round thereafter for the next 1d10 rounds, unless he can put it out using vinegar, aged urine, or some means of completely smothering the flame («stop, drop and roll» will NOT work). Everyone else within 10' of the hit will have to do a saving throw (modified by DEX and any bonuses against breath weapons) or also be hit, taking 1d6 damage each round for 1d10 rounds.

If the attack roll misses, it will land 1 ft. away from the intended target for every point by which it missed, in a randomly-determined direction. Everyone within a 10' radius of the landing location will need to make a save as above to determine if they take splash damage (1d6/r for 1d10 rounds).

• Cheirosiphon: this weapon will shoot out a line of dragonfire that will extend straight out from the weapon for 30 feet. Everyone within that line must make a saving throw (as above) or take 3d6 initial damage, plus 1d6 damage every round for the next 1d10 rounds. A cheirosiphon requires both hands to be fired, and after firing requires 2 full rounds of pumping before it can be fired again. The bladder of the cheirosiphon contains sufficient Dragonfire for up to 6 shots. It can be refilled by someone skilled in Alchemy or «puffery» if more Dragonfire is available, but this requires 20 minutes of slow careful work using special tubing to transfer the contents without exposing it to air. The transference can be done more quickly, taking only 2 minutes, but in that case a skill check in «puffery» is required vs DC10, failure means that the dragonfire is exposed and will erupt into flames, destroying the container, the Cheirosiphon, and doing 4d6 initial damage plus 1d6/r for 1d10 rounds to the alchemist, and everyone within 5ft must make a saving throw (as above) or take 1d6 damage per round for 1d10 rounds.

• Naval Pump: functions as a Cheirosiphon, but it blasts out a cone of dragonfire that is 5' wide at the base and 15' wide at the end with a length of 120'! It requires 4 rounds of pumping between each firing. The well of the pump can theoretically contain enough Dragonfire to fire up to 12 shots. The well can also be removed and replaced, this operation taking 10 minutes to accomplish.

b) Golem:

• Requirements: A standard lab, plus a considerable amount of clay taken from the banks of a sacred river. Fortunately, there are several rivers in Albion that were anciently considered «sacred to Earth and Water». These include the River Dee in Chester and north Wales, the River Swale which is a smaller river that feeds into the Ouse river in Yorkshire, and most notably the River Thames itself. A considerable amount of clay must be dug up and transported, as well as a variety of other rare material ingredients for the construction. Thus the total cost of creating a Golem is quite high, usually around 125L.

Additionally, the texts that describe the construction process are quite rare and would need to be researched. This would require searching for the texts and acquiring them (taking 1d4+2 months to find the location of a text for purchase, and the text itself would likely sell for an average of 75L). There are grimoires describing the process of Golem-creation available in the libraries of Oxford and Cambridge, but these would be in special collections, available only to members of the College and even then only to those who are of considerable renown, respectability, and/or influence. The Clerical Order's library also has them, but would only share it in the most exceptional of cases, and only with Magisters of the most unquestionable piety. They may be found in other Collegiums, on the Continent (especially in the Commonwealth or the Hapsburg Principalities), but again these would be difficult to access. If a Magister has built up a private library worth 650L or more, the GM may judge those texts are included in that collection. Note that the creation of Golems is forbidden by Church Law (excepting very special permissions granted for specific causes), due to the risks involved.

• Description: The Golem is an artificial creature, a construct, made out of clay. It is one of two major efforts to seek the alchemical mystery of creating life itself (the other being the homonculus, which is made mainly from vegetable life rather than mineral life). The secrets of the creation of the Golem were first uncovered in the ancient kingdom of Chaldea, by a magister named Rava in the 3rd century, who was said to be a magician from a tribe known as the Hebrews. The Golem is created through an alchemical mix of clay from a sacred river with other substances, and then empowered by the use of a holy word (the word being one of the names of the Hebrews' God, who only studious high-level Clerics know



and the most learned magisters may suspect is another form of the God of Law). This word must be engraved into a special golden amulet, and it is this amulet that gives life to the Golem. If created correctly, the Golem will obey its master. It is quite intelligent and able to obey complex commands, although it cannot speak. If it is given confusing commands, it will try to make sense of them, but may execute them in ways not intended by its master. The magister can also order the Golem to obey others, and the Golem will do so until such time as he hears his master rescind that order.

The Golem is incredibly strong (as strong as a small giant), and fairly durable, and never gets tired, but cannot heal any damage it receives; damage to the Golem can only be repaired by the ritual application of more of the same clay that was used to make it.

Without the golden amulet, the Golem is inanimate. The Golem does not require food, drink, sleep or even air. It can be kept animated six days out of the week, but its amulet MUST be removed from sunset on Friday until sunset on Saturday. If this is not done, the Golem will immediate break free from its master's control forever, and likely seek to escape; without control it is not exactly evil but entirely amoral and will not hesitate to kill humans if it feels it is convenient to do so.

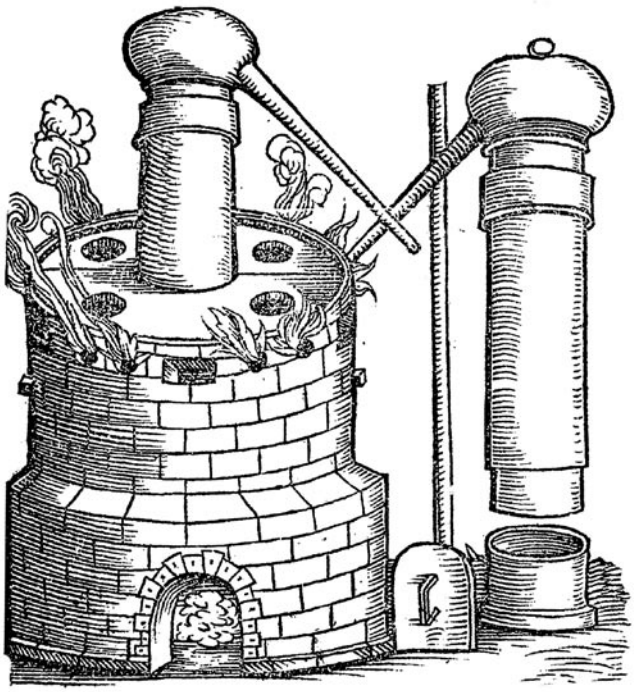
• Construction: The raw clay must be purified, mixed with the other ingredients, and molded. This process takes a full 40 days of work, though it need not be all done at the same time. This time includes the time required for the creation of the golden amulet with the sacred name. The Magister must then conduct a ritual wherein he empowers the Golem's body and the golden amulet, and places it on the Golem to bring it to life. While doing so, the magister must succeed in a magic check vs DC17. If he fails, the entire operation is a failure and must be started again from scratch. If he succeeds, the Golem is now operational. If he rolls a natural 20, the amulet will embed itself within the Golem, and only the Magister will be able to remove it or put it back on again. If he rolls a natural 1, the Golem comes to life without the amulet, as a creature of Chaos, and will immediately try to slay the Magister (and afterwards go on a killing rampage).

The Golem has the following attributes:

Initiative: –1, AC13, Base Movement 20', HD11 (all Golems have 50 hp), Saving Throw DC:10, Morale:12, Attacks 1 (+10 to hit, 2d10+4 damage), AL Neutral (excepting on a natural 1 during creation, then it is Chaotic).

Golems are immune to all non-magical weapons. No mind-affecting magic affect it, nor will any magic that directly affects the soul or life-force (including most curses); if the GM is in doubt as to whether a form of magic should affect a Golem or not, he likely should presume it does not. Nor will it take any damage from magical or non-magical fire/heat, cold, water, wind, electricity, poison, or disease. However, it also cannot benefit from blessing or cures. Banishing magic will not dispel it but will force it to retreat out of a circle or be unable to enter a temple space without permission. The spell to Make the Earth Tremble will not affect the Golem unless done directly on it, in which case it will take 5d10 points of damage and be stunned and unable to act for one round. A wizard's blasting wand will do damage in the usual way. Holy Light will not affect it (unless it has become a creature of Chaos), but obviously Divine Aid can be used against it effectively.

The weak point of a Golem is its amulet (if the Golem was not empowered with a natural 20), but this is not likely known by anyone who does not themselves have Major Alchemy; unless they have some level of lore in occultism, and even then a skill check would be required (DC15). However, the amulet itself has all the same immunities as the rest of the Golem, and its Armor Class is 23 (it has 5hp). It may be possible to slip the amulet off the Golem somehow, but this would require either immobilizing the golem in some way, or grappling with it (the Golem has a +6 total bonus against any grappling checks).



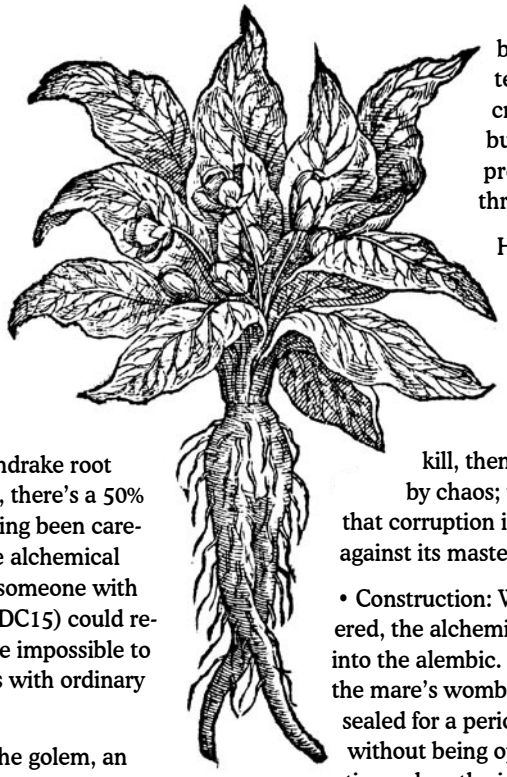
c) Homunculi:

• Requirements: The creation of a Homunculus requires a standard lab (however, note that since the process requires the exclusive use of an athanoor for 40 weeks straight, it means that a standard one-athanoor lab will be unable to be used for any other purpose for much of the process of creating a Homunculus). It also requires the intact womb of a mare, which can likely be obtained for under 10p. This will also need to be contained within a very special kind of alchemical jar, called an alembic, made especially for the operation (which will have a cost of around 1L).

Also, a considerable amount of fresh human blood, though this need not be through human sacrifice; the magister could bleed himself or hire any healthy human to allow themselves to be bled regularly in order to provide this ingredient (the cost of this being variable, but any number of poor individuals might do it for a small sum, though there could be some risk they might mistake what is going on for 'black magic' and report it if they were not already loyal to the magister in some way). But the most important and valuable item required for a homunculus is a very special mandrake root. It is the root of a mandrake plant that was seeded by the sperm of the dying convulsions of a man at the moment he is hung. Mandrake routinely tends to grow around gallows, for reasons unknown, but of course such a special mandrake is extremely rare. Its root will have a vaguely human shape.

If a magister has a great deal of social power, he might be able to intentionally arrange for such a thing to happen, by

supervising a hanging himself or having some powerful lord arrange for such an event. But this is very unlikely in most cases. He could likewise find a suitable victim and murder them by hanging, though this would obviously be a chaotic act and involve considerable risks for most magisters.

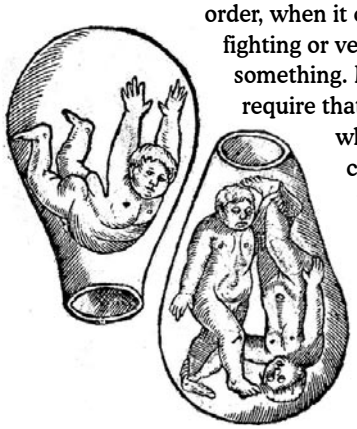


The alternative is to buy such a root, usually from highly shady characters. Such a root is of immense value, typically selling from anything from 50-100L. Also, unless the magister somehow manages to obtain such a mandrake root from someone of impeccable reputation, there's a 50% chance that the root will be a fraud, having been carefully carved or molded to look like a true alchemical mandrake. Very careful examination by someone with the apothecary lore (making a check vs DC15) could reveal such a fraud, but otherwise it will be impossible to tell. Any attempt to make a homunculus with ordinary mandrake will automatically fail.

• Description: The homunculus is, like the golem, an artificial creature. Made out of plant-matter, and grown in an artificial uterus of sorts, through alchemical means, to grow into the semblance of a short dwarf-like humanoid monster. The formula for the successful creation of the homunculus is attributed to the Byzantine Alchemist Zozimos, who lived and learned the magical arts in the 4th Century AL, in the city of Panopolis in distant Khem, the place where alchemy itself was first devised (the word «alchemy» being derived from the Saracen term «Al-Khemy» meaning, «(the art) from Khem»).

The homunculus, if correctly created, will appear as a figure like a small human, about half the size of a normal man. It will be distinguishable from a dwarf or a child by virtue of the fact that its proportions are not misshapen: it looks like a normal adult man, only about 3' tall. The homunculus' skin will have a tan/yellowish tone like that of the mandrake root it came from.

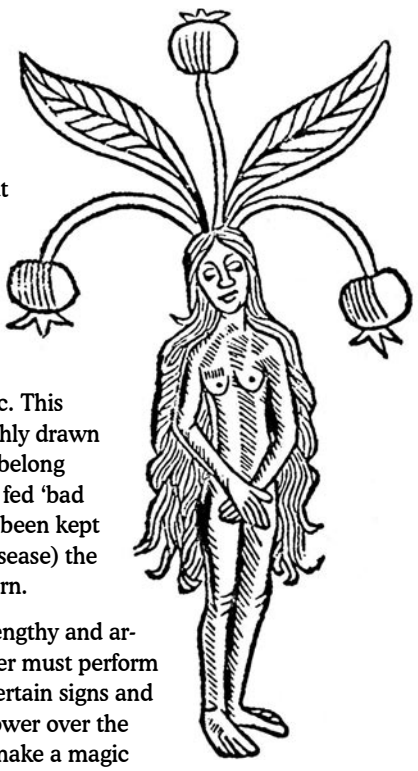
The homunculus cannot speak, but it has a strong inherent connection to its creator, almost on the level of a kind of telepathy. It will often be able to sense what its master wants from him just by being near him, without needing a direct order, when it comes to things like fleeing, fighting or very simple orders like fetching something. More complex situations may require that its master speak to tell it what is needed. Their organic connection will usually allow them to understand, and they will obey as best as possible, though if they are asked something that is beyond their abilities they may end up failing to do the task correctly, trying something as near to its orders



but which may not be what the magister had really intended. Being artificial creatures, they do not heal naturally, but homunculi can be healed through a process similar to that of their creation, through extreme heat.

Homunculi have a great strength totally disproportionate to their size. They are also incredibly durable. They are completely loyal to their masters, obeying them in all things, even to the point of sacrificing themselves. However, if a Homunculus is asked to kill, then there is a risk that it will be corrupted by chaos; the more often it kills, the more likely that corruption is to take hold. In that case it may turn against its master.

• Construction: When the ingredients have been gathered, the alchemist must carefully place the mare's womb into the alembic. Then the mandrake root is placed within the mare's womb, and the whole thing is hermetically sealed for a period of 40 days and left in a warm place, without being opened for that period. At the end of that time when the jar is opened and the mandrake root is examined, if it is the of the authentic kind (that has been altered by the sperm of a dying man), it will have attached itself to the womb and will have taken the shape of a very small man, slightly transparent. After this, still within the womb/alembic, it must be heated at a very low but steady temperature, with the athanoor, for 40 weeks straight. During this time it must be watered once a week with a pint of human blood, through the alembic. This blood must have been freshly drawn (the same day), and must belong to a healthy human, if it is fed 'bad blood' (affected by having been kept standing too long, or by disease) the homunculus will be stillborn.



At the conclusion of this lengthy and arduous process, the magister must perform a ritual where he makes certain signs and speaks certain words of power over the jar. At this point he must make a magic check vs. DC16. If he succeeds, the homunculus will break out of the jar as though being born, and will be bound to the magister in obedience. If it fails, the homunculus will not come alive and the entire process will have been a failure. On a natural 1, the homunculus will come alive, but it will have been born with a corruption of Chaos. It will seek to kill the magister who created it, and then break free to wreak havoc. On a natural 20, the homunculus will be 'born perfect': it will

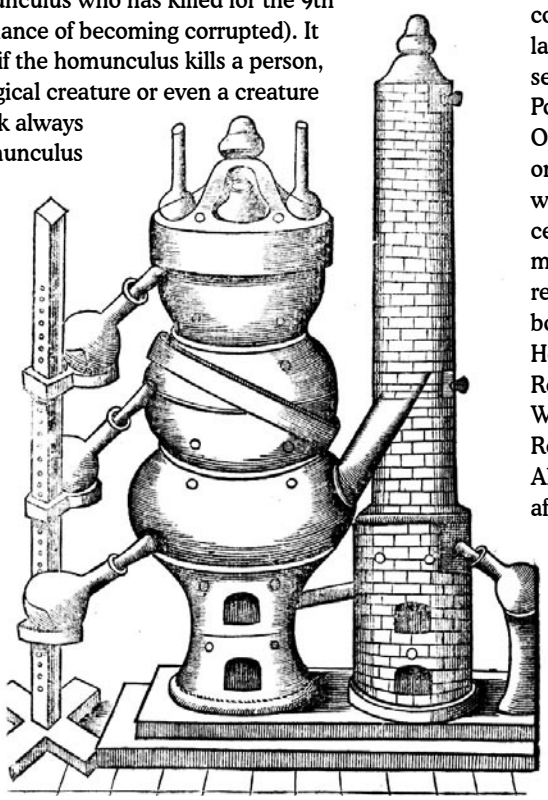
look like an ideal human with no sign of its vegetable-origins (though still only 3' tall), and will have the powers to see invisible things and to detect magic within its line of sight, to speak, and to divine the future whenever asked a question by its master (as though it had the astrology skill with a +12 total bonus to its checks, and without requiring any time or instruments to make prognostications, though if it fails the check it will give incorrect information).

The homunculus has the following attributes:

Initiative:+1 AC12, Base Movement 25', HD9 (all Homunculi have 40 hp), Saving Throw DC:11, Morale:12, Attacks 2 (+10 to hit, 1d8+3 damage), AL Neutral (excepting on a natural 1 during creation, or corrupted, then it is Chaotic).

Homunculi count as having a STR18 score for the purposes of any feats of strength. They are also experts at climbing and hiding, having a +6 bonus to attempts at doing either. They are immune to all non-magical weapons. They are also immune to most forms of harmful spells/magic: they cannot be mentally controlled or manipulated by magic and most sorcerous attacks do not harm them, only magic based on cold can harm them and does double damage to them. Magical fire or heat will not harm them, but will rather heal them if they are injured at a rate of 1/4th what the damage would have been. Ordinary fire or extreme heat will not harm them either, and they will recover 1 hp of damage for every 10 minutes they are exposed to it. They cannot be healed by other means, including any kind of healing magic (be it clerical or arcane). Clerical Holy Light will only harm them if they have become chaotic. Divine aid can of course harm them.

A homunculus will never kill a living creature unless ordered to do by its creator. Every time it does there is a 1% cumulative chance that the homunculus will become corrupted (for example, a homunculus who has killed for the 9th time has a 9% chance of becoming corrupted). It does not matter if the homunculus kills a person, an animal, a magical creature or even a creature of Chaos; this risk always applies. If a homunculus becomes corrupted, its alignment immediately turns to Chaos, and it will attempt to slay its creator; once it succeeds in doing so it will seek to escape, and murder wantonly (although it will remain intelligent, and will not hesitate to flee if it sees it is at risk of being destroyed).



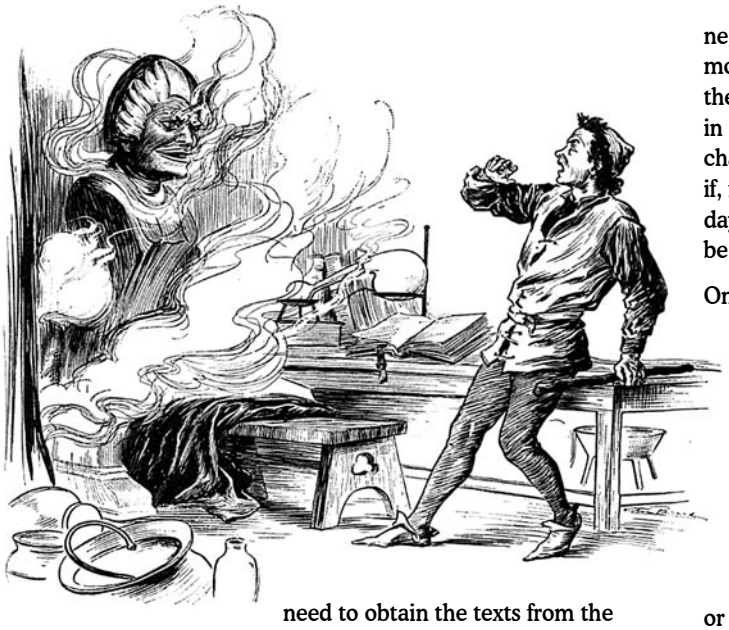
d) Oracle Heads

• Requirements: The requirement for a Brazen Head is a standard lab, plus the use of a forge and skill in crafting metals, most likely from a trained metalworker. The job would take 6d6 weeks to complete for the various parts to perfection, and the labor of a trained metalsmith would likely cost between 1-3L. The bronze and other metals necessary for the head would cost around 25L. Also, to create a Brazen Head, the magister must have training in the creation of Talismans, specifically of Mercury.

To create a talking (human) head it is necessary to have a standard lab, plus a large barrel (cost 8sh), a considerable amount of milk, honey, salt water, oils and various herbs/spices (which would have a cost of about 5sh). And, of course, a human sacrifice. This human sacrifice must be a healthy adult male who is the firstborn son of his father (legitimate or not). Also, to create a talking head, a Magister must have training in the creation of Talismans, specifically of Saturn.

• Description: Oracle Heads are one of the most complex techniques of Major Alchemy. They come in two basic forms: the first, and most ancient, is the 'talking head' of a dead man. This is of course a Chaos practice, absolutely forbidden by the church on pain of death, although some magisters who are not chaos-cultists may secretly engage in it regardless because of the value it provides. The formula for making this type of 'talking head' is fairly common in spite of being forbidden, and any magician with access to a standard occult library will be able to obtain it.

The second is the creation of a «Brazen Head», made through complex formulas to create a metallic (mostly brass) simulacrum of a human head with various parts. The complex secrets of this technique were first devised by the Magister-Poet Virgil in ancient Arcadia, in the time of the Emperor Octavian. The secrets were then lost at the fall of Arcadia, only to be recovered some five centuries later by the Magister who would later become Pontifex Silvester II, in the 10th century AL, who obtained the secrets from his travels and magical studies in Moorish Kingdoms of Iberia. Although references to the Brazen Head are very common in occult books, only very few have the full plans for their design. However, in Albion the famous Magister-Chancellor of Oxford Robert Greathead, who during the reign of King Henry of Winchester would give up the Chancellery and his Magister's Robes to become Bishop of Lincoln, brought that formula to Albion and successfully constructed his own Brazen Head after seven years of trial and error, only to have it shatter to pieces when it slipped from his hands. His most famous magical student was the Magister-Monk Roger Bacon, later used the now perfected formula to make his own Brazen Head as well. It too was destroyed when Bacon's bungling apprentice failed to maintain it in Bacon's absence. Regardless, the formula for the Brazen head is found in the library of Oxford Collegium, available to any who has permission to use its facilities. If a magister is unable to obtain it by that means, he would



need to obtain the texts from the Continent, either by traveling himself or hiring out for it, such efforts would take at least 1d4+2 months and have a cost of at least 50L.

The Brazen Head, when correctly constructed and enchanted with the power of a Mercurial spirit, will be able to answer any question, with the following possible phrases: «it can be», «it cannot be», «it cannot yet be», and «it can no longer be».

The Talking Head of a dead man, when correctly prepared and enchanted with the power of a Saturnine spirit, is in a certain way more powerful. It can answer a range of questions with full speech and details, but there are some limits to what it may know, and there is a chance that some of its answers may be in error.

• Construction: To make a Brazen Head, the magister must first spend the necessary time and money to construct the physical form of the head. This requires some period of activity on the magister's part, as the head is not simply made out of plain bronze, it requires an alloy that incorporates various other metals (including silver, gold, and mercury). The mixing of the alloy must be done on the fire of the athanoor and requires about 40 hours of work. The head is formed hollow, and the chamber that matches what would be the brain of the head must be filled with a special combination of gasses, after which the head is sealed. This requires a «Puffery» check of DC15, and failure means that the head will not function.

Once the physical part of the head is completed, the magister must perform an invocation of a mercurial spirit (exactly as per the rules for enchanting a talisman). If the magic check succeeds, the Brazen Head will work. As mentioned above, it will be able to answer any question that can be responded to with the four phrases it's capable of giving. If the Head is given a name at the time of its creation, then anyone who knows its name may ask it a question, not just the Magister.

The Brazen Head is very delicate. It can be damaged by over-use, and likewise can lose its power through neglect. If a Magister asks more than 5 questions a week, or more than 1 question in a 24 hour period, there is a chance the head could burn out. For every question above the first in the day, or the fifth in the week, there is a cumulative 5% chance that the Head could burn out; this risk 'stacks' so that if, for example, a magister asks a second question on a given day and it is also the 7th question of the week, there would be a 15% chance of the Head burning out.

On the other hand, anytime 6 days have gone by without using the Head, starting on the 7th day there is a cumulative 10% chance that it will lose its power (so for example, a head that has not been used for 10 days will have a 40% chance of losing its power).

Brazen Heads are also very physically delicate. Any time it is moved at all after its initial enchantment there is a 1% chance that it could break. If it is moved without great care that chance increases to 5%, if it is carried on a horse or in a cart that chance increases to 10%, if it is jostled or shaken that chance increases to 20%, and if it is struck, dropped or knocks against anything there is a 40% chance it will break. Any Brazen Head that burns out or is broken cannot be repaired.

As Magisters frequently travel, often for longer than one week, to avoid the risk of breakage they may leave the Brazen Head behind and leave someone (usually an apprentice) to ask a question of the head once every few days. However, Magisters should take care as to who they give this task to: Roger Bacon's Brazen Head was ruined when his apprentice forgot to fulfill his duty; while the Continental magister Carolus Magnus had his head destroyed in a fit of spite by his disgruntled apprentice, who later abandoned the Magisterium to become the great theologian and Saint, Thomas Aquinas.



The process for making a Talking (Human) Head is much more gruesome. The most important 'ingredient' is a healthy adult human male, who is the firstborn son of his father. This victim suffers a horrifying fate. His body, except for his head, must be trapped inside a barrel full of milk. He must be fed nothing but honey to eat. He must be kept in this state until he dies, a process that usually takes between 3-9 weeks. The head must then be routinely slathered in honey, and the body kept inside the barrel, until such time as the head naturally separates from the body. This usually takes 2-11 days.

When the head separates from the body it must immediately be placed in a containment jar filled with slightly saline water mixed with special oils and herbs/spices. This special mixture will keep the head relatively intact. It is also essential to preserving its enchantment.

This head in a jar must then be enchanted in a ritual, performing an invocation of a saturnine spirit (exactly as per the rules for enchanting a talis-

man). If the magic check succeeds, the Head will now be enchanted and able to respond to questions. The Head will answer questions posed by the Magister or by anyone who knows the name of the person the Head once belonged to.

In order to pose a question to the Talking Head, the Head must be very gently removed from its jar. The Head can answer any question, in detail, but as it is of a saturnine nature, it does so by drawing from the knowledge of dead souls. This means that the question can only be answered if an answer to the question was known by at least one human being who is deceased. Additionally, this dead spirit cannot be a Cleric or a Saint. If the question is of such a nature that absolutely no eligible soul knows the answer, the head will stay silent.

If one or more spirits do have a single answer to the question, the Head will speak that answer. Note that if the answer is incorrect, either because they were convinced of something that was always untrue, or because their answer was true in the past but is not correct in the present, the Head will speak that (incorrect) answer anyways. It cannot determine whether the answer is accurate, only give the answer known by the dead.

On the other hand, if two or more spirits have different answers to the same question (for example, if one or more spirits have the true answer while at the same time one or more spirits believe they know the answer but are wrong or their information is out of date), then the Head will select one possible answer at random. So if there are three possible answers for the Head to provide, two of which are either false or outdated and one of which is the correct one, the head will only have a 1/3 chance of uttering the right answer.

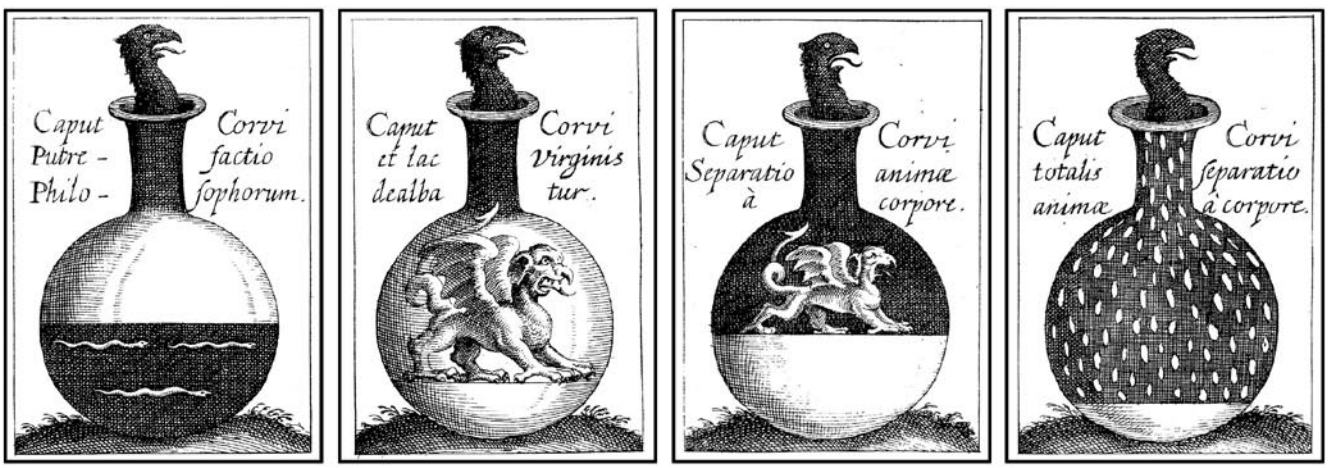
Magisters who are well-read in Alchemy will know these limitations, and will try to phrase questions in such a way as to minimize the risk of an inaccurate answer.

The Talking Head cannot spend too long a time outside of its jar. The Magister may safely ask it one question per day, and then return it to its jar. If he attempts to ask it more than one question, either immediately or within a 24 hour period, there is a cumulative 10% chance per additional question asked that the Head will lose its enchantment forever. For example, if the Magister asks 4 questions in one day, whether all in a row or at different times of the day, there will be a 10% chance that the Head will lose its power on asking the 2nd question, a 20% chance on asking the 3rd question, and a 30% chance of losing the Head on asking the 4th question. Likewise, if the Head spends more than 10 minutes in total outside of its jar at any one time, or if the jar is broken or its special fluids drained, the Head will lose its power and never again speak.



e) The Universal Physic

• Requirements: Standard Lab. Also, the head of a Khemeti Asp. As the head taken from a live snake, that means that generally (unless the Magister is in Khem) it will need to be obtained live in Khem and brought to Albion (or wherever the Magister is found). Because of the distance involved, and the risks involved in transporting one of the deadliest serpents in the world, such an animal will likely cost around 25L to obtain. It is not inherently illegal to purchase such an animal, but it could lead to a misunderstanding that the Magister is a poisoner. Obtaining an Asp from abroad will usually take



between 1-4 months. It is possible to get more than one at a time, but these snakes are very difficult to keep alive in climates different from the hot sands of Khem. Every month that an asp is kept there is a 10% chance of it dying.

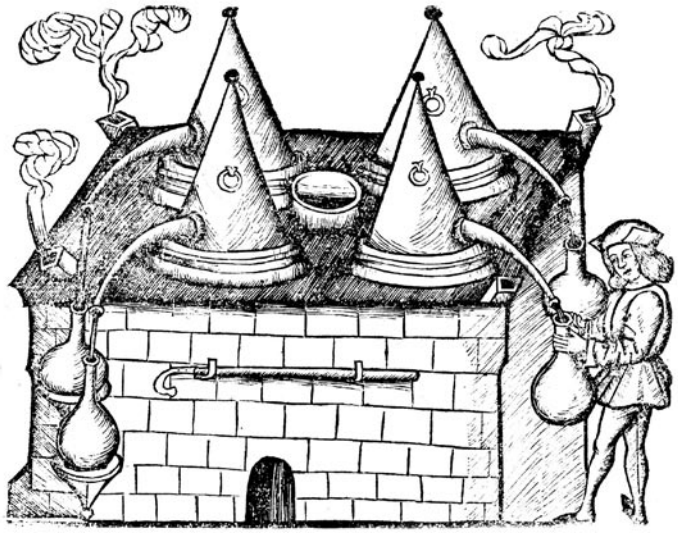
• Description: An incredibly powerful alchemical recipe, the Universal Physic has the capability of curing any natural disease or poison, heal injury, and even repair long-term damage. It is made from highly poisonous substances, containing Asp Venom, Arsenic and Mercury, among other toxins. But when mixed in exactly the correct proportions and successfully enchanted, it can act as a panacea to cure any sickness, even the dreaded plague. Even in one who is not yet ill or poisoned, it can grant a temporary immunity to all poisons and diseases, and grant a bonus to saving throws against even magical poisons and diseases.

• Construction: The Magister must carefully prepare a brew made from a variety of chemical substances, many of them highly toxic. Getting the precise measurements requires a DC15 check of the 'puffery' lore. This must be carefully prepared over 12 days, which requires regular attention. Although the Magister is free to engage in other activities at the same time, the preparation must be checked every four hours at least, thus he cannot be far from his lab. On the 13th day he must carefully decapitate the asp; this does not usually require a check of any kind, barring anything truly unusual happening where the snake may get loose. He must then take the poison of the Asp and place precisely three drops into the mixture; he must also take a small portion of the Asp's brain and put that into the potion.

Then he must perform a ritual to magically enchant the potion. This requires a DC18 magic check.

If the Magister failed either the 'puffery' check or the magic check, the universal physic will be poisoned. If he failed either of these checks by a difference of 5 or more, he will not realize his error. Otherwise, he will know the operation failed. If a failed potion is drunk, the imbiber must make a saving throw versus poison with a –4 penalty or drop stone dead in one round.

If the potion was successful, when drunk, the imbiber will be immediately cured of any mundane disease or poison they are suffering from. If they are suffering from a magical disease or supernatural poisoning, at the GM's discretion they may be granted a new saving throw to recover from the effects (this new saving throw should usually be allowed for everything except very powerful supernatural diseases or poisonings). Furthermore, whoever drinks the universal physic will be completely immune to mundane diseases or poisons for the next 24 hours + 1 day for every point above the DC by which the Magister succeeded his spell-check. If the Magister rolled a natural 20 on the magic check, this number is doubled. He will also have a +4 bonus to any saving throws against supernatural diseases or poisons (a +6 if the Magister's magic check was a natural 20). If the character was not fully healed at the time of imbibing the physic, the next morning he will wake up with full hit points. If he had lost any ability score points temporarily (due to disease or other means), he will be restored to his regular ability scores the next morning from drinking the physic. If he had ever lost permanent ability score points in any attribute, drinking the physic can restore one single point from each ability score lost (this effect is not cumulative, so he will not recover more permanently-lost points from drinking further physics, unless he had taken more permanent damage in the interim). If the character had become crippled or partially crippled, impotent, blind, deaf or suffering from chronic pain, after drinking the physic he may make a saving throw (modified by CON) for each of the above conditions that apply; if he saves, he is cured of his malady.



C. THE GREAT WORK

a) The Elixir of Life

• Requirements: Standard lab, plus the acquisition of rare ingredients of varied kinds, that will either have to be sought out, or purchased. There are differing accounts of the recipes for the true Elixir, but almost all of them include the ingredients of mercury, jade, hematite, gold, and cinnabar. Most also include sulfur, mercury salts, and arsenic; and some also include exotic ingredients like the «milk of a dragon», the blood of an elf, a drop of some form of chaos slime from the temples of the frogmen or the caverns of the picts, or a plant called «soma» which grows only at the source of holy rivers in the distant Himayant mountains, near the base of the holy mountain Kailash. As there is no known text that contains the full and true recipe for the Elixir, an Alchemist seeking to undertake the work of making the elixir would need to seek out a variety of texts and writings that only hint at the process of its construction. If these ingredients and texts were obtained by hiring out people to seek them, the costs would be 50+3d100L for the ingredients, 50+3d100L for transcripts of the texts, and collecting all of the material would take 90+3d100 days.

• Description: The Elixir of Life is one of the legendary pursuits of the highest Alchemy, whose secrets are sought by many, but only a tiny handful of the greatest alchemists in his-

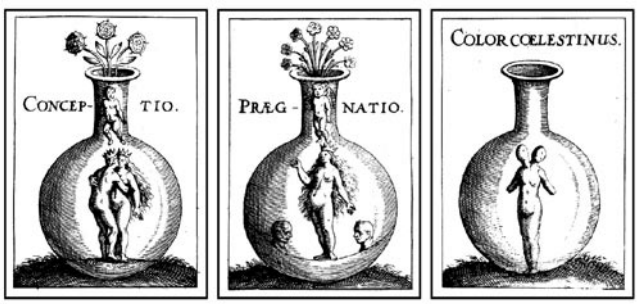


tory were ever said to have uncovered them. If made exactly right, it will grant whoever drinks it immunity from aging, although they may still die by other means. The concoction is so exacting, however, that even the most skilled magister may only manage to create a flawed version of the elixir, and getting it completely right may require some mixture of skill and either fortune or (some say) divine providence.

• Construction: When the magister has gathered enough information to attempt to make the elixir, and has gathered all the necessary ingredients (the GM may, at his discretion, require some ingredient that is so rare it will be impossible to simply purchase and will require some kind of a quest to obtain), then the magister must prepare the ingredients on the athanoor. The elixir must be carefully distilled over the course of nine months. During this time, unless his lab has more than one athanoor he will be unable to use his lab for any other purpose; and while the process does not require his every waking hour, he will not be able to travel in this time as he will have to check on the process a couple of times a day.

To get the mixture of the ingredients right will require a «puffery» skill check with a DC15. If he fails at this check, the elixir will be a deadly poison rather than what it was intended; if the failure is by 5 points or more, the magister will not realize his error. A failure here will cause the potion, when drunk, to require a saving throw vs. poison one round after drinking it, where if the magister fails he will die in 1d3 rounds; even if he succeeds the saving throw, the imbiber will suffer a permanent loss of 2d4 CON.

The entire process will create only enough elixir for one single dose.



Once the chemical part of the elixir is completed, the Magister must perform a magic check as he performs an invocation to magically 'fix' (transform) the concoction into the Elixir of Life. The magic check is at a DC21. If he fails, the elixir when drunk will not grant immortality, instead it will be a poison! 20-120 minutes after drinking the failed elixir, the magister will have to make a saving throw versus poison; if he fails, he will begin to suffer terrible pains and will die 1d6 rounds later. Even if he succeeds the saving throw, the magister will permanently lose 1d4 CON and suffer one of the following side effects (1d6):

1d6	Elixir's detrimental side effect
1	Brain Damage: lose 1d4 points of INT
2	Neurological Damage: lose 1d4 points of DEX
3	Muscle Damage: lose 1d4 points of STR
4	Hideous tumors: lose 1d4 points of CHA
5	Insanity: the character goes mad, becoming a raving lunatic
6	Mutation!: roll on the mutation tables in the Cults of Chaos sourcebook, or GM's choice.

Even if the Magic check was a success, it is not guaranteed that the elixir will be the True Elixir of Life, as even a very tiny variation in the process can create unexpected changes. When it is drunk, roll 1d100+ the level of the magister + the amount by which the magic check succeeded over DC21; and consult the following table for the effect:

1d100 +level	Elixir's main effect
2-10	Becomes 1d10 years younger but ages back to normal after 1d10 weeks.
11-20	Stops aging for the next 1d10 years but then ages the full period all at once!
21-30	Appears to stop aging but their actual state of health continues to deteriorate from aging effects as normal and will still die of old age (albeit with a youthful countenance).
31-40	Can no longer die of old age, but keeps getting ever weaker from aging effects, and more venerable until becoming like a living husk.
41-50	Becomes immortal but can no longer heal naturally from injury; will become a wraith upon dying.
51-60	Becomes immortal in consciousness but not in body, doomed after death to become a corporeal or incorporeal undead.
61-70	Vampirism! Grants immortality but they must drink two pints of human blood a day to survive; when they die they will return to life as a vampire.
71-76	Stops aging for the next 1d10 years.
77-82	Immediately loses 1d10 years of age.
83-85	Immediately loses 2d20 years of age (note: death by de-aging IS possible).
86-88	Stops aging for the next 2d20 years.

89-91	Permanently reduces aging rate by 50%.
92-94	Grants immortality but skin-contact exposure to a common substance will immediately undo effects. Roll for substance, 1d12: 1-dirt (on the ground), 2-rain, 3-running water, 4-fire, 5-human touch, 6-gold, 7-bones, 8-sunlight, 9-garlic, 10-salt, 11-sulfur, 12-mercury; the imbiber will feel a sense of aversion to contact with this substance.
95-97	Grants immortality but the character will need to drink a Universal Physic every six months or they will instantly age all the intervening time they have lived, the imbiber will feel a see traces of aging effects up to a month before the time limit and will be able to deduce on a DC15 «puffery» check that the Universal Physic will be required to preserve his immortality.
98-100	Grants immortality but the drinker can no longer grow or change; no further gain of experience, new skills or abilities is possible.
101+	TRUE potion of Immortality: the character who drinks this ceases aging, although they can still die from injury, poison, accident or disease.

Note that even if the Magister successfully creates the Elixir of Life, subsequent attempts to do so will require going through the entire construction process, including rolling on the above table again. However, for every time the Magister has successfully created a True Elixir of Life he will get a +5 bonus to the D100 table above.

If the Magister's first attempt resulted in an imperfect form of the elixir, assuming they are still alive, they can always try making an elixir again; assuming they succeed on the skill and magic check, when drinking the new elixir they would roll as before on the d100 table, whatever new result they receive would then immediately replace the previous one upon drinking the new elixir (with the exception that years lost from de-aging or years passed without aging would not suddenly be regained).

Those few Magisters who have successfully created the True Elixir usually figure out very quickly that it is not in their interest to make this fact known. Doing so will have every magister and every person in power and authority seeking to gain that knowledge from them; and putting both their life and freedom at risk. Often even those suspected of possibly having gained immortality found themselves forced to flee to distant lands or fake their own deaths.





b) The Philosopher's Stone

• Requirements: A standard lab, plus the required ingredients for the Philosopher's Stone. These include mercury (which any alchemist's lab will already have), aqua regia and alkhalest (both of which will have to be constructed in the usual fashion), and a very small amount of gold (about 1L worth). The missing secret of the Philosopher's Stone is usually said to be some fantastical substances: liquid air, gaseous earth, solid fire, water from the moon, a magical pearl found in the horn of a red dragon, etc.

The basic materials will be quite simple to obtain. The fantastical materials are almost impossible to obtain, and would no doubt require some serious adventuring.

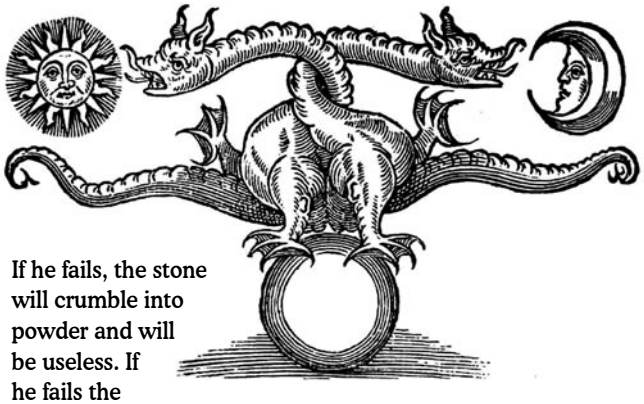
• Description: The Philosopher's Stone is the key to fortune. Although the common assumption is that it changes lead into gold, in fact it can transform any of the following metals into gold: lead, copper, zinc, nickel or iron. A Magister in possession of the Philosopher's Stone needs to mix a certain quantity of the stone with a certain amount of base metal. Heating the metal mingled with the portion of the Philosopher's stone, it will transmute into gold.

The Philosopher's stone has other uses besides this most famous one. A sliver of the stone, mixed with common oil, can keep a lamp burning for an indefinite period of time; it will only go out if intentionally or accidentally extinguished, after which it will not light again. A sliver of the stone can also be used to transmute a common quartz crystal into diamond. A sliver of the stone ground up and mixed with water, then poured on an area of land will make all the vegetation in that area (up to a square mile) grow lush and abundant. A sliver put into the creation of a glasswork will make a glass object that will be almost impossible to break, except by magic. Finally, using a sliver of the stone in the construction of any alchemical preparation (mundane or magical) will grant the magister a +5 bonus to any puffery or magic check roll involved with that preparation.

• Construction: When the various ingredients are obtained, they must go through a lengthy process of preparation, culminating in a powerful magical operation. First the ingredients must be heated to high temperature while mixed with air. Then gradually mingled with alkhalest and allowed to break down. Aqua Regia is then added until the material takes on a crystalline nature. After this, the material must be heated while under high pressure, until it dissolves into gaseous form. It is then very gradually restored into a liquid form, mingled with alcohol. Then it is very gradually distilled until it is restored into a solid form. The final result is the base form of the Philosopher's Stone, which will have at this point a yellowish quality. The entire process takes 6 months of intense regular work. Although the Magister will have some spare time to engage in other activities but will have to be at his lab at multiple points in the day, and all day during key stages in the processes. The work will require a «puffery» check at DC15; if he succeeds at the check, the stone has the potential to work once magically fixed. If he fails by 4 points or less, he will only be able to create a lesser version of the Stone. This lesser version will be white in color, and will only have the power to convert base metals into silver, it will have none of the other abilities of the Stone. If he fails by 5 or more points, the entire preparation is ruined and the Magister will need to start again.



Once the Magister has prepared the stone, he must perform a magical ritual that takes 6 hours, in which he mingles the stone with his own blood. This ritual requires a magic check at DC21. If he succeeds, the stone will take on a dark red color (or white, if he partially failed the «puffery» check), and will function correctly.



If he fails, the stone will crumble into powder and will be useless. If he fails the check by 5 or more points, he will lose 1 permanent point of CON (if he rolls a natural «1», he loses 1d4 CON). If the magic check was a natural «20», he will create a slightly larger stone, enough for 1d4 more uses than normal.

The completed stone will look quite small and relatively unimpressive other than its bright red (or white) color. It will be quite soft, and easy to cut; it will not be affected by heat (even fire) but will easily dissolve in any liquid (meaning a Magister should be cautious to keep it in a waterproof container). The stone will have enough size for 10 doses (10 + 1d4 if the magic check was a natural 20).

The White stone will have only a single function: when a sliver the size of one dose is mixed with heated base metal and a small amount of alkhalest, the base metal will be transmuted into silver. A single dose will be able to convert 100 pounds of base metal into 100sh worth of silver.

The Red Stone will be able to do the same thing, but one dose from the Red Stone will be able to convert 100 pounds of base metal into 100L of gold!

The Red Stone will have the following additional uses:

— One dose, dissolved in a small amount of oil put into a lamp, will create an ever-burning lamp. Once lit, it will continue to burn indefinitely, unless intentionally or accidentally snuffed out.

— One dose, dissolved in urine into which quartz crystal is submerged will transform those crystals into a diamond. Up to one pound (16 ounces) of crystal can be so transmuted, and each ounce of crystal will generate a diamond worth 2-8L.

— One dose, mixed with a barrel-full of water and then liberally dispersed over an area of ground up to a square mile in length will cause that ground to grow lush and abundant crops or vegetation for the next 1d4 summers. If used for agriculture, assume that the ground will yield double the usual crop for that period.

— One dose, dissolved in oil, and then applied to molten glass, will be able to create glasswork of up to 10 square feet in size that will be incredibly durable. The glass object will be unbreakable except by magic.

— One dose, applied during the creation process of any alchemical recipe (ordinary or magical) will grant the alchemist a +5 bonus to any «puffery» or «magic check» tests in the construction process of that recipe.



Currency & equipment

1. Currency

The economy of the default setting is that of a medieval society on the cusp of the renaissance. Unlike in more standard OSR RPGs, money (in the sense of coins) is not something that the average person deals in very much. A significant majority of the population hardly ever engage in commerce with hard currency. Peasants barter for crops and services. Servants and vassal knights receive room, board, clothing, tools, weapons and armor and many other basic necessities in exchange for work and loyalty.

On the other end of the spectrum, the aristocracy has vast lands, knights and soldiers, and influence in the courts, but may actually have little in the way of liquid assets (though there are certainly exceptions). They trade as much or more on their reputation, favors, barter, and 'push' in government as they do in money.



Even the crown is unlikely to have any vast amount of coinage, with its treasury being routinely drained by wars and other engagements. Only in cities do coins become somewhat more common, though even there paying for something in money is often a last resort. The only people who tend to have large amounts of liquid assets are Merchants and other Guild masters, crime lords, and some very unusually hyper-wealthy noble families (like the Nevilles in the Dark Albion setting).

If the GM wants to accurately reflect this medieval-authentic style of economy, he should take pains to remind the players of this situation. Their characters are adventurers of course, so sooner or later they will be likely to end up with coins. But if they have a routine job, even as a guard, or an agent of the Clerical order, or an adviser to a Lord, it's possible that very little or none of their payment will be in money. Instead they will be given equipment they need (within reason), room and board, letters or permissions granting or requesting the same for them when they travel on official business, facilities, or training.

On the other hand, at the default stage of the setting, there would already be more exchange in currency happening at this point in time than has gone for at least a thousand years; the large cities (and the 'middling' classes that are found there) often live or die by the penny. Workers may struggle to live on a pittance and have worse standards of living than many peasants, or tradesmen or merchants (if successful) may have greater wealth than all but the richest aristocrats. In the city, reputation may matter much less than the weight of one's purse.

If the GM fast-fowards the setting 30 years time, the money economy will become much more advanced. Most people will at least partially deal in coins. New merchandise will arrive from the continent, including new technologies like firearms, cannons («bombards»), and the printing press. In a long-term campaign, this can be a way of marking real change over the passage of time, something that is often missing from standard fantasy settings where years go by and everything is pretty much the same.

2. Coinage

In the Albion setting, currency is divided into a variety of classes, but the most common are currencies of copper, silver and gold. There have been others, however, like the electrum Crown, worth 5 silver shillings, or the copper/silver Groat, a coin valued at 4 copper pennies; neither of these are currently minted but are still seen occasionally in circulation as well as in older treasure-hoards, and are generally accepted at full value as tender. There are no native platinum coins in circulation in Albion and never have been, but platinum pieces from Byzantium and the Commonwealth have sometimes made their way to Albion. To those merchants who would choose to accept them, their technical worth would be 5 gold pounds; but as with most other foreign currency it would be unusual for them to be honored at their true value.

In the present period, outside of the large cities, the egg is still recognized as valid tender, and is priced at a rate of 24 eggs to the penny. This price standard permits the assessment of various other foodstuffs for barter that, especially in the countryside, would work with sums of actual coin far too small for the quantity involved.

The three standard coins of the realm at this time are the copper penny (which is actually approximately one-third silver), the silver shilling (which is in fact about one-tenth copper) and the gold pound. These are abbreviated here as "p" for penny, "sh" for shilling and "L" for pound (the latter from 'libra', the Arcadian word for a pound of weight).

Values
1L = 20sh = 200p
1sh = 10p

(Note: these monetary values are vastly simplified from real monetary values of most medieval nations. If the GM wishes, he could use a much more complex system; but the above is a balance between something quasi medieval and something overly complicated.)



3. Price lists of common equipment

Note: outside of large cities, many of the items on this list will be unavailable for purchase. In some cases, they may be obtainable through barter or the gift-economy from allies or patrons.

ARMOR

Prices of armor could vary significantly if the armor was created by a more renowned craftsman, or had fancier finishing. Elaborate armor meant for show as well as stopping power could cost as much as one hundred times the listed price, in the most outrageous cases. Respectable armor is tested; but some unscrupulous merchants would sell armor not tested for stopping power; such pieces could cost half as much but could be of significantly inferior quality than they appear (having a 75% chance of reducing the armor-class value by one point). Prices below are for standard armor, which has been tested. For Armor Class values, see «weapons and armor mechanics» in the following section.



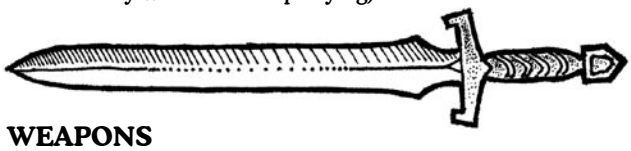
Armor Type	Cost
Padded Jack	5sh
Jack Splint	15sh
Brigandine	2L
Chain Hauberk	5L
Hauberk & Plate	9L
Full Plate	17L
Shield (plain)	30sh
Shield (elaborate)	40sh

• Padded Jack is simply a hard thick cloth armor. A Jack Splint is padded armor with some plating added mainly to the arms. Jack armor is used mainly by common soldiers.

• Brigandine is an armor made from leather to which small bands of plate were riveted. A hauberk is a long shirt made from chain links; by the time of the setting it was relatively uncommon for anyone but some common soldiers to wear. Hauberk & Plate consists of a breastplate worn over a chain-shirt. Full Plate is worn by knights and nobles, and consists of a full suit of plate armor, most comfortably worn on horseback but also usable on foot.

• Shields actually used for combat are mainly the smaller 'buckler' variety. Larger shields are mainly used only for jousting and not in actual combat.

• Cost of simple maintenance and cleaning of metal armor: 2sh (this sort of maintenance would be necessary at least once a year, once per month if worn outdoors in the damp Anglish weather, and in times of war would likely need to be done after each battle where the wearer saw combat; it would also need to be done after any period of adventuring where the wearer saw any combat; shields require maintenance if they were used for parrying).



WEAPONS

As with armor, there are great variations in the cost of weapons. Weapons made for beauty can cost up to a hundred times the listed prices. Weapons of particularly good quality can likewise cost quite a bit more. Any weapon of foreign manufacture will cost at least three times the listed price if imported to Albion; note that early firearm costs already factor in this price. For damage, see «weapons and armor mechanics», in the following section.

Melee Weapon Type	Cost
Axe, battle	7p
Axe, hand	5p
Club	1p
Dagger	3p
Dagger, Silver	1L 10sh
Lance	14p
Lance, Jousting	3p
Quarterstaff, wood	2p
Quarterstaff, metal-tip	4p
Mace	5p
Pole-arm	12p
Spear	4p
Sword, long (cheap)	6p
Sword, long (knight's)	18p
Sword, silver plated	3L
Warhammer	8p

• Short Swords and 2-Handed Swords are both quite uncommon in Albion. If found somewhere they would likely sell for between 12-22p, for curiosity value.

Sheffield Swords

The master armorers of Sheffield are renowned for their high-quality swords, which must always be made to order, in person; each sword takes several weeks to make. These weapons, although non-magical, are designed to grant either a +1 bonus to hit or a +2 bonus to damage. In either case, they have a cost of at least 8L, more if they are adorned with special detailing for additional beautification.

Iberian Steel

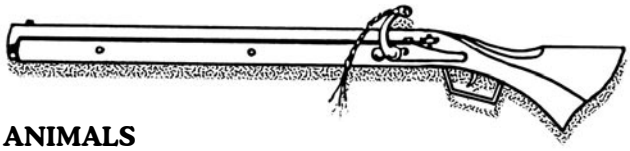
Swords made of this material are very hard to find, they must usually be imported from the continent. They'll cost at least 16L to purchase almost anywhere (outside of Iberia, where they may be available at half that price). Swords of Iberian Steel get a +1 bonus to hit and to damage. Note however that they are not magical and will not be capable of harming creatures immune to non-magical weapons.

Ranged Weapon Type	Cost
Bow, long	1L
Bow, short	15sh
Arrows (dozen)	6p
Arrows, silver tip (dozen)	5sh
Crossbow, heavy	2L
Crossbow, light	1L 10sh
Bolts (dozen)	2sh
Bolts, silver tip (dozen)	15sh
Dart (each)	3p
Sling	2p

Firearm Type	Cost
Pistol, early period	6L
Rifle, early period	4L
Powder & bullets (10 shots), early period	16sh
Pistol, late period	2L
Rifle, late period	1L 10sh
Powder & bullets (10 shots), late period	6sh

• Silver bullets would cost 4sh each, and would have to be specially ordered.

• Note that when they first arrive, personal firearms are only available for purchase in the capital, and are rare import items. By about 15 years later, they are still only available in large market cities.



ANIMALS

Horses	Cost
Farm Horse	1L
Riding horse, fast	5L
War horse	10L – 30L, depending on breed
Bit, bridle and saddle	10sh

• Saddles cost about 15sh for a normal riding saddle; a fancy knight/lord's saddle costs 2L. Good saddlebags cost 5sh.

• Feeding cost for horses is about 4p per month per horse in the countryside, about 8p in a city. Note that in most cities horses are only permitted on a handful of major streets, making them highly inefficient for everyday travel within the city itself. Stabling costs are 1p per month (not including feed) in the countryside, 2p in the city.

Other Animals	Cost (city)	Cost (country)
Cow	10sh	6sh
Donkey / mule	15sh	9sh
Dog (large, trained)	18sh	10sh
Goose	8p	6p
Ox	14sh	12sh
Pig	3sh	2sh
Sheep	2sh	1sh
Chicken	2p	1p

CLOTHING

Prices for clothing are expressed as a range of price, representing the typical costs for clothing appropriate to one's social background. It is permissible for people to wear certain clothing of such quality that they would fit a price range of a higher social class, but there are certain sumptuary laws that restrict some types of clothing to the upper classes. Note that in many areas peasants make their own clothing.

Clothing Type	Cost
Peasant Clothing, very poor / serfs	1–6p
Peasant Clothing, average	8p – 2sh
Peasant Clothing, wealthy farmers	8p – 7sh
Villain Clothing, very poor	1 – 6p
Villain Clothing, craftsmen	3–8sh
Villain Clothing, wealthy	15sh – 1L
Knightly clothing	10sh – 3L
Lordly Clothing, everyday	2 – 5L
Lordly Clothing, fancy	10 – 50L

• An average but good quality cloak costs about 1sh. A fancier cloak for a knight or noble would cost about 1L



FOOD

Costs of food vary wildly as well, between country and city, and in different areas of cities. Take note that while there are inns in large cities, there is no real 'restaurant industry'. Inns usually provide a meal to those who are staying there, occasionally even of passable quality. There are also "free houses" in cities and towns. These are homes that have been given license or permission to sell ale, and sometimes other spirits. They rarely provide much in the way of meals.

Meals, cost per day by social class	Cost
Villain/peasant, poor, serfs, slaves	1p
Villain/peasant, prosperous	3p
Knightly class	5p
Nobles	7p

• Note: these are guidelines for those rare occasions where someone would need to pay out of pocket in coin for a meal, for example, if paying to arrange a special meal for a lord, or if staying at an inn, or wanting to reward someone in coin for providing a meal.



Food	Cost
Ale, cheap (2 gallons)	1p
Ale, medium (1 gallon)	1p
Ale, good quality (1 gallon)	2p
Bread	1p
Cheese (10 pounds)	4p
Eggs (two dozen)	1p
Fish, salted	6p
Fruit, dried (1 pound)	4p
Meat, one meal	2p
Nuts, almonds (1 pound)	6p
Potage – peasant stew (1 pot for 8 people)	1p
Spices, pepper (1 pound)	2sh
Spices, exotic (1 pound)	3sh
Spices, saffron (1 pound)	15sh
Sugar (1 pound)	1sh
Wine, poor (1 gallon)	4p
Wine, high quality (1 gallon)	10p

MISCELLANEOUS EQUIPMENT

The following represent the most usual of items, which prices are set by the relevant trade guild (and therefore remain constant). Other items not indicated here would be more difficult to come by, and would have varying costs according to whom is selling them.

Item	Cost
Blanket, quality wool	4p
Boat, riverboat	20L
Boat, seafaring	600L
Book, handwritten	1L (1)
Book, printed (thus after 1476)	5sh
Bottle, glass, empty	4p
Candles, countryside (dozen)	3p
Candles, city (dozen)	7p
Cart	4sh
Chariot	8L (2)
Chest, simple	3p
Chest, fine, with lock	3sh
Cooking utensils (3), poor	3p
Cooking utensils (3), average	2sh
Cooking utensils (3), fancy	14sh
Ferry, one trip (for 1 man and 1 horse)	1p
Guild dues, apprentice	1–3sh /year (4)
Guild dues, craftsman	3–20sh /year (4)
Guild fee, joining (in a new city)	3L
Hammer & Chisel	16p
Inn stay, average	5p / day
Jewelry, fancy ring (gold with diamond)	8L
Jewelry, pearl necklace	2L
Jug, clay	1p
Lamp (5)	1sh
Paper, 1 sheet (6)	2p
Rope, strong, 50ft	10p
Sack	3p
Shovel, strong	3p
Tinderbox	2p
Tools, craftsman's (7)	3–12p
Tools, workshop (8)	14L
Torch (illuminates a 30' area for 2 hours)	1p

1: Cost of a cheap manuscript; fancy illuminated manuscripts could cost up to 100 times more.

2: Cost of a fine chariot; but truly majestic ones can cost hundreds of pounds.

3: Includes pots, pans, bowls and spoons.

4: This varies by guild type.

5: Oil costs 2p per flask, illuminates 30' for 4 hours

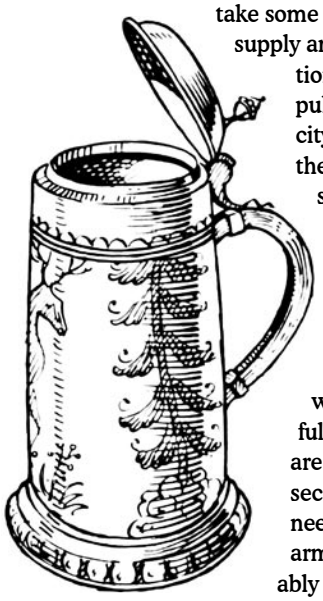
6: Ink costs 2p per flask

7: Appropriate for most simple tool sets, including thief tools.

8: Appropriate for an armorer/weaponsmith's forge, or an alchemist's laboratory.

SELLING VALUABLES

If PCs are selling items privately to an interested buyer, they are likely to get near full listed price for most items (give or take some haggling, and depending on supply and demand) in good condition. Note that selling many items publicly would be illegal inside a city, unless the PC is a member of the specific guild permitted to sell such objects.



Selling items to a retailer, legal or illicit, will fetch considerably less, usually under half the listed cost.

Note that selling plate armor will always fetch much less than full price because these armors are always made to measure; any second-hand plate armor would need to be seriously adjusted by an armorer before they could comfortably be worn.

REAL ESTATE

The two largest single landowners in Albion are the Crown and the Church. Most families live on the same lands or in the same houses in town as their ancestors have, often for hundreds of years or more. But in this time when urbanization is gradually on the rise, dealing in property has begun to increase.

The majority of people who live somewhere do not own their own land; most peasants work their lord's land and must pay rents (but these are almost always paid in crop shares rather than actual coin), and in cities the majority of the urban poor rent their homes. Those of wealthier means will generally purchase their homes. All prices below are averages, there can be some variation.

Rents, City	Cost
Home, tenement	3p / month
Home, tradesman	2sh / month
Home, wealthy merchant	5sh / month
Shop, average	2sh / month
Tavern, high quality	5L / month

Rents, Country	Cost
Cottage	5sh / year

Purchase, City	Cost
Guildhall	140L
Home, tradesman with shop	12L
Home, middle class	5L
Home, wealthy merchant	50L
Home, noble's house in city	90L

Purchase, Country	Cost
Cottage	2L
Manor house, modest	12L
Manor House, stately	80L
Church, average	775L
Castle (including towers, buildings, gate-house, barns, cottages, etc.)	5500L

• Note: building a castle usually takes about 1d6+6 years to complete. An average church usually takes 2d6+12 years to complete. Both of these are mostly usable about halfway through their construction time.

TAXATION

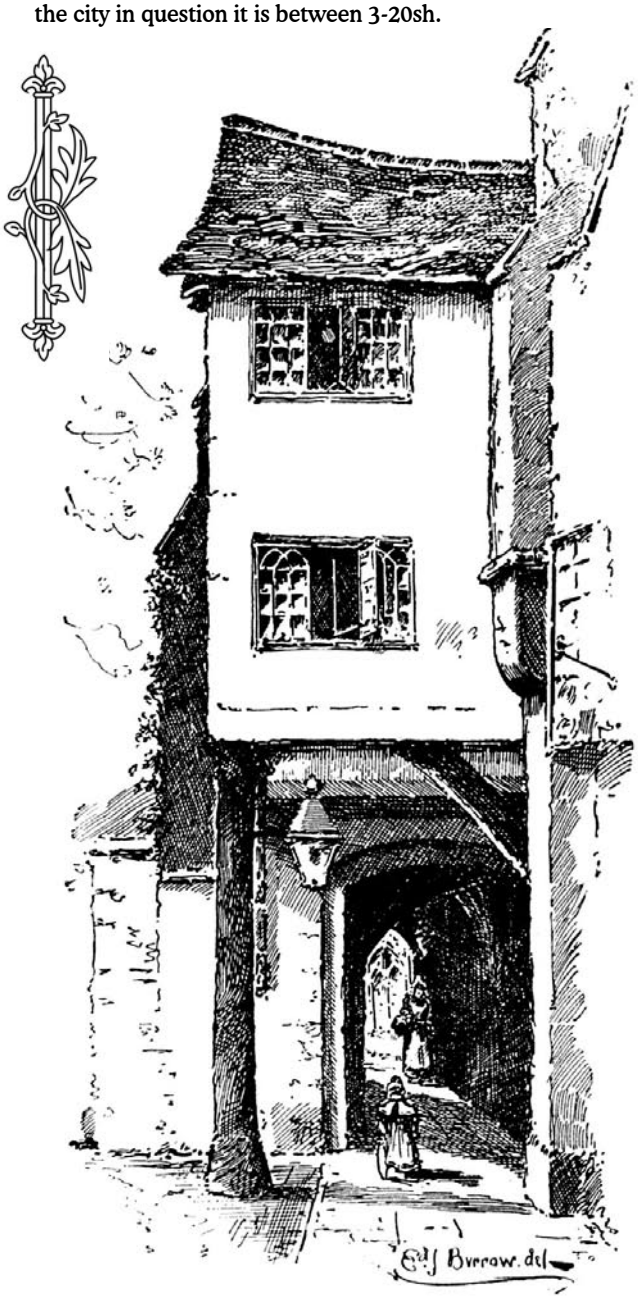
Taxation in Albion is done by consent of parliament; but there are generally three forms of taxes paid.

The first is the "fifteenth and tenth", which consists of an annual tax based on a percentage of the value of property or of the total annual value of rents. In the countryside, this tax is set at 10%; in cities at 15%.

The second is a tax on commercial goods; many good receive exemptions and rates of taxation can vary wildly over time. The highest level of tax on goods is on imports (the customs tax) which is set at 13%. If a GM wishes to randomly determine the tax rate on any local goods (if a PC is planning to engage in merchant trade) he could set the rate at 1d12%.

The third is a special tax, called a "seal loan", which is in theory an obligatory loan usually demanded only of either aristocratic families or the wealthiest of the commons (rich merchants, in most cases), that theoretically will be paid back by the crown but in practice never is. This is not an annual tax but is rather levied in times of necessity by approbation of parliament. The loan is typically a set amount (which varies based on need; the GM could set it at 1 – 100L if he wanted to establish it at random). It is theoretically possible to obtain an exemption to having to pay this 'loan' for a variety of reasons but this is usually only possible through influence and connections with someone of power in the royal court.

Finally, cities will sometimes impose gate taxes to grant entry. It is typically anywhere between 1-6p. There is likewise a tax paid to a city to become a freeman of the city; depending on the city in question it is between 3-20sh.



4. other expenses

Besides purchasing equipment or owning a manor house, there are many other ways to spend one's wealth. Hiring henchmen, schooling, costs of living, etc., are detailed below:

WAGES AND COSTS OF SERVICES

Army Wages	Wage / Cost
Archer	3p / day
Cavalry, common	9p / day
Infantry, Captain (knight)	2sh / day
Infantry, Lieutenant	1sh / day
Infantry, peasant	2p / day
Infantry, trained soldier	6p / day
Squires	1sh / day

(These are wage-equivalent values for levied troops, this «wage» is very rarely paid fully in actual coin.)

Mercenaries	Wage / Cost
Knight	2sh / day
Knight, captain	4sh / day
Soldier, common (archer or infantry)	8p / day
Unit of trained mercenary infantry/archers	150L / month
Unit of Burgundian Crossbowmen	200L / month
Unit of Scots Barbarians (1)	100L / month
Unit of Riflemen (only after 1475)	250L / month
Artillery unit – bombard (only after 1455)	500L / month

1: In Dark Albion: only to Lancastrians, after 1460

Professionals	Wage / Cost
Craftsman, master	24–48sh / month
Craftsman, apprentice	12p / day
Laborer, unskilled	1–2p / day
Laborer, semi-skilled	5–7p / day
Lawyer, famous	1L / day
Priest's stipend	5L / year
Servant, noble's house, trained	5–10sh / year (1)
Servant, page	1–6sh / year

1: Plus room, board, clothing, etc.

• Adventurers: "adventurer" is not really a career as such. A reasonable payment from a patron contracting a PC party, if payment was entirely in coin, would be along the lines of 1sh+1sh/party-member per day, paid for a projected period of the job's length (weekly or monthly), with very hazardous work possibly generating up to double the usual amount as "danger pay". The question of who is or is not a 'party member' would also need to be defined, as peasant-class fighters or thieves might not be considered 'members' but rather servants of the party who the party would have to pay a share out of their own funds.

A company of adventurers might also be hired "on retainer" by some powerful lord who wanted to make frequent use of the party; the pay rate would be much lower (possibly 5-10L per year per person) depending on the level of power and fame the group had, but it would be assumed that for much of the year the adventurers would be left to their own devices, and room & board might also be included in the contract.



Other Incomes	Wage
Office/Title, minor (1)	10L / year
Office/title, major (2)	100–300L / year
Pension, Guild (3)	4L / year

1: Typically includes house magister, chief warden of the city, court physician, etc.

2: Typically includes the Sheriff of London, Royal Magistrate, etc. These kinds of offices are often granted as rewards for dedicated service by nobles or the crown.

3: Given to outstanding members of the guild on retirement or infirmity, or to the widows of the same.

Nobles	Revenue
Typical Lord's Income	200–500L / year
Typical Earl's Income	400–1000L / year

(These can vary widely; income is based on lands, and there are very poor noble households, and very rich ones like the Nevilles, who have incomes of over 10000L / year! Note that these numbers are only benchmarks for references; in the Dark Albion setting book there is a chapter on «Noble House Management» which has its own set of mechanics for handling Noble estates.)

• There is no good measurement for a merchant or wealthy peasant's "typical" income, as these vary too much to get a meaningful average. As a very inaccurate estimate, one could say that a quite wealthy merchant trader might earn 100L-300L a year. There would also be a risk at any given time of suffering serious losses or bankruptcy. A wealthy independent peasant farmer (a «yeoman») might earn 30-60L a year, but bad harvests might also cause losses. If the GM wished, PCs who were engaged in merchant trade or freehold farming could make annual checks on the appropriate merchant skill or Farming skill, potentially with modifiers based on current events (war, droughts, banditry, etc), to determine their annual incomes.

SCHOOLING

Schooling	Wage / Cost
Education, childhood tutor	2L / year
Tutor, swordfighting	10sh / month (1)
University, instructor salary (2)	14sh / year
University, department head salary (3)	2L / year
University, tuition for student (2)	3L / year
University, luxury tuition (3)	10L / year

1: Wage for a well-known swordsman.

2: Includes basic room, board, clothing, etc.

3: Includes fancy room, board, clothing, etc., as well as servants and assistants.

COSTS OF LIVING

The basic costs of living and maintenance for a household is difficult to accurately measure, so the following are at best guidelines:

Costs of Living	Cost
Poor Villains	1–2L / year
Wealthy Merchant or commoner landowner	30L / year
Knightly Household	30L / year
Lordly Household	60L / year
Earl/Duke's Household	100L / year

Poor peasants and serfs may have about 1L a year in maintenance, though in practice much of that would really be in the form of food, work, etc. taken from their own homesteads, and not literally paid out.



DOWRIES

Dowries by Social Class	Cost
Serf	1–12sh (1)
Peasant	10–60sh
Villain	1–4L
Villain/Peasant, wealthy	10–100L
Knightly	10–80L
Lordly/Aristocratic	1000L (2)

1: Paid to the serf's lord.

2: Or more, see the chapter on Noble House Management.

Dowries are paid by the bride's family on occasion of a wedding. These costs may vary on any number of factors, including the suitability of the match, and whether the bride or groom (or both) are in a position to inherit significant titles or land.

5. Encumbrance

Characters may generally carry up to 20 items on their person. This amount is modified (positively or negatively) by the character's STR bonus. Coins count as one item for every 1000 coins carried. A quiver with up to 30 arrows counts as a single item. A quiver can also be modified to carry darts or knives, and can carry up to 12 of these items without causing additional encumbrance. Heavy or very heavy objects can count as five items for the purpose of weight, while very light or very small items can be said to be "non-encumbering" and not count at all against the item total. Loose items will of course need to be carried in bags or satchels, which do not change their encumbering value.

• Armor does not count as an encumbering item, it has its own effects. Shields only count as encumbering items when carried, not while wielded.

• For performing any types of skills or actions requiring movement or agility (most checks involving a DEX bonus, like sneaking or climbing), characters carrying more than 10 encumbering items will have a –1 penalty to such checks.

• Any character carrying 10 or more encumbering items on their person get a –5' penalty to their movement rate. Characters carrying 15 or more encumbering items have a –10' penalty to their movement rate.

—Examples of non-encumbering items: individual coins, gems, jewels, sling stones, arrows, healing herbs, regular clothes, padded/leather armor.

—Examples of encumbering items: all weapons, carried shields, torch, lamp, musical instrument, thief tools, rope, bags with multiple small items, quivers, metal armor.

—Examples of heavy items: small chest, a corpse

• A sack or small chest can carry up to 5000 coins, a few dozen very small items, or up to a dozen non-encumbering or encumbering items of larger size, within reasonable limits.

• A mule with saddlebags can carry up to 30 items; a horse with saddlebags can carry up to 40 items. A small cart can carry up to 100 items, a large cart pulled by two horses can carry up to 250 items.



6. Weapons and Armor Mechanics

ARMOR EFFECTS

A character's Armor Class is based on the armor they are wearing, modified by their DEX modifier. However, Fighters and Clerics are specially trained to utilize armor more effectively than other classes. Thus armor will have one base value for those two classes, and another value for every other character class.

Additionally, any character wearing heavier armor will have penalties to any types of skills or actions requiring movement or agility (most checks involving a DEX bonus, like sneaking or climbing) and to initiative rolls.

Armor Type	Fighters Clerics	Other Classes	Penalties (everybody)
Unarmored	11	10	—
Padded Jack	13	12	–1 DEX skills
Jack Splint	14	13	–1 DEX skills
Brigandine	15/16*	14/15*	–1 DEX skills
Chain Hauberk	16	14	–1 init, –2 DEX skills
Plate & Hauberk	18	16	–2 init, –4 DEX skills
Full Plate	19	17	–3 init, –5 DEX skills
Shield	+1	+1	–1 DEX skills if held

(*: better AC is against ranged attacks.)

• Note: All armors are presumed to come with a helmet; a metal «sallet» in most cases, or a helm with plate. If for some reason the helmet is not worn, the AC is reduced by –1.

• The values for the Shield above are for Buckler shields, the standard shields used in this late medieval era. The «Ecranche» or jousting shield has the same statistics as the regular shields but cannot be used for defensive maneuvers.

• The «Pavise», or heavy siege shield, grants a +2 to AC, but a –2 to initiative and –4 to Dex Skills while wielded (its main purpose is to be planted on the floor, to crouch behind while firing ranged attacks). It cannot be used for parrying maneuvers.

WEAPON EFFECTS

Weapon damage is by size. Rather than providing separate damages for every single weapon, melee weapons in particular are given fixed damage values based on the size of the weapon. STR bonus is added to all melee damage, but not to ranged weapon damage.

Melee Weapons	Dmg	Special
Unarmed	1d2/1d3 (1)	—
Metal Gauntlet, or shield	1d3/1d4 (1)	—
Tiny (e.g., dagger)	1d4	+2 init
Small (e.g., club, hand axe, short-sword)	1d6	+1 init
Medium (e.g., long sword, mace, axe, warhammer)	1d8	—
Large (e.g., 2-handed sword)	1d10	–1 init
Lance (2)	1d10	horseback
Spears and staff (3)	1d6	2nd row
Pole Arms (3) (e.g., halberd)	1d8	–1 init, 2nd row

1: Fighters and scots-men do more damage with these attacks.

2: A lance is only usable on horseback.

3: These weapons enable to attack from the second row.

Note: large weapons, staffs, and pole-arms cannot be used in conjunction with shields; a spear CAN be used in conjunction with shields.

Missile Weapons	Dmg	Range (in feet)*
Thrown dagger/dart	1d4	10 / 20 / 30
Sling	1d4	50 / 100 / 150
Short-bow	1d6	50 / 250 / 500
Light crossbow (1)	1d6	50 / 200 / 400
Long-bow	1d8	50 / 400 / 800
Heavy crossbow (2)	1d8	50 / 350 / 700
Firearm: pistol (3)	1d6	30 / 60 / 90
Firearm: rifle (3)	1d8	50 / 100 / 500

*: Except for firearms, missile range penalties are –2 to hit between short and medium, and –4 to hit between medium and long. Then, firearms instead suffer a –4 and –6 penalty respectively.

1: Light crossbows get a +2 bonus to hit, but take a full round to reload.

2: Heavy Crossbows get a +4 bonus to hit, but take two full rounds to reload.

3: See next page for special Firearm Mechanics.



FIREARMS MECHANICS:

Pistols do 1d6 damage, rifles do 1d8 damage. Additionally, both weapons have the "exploding" quality, where if a maximum result (6 for pistols, 8 for rifles) is rolled on the die, an additional die of damage is rolled (and continues to be re-rolled if the number is again the maximum). So for example, if a PC fires a pistol and gets an 6, he gets to roll again; if he gets another 6, he rolls yet a third time. If the third die is a 4, he does a total of 6+6+4=16 points of damage!

• All firearms, pistols or rifles, take 6 rounds to load for someone who has received very basic instructions on how to do it (if they have never been so instructed it would be practically impossible to load correctly).

• Fighter or Thief classes that have spent some time (at least a couple of months) training and practicing with firearms can reduce loading time by half, to 3 rounds.

• Pistols have a range of 30/60/90, and rifles a range of 50/100/500. Both weapons have a penalty of -4 to hit at medium range and -6 at long range. However, at short-range both weapons get a +4 bonus to hit against opponents wearing any kind of armor.

If a natural 1 is rolled the weapon has jammed and will take a full minute to unjam (and then the regular time necessary to reload); any time a natural 1 is rolled there is additionally a 5% chance that the weapon explodes, causing standard weapon damage to the wielder (including "exploding" die results).

Note that in wet weather or very damp conditions (both of which are quite common in Albion), gunpowder can quickly become useless. In these conditions, there will be a 40% chance that a shot simply will not go off, because the equipment is too damp. The check is separate for each character using firearms, but as soon as any shot fails to go off for that character it will be impossible for that character to use their gunpowder weapons again until it is completely dry.

BOMBARDS

Heavy artillery in this era is in use throughout the Continent, but was still uncommon in Albion until the early part of the Rose War. A typical 50-pound bombard has a cost of around 400L; by later in the period larger guns are being made for siege weapons capable of damaging heavily fortified castles. Large siege bombards will do double the damage listed, while some truly huge bombards do triple the listed damage (these are extremely rare).

A bombard requires a crew of 8 people to operate. It can fire a maximum of once every 10 rounds. When fired, the bombard requires a ranged attack roll, against a difficulty of 8 for any target between 50'-300' distance, +2 for every increment of 300' thereafter, to a maximum of 1200'. If the attack misses it will hit a location in a random direction, deviating by 2d10x10 feet. Rules for damp conditions preventing firing apply as with regular firearms above; and on a roll of natural 1 there is a 10% chance the gun will explode (doing 6d6 damage to everyone within 20' of the bombard, saving throw vs. area effects to take half damage). Otherwise, the gun has failed to fire and will need 20 rounds to be reloaded.

Wherever the shot lands, the cannon-ball will proceed in a straight line from the direction it was fired for 3d20x10', anyone within 5' of that line will take 3d6 damage (saving throw vs. area effect to take 1/2 damage). If the cannon-ball hits a large solid object (like a wall or a huge dragon) it will do 9d6 damage and stop.

NAMED WEAPONS

Any PC can choose to give a name to any weapon they own. However, for certain classes, one single specific weapon can be given a name to represent that it is a special or signature weapon of that character. That named weapon will grant a +1 to hit in combat, only when used by that character.

The type of weapon that can be a signature weapon of this sort depends on character class:

Cleric	Sword, mace, spear, staff, warhammer
Fighter	Any melee or ranged weapon
Magister	Dagger or staff
Thief	Club, dagger, handaxe, light crossbow, pistol, sling
Scots' Man	Battleaxe, club, longsword, spear, staff, two-handed sword, warhammer
Cymri	Dagger, handaxe, longsword, shortbow, sling, spear, staff

This special bonus can only be granted once in the entire lifetime of the character. A magical weapon cannot be granted this bonus, and likely has a name already!



7. poisons

In a medieval-authentic setting, as opposed to other more fantastical settings, poisons are meant to reflect historically accurate possibilities in terms of what kind of effects were available. This generally means that expecting to "dip your dagger" in poison and have your opponent drop dead in mid-battle is not a credible possibility.

The most deadly poisons available by natural means in this setting are more useful ingested than injected. They can be prepared into poisons by a skilled apothecary or alchemist, differing from the natural state in both the ability to mask the taste and the deadliness of the effect.

Of course, there are many UN-natural poisons that would be far more deadly than those listed here; you just won't find those with bushcraft. You'll find them by harvesting the bodies of deadly magical monsters in dark places, engaging in powerful rituals of magick to summon forth the dew of chaos, or making pacts with the Foul Cat of Slime to draw forth the venom of its extraplanar teat.

For any poison or herb to be made into an effective dose, a certain amount of money must be spent (note that the costs below are for production, not retail value), and a test of the apothecary lore must be made. Note that if the apothecary has their own lab facilities the material represented by the construction costs will already be present in a basic apothecary/puffer's lab.

The DC of the wilderness lore skill represent the difficulty in finding the specific herb. Most poisons or herbs take one day to prepare a given dose, and one day of searching to find herbs in the wild, assuming it is the right kind of wilderness area and time of year.

The following is a list of some common poisons, followed by other herbs which can be found by those with wilderness lore and prepared by those with apothecary skills:

Arsenic:

—Wilderness lore: n/a
—Apothecary: DC12
—cost: 20sh

Arsenic is a poisonous powder that must be ingested. Its taste can be detected by skilled food tasters. 10-60 minutes after ingesting the victim feels nausea and may experience vomiting or diarrhea; after 2d6 hours the victim must save vs. poison or become incapacitated for 1d6 days, after which he must make a second save vs. poison or die.

(Arsenic variant - **Cantarella:**

—Apothecary: DC14
—cost: 50sh

A more powerful variant of arsenic, still ingested. Tasteless, colourless and odourless. Both saving throws are at –2.)

Autumn Crocus:

—Wilderness Lore:DC12
—Apothecary: DC10
—cost:16sh

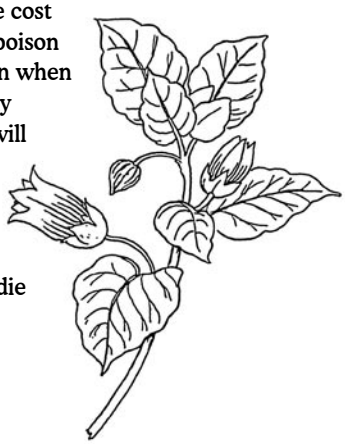
This poison is effective ingested, but is one of those rare venoms that can be made into an effective poison to put on a blade or arrow (as an injected poison, it requires an apothecary DC12 check and costs 150sh per dose!). The ingested form causes an immediate burning sensation in the throat, and then in 2d3 hours it causes severe and bloody diarrhea, then convulsions, and respiratory failure. The victim must save vs. poison or become bedridden; if he is bedridden after 1d3 days he must make a second saving throw or die.

The weapon-variety of this poison must hit and do damage to take effect, if it does so the victim must make a saving throw vs. poison with a +2 bonus after 2d3 rounds, or suddenly drop dead from massive heart failure.

Belladonna (aka **Deadly Nightshade**):

—Wilderness Lore: DC10
—Apothecary: DC12 (takes 2 days to prepare)
—cost:10sh

Useful in small doses for medicinal purposes as anesthetic and to aid sleep (in said use, the cost of preparation is only 3sh), the poison version will create disorientation when drunk, and make a person highly susceptible (save vs. poison or will answer all questions posed with disinterested candour); anyone affected by belladonna must make a save vs. poison with a +3 bonus or will die within 1d6 hours.



Bullrush:

—Wilderness Lore: DC12
—Apothecary: DC8
—cost: 3sh

Bullrush can be prepared as a simple sleeping concoction, in which case its cost is only 6p, and its effect is to aid in getting a good night's sleep. As a poison, it can be ingested to cause the person taking it to fall into a drugged sleep within 10-60 minutes of having taken it, being unable to stay awake unless they make a saving throw vs. poisons. They will be unable to be roused for 2d6 hours.

Cow Wheat:

—Wilderness Lore: DC14
—Apothecary: DC10
—cost: 6sh

Cow-wheat is ingested, and will cause its victim terrible headaches, suffering a –1 to attack and skill rolls. Additionally, if they fail a save vs. poisons, they will become utterly confused and incoherent, incapable of effective communication or any kind of activity requiring mental clarity for 1d12 hours.



Cyanide:

—Wilderness Lore: DC12
—Apothecary: DC12
—cost: 30sh

Derived from bitter almonds or laurel, cyanide is a very deadly poison when ingested. Its fumes are equally toxic if burnt. It leads to unconsciousness from respiratory failure and death if a save versus poison (with a –2 penalty) is not made after 2d6 rounds.

Darnell:

—Wilderness Lore DC16
—Apothecary: DC12
—cost: 10sh

When drunk, a person must make a save vs. poisons or go blind for 1d6 hours.

Deathcap:

—Wilderness Lore: DC12
—Apothecary: DC12
—cost: 6sh

A mushroom, when ingested it causes abdominal pain, vomiting and diarrhea, leading to renal failure. Victims must save vs. poison with a +2 bonus or die after 1d10+5 days.

Foxglove:

—Wilderness Lore: DC12
—Apothecary: DC12
—cost: 4sh

Ingested, it causes pain and difficulty breathing, and may cause cardiac arrest. 10-30 minutes after taking it, save vs. poison to avoid death; however, its symptoms are identifiable to doctors; and by inducing vomiting, giving charcoal, and fruit juices, the effects can be significantly nullified, granting a +6 to the saving throw if a skilled physician makes the correct diagnosis.

Hemlock:

—Wilderness Lore: DC12
—Apothecary: DC8 (but takes 2 days)
—cost: 6sh

Hemlock is a deadly poison that is ingested; it is of very noticeable flavour, however, making it difficult to use for assassination. Anyone who ingests it must save vs. poison or will die in 2d6 hours; feeling no pain but only a gradual numbness and paralysis that creeps up the body until one can no longer breathe.

Henbane:

—Wilderness Lore: DC12
—Apothecary: DC8
—cost: 16sh

Henbane can be used to make a healing medicine (costing only 4sh) that can heal an extra +1hp overnight, though drinking it causes a deep sleep (one will not awaken normally from it for at least 10 hours, though if violently roused they may save vs. poison to see if they wake; the sleep being interrupted negates the healing bonus). The sleep usually brings strange dreams with it.

In more powerful essence, henbane is a poison, identifiable by a telltale rash, leaving its victim confused before falling into unconsciousness as above; after 10 hours go by, the victim must save vs. poison with a +1 bonus, or will die.

Leopardsbane:

—Wilderness Lore: DC18
—Apothecary: DC5
—cost: 12sh

This plant can be used to make a poison that is effective against animals of various kinds, including cats of all varieties, dogs or wolves, and horses. Animals susceptible to the poison that eat it will die within 10-60 minutes of ingesting

if they fail a save vs. poison (felines of all varieties suffer a –2 to their saves). Humans who eat it will feel unwell for several days, but suffer no other ill effects.

Mandrake:

—Wilderness Lore: DC16
—Apothecary: DC5 (but takes 4 days to prepare)
—cost: 10sh

A plant long associated with witchcraft, taking small doses of this drug will produce a hallucinatory trance where the user will experience visions. Prepared as a poison, it must be ingested and works in 10-30 minutes, causing loss of bowel control, nausea, unconsciousness, and then potentially death. Characters must make a save vs. poisons with a +1 bonus, or fall into a coma and die within 10-20 minutes.



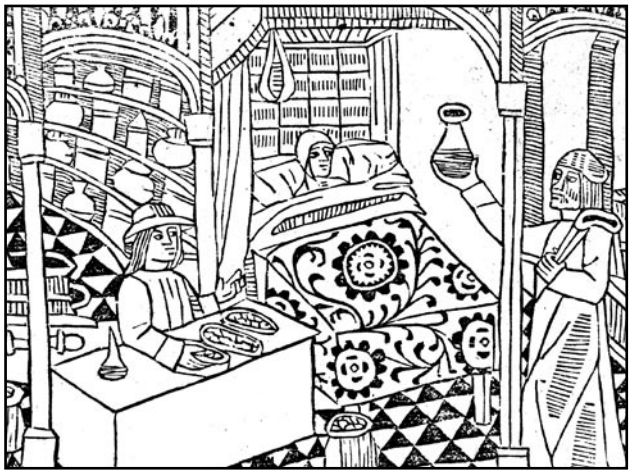
Wolfsbane:

—Wilderness Lore: DC10
—Apothecary: DC12 (takes 2 days to prepare, as a poison)
—cost: 20sh

Very well known in its natural form for its capability to stave off wolves or were-wolves, this plant can also be prepared as a significant poison. As a poison, it can be ingested, or made into an unguent that is absorbed through skin. In either form, the immediate effect is a tingling sensation, then numbness and tightness of breath as well as blurred vision. It later causes paralysis and then potentially death. Ingested, death will occur in 1d6 hours if the victim fails a saving throw vs. poisons. Taken from a weapon injury, death will occur in 10 minutes if the victim fails a save versus poison.

8. Herbal Medicines

These are prepared under the same guidelines as poisons, above. Obtaining the necessary herbs in the wild requires a Wilderness Lore skill check, preparing the necessary herbs requires an Apothecary skill check.



All-heal:

—Herbalism: DC12
—Apothecary: DC10 (takes 2 days to prepare)
—cost: 10sh

The application of All-heal enhances natural healing from injuries; in which case a character who takes it will heal at a rate of +1 hit point per day for the next week (this is aside from any other bonuses to medical treatment).

Bloody William:

—Wilderness Lore: DC8
—Apothecary: DC18 (takes 3 days to prepare)
—cost: 6sh

Despite its name, this flower is used to make an antitoxin, useful against scorpion stings. If taken, for the next 3 days after ingestion it grants a +4 bonus to saving throws against scorpion venom; it is ineffective if taken after being stung.

Cow Parsnip:

—Wilderness Lore: DC12
—Apothecary: DC16 (takes 1 week to prepare)
—cost: 14sh

Prepared as a medicine, it can potentially cure sufferers of (non-magical) insanity. Anyone who is mentally deranged can, after taking it, make a saving throw to recover their wits.

Goat's Rue:

—Wilderness Lore: DC12
—Apothecary: DC18 (takes 2 days to prepare)
—cost: 30sh

When prepared as a potion, this serves as a counter-toxin to many common poisons, granting a +2 bonus to saving throws against poison effects; it must be taken before the poison save is rolled.

Hare's Ear:

—Wilderness Lore: DC14
—Apothecary:DC16 (takes 2 days to prepare)
—cost: 6sh

This herb is made as an ointment that is effective at treating a variety of skin diseases.

Horehound:

—Wilderness Lore: DC8
—Apothecary: DC12 (takes 4 days to prepare)
—cost: 10sh

This creates a very powerful antitoxin, though only against INGESTED poisons; ingesting it after being poisoned (but before making any final saving throws) will cause the victim

to vomit copiously, to aid greatly to the likelihood of survival. Characters taking horehound are granted an immediate saving throw vs. poison (with any bonuses or penalties that the poison in question would cause), which if they succeed annuls any further poison effects. If they fail the roll, they will still get to make the regular saves afterward. Anyone taking horehound feels extremely ill, incapable of taking any actions, for 24 hours after taking it.

Make-bate:

—Wilderness Lore: DC16
—Apothecary: DC12 (takes 2 days to prepare)
—cost: 5sh

This herb can be used to make a potion or unguent effective against scorpion stings. It must be applied within 1 round of being stung, and provides a second saving throw against the venom's effects. Should a venom be so powerful as to cause instant death, the anti-toxin will be of no help.

Marjerome:

—Wilderness Lore: DC8
—Apothecary: DC12 (takes one week to prepare)
—cost: 12sh

This plant can be made into a liquor that when drunk will completely counter the effects of hemlock. The herb must be taken before any saving throw is made.

Masterwort:

—Wilderness Lore: DC8
—Apothecary: DC18 (takes 3 days to prepare)
—cost: 15sh (much more expensive in times of plague)

This herb can be ingested as a protection against the plague; anyone exposed to the plague who has taken this medicine within the last 3 days gets a +4 bonus to saving throws against infection.

Milkwort:

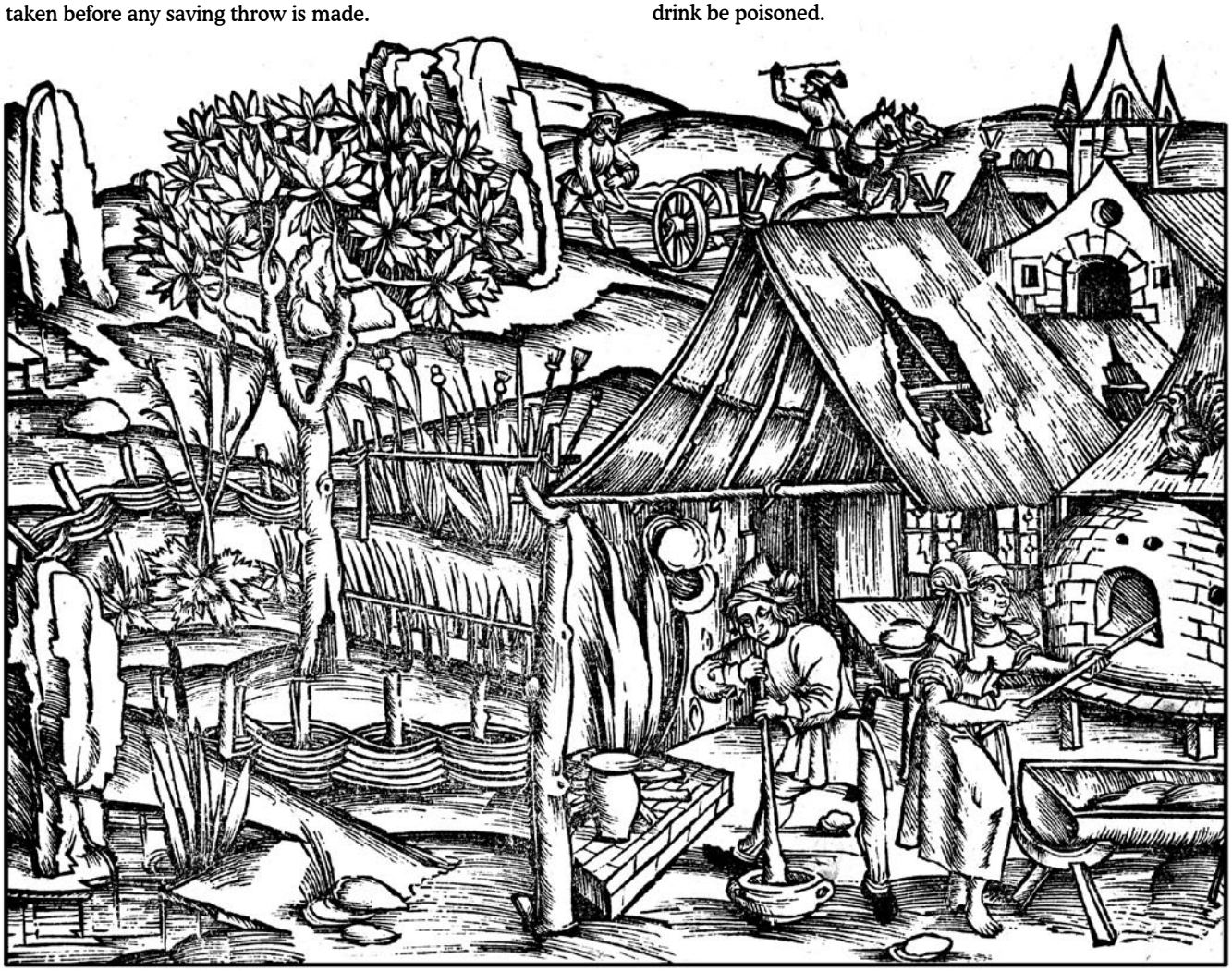
—Wilderness Lore: DC8
—Apothecary: DC20 (takes 2 days to prepare)
—cost: 20sh

This plant is used to make a medicine to protect against cholera. Anyone who takes it will get a +4 bonus to saving throws against infection with cholera; or if already infected a +4 bonus to all saving throws thereafter.

Navew:

—Wilderness Lore: DC12
—Apothecary: DC12 (takes 5 days to prepare)
—cost: 15sh

Prepared as a potion to be taken with food or drink, it will grant a +2 bonus to any saving throws should that food or drink be poisoned.



Serapias:

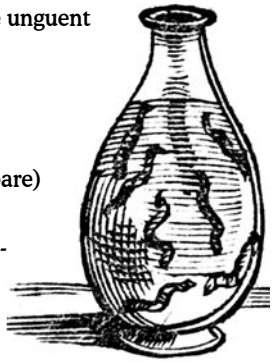
—Wilderness Lore: DC16
—Apothecary: DC8 (takes 4 days to prepare)
—cost: 20sh

This rare herb is extremely useful as a healing medicine. Whoever it is administered to falls into a deep sleep for 24 hours (during which time they can only be awakened with great effort, and even then can only be lucid and remain awake if they save versus poison; waking them negates the curative effects), after which they will recover +1d3 hit points over the usual amount.

Snake Caltrop:

—Wilderness Lore: DC12
—Apothecary: DC10 (takes 4 days to prepare)
—cost: 10sh

This herb, made into an unguent, can help counteract snake venom. It must be applied IMMEDIATELY after taking a snakebite (within 2 rounds), and provides a second saving throw against whatever poisonous effects the snake venom causes. Should a snake's venom be so powerful that it causes an instant death effect, the unguent will not be of any assistance.



Spiderwort:

—Wilderness Lore: DC14
—Apothecary: DC8 (takes 2 days to prepare)
—cost: 20sh

A useful cure for spider bites. If taken immediately after being bitten by a spider (within 2 rounds) it will provide a second saving throw against whatever poisonous effects the spider venom causes. Should a spider's venom be so powerful that it causes an instant death effect, the medicine will not aid the victim.

9. non-magical alchemical substances

These substances can be created with a standard «puffery» lab, and lore check.

Alkhalest:

—Puffery: DC14
—cost: 12sh

A very powerful acid, this will burn through almost anything other than glass. When preparing this substance, if the alchemist fails with a natural 1, it causes an explosion that does 2d6 points of damage to the user (as well as 2d6L worth of damage to the laboratory), with a saving throw for half damage.

A vial of alkhalest if thrown on an individual will do no damage on the round it is thrown, but will do 1d6 points of damage to the victim on the next 2 rounds thereafter. A single vial can be poured on wood or leather and burn a hole through it in 10 minutes, or through metal or stone in 20-60 minutes.

Aqua Regia:

—Puffery: DC14
—cost: 60sh

Another powerful acid, capable of burning through organic material. On a natural 1 in the check while creating this substance, the alchemist will do 3d6 damage to himself, 1d6+3L damage to the lab equipment (with a saving throw vs. area effect for half damage). If the vial's contents are thrown at a living thing, it will do 2d6 damage for 1 round.

Aura Fulminata:

—Puffery: DC14
—cost: 116sh

A very expensive explosive, this material is extremely volatile. Even a light shaking of the substance could cause it to explode (in the event of such a shake, saving throw vs. paralysis to avoid setting it off). Each batch of this material will cause 6d6 points of damage when it explodes to everything within 30ft (save vs. area effect for 1/2 damage). In the event the alchemist rolls a natural 1 during his check while preparing this substance, he will cause a massive explosion to his laboratory, doing 12d6 points of damage to himself (save vs. area effect for 1/2 damage), and the same amount of damage in Pounds to the lab.

False Gold:

—Puffery: DC18
—cost: 24sh

This produces a nugget of counterfeit gold, worth 1d4L if it is not detected to be false. An alchemist, expert accountant, or certain other professionals will be able to tell relatively easily, upon examination, that this is not true gold, but ordinary people may be fooled.

Asbestos:

—Puffery: DC14
—cost: 12sh

This procedure produces a cloth material which can be worn to grant protection against fire. Effectively made, it allows the wearer a +2 bonus against all varieties of fire-based saving throws (including magical fire), and will reduce any damage from normal non-magical fire by 1 point per die of damage (even if this reduces the damage dealt to zero). It does not grant said reduction against magical fire. A natural 1 on the skill check by the alchemist when creating this substance indicates the alchemist will inhale toxic fumes, reducing his constitution by 1 point permanently if he fails a saving throw versus poison.

Gunpowder:

—Puffery: DC12 (takes one week to produce enough gunpowder for 30 small-arms shots, or 15 cannon shots).
—cost: 6sh

This is an essential substance for the use of bombards and black-powder weapons, popular on the Continent but not yet common in Albion.

Game master procedures

1. Reaction Rolls

When the GM needs to determine the basic impression an NPC has of a PC, a reaction roll is called for. This kind of roll should be done when the GM wants to know how the NPC reacts to the player character's social behavior; be it an initial encounter in the middle of the wilderness, how an NPC reacts to a character flirting with them, how a noble NPC reacts to a speech intended to convince them to do something, or how a guard reacts to a PC's attempt to lie to them. Note that a reaction roll can be used also in the case of wild animals or monsters, to determine whether in a random wilderness encounter the creature automatically attacks a PC or group of PCs.

The basic reaction roll is done by rolling 2d6 and consulting the following table:

Roll	Reaction
2-3	Extremely hostile (if applicable to the situation, the creature will attack the PCs).
4-5	Negative. The creature is likely to be hostile if already inclined in that direction, and if not will certainly not be favorable in any way.
6-8	Neutral/undecided. The NPC is not strongly directed favorably or unfavorably toward the PC. A creature would attack if it tends to be aggressive by default; an NPC will act according to their own nature unswayed by the PC's attempt to influence them. A second roll is probably called for if the PC continues to try to influence the NPC.
9-10	Favorable. The NPC/creature is mildly favorable to the PC, will tend to think well of them, try to grant them what they want if it is within reason, will not immediately attack unless provoked directly, and will be swayed by the PC's arguments. In particularly complex social situations, a second reaction roll may be called for as the PCs continue to interact with and try to influence the NPC.
11-12	Highly favorable. The NPC will be convinced by the PC's argument if there's any chance the argument could convince them, fooled by their manipulation if it is not absolutely implausible, or will tend to favor them in any social situation, will be attracted to them, etc. A creature will certainly not attack unless given good cause to, and may even demonstrate friendliness to the PC if it is in the creature's nature to do so.

In some cases, the basic reaction check will be done to gauge a being's reaction to the player character party as a whole. In that case, the GM should feel free to apply modifiers of anywhere between -4 to +4 depending on any number of mitigating factors he feels may apply to the reaction check. A beast found in the jungle that is by its nature fierce and savage will likely have a penalty to reaction checks. A Cleric dealing with a pious priest may have a bonus to his reactions, and would have a higher bonus if the Cleric was known for great deeds.

In any case where an individual PC is the one doing the social interaction with an NPC (or the bulk of the social interactions) then that PC's CHA modifier should affect the reaction check roll also. In situations where multiple PCs are trying to speak up and influence the GM may judge that "too many cooks spoil the broth" and not give any charisma-based modifier to the roll, unless the second or subsequent PCs are being very careful to co-operate in how they're assisting the main PC's interaction. In some cases where various PCs try to actively influence the situation and use wildly different strategies, contradict each other, or undermine each others' positions, the GM may choose to add a negative modifier to the reaction check to represent this kind of bungled diplomacy.

If a PC has charisma-based skills, and they use those skills in a relevant way to affect reactions, the PC should roll a skill check; if they succeed at the skill check they should likewise gain a bonus to their reaction checks of at least +1, if not more. Some background details or magic indicate a set bonus to reaction rolls in their description. Different situations will be likely to also modify reaction according to details like background and social class.

Note that the reactions in the reaction table are broad outlines; the GM should feel free to interpret them how he feels based on the vagaries of the particular situation. All reaction checks are deeply dependent not only on the circumstances of the environment but also the quality of the roleplaying done by the player in his expression of what his character is attempting to do and how his character acts.



2. Morale Rules

All monsters, animals and non-player character servants, hirelings, as well as certain other kinds of NPCs will have a "morale" score. This score indicates the general courage and overall loyalty of that individual. Morale is generally used in two contexts: first, to determine whether an individual or group of beings will flee from combat, and second to determine whether a servant or employee will be obedient, trustworthy or loyal to their chief.

Morale scores are expressed as a number value, usually between 2-12; with an average Morale score being 7. This is the number that a morale check is based upon. The morale check is a 2d6 roll, where if the result of the roll is equal or less than the morale score, the check is a success; but if the roll is higher than the morale score, the roll fails and morale is broken.



Creatures and monsters in combat (including animal companions of the PCs) make a morale check as individuals:

a) when they have taken their first hit in a battle

b) after a hit reduces them to less than half their total hit points

c) after a hit in a battle reduces them to less than one-third their total total hit points.

If they fail the morale roll by 1-2 points (for example, a character with morale 7 rolling an 8 or 9) then they will attempt to make an ordered retreat or withdrawal; if they fail morale by 3-4 points, they will directly flee (possibly granting opponents in a melee a free attack); and if they fail by 5 or more points, they will attempt to surrender and beg for mercy. If for some reason the action they'd normally undertake is impossible (for example, if the opponents have no where to flee), the character will still enter into a state of panic for one round during which they forfeit their action, and will afterward be continually seeking a chance to flee; also, any subsequent morale check failure will mean the character automatically attempts to surrender regardless of the margin of failure.

Hirelings or followers of Player Characters who have combat training or experience do not make a morale check after their first hit, but rather only if they are reduced to one-half or one-third of their hp. Other potential NPC companions of the PCs would still be required to make that initial morale check.

Morale can also fail in combat collectively for an entire group. A group of monsters or creatures will make a morale check collectively if they are operating as a unit:

a) on the occasion of losing their first team-mate

b) when they are down to half their numbers

c) when they are down to one-third their numbers.

Henchmen and other followers of Player Characters will likewise have to do morale checks the first time a member of their side is killed or incapacitated in a battle (regardless of whether said member is a PC or an NPC), when half the total party (PCs and NPCs) have been taken out, or when the party is reduced to one-third the numbers it had at the start of a fight.

Servants of all kinds may additionally make a morale check if they are ordered to do something that goes deeply against their nature (for example, a deeply virtuous NPC being asked to do a wicked act, or a deeply cowardly NPC being asked to risk their lives); or any time that a PC orders them to do something that would significantly and imminently endanger them and wouldn't simultaneously endanger the PC themselves. For example, a morale check would certainly be necessary for a hireling NPC if a PC ordered the servant to fight off a group of goblins while the PC ran away.

Monsters' morale score varies wildly according to the race of monster; as a general rule most humanoids will normally have a basic score of 7; extremely fierce or steadfast creatures may have 8 or 9. Religious fanatics or other forms of zealots could have 10 or even 11. Non-intelligent constructs and the non-intelligent living dead never check morale under normal circumstances. Creatures who are very powerful are likely to have a morale higher than the average for their species.

The morale of servants, hirelings or followers is always 7 modified by the CHA modifier of the person hiring or leading them. This can be (at the GM's discretion) further increased by significant rewards or offerings of double pay, or by a series of generous actions on the part of their employers. Likewise, failure to pay their wages regularly or repeated mistreatment of the servant will reduce morale score.

For both monsters or allied NPCs, the morale score can be affected positively or negatively at the GM's discretion if the conditions of a particular battle would indicated it. Generally speaking, if the opponents of a group are clearly vastly superior in power or numbers to the group, this should generate

a penalty of -2 to their morale value; likewise if the group are vastly superior in power or numbers to their opponents, they could have a bonus of up to +2 to morale. Constructs and non-intelligent living dead would, of course, not have their morale affected by such considerations.



3. Travel Times

Characters traveling on foot can cover about 18 miles per full day of travel on a road; about 6 miles per day in forest, about 9 miles per day in hills, and about 12 miles per day in clear open grassland.

• Traveling on horseback, one can cover about 36 miles per day on the road; 9 in forest, 12 in hills, or 24 in clear grassland.

• Traveling by river on a riverboat, assuming the river is navigable, about 24 miles a day can be covered downstream, or 18 miles per day upstream.

• Traveling in open sea assuming calm weather allows one to cover 48 miles, assuming average (favorable) winds. This is reduced to 36 miles with unfavorable winds, and no movement if there's no wind.

• Travel through mountains is variable depending on the difficulty of the mountainous terrain, but it generally won't manage more than 6 miles a day on foot or horseback.

4. Wilderness Orientation and Survival

In the dense forest, wild mountains or featureless moors, it is easy to get lost. Whenever a group of characters enter wilderness terrain and travel through it for over an hour, a DC 10 WIS check (modified by wilderness survival skill bonuses) is required to retain a sense of direction and location. A new check of the same sort must be made every 1d6 days of wilderness travel. If the GM feels that a given terrain is particularly dense, treacherous or difficult, the DC for avoiding getting lost can be elevated to DC15.

• Characters with astronomy can likewise do a DC10 INT check (modified by the astronomy skill) to obtain a sense of direction, but this requires observing the clear night sky for at least 10 minutes. However, this will not necessarily help them figure out the best route to get to where they're going, only a sense of where they are in proportion to their destination.

• Characters who wish to find sufficient food to survive in the wilderness must make a WIS check, modified by any skills in wilderness survival, hunting, or fishing (if they have access to a body of water). The DC for this is generally 10 in most types of terrain, except in very desolate areas or high mountains, where the DC is 15. Each success means that the PC obtained enough sustenance to enable one person to survive for 1d6 days.

• If characters go without food for 24 hours they must make a saving throw modified by their constitution to avoid losing one point of constitution temporarily; each 24 hour period thereafter requires a similar saving throw; once the character is able to eat again he will recover all lost constitution points after one day.

• If a character does not have access to water for 24 hours, he must make a saving throw each day thereafter, modified by his constitution bonus; failure results in the loss of one-third of their normal constitution score. If a character is able to drink again, they recover all lost constitution points after one day.



Combat



1. NPC & Monster Hit Points

The significant majority of all humans, including peasants, nobles, and non-veteran soldiers, are 0-level characters with 1d6 HP, theoretically modified by high or low constitution.

For higher level human NPCs, the GM may choose to generate them in the ordinary fashion, or simply estimate the appropriate hit points for the class. Sample stat blocks for some human combatants will be provided in «Appendix M» at the end of the book.

Monsters have «hit dice» which are a number of dice rolled to determine the monster's HP. Some monsters, particularly constructs like Golems, may have fixed HP values instead. The «HD» value of each monster is the number of dice it rolls for its hit points, but the type of die varies based on the monster's size. Very small creatures will usually roll a d2. Small creatures (including almost anything more than 2ft smaller than the average person) will roll a d4. Creatures within a couple of feet either way of an average human will normally roll a d6. Large animals will roll d8 for hit dice. Large supernatural creatures like giants would roll a d10. And enormous creatures (like a huge dragon) would roll a d12 per hit die.

2. Timing

Time in combat is measured in "rounds". One round lasts 6 seconds of approximate time.

3. Random Encounter Distance

The GM should use common sense with determining how far away an initial encounter might be from the PCs when they are first spotted. If there is no clear natural indication of what the initial distance should be for a potentially hostile encounter, assume that it is a distance of 4d6x10 feet in open wilderness, 2d6x10 feet in wilderness terrain that may limit line of sight (forests or mountains), or 1d6x10 feet in enclosed areas like caves, buildings, or urban environments.

4. Surprise Attacks

At times it may be possible to take opponents by surprise. In a given encounter where neither side is aware of the others' presence until the initial encounter takes place, there is a 2/6 chance that either side may be taken by surprise. If both would be taken by surprise, the mutual surprise cancels itself out. If one side is taken by surprise, the other may choose to make a free attack, with only that side getting to roll initiative on the first round, after which regular combat begins.

It is also possible to make a surprise attack in a situation where one side of an encounter is aware of an opponent's presence but the other is not. Here, the side that is not surprised may attempt to set up an ambush or sneak up on their opponents to attack by surprise; this will usually require a sneak check (which would be based on DEX), opposed by the other side's perception check (which would be based on WIS, to which thief characters could usually add their Listen bonus). Note that if an entire group is trying to sneak up on an enemy unawares, the rules for multiple PCs attempting the same task could apply, and the GM may inflict penalties for each member of the group who is unskilled at sneaking or wearing heavy noisy armor or items. Likewise if a whole group is trying to listen, the group task resolutions would apply; and while unskilled characters would not penalize the attempt, there may be other conditions (cover, the dark of night, the advanced states of drunkenness of watchmen, etc.) that may cause penalties to the perception check. As soon as a character who is hidden attacks, his position becomes obvious to the victim and anyone adjacent to the victim, but others not adjacent might (at the GM's discretion) still need to make perception checks to try to confirm the location of the attacker.

Attacks against an opponent who is surprised grant a +2 bonus to hit, or a +4 bonus to hit for thieves. Against opponents who are surprised and unaware, thieves can do "backstab" damage. Note that such an attack can ONLY be performed if the victim is unaware of the thief's presence. If the target can see the thief, even if the target is otherwise surprised, a backstab is not possible.

5. Initiative



At the start of regular combat, every character/NPC/creature involved rolls 1d6, modified by DEX and by armor initiative modifiers (or any others the GM chooses). This initial roll is fixed as the basic initiative for the entire combat, but round by round that value may be modified depending on what actions a character takes.

PCs win any ties on initiative; if two PCs act on the same initiative, the one with higher DEX goes first. Characters may choose on their turn to 'hold' their action to act first on a lower initiative number.

Characters who plan to do nothing but movement may announce so beforehand, they will be obliged to only move but get a +2 bonus to initiative. Characters who only move but did not declare it first do not get the bonus. Characters who take no action at all that round get a +2 to initiative as of next round.

Weapon modifiers to initiative apply to any character attempting a melee attack.

Certain actions, like reloading some weapons, or performing some magical skills, take «one round» or longer to complete. In this case, the character in question begins their action on their initiative, and the action is not completed until the same initiative count on the subsequent round(s). If the character is interrupted in the process of this magic use by being struck in melee (or if they take a free attack), their attempt to perform magic is canceled.

6. actions

In a round of combat, characters may choose to take the following actions:

Movement: Characters may move their full movement rate of up to 90 feet moving per round if they take no other action. Note that this maximum movement is three times the basic movement rate of the character; certain conditions like wearing armor or sustained injuries might reduce the base movement rate. So for example, a character who is reduced to 20' basic movement will only be able to move 60' if they do a full-round movement.

Combat: Characters can choose to make a movement of up to their base movement (usually 30 feet) and also make a melee or ranged attack. They can also do a charging attack of up to double their base movement (usually 60 feet).

Multiple attacks: Characters who have multiple attacks per round and wish to use them cannot move during that round. Each attack they make past the first happens one initiative 'count' after the first. For example, a character who rolled a 5 on initiative and has three attacks will do an attack on initiative 5, 4, and 3.

Use magic: if a character uses any magical/miraculous power that can be used during a combat round, they cannot move more than 5 feet in the same round. If a power or magic item requires 'concentration' to maintain, a character can walk their base movement each round while concentrating, but cannot take any other action.

Change weapons: A character may put away a weapon in his hand and draw a new weapon; he may also move up to 30 feet while doing so. A character can also choose to drop whatever is in his hand, draw a new weapon and attack; if he does this he cannot move more than 5 feet, and his attack roll that round has a –2 penalty.

Other action: a character may use an object, try to use some kind of skill or take any number of other actions not covered by the above options; any special action depends on the GM's judgment as to whether the action is permissible or not.

Free Attacks: some special opportunities might permit characters to make a 'free attack'. Examples include if an opponent is trying to move past them (within 5') to some point behind the character, or trying to move out of melee with them without doing an orderly withdrawl, or if an opponent is charging on horseback while the character is armed with a spear or polearm facing the attacker.

In all circumstances, a free attack happens as an immediate reaction to what the opponent is doing, and does not use up the character's regular actions on their own initiative turn. However, characters can only make one free attack of any kind during a melee round. Characters that are bound or otherwise restrained, stunned or otherwise unable to act, engaged in grappling, or had declared they were doing full-round movement or full defense cannot take any free attacks. Characters in the process of using magic can take a free attack but it cancels the process of their magic-use. Likewise, characters who are in the process of getting up from being prone may take a free attack, but remain prone that round, requiring another full round (starting on their initiative) to get up.





7. attacks

To hit an opponent a character must make the following rolls.

- For melee attacks: 1d20 + STR bonus + attack bonus (by level, weapon, and weapon hit modifiers)
- For ranged attacks: 1d20 + DEX bonus + attack bonus (by level, weapon, and weapon hit modifiers)

In either case, there are various miscellaneous modifiers that could add or subtract from the roll (such as visibility, range penalties, penalties from drawing a weapon and attacking in the same round, aiming bonuses, bonuses from magic, etc).

To score a hit against an opponent, the attack roll total must be equal or greater than the target's armor class.

8. natural « 1 » and natural « 20 »

If the roll on the d20 die is a "natural" (unmodified) 1, the attack roll always misses, regardless of any other modifiers.

A roll of a natural 20 always hits, regardless of an opponent's armor class.

Additionally, if the natural 20 roll with all modifiers would have hit the opponent's armor class, it is a "critical hit". In that case, roll 1d20, modified by the CHA modifier of the attacker, on the critical hit table below, for the additional effect. Fighters also add their level to the result. Modify the details of the results according to what is sensible for the kind of strike made.

Note that certain supernatural creatures (the undead, constructs, etc) are immune to critical hits. Very large creatures may be affected in terms of taking extra damage but might get considerable bonuses to any saving throws. In any case, a natural '20' is still always an automatic hit (though if a creature is immune to the type of damage being done, such a hit will do no good).

d20	Result
1-3	A serious cut or bash that does an extra +1d4 damage!
4-6	A severe cut that will leave a bad scar on the body, but can be hid by clothing. +1d4 damage!
7-9	A severe strike that in some way leaves a scar or disfigurement on the face (a gash, burn, etc.); +1d4 damage AND a -1 to reaction rolls in any situation where physical beauty would matter
10-11	A very bad wound that bleeds profusely! +1d6 damage, and the character loses a further –1 hp per round from bleeding until he receives some form of first aid. Anyone with medical training could provide such first aid automatically. Anyone who has no training would need to do a DC10 WIS check.
12	Character loses a finger on one hand (roll randomly). The character must make a saving throw to avoid dropping anything held in that hand. If it is the dominant hand, the victim will have a –1 to hit in combat until the next time they gain a level.
13	A bad injury (+1d4 damage), make a saving throw to avoid falling to the ground. The wound leaves the victim in constant pain. They only heal ½ as much from regular methods, and suffer insomnia. May turn to drugs for pain-free sleep.
14	A bad injury (+1d4 damage) to a leg; the victim falls to the ground and cannot get up without aid until healed. The victim will suffer from a permanent limp, only able to run at half-speed from then on.

15	A bad injury (+1d4 damage) to an arm (roll randomly to determine which); the victim drops anything held with that arm. If it is the dominant arm, the PC will have a –2 penalty to all to-hit rolls until they gain a level, at which point it will be reduced to a permanent –1 penalty.
16	A severe strike (+2d6 damage) to a muscle of the torso; the victim must make a saving throw to avoid collapsing in shock. The character from that point on can only carry half as many objects without penalty, and can only march for half as long in a day without suffering exhaustion.
17	A brutal strike to the groin (+1d6 damage, plus losing –1 hp per round until receiving first aid); the victim must make a saving throw to avoid collapsing in shock. Any male who survives is left permanently impotent; which will have enormous (negative) social consequences if it is known!
18	A brutal strike to the throat (+1d6 damage)! The victim must make a saving throw versus paralysis or begin to asphyxiate (they will pass out in 1d6 rounds and die in a number of rounds equal to their CON if they do not receive aid from a trained surgeon!). If the victim survives he must make a saving throw; failure means the character can no longer speak (success still leaves the voice changed).
19	A strike to the spine (+2d6 damage!); the victim falls to the ground and cannot get up, and must make a saving throw to avoid passing out from shock. If they survive the battle, a second saving throw is required; failure means the victim will never walk again (barring magical intervention).
20	A brutal strike to the head (+1d8 damage); requiring an immediate saving throw, failure means the head was sliced open or bashed in, and the victim is instantly killed. If the first saving throw succeeds, the victim falls to the ground unconscious. A second saving throw is required if the victim survives the battle; failure means they have lost the use of one eye (with –2 penalty to perception checks and to hit in melee, and –4 penalty to ranged attacks).
21+	An extreme and vicious blow! The victim must make a saving throw, if they fail the roll they are instantly slain (decapitated, cut in half, snapped like a twig, etc.). Even if they succeed the save they take triple the usual damage.



9. Charging

If a character is not currently adjacent to any opponent, and at least 20 feet away and no more than 60 from an opponent, a melee charge is possible. Charging grants +1 to hit but –2 to AC for entire round. An opponent of a charge if armed with a spear or pole arm can get a free attack against the charge, and do double damage if they hit, but only if they are the target of the charge (that is, not if they are in the second row).

10. Parrying (Defensive Combat)

It is assumed that all characters are trying to defend themselves from attacks, and this is largely reflected by Armor Class. However, characters can declare at the start of their round that they are «fighting defensively», actively parrying with their weapon and/or shield. To engage in parrying they must be wielding something capable of parrying in their hands (a metal weapon, shield, or some other durable object). If you are parrying with anything other than a shield you also need some sort of hand protection, meaning that either you must be wearing either thick leather or metal gauntlets. These are part of Splinted Jack or better quality armor (or can be purchased separately, leather fighting gauntlets cost about 3sh).

Characters doing so can engage in «partial» or «total» defense. When engaged in partial defense, characters will suffer a –4 penalty to attack rolls during that round, and cannot move more than their base movement per round (normal unencumbered base movement is 30'). If engaged in full defense, characters will not be able to attack that round and cannot move more than 5' that round (nor can they use any magical object or perform any magic that requires anything other than a free action to activate).

A character engaging in defense, if successfully attacked in melee, may make a parrying roll of 1d20, plus their attack bonus with the type of weapon they are using, if they are parrying with a weapon. If they are using a shield, they add their basic melee attack bonus +2.

If engaged in total defense, the character gets an additional +4 bonus to parrying rolls.

To successfully parry, the character's parrying roll must surpass the value of the attack roll.

If the character successfully parries, he must do a 'blocking' roll, of a d4, or a d8 if parrying with a shield; this roll is modified by the defender's STR bonus. If the shield being used has a magical bonus, that is also added. Finally, Fighters and Clerics get a further bonus equal to their level.

The attacker rolls his damage normally. If the attacker's damage roll surpasses the value of the blocking roll, the attacker does full damage. If the blocking roll is higher than the attacker's damage roll, then the damage was absorbed by the parry.

• Characters doing Partial Defense can only attempt to do one parrying roll per round, except for fighters who can parry a number of attacks equal to their level, but have a cumulative –2 penalty to parrying rolls for each attack after the first that they attempt to parry in the round (so a fighter trying to block the third melee attack in a round gets a –4 penalty to parrying rolls).

• Characters engaged in Total Defense can attempt to parry all attacks against them in the round, but suffer a cumulative –1 penalty to every parrying roll in the round after the first.

• Characters cannot attempt to parry surprise attacks. They can attempt to parry 'free attacks' if they were already engaged in defensive combat at the time of the attack, and are aware of the incoming attack.

• Characters cannot attempt to parry ranged attacks, except for fighters with shields, who may attempt to do so at a –8 penalty.

11. Firing into melee or at a moving opponent

A character must be at least 5' away from an opponent to fire any ranged weapon.

A character who fires at an opponent currently engaged in melee combat may take a –4 penalty to their attack roll. If they fail to do so, then any shot missed by less than a margin of 4 will hit the person their opponent was in melee with. If there was more than one character in melee with his intended target, roll randomly to determine who suffers the hit. This penalty does not apply if his intended target is of Large size (8'+) or greater and all of the target's melee opponents are medium (human) size or less.

If the target of a ranged attack had spent their previous action (either in the previous round, or before the attacker in the current initiative round) engaging in a full movement (that is, running), the attacker has a –2 penalty to hit with their ranged attacks.

12. Aimed shots

Characters armed with a ranged weapon can choose to forgo their attack that turn and instead spend the round aiming their weapon. They can take no other action and cannot move while aiming. On their next round they fire their ranged attacks with a +4 bonus to hit (this is still modified by penalties from range or other factors).

13. Mounted combat and mounted charges

Characters who are on horseback (or some other combat-capable mount) gain a +1 bonus to hit opponents on foot in melee combat. They gain a +1 bonus to their AC against any attacks from opponents on foot. This bonus to AC also applies to the mounts.

Only war horses can effectively be used to fight in combat. Any other types of horse will make a morale check every round that there is combat, and if they fail will run off, out of control of their rider (requiring a DC 15 riding check to avoid being thrown in the first round, and a second DC 15 riding



check in the next round to regain control, and subjecting a PC to the standard "free attack" from any opponent in melee combat with them). War Horses only check morale in the usual circumstances listed in the rules on Morale (if they take damage, etc), and will not throw their riders but only lose control and try to flee if they fail the check; requiring a DC 15 riding check to avoid this.

Any mount that takes enough damage to be knocked unconscious or killed will fall to the ground; any characters on that steed will have to make a saving throw modified by their DEX bonus, to avoid taking 1d6 damage from the fall. Getting up after being thrown takes one round during which the character can take no other action.

A character with a one-handed medium weapon or lance can do a mounted charge on horseback from 20 to 80 feet away. They get +2 to hit, and do double damage on a hit. Opponents with spears or pole arms can get a free attack against the charge, but only if they are the target of the charge, and do double damage if they hit.

If characters are shooting a ranged weapon while moving on horseback (or a wagon, or any other means of propulsion) moving faster than 30' in the round, they have a –4 penalty to hit. This is in addition to any other ranged penalties.

14. Visibility and Cover

Characters who are in a situation of total darkness (and cannot see in darkness), or who have been struck blind, have a –6 penalty to all melee attack rolls, and a –12 penalty to all ranged attack rolls. Characters who have no visibility are always considered surprised for the purposes of being attacked by any character who can see.

Invisible opponents operate in much the same way: all foes who cannot see the invisible have the same penalties as listed above to strike them (and only stand a chance of attacking at all if they have a vague idea of where the opponent might be), and invisible opponents can strike any foe they can see normally as if it was a surprise attack.

Characters who are partially covered behind a solid object, like a wall, gain a +2 bonus to their AC.

15. Withdrawal and Opportunity Attack

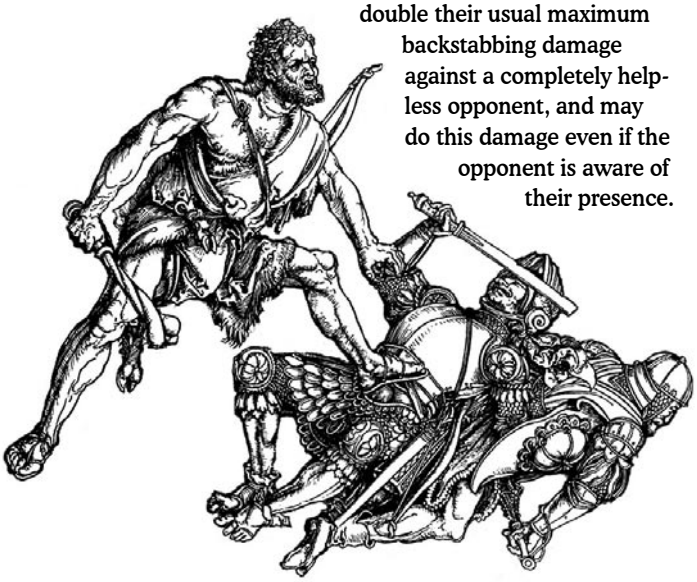
A character who moves away from or flees from a melee situation suffers a free attack from any opponent in melee with them, unless they choose to spend one round making an orderly withdrawal, moving backward at up to half the regular movement rate (typically 15 feet) without making an attack.

If a character is in melee and doesn't do a 'withdraw' to disengage from melee, then any character currently in melee combat with that character gets a free attack against them. However, no character can do more than one opportunity attack per melee round.

16. Prone and Helpless Opponents

An opponent who has fallen to the ground or is otherwise prone suffers a –4 penalty to his Armor Class. Getting up from a prone position requires a full round during which no other action can be taken.

Opponents who are completely helpless (either unconscious, paralyzed, completely bound or pinned, or otherwise totally immobilized) can be hit automatically by melee attacks; any melee strike against a helpless opponent will automatically do double the maximum usual damage against a helpless opponent. For example, a character whose melee attack does 1d8+1 damage would do 18 points of damage against a totally helpless opponent. Characters who have backstab do double their usual maximum backstabbing damage against a completely helpless opponent, and may do this damage even if the opponent is aware of their presence.



17. Grappling

Grappling as a term describes a variety of unarmed combat maneuvers. Using grappling one can wrestle with, trip, or disarm an opponent. The attacker must specify which kind of maneuver he is attempting before making the wrestling check.

A grappling maneuver is done by rolling a d20 + STR bonus + basic melee attack bonus, potentially with modifiers for skills or other factors at the GM's discretion. The target of the grappling maneuver rolls the same but may choose to substitute his DEX bonus for his STR bonus if he so desires. If the attacker rolls higher, they succeed in grappling their opponent.

Wrestling: A successful grapple maneuver means that both attacker and target are now grabbing each other, neither can take any action in the next round other than do a wrestling maneuver, and both count as though they would be "surprised" against attacks from any other opponent. A character who is already wrestling (whether or not he was the one who initiated it) may attempt, on a subsequent round, to make another wrestling maneuver to attempt to break free, to strike at his opponent, or to attempt to pin his opponent (note that

it doesn't matter if a character was the victim or the instigator of the original grappling maneuver). A success at attempting to break free releases the 'wrestling' status; a successful strike maneuver deals damage (which can only be unarmed, from a gauntlet, or from a dagger), while a successful pin means that the opponent becomes unable to move or take any action for however long the attacker chooses to dedicate his full action each round to holding the pin.

Tripping: A successful "tripping" maneuver causes the target to fall to the floor, up to five feet away in the direction desired by the attacker (this maneuver can also theoretically be used to trip someone off a ledge or into a pit, etc.). Getting up from a prone position on the floor takes a full round.

Disarming: A character can attempt to use a grappling maneuver to disarm an opponent; if the defender of the maneuver has a weapon in their hand and the attacker doesn't, the defender gets a free attack against his assailant before the maneuver is executed. If the maneuver is successfully executed, the attacker has knocked their opponent's weapon out of their hand, the weapon falling to the ground up to five feet away in the direction chosen by the attacker; if the maneuver succeeds by a margin of 5 or more, and the attacker was unarmed, they may choose instead to end up wielding the weapon disarmed from the opponent.

Any weapon that is on the floor takes a full round to pick up.



Health and hazards

1. Injury

Characters who reach precisely 0 hp are unconscious, and will recover consciousness (and 1hp) after 1d6 x 10 minutes or if revived by a DC10 healing check.

• Characters at –1 or –2 hp are gravely injured. They will be unconscious when first injured, but they can be stabilized by any character making a DC10 (WIS) healing check; if they are not stabilized within 10 minutes, they will lose 1hp, and will continue to do so every 10 minutes until stabilized or killed. Stabilized characters regain consciousness but are unable to take any physical actions, and remain at their current hp level but are not at risk of losing more hp.

• Characters at –3 or –4 hp are mortally wounded, and can only be stabilized by a DC15 (WIS) check; if they are stabilized they are immediately brought back up to –2 hp; until stabilized they will lose 1 hp every 1d10 minutes. When stabilized, they will keep slipping in and out of consciousness, unable to take any physical actions or even to communicate until getting to at least –1hp.

• Characters at –5 hp can only be saved by magic, and will lose another hit point after 1d10 rounds.

• If a character drops to –6hp or less, they immediately die.

2. Saving throws

There are various situations of danger which are not necessarily covered by mechanics like armor class or hit points. In these cases, a Saving Throw roll is made instead. Every character has a base Saving Throw DC; said value represents the number that must be rolled equal to or higher than on a D20 in order to successfully "save" against the danger.

Sample dangers that can be resolved by a saving throw include damage from sudden traps, poisons, trying to reduce damage from a fall, various forms of magic, magic items, special attacks from monsters, and attacks that cause area damage (these are usually saved against to reduce the damage taken by half, though in some cases a saving throw might remove all damage taken).

Many classes can grant bonuses to saving against a certain type of danger, for example, a +2 to save vs. magic. This would be added to the die rolled.

In addition, most saves should also be modified by an ability score bonus:



• STR modifies saves against movement restriction (nets, shackles, glue, magic barriers, etc)

• DEX modifies saves for area effects and reflexes

• CON modifies saves versus poison, disease and most instant-death scenarios

• WIS modifies saves versus magical effects of any kind not listed elsewhere

• INT modifies saves versus any forms of mind-control or other mental effects

3. Healing and Recovery

Characters can recover lost hit points through magic or special powers; otherwise they can recover lost hit points naturally through healing herbs, medical care, or rest.

A character with 1 or more remaining hp who rests for a full night will recover their level in hit points, modified by CON bonus. If the modified total is less than 1, they recover 1hp for every two days of regular rest or from a full 24 hour period of rest. Characters who already recover 1 or more hp normally can recover 1 extra hp if they rest for a full 24 hours.

Characters at negative hp will only recover 1hp per full 24 hours of rest. CON bonuses do not modify this number, but healing herbs or medical treatment can.

Anyone under the care of someone with a medical skill will heal twice their regular HP for a night or day of rest if the doctor makes a DC15 skill check to treat them that day. Characters at negative hp being treated by a doctor who makes the skill check will heal 2hp per 24 hour period instead of 1.

Healing herbs can add to these healing rates (see the section on «herbalism», above).

4. Aging

Characters who reach the age of 40 are middle-aged and suffer a -1 penalty to strength and constitution ability scores (noting any changes to bonuses or hit points). At the age of 50, they must begin to make a saving throw each year; every year that they fail, they lose one point of a random ability score, with according modifiers to bonuses. If any ability score should fall below 3, the character becomes bedridden; and when any ability score reaches 0 they will die.

5. Illness

Illness can strike characters at any time that they are potentially exposed to a disease. Cities and towns tend to be ridden with disease due to poor hygiene. Marshy fens or riversides may be full of parasites, which can be treated as diseases. Characters who suffer serious wounds in battle may be exposed to infection. If a GM wishes to feature disease as a frequent problem in his campaign, he should establish a risk

of 6% chance of exposure to disease, modified by a character's CON modifier, per month on any month that a character spent time in a crowded urban environment or in a particularly insalubrious wilderness area (most notably marshland).

Likewise, if a GM wishes for a particularly gritty game, he could rule a base 4% chance of potential infection (again, modified by the CON modifier) for any character who took injury from a cutting weapon in a battle. A GM who does not wish to have disease act as such a common occurrence in their game can feel free to ignore this; likewise, in situations where disease is particularly prevalent (for example, in a city during a plague epidemic) the GM may simply wish to assume all characters have been exposed.

A GM should use make a PC roll a saving throw versus poison to determine if a character is infected with a disease they were exposed to, modified by the character's constitution modifier; particularly virulent diseases confer penalties to the roll. Likewise, any character who is over the age of 50 will have a penalty to his saving throw equal to -1 for every five-year interval above 50. Diseases often have a period of latency or incubation, during which the infected character may feel well, but may be capable of infecting others.

After this, the GM should determine the characteristics of the disease as being mild or severe, and whether it is fatal. Mild diseases should have symptoms that will be incapacitating, temporarily reducing ability scores, or causing penalties to combat bonuses and/or skill checks. These diseases should require new saving throws at regular intervals (be it days or weeks, rarely longer) and the player character will recover fully after successfully making one of these saving throws. A severe disease should have more significant effects, usually reducing ability score bonuses cumulatively over a certain period of intervals (for example, every day, or two days, or one week), each time a PC fails a saving throw. However, succeeding the saving throw does not remove the disease, but only avoids further increase in penalty. If the severe disease is not fatal, the number of intervals should be determined beforehand (for example, a saving throw every 2 days to avoid losing one point of constitution, for two weeks total); and after the duration of the disease is over the player character should recover gradually (at a rate of one ability point per day) until fully cured. Thus a severe disease may still kill someone who is very weak, by cumulative ability score loss. If a disease is fatal, then there is no end to the intervals requiring saving throws; characters just continue to gradually or rapidly deteriorate until they die.

Ability score loss from diseases that do not prove fatal will recover, after the disease duration ends, at a rate of 1 point per ability score per day; unless permanent loss is specifically indicated.

SAMPLE DISEASES

a) Cholera:

Exposure risk to this disease happens from being in the poorer areas of any city, or in any village where Cholera is prevalent. This is particularly true when eating food prepared in an area where the disease exists.

It causes extreme intestinal disruption, and vomiting, as well as chills.

—Saving Throw modifier: –4

—Classification: Severe

—Duration: 5d6 days, Saving throw vs. disease every 2 days to avoid losing 1 point of CON. While affected the character will have a –4 penalty to all skill checks or attack rolls.





b) Cold/Flu:

Exposure comes from being near someone else with this ailment, or suffering extreme temperature shifts. Anyone exposed should make an initial saving throw; if they succeeded the ailment is only a cold and is mild. Otherwise, it is a full-blown pneumonia and potentially lethal.

—Saving Throw Modifier: –2

—Classification: Mild/Severe

—Duration: 1d6 days for colds, 2d6 days for pneumonia. Characters suffering from Colds will have to do a saving throw each day of the duration; any day they fail they have a –2 to all actions, if they save it is only a –1. However, any character with a cold who engages in strenuous activity may at the GM's option develop a more serious pneumonia. Characters who are potentially exposed to infection or any other disease in this time will have double the chances of catching it.

Characters suffering from pneumonia will have a –4 to all checks and need to roll a saving throw each day to avoid losing 1 point of CON. They will also have double the chance of catching any other illness.

After the duration is finished, the character will continue to feel slightly unwell for the next 1d6 days, with mild coughing and runny nose. They will have -1 to all checks each day, and will continue to be twice as susceptible to other ailments.

c) Infection:

A consequence of any cutting injury, will cause strong fever, swelling, difficulty breathing and potentially death.

—Saving Throw Modifier: –4

—Classification: Severe

—Duration: 1d8+1 days. Saving throw vs. disease every day to avoid losing 2 points of CON. On any day the character fails their saving throw, they will be feverish and unable to take any strenuous actions.

d) Leprosy:

A dreaded disease that seems to rot away the flesh. Exposure comes from direct contact with lepers. As such, Lepers are usually required to wear special cloaks and bells to alert others of their presence.

—Saving Throw Modifier: +1

—Classification: Fatal

—Duration: Every three months infected, the PC will have to make a saving throw for each physical stat (STR, DEX, CON) plus CHA. For each one he fails he will lose 2 points in that ability score as his body rots away.

e) Plague:

The Black Death murdered one third the entire human population only around 100 years ago. Although seemingly less deadly now, it still periodically strikes entire regions and kills hundreds or thousands there. Those infected develop intense fevers, to the point of bedridden semi-comatose incoherence, and horrific black bumps on the neck or armpit.

—Saving Throw Modifier: –6

—Classification: Severe

—Duration: fever for 1d4 days, during each day the PC must make a saving throw to avoid losing 1 point of CON. Then the black marks appear, and for the next 1d6+4 days the PC is bedridden and must make a saving throw each day to avoid losing 2 points of CON. If he survives at the end of this period he must make a final saving throw to avoid permanently losing 1 point of CON.

6. Falling Damage

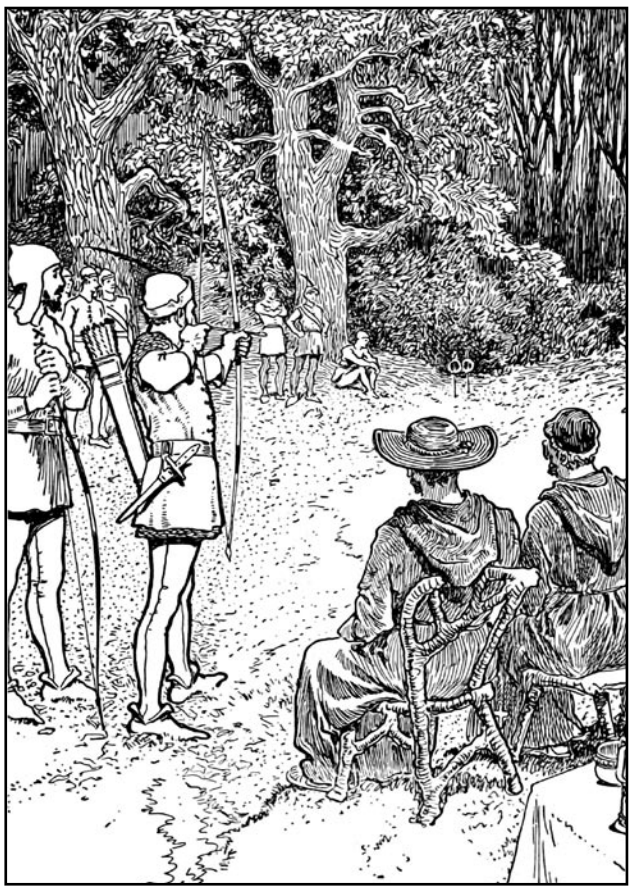
Characters generally suffer 1d6 hit points of damage for every 10 feet they fall, to a maximum of 20d6 points of damage. Depending on the situation that caused the fall, a character may be able to perform a dexterity-based check (possibly modified by the climbing skill) to grab onto something to stop his plummet, or may be able to make a saving throw to try to soften his landing (for half damage). Usually, neither of these will apply if the character is free-falling and has nothing nearby to help him slow or stop his descent.

7. Fire Damage

Characters passing through fire will take 1d6 fire damage each round they are in the fire. Additionally, every round they are in contact with fire they will have a 1 in 6 chance of catching fire themselves. Typically it will require a full-round action to put themselves out if they are on fire. Being struck with a torch or flaming arrow will usually only do 1 point of fire damage (in addition to damage from the weapon itself), but will likewise have a 1 in 6 chance of the PC so struck catching fire.

Experience

A GM could feel free, if they so desired, to use the experience point system of a more traditional OSR game. However, there is some difficulty associated with experience point systems that provide significant reward for treasures obtained. In a truly Medieval-Authentic setting, while certainly there would be abundant greed throughout society just as in any realistic world, there were certain kinds of material pursuits that would be beneath certain kinds of classes. Clerics have a vow of poverty, they own no possessions of their own but what the Clerical Order allows them to have, and treasures gained would be given to the Order. Characters of Knightly class and above would be gravely dishonored by looting bodies for a few measly coins, it would be beneath them. They should be adventuring for other motives; certainly some of these can be higher motives like fighting chaos or serving their noble sire, but their greedier motives could also exist without having to do with the pure acquisition of material wealth. They would be after prestige or fame, or political influence or rising offices.



So a system of experience points which innately encourages characters to try to pick up every last copper piece is not necessarily a good match with the Medieval Authentic experience. Besides which while some campaigns can certainly be run with that sort of orientation, the classic tomb/ruin/cavern-crawling motif, others in settings like Albion could be very different: investigative adventures for inquisitors, a courtly campaign based on intrigue and politics, a war campaign.

Thus, the following advancement system does not predicate any particular condition for gaining experience points. It is simply assigned for 'time served'. Whatever the PCs choose to do, assuming the GM agrees, can grant experience.

- Under this system every session completed counts as 1xp.
- Every major adventure/quest completed as an extra 1xp.
- Optionally, in each session the group votes for the best roleplayer, who gets an extra 1xp.
- The GM may also give more XP at his leisure, and he defines what is or is not a full (experience-worthy) "session", or what qualifies as a "major adventure".

Characters advance along the following table:

To reach Lvl	XP needed	To reach Lvl	XP needed
0	n.a.	7th	25
1st	special*	8th	30
2nd	2	9th	35
3rd	5	10th	40
4th	10	11th	45
5th	15	12th	55
6th	20	13th+	+10

(: Completing one adventure. Characters only begin to gain XP at 1st level.)*

Note that in the default setting, the vast majority of people are 0-level humans. NPCs above 5th level should be unusual and noteworthy. People of 9th level and above are (unless they've tried very hard not to be) likely to be famous throughout the land and beyond. The most powerful people in each class in the entire world should be somewhere between 14th-17th level.

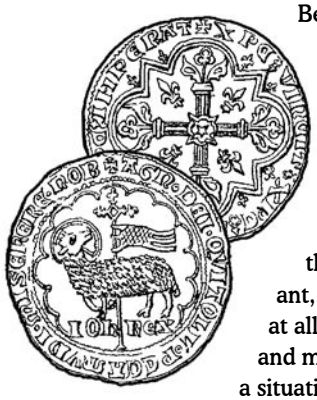
A GM may also optionally require that 'training time' be taken between levels to grant advancement. This reflects and explains the improvement of abilities and gaining of new skills. It is advisable that the GM not be exceedingly strict with the conditions of this; just as it might be unrealistic for a character to suddenly gain a new skill in the middle of the wilderness where learning such a thing would have been impossible, a too-strict application of this option could also create unlikely situations, like players feeling the need for their characters to stop everything they're doing just to train at an inadequate moment. If you are using this option, let your players have the chance for their characters to train in advance of their actual XP gain, and if they have done so in their PC's spare time, allow them to advance as soon as their XP qualifies. Training time should not be too excessive, perhaps a number in weeks equal to the new level gained.



Treasure and Valuables

1. Treasure

In a default medieval authentic setting, the obtaining of 'loot' should be somewhat less of a priority for many (though not all) PCs than in a standard OSR game. However, it is certainly likely that a campaign can involve delving into ancient tombs or ruins, overrunning an enemy or brigand camp, defeating monsters that had been raiding the local human population, and so on.



Before relying on random tables to determine loot, begin with considering the basics. The typical (0-level or 1st-level) character will have on them only the basic items you would expect from someone of their social class. For a peasant, that usually means nothing at all of value (except a knife, and maybe some boiled eggs). In a situation of war or conflict, they may have a weapon on them (usually a spear, maybe a bow and arrows). Villains will likely have a bit of money on them, likely around 5d6p. A knight or noble will ironically be less likely to be carrying any cash (although if they are traveling in an entourage, someone in their group may be carrying 10+5d6 sh worth of cash for them), but they will have valuables of other sorts: fine clothes, a sword, sturdy shoes or boots, possibly some fancy ring or amulet, and horses. In a person's home the GM should assume there to be the standard materials you would expect for anyone of that social-class or profession. Villains and up who are not impoverished will have some amount of money in their homes, how much will depend upon the NPC's profession, wealth, greed, and criminality. Since banking was not yet common at this time, it is likely this wealth is kept hidden and/or secured within the home.

Beyond this, to determine further treasures, roll 1d100 randomly in the table most appropriate to the type of lair / home / base being looted. If the GM judges that a treasure haul should be larger size, he could roll 1d4, 1d8, or 1d10 times.

A) POOR	
1-50	Nothing
51-75	Trifle
76-88	Goods
89-95	Weapon/Armor
96-99	Religious
00	Valuable

B) WEALTHY	
1-10	Nothing
11-20	Trifle
21-50	Goods
51-70	Weapon/Armor
71-75	Religious
76-90	Valuable
91-96	Jewels
97-00	Special

C) CRIMINAL	
1-23	Nothing
24-40	Trifle
41-70	Goods
71-85	Weapon/Armor
86	Religious
87-95	Valuable
96-99	Jewels
00	Special

D) RELIGIOUS	
1-25	Nothing
26-30	Trifle
31-35	Goods
36-48	Weapon/Armor
49-75	Religious
76-86	Valuable
87-95	Jewels
96-00	Special



E) NON-SUPERNATURAL ANIMAL LAIR	
1-75	Nothing
76-90	Trifle
91-95	Goods
96-97	Weapon/Armor
98	Valuable
99	Jewels
00	Special

F) SUPERNATURAL (UNINTELLIGENT)	
1-50	Nothing
51-75	Trifle
76-80	Goods
81-85	Weapon/Armor
86-90	Valuable
91-95	Jewels
96-00	Special

G) SUPERNATURAL (INTELLIGENT)	
1-30	Nothing
31-50	Trifle
51-60	Goods
61-70	Weapon/Armor
71-80	Valuable
81-90	Jewels
91-00	Special

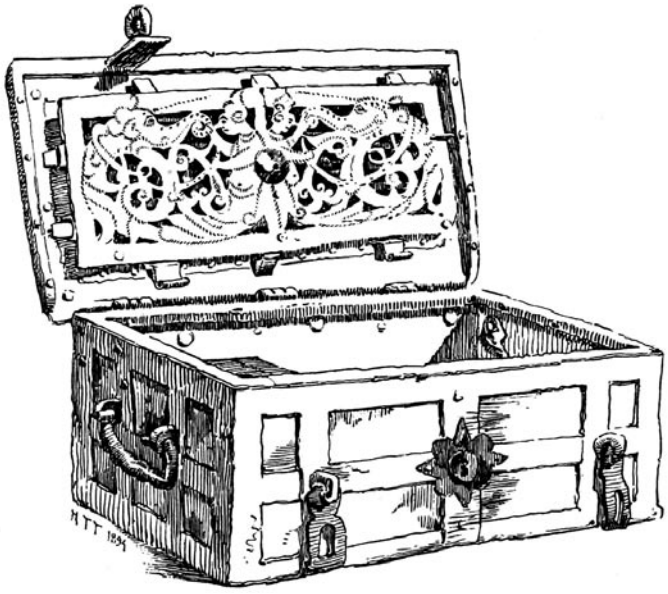
H) TOMBS / CATACOMBS / BARROWS	
1-30	Nothing
31-40	Trifle
41-50	Goods
51-70	Weapon/Armor
71-90	Valuable
91-95	Jewels
96-00	Special

(Note: roll for each area that would contain treasure or each separate creature/trap encountered.)

TREASURE TABLES:

1. **TRIFLES** (roll 1d100)	
1	1 item of silk clothing (forbidden to anyone under Knightly class)
2	1d6 gems worth 1d6 sh each
3	1d6 p
4	1d6 sh
5	1d100 arrows
6	2d6 sh
7	3d6 apples
8	30 ft. of string
9	4d6 eggs
10	All-heal, 1 dose
11	trade tools, random
12	astrology book, ephemeris
13	astrological talisman, random
14	rabbit trap
15	blasting wand, magister's
16	book, random topic (1/6 chance being a summoning book with 1d6 sigils/names)
17	Book of Holy Law, Anglish translation (illegal by Church law)
18	bottle of beer or wine
19	bottle of olive oil worth 1 sh
20	bottle, empty
21	brooch worth 2d6 sh
22	candles, 2d6
23	chalk
24	Chaos ritual to summon elves to a stone circle
25	cheese wheel
26	chicken
27	cloak, heavy winter
28	codpiece, naughty
29	comb worth 1d6 p
30	ring worth 1d6 sh
31	crowbar
32	dagger
33	dice
34	disguise kit (makeup, wig, beard)
35	doll, child's
36	false gold, alchemical (worth 1d4 L if not recognized as fake)
37	fishing equipment
38	flute
39	football, shrovetide
40	gem worth 1d6x10 sh
41	gloves
42	gold bar worth 12 L
43	grappling hook
44	hammer, small
45	handaxe
46	herbs, random medicinal, 1d6 doses
47	Holy water, 1 vial
48	honey, 1 pot
49	Hymnal book, printed, worth 2d6 sh
50	ink, 1 vial
51	key
52	letter of introduction to a Cambridge (or Oxford) Magister
53	letter, sealed, addressed to a noble
54	loaf of bread
55	lockpicks
56	longsword
57	lute, common, 12 p worth
58	manacles
59	map to barrow mound
60	map of catacombs under a guild-hall
61	map to a cave in the hills
62	map to a mine
63	map to rural location with an X mark
64	mirror, worth 1 sh
65	mushrooms, deathcap, 1 dose
66	monkey's paw
67	nails, 3d10
68	notice of safe passage through a random territory
69	oil, vial
70	oil lamp
71	ornate wooden cup worth 1d6 p
72	paper, blank, 2d10 sheets
73	pendant worth 1d6 sh
74	pepper, 2 sh worth
75	perfume, 1 vial, worth 2d6 p
76	piece of glass, broken
77	poison (random)
78	potion, curative (heals 1d6+1 hp)
79	prayer book, printed, worth 2d6 sh
80	pre-indulgence document, pardons 1 sin
81	rope, 50 ft.
82	salted meat rations, 1d6 days worth
83	sausages, 2d6
84	scissors, worth 1d6 p
85	sewing kit

86	shovel
87	shortbow plus 30 arrows
88	sigil to summon a demon with demon's name
89	signet ring belonging to a noble house
90	small religious icon, of Mithras, Apollonius or some saint, worth 1d10 sh
91	solar disk
92	spoon, wooden, large
93	statuette of a saint, wood, worth 1d6 p
94	statuette of a Chaos god
95	tinderbox
96	title to a farm or building
97	turnip
98	wooden staff
99	wooden sword, child's
00	writ of entry to noble or royal court



2. GOODS (roll 1d100)	
1-3	1d3 pigs
4-5	1d3 oxen
6-8	1d6 geese
9-12	1d6 ropes, 50 ft. each
13-14	1d10 cows
15-20	2d6 chickens
21-25	2d6 x 10 candles
26-27	4d10 sheep
28-38	barrel of ale, 16 p worth
39-41	barrel of nails, 2d20 p worth
42-45	barrel of wine, 64 p worth
46-50	craftsman's tools, random 3d4 p worth
51	dyed 'true blue' wool, 1d6 L worth
52-53	fine cloth, 5d6 sh worth
54	frankincense, 2d10 sh worth
55-57	furs, 1d3 L worth
58-65	grain, 2d6 sacks (6 p /sack)
66-70	honey, 1d8 pots worth (5 p /pot)
71	magister's incense, 2d3 L worth
72	paper, 2d100 sheets
73-76	pepper, 2d6 sh worth
77-85	plain cloth, 2d6 sh worth
86-90	plain wool, 2d6 sh worth
91	rare dyes 5d6 sh worth
92	rare spices, 3d8 sh worth
93-94	salted fish, 2d6 meals worth
95-97	salted meats, 4d6 meals worth
98-99	tanned leather, 2d6 sh worth
00	wine, 2d20 bottles (10 p /bottle)

3. WEAPONS / ARMORS (roll 1d100)	
1	1d4 silver-edged daggers
2	1d6 pistols plus 20 shots & powder each
3	1d6 rifles plus 20 shots and powder each
4	1d6 x 10 silver-tipped arrows
5	2d6 heavy crossbows plus 20 bolts each
6-7	2d6 lances
8	2d6 light crossbows plus 20 bolts each
9-12	2d6 longbows plus 30 arrows per bow
13-20	2d6 shortbows plus 30 arrows per bow
21	2d6 silver-coated longswords
22-25	3d12 darts
26-35	4d6 clubs
36-40	4d6 slings
41-44	2d10 warhammers
45-50	2d20 hand axes
51-52	2d20 longswords
53-54	2d20 maces
55-56	3d20 metal-tipped quarterstaff
57-70	3d20 spears
71-73	3d20 battle axes
74-80	1d100 daggers/knives
81-85	1d100 wooden quarterstaff
86	armor, Chain hauberk, 1d4 suits
87-89	armor, Leather jack, 1d6 suits
90-92	armor, Jack splint, 1d6 suits
93	armor, Brigandine 1d4 suits
94	armor, Plate & Hauberk
95-00	shields, 1d6

4. **RELIGIOUS ITEMS** (roll 1d100)	
1-10	bell, small, silver 10 sh worth
11	bishop's vestments, 3 L worth
12-15	Book of Holy Law, plain, Arcadian, 1 L worth
16	Book of Holy Law, Illustrated, Arcadian, 1d100 L worth
17-23	candelabra, 15 sh worth
24-25	church bell, 3d4 L worth (very heavy item)
26-30	church wine, barrel, 64 p worth
31-32	deacon's spear, gold-tipped 3 L worth (not usable as weapon)
33-40	frank incense 4d10 sh worth
41-43	gold offering bowl, 15 sh worth
44-55	priest's vestments, 15 sh worth
56-70	relic, unauthenticated 2d20 p worth
71-73	reliquary box, 1d10 L worth
74	saint's icon, large, high quality 1d6 L worth
75-78	saint's icon, small, high quality 3d10 sh worth
79-83	saint's icon, large, simple 2d6 sh worth
84-90	saint's icon, small, simple 3d6 p worth
91	saint's statue, ornate 3d10 L worth (heavy)
92	saint's statue, wood 3d4 L worth (heavy)
93	statuette, gold 1d20 L worth
94	statuette, silver 1d6 L worth
95-00	statuette, wood, 3d20 sh worth

5 **VALUABLES** (roll 1d100)	
1-2	alchemical lab materials, 2d10 x 10 L worth
3	astrolabe 10 L
4-5	book, random topic (not magical or religious), illustrated; 1d100 L worth
6-8	Book of Holy Law, illustrated 1d100 L worth
9-10	book, demon grimoire with 3d10 sigils / names / descriptions
11	carillon (musical instrument) 1d6 L worth
12-15	chest, intricate, 3d10 L worth (heavy)
16-20	craftsman's tools, random, fine, 1d6 L worth
21	crwth (cymri lyre) 2d20 sh worth
22-23	fiddle, 1d4 L worth
24-26	fine perfume 3d20 sh worth
27-28	fipple flute 1 L worth
29-32	fur cloak, 1d4 L worth
33-34	fur cloak, fine, 3d4 L worth
35	gold cup, 1d10 L worth
36-37	guiterre (musical instrument) 1d4 L worth
38-39	harp 1d8 L worth
40-41	heraldic shield
42-46	herbalist supplies 2d6 L worth
47	hourglass 2d6 L worth
48	lens, magnification 1d6 L
49-52	lute, high quality 2d20 sh worth
53-55	magister's incence 3d4 L worth
56-58	magister's oil 1d4 L worth
59-62	mirror, 1d4 L worth
63-65	noble's clothes 5d10 L worth
66	organistrum (musical instrument) 1d4 L worth
67-70	rare spices 2d6 L worth
71	reading glasses, 2d6 L worth
72-75	rug 2d4 L worth
76	saffron spice 1d6 x 10 L worth
77	shawm (musical instrument) 2d20 sh worth
78-80	silk 5d10 L worth
81-83	silver cup, 1d4 L worth
84-86	silver hairpin, 1d4 L worth
87-88	statuette, gold 1d20 L
89-90	statuette, ivory 1d12 L
91-94	tabor drum, 1d20 sh
95-98	tapestry 2d12 L (heavy)
99-00	throne, 3d6 L worth (heavy)



6. **JEWELS** (roll 1d100)			
Roll for the type of Jewel first:			
1-2	arm band	36-45	gemstone
3-5	belt	46-60	money
6-10	bracelet	61-65	locket
11-15	brooch	66-70	medallion
16-20	buckle	71-80	necklace
21-23	collar	81-85	pin
24-25	coronet	86-95	ring
26	crown	96-00	tiara
27-35	earring		

For any item other than gemstones or money, roll on the following table to determine its value and makeup:	
1-10	2d10 L (silver with detailing)
11-20	3d10 L (silver and gold)
21-40	4d20 L (gold)
41-70	1d100 L (silver with gem)
71-90	2d4 x 10 L (gold with gem)
91-00	2d6 x 10 L (gold with ruby, sapphire or diamond)
For money, roll on the following table:	
1-10	2d4 x 1000 p
11-20	1d6 x 1000 sh
21-60	2d6 x 1000 sh
61-80	1d6 x 100 L
81-00	2d6 x 200 L
For gemstones, roll on the following tables:	
• Type (and its base value)	
1-25	ornamental (quartz, agate): 10 sh
26-50	semi-precious (citrine, onyx): 1 L
51-90	fancy (amethyst, garnet, pearl, topaz): 5 L
91-00	Precious (emerald, ruby, sapphire, diamond): 20 L
• Size (and its multiplier to base value)	
01-25	tiny x 1/4
26-50	small x 1/2
51-70	medium x 1
71-90	large x 2
91-00	huge x 4

7. SPECIAL ITEMS (roll 1d6)	
The nature of special items should be determined by the GM, but generally this would refer to a magic item. If a GM wants to determine the nature of such an item semi-randomly, they could use the following guideline:	
1	chaos item
2	potion (either multiple potions of healing, or a single more unusual magic potion)
3-4	limited-use item (some kind of charm that can be used once)
5-6	permanent non-chaos magic item

Aside from the following section («Magic Items») the GM may find more examples of magic items in the Dark Albion setting book, or chaos items in the Cults of Chaos sourcebook. The GM may also modify items from other OSR books as appropriate to suit the medieval-authentic style of Lion & Dragon.

If the GM does not want to include a magic item in a given treasure, the 'special item' in question could always be a non-magic object relevant to the nature of the campaign, potentially something that grants them access to new opportunities



or to make connections with powerful people, or that reveals something about the ongoing campaign. Otherwise, it could also be a map to some location containing a significant treasure-trove of valuables or jewels; such a location could obviously have its own perils.

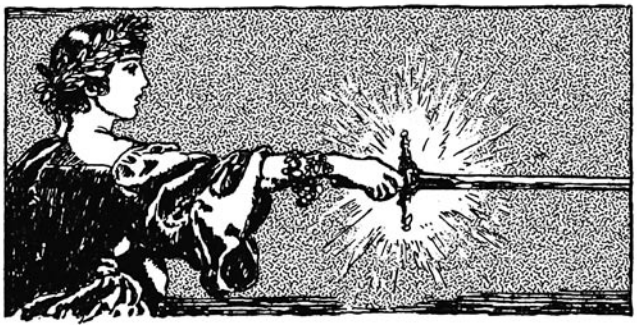
2. Magic Items

Magical items should generally be fairly rare, and it would be quite possible for a character not to obtain a first permanent magic item until they are high-level; but within that context, there are no particular restrictions to what type of magic items can be available, except that any magic item that can raise the dead should be avoided (likewise, a GM may want to avoid items that grant wishes, or if they include these make it clear that the resurrection of the dead is not a viable wish).

Most magic items should have a story of some kind, even if in many cases those stories will not necessarily be known by the PCs who find the items. In some cases, the story might just be «this talisman was crafted by a magister and still works». But the greater the weapon, the more special its story should be, and characters with appropriate skills or lores should be able to roll checks to see if they can identify not just what the item does but what its background story is.

Objects become magical either by intentionally being crafted as magic (as in the case of Alchemical and Talismanic magic, holy water, magical cures, etc), or because of the dark influence of chaos (for objects which have been made by Elves or Demons, or by sorcerers or witches acting

under the guidance of the same), or sometimes because of being objects of significance involved in some great moment of significance. The latter is especially true for two common types of objects: magic weapons or sometimes armor, which may get some little or great magic from having been crucial to some great battle; or holy objects that belonged to a great holy person (a saint), which then become what the Church calls «second-class relics» (the first-class relics being the bones of the saint themselves).



ITEMS OF CHAOS

Chaos magical items can include weapons, improved blasting wands, objects that grant bonuses to spellchecks, magic rings with any number of properties, or any other sort of magic. However, these objects are not merely cursed (as some ordinary objects might be), but rather they are dedicated to chaos demons or infused with the energy of chaos itself. Using them may require dedication to a particular chaos demon, or may attempt to physically or spiritually corrupt a user. They may gradually or suddenly cause mutations in the user, or they may attempt to control the minds of users and lead them to serve chaos or cause bloodshed (or otherwise engage in sin).

These objects will always be forbidden; the Clerical order will always seek to take possession of or destroy such artifacts. Some examples may be found in the Cults of Chaos sourcebook.

COMMON MAGICAL ITEMS IN ALBION

The most common magical items in Albion will be those few magical objects that are still within the knowledge of Magisters (or Clerics) to create. Holy Water and Curative Potions will by far be the most common, created more often than the others out of a high demand. But any other magical tokens that a magister is capable of making are the most likely to be found in a standard treasure haul.

The GM should consult the Magic chapter to consider these standard objects. Among these could be one-use talismans created by summoned demons, astrological talismans, cures, or objects of true alchemy.

OTHER MAGICAL ITEMS IN ALBION

Number on table and in parenthesis is in case the GM wishes to roll an item in this section at random:

MAGICAL ITEMS (roll 1d100)	
1-4	Agincourt Bows
5	The Book of Abram of Worms
6-8	Blasting Rod, greater
9	Caduceus Wand
10	Carnwennan
11	The Carpenter's Sword
12-14	Chaos Bullets
15-17	Chief's blades
18-19	Cloak of the Wolf
20	Cortaine (and Joyeuse and Durendal)
21	Crocea Mors
22-25	Crusader Shield
26	Cymri Gloves
27	Cymric Brigandine
28-30	Cymric Shortbows
31-32	Dispel Ring
33-35	Elf Tunic
36	Eluned's Ring
37	Fail-Not
38-40	Fey Boots
41	First-Class Relic
42-43	Frogman Ring
44-47	Griffin Claw
48-50	Hand of Glory
51-52	Hermit's Robes
53	Jarl's Ring
54	King Owain's Ring
55-56	Liber Officiorum
57-58	Magister's Cap
59	The Maidenring
60	Ring of Eleazer
61-63	Robin's Arrows
64-66	Runecharm
67-69	Scots' Jug
70-72	Shortbow of the Standard
73-74	Spear of the Lost Legion
75	Sun-disk of St.Cuthbert
76-77	Swanfeather Cap
78-80	Thornspear
81-91	Sword, +0
92-93	Sword, Deathslayer
94	Sword of Goreu
95-96	Varangian Axe
97-98	Warhammer, Frankish
99	Warwick's Sword
00	White-Hilt

(1-4) Agincourt Bows

The greatest Anglish victory against the Frogmen was at the battle of Agincourt, where King Henry the Great triumphed over a much larger army of Frogmen knights and their frogmen/human/walking-dead infantry forces. The longbowmen who fought at that battle were crucial to Henry's victory, and many of those bows which survived became infused with such significance that they became objects of magical power. There were some 5000 longbows at Agincourt, but many of these did not survive to the present day. Others have been carefully handed down from father to son. But some have been sold, given away, or been lost, only to be found by another.

An Agincourt bow counts as magical for the purposes of striking supernatural creatures. Against Frogmen or any who serve the Frog God, it grants a +1 bonus to hit and does double damage (2d8).

(5) The Book of Abram of Worms

This text was written by a Magister from the Principalities, around 30 years ago, only three copies were known to have been made. One was said to have been stolen by the Frogmen, the location of the other two is unknown (probably still in the Principalities, but there's always a chance one came to Albion).

The book describes a ritual method by which a magister can gain communication and assistance from a higher Solar Spirit, an angel of the Unconquered Sun. It also contains a list of 4 demon kings and 8 demon dukes, with special sigils that can only be safely used to invoke them if the ritual of union with the Solar Angel is completed. The ritual requires that the magister have a magister's temple, and magister's oil and magister's incense.

The ritual takes 18 months to complete, during which time the Magister may not travel, as he has to engage in meditative prayers and purifications in a Magister's temple each day. For the first 12 months he may still engage in other activities so long as he goes (at dawn the first six months, at dawn and dusk the second six) to perform his work at the temple for one hour. For the last 6 months he may engage in no other activity besides prayer, purification and the temple work. If for any reason he abandons or is forced to interrupt his work (if he misses even one session at the temple) the entire ritual is spoiled; and furthermore the influence of Chaos erupts within and around the magister: the magister and everyone who has interacted with them during the period of work or who has even been within 100 feet of the location of the magister's temple, will have to do a saving throw versus magic (the Magister himself has a –8 penalty to his roll) or will suffer some kind of serious misfortune (if anyone rolls a natural 1, it will be a fatal misfortune! Otherwise, it is a misfortune that does harm to body, property, honor, or something else that the character truly cares about). At the culmination of the 18 months, the magister must make a DC18 spellcheck. If they fail, they lose 1 permanent point of WIS and cannot attempt the ritual again for another 7 years. If they succeed, they gain communion with the Solar Angel; they will spend the next 7 days enraptured in receiving teachings from the Angel, and at the conclusion of this will gain a permanent +1 bonus to all spellchecks, a +2 to astrology, and a +4 bonus to saving throws for dominion checks when summoning demons. They will also get a +6 to summoning checks for the specific demon kings and dukes included in the book.



(6-8) Blasting Rod, greater

The secrets to creating this greater form of a blasting wand has been lost since the fall of Arcadia, but some of the Blasting Rods themselves survive. A magister who finds one that is intact and knows how to create ordinary blasting rods could perform that same ritual to 'activate' a surviving blasting rod to work for them. The rod functions in every way identical to an ordinary blasting wand, except for two details: first, it will do a base of 2d6 damage for every 3 levels of the wielder (instead of 1d6+1). Second, it can strike a target from a distance of up to 80' away, not requiring physical contact (whenever a magister wishes to attack from a distance in this way, they will have to make a ranged attack roll rather than a melee attack roll).

(9) Caduceus Wand

These magical artifacts are very rare now, as the knowledge of their construction has been lost. But in the times of the ancient Achaeans and Arcadians, they were a common item of powerful magisters. They have the form of a long wand with two snakes intertwined around them. The wand is made of an alloy of metals, the exact formula of which is lost, but it certainly involved tin, copper and mercury (and probably gold and silver). If the wand is damaged, it will lose its powers, but it does not naturally rust or corrode.

A caduceus wand held in the hand of a magister will grant them a +1 to all spellchecks. Additionally, a magister who touches a living thing with the wand (in combat this would require an attack roll) can put that creature to sleep if they fail a saving throw versus magic. This slumber is magical and will last for one hour per level of the wielder, during which time nothing will wake them. A touch of the wand can also awaken anyone who is asleep (naturally or by magic).



(10) Carnwennan

This white-hilted dagger (its name means 'white hilt' in Cymri) was said to have once belonged to the young King Arthur. It is now lost. It was a magic dagger that could strike supernatural creatures, but also, when drawn it created an area of darkness 15' around the wielder. The wielder himself could see perfectly in this shadow.

(11) The Carpenter's Sword

This cursed sword once belonged to the great Frankish warrior known as «William the Carpenter», who led a mix of Frankish, Anglish, and Burgundian irregulars during the First Crusade against the followers of the Crescent Moon. William was called «the Carpenter» because he was so mighty he was said to cut through men like a carpenter through wood. However, during a fierce battle William lost his nerve and fled. It isn't certain how his sword made its way to Albion, it might have been by Anglish knights returning from the later crusade of Richard Lionheart. The Carpenter's sword grants a +2 to hit and to damage. However, in any situation where the wielder is facing a single opponent of more than double his level or hit dice, or a group of opponents whose total cumulative levels/hit dice more than double his own, the wielder must make a saving throw versus magic or flee like a coward, only regaining his composure when he is far enough away from any foes as to be certain of being out of the slightest danger.

(12-14) Chaos Bullets

In the Principalities, on the Continent, black powder weapons have already become common enough that some magister-alchemists have experimented with imbuing them with magical power. In at least one case, a mad chaos-cultist alchemist created several sets of damned bullets forged with a chaos substance. His cult spread these around the Continent, some might make their way to Albion. They always come in a pouch of 7 bullets. 6 of the 7 bullets are enchanted so that if they are shot, the bullet will always hit its target and do regular damage, so long as the target is within the gun's range. But one of the 7, indistinguishable from the others, will instead strike the person within range who the shooter cares for the most.

(15-17) Chief's blades

Most commonly found in barrow mounds, these ancient magical swords, short-swords or daggers (or occasionally spears) were likely created by ancient magic for Cymric or old-Anglish rulers. Most of them do not grant any special bonus but can do damage to creatures immune to normal weapons. About 1 in 6 of them will have some other quality: either they will cast a 30ft light when concentrated upon, or they will do +1 to hit and damage, or they will do double-damage against a specific type of non-human creature.

(18-19) Cloak of the Wolf

Also known as Wulfcloak, this is a cloak made from wolf-fur that was created by the magic of the heathen Northmen during the height of their power some 500 years ago. Whoever puts the hood of the cloak over their head (while wearing the cloak, of course) they transform into a dire wolf. In that state, they retain their intelligence but are unable to speak, and magic-users cannot cast spells in dire-wolf state. They have all the standard combat abilities of a dire wolf, and have a +2 bonus to any perception checks due to heightened senses. They do not count as humans for the purpose of spells or effects that only affect humans. They can return to human state at will, and can make this transformation as often as they wish. However, every time they try to return to human form there is a cumulative 1% chance that they will be trapped in wolf state. Banishing will restore them to human form in that case, but it does not reset the cumulative count. The percentage chance of being trapped in dire-wolf-state is calculated for each character, so if a different character starts to use the cloak for the first time they will only have a 1% chance of being trapped, but this will not reset the cumulative percentage chance for a character that had been previously using the cloak. If any character reaches a 100% chance of remaining trapped, a Banishing or other means of removing curses (divine intervention, for example) will restore them to human form as usual, but the character will then have become a Werewolf, his lycanthropy involuntarily manifesting itself in the next full moon. Lycanthropy counts as a mutation, and can only be cured by divine intervention, and even then only if the victim is a follower of the Unconquered Sun and makes a successful saving throw vs magic. This can only be attempted once.

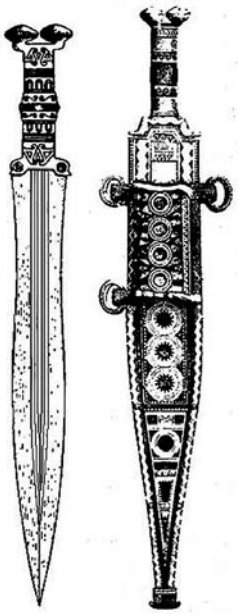
(20) Cortaine (and Joyeuse and Durendal)

This most powerful of magic swords is one of the Crown Jewels. It was earlier known as «cortana», and was one of three swords; the other two being called Durendal and Joyeuse. All three were made sometime in the 5th century, in Albion by the legendary Wayland the Smith. Cortaine was first famously used by Sir Tristan of Cornwall, who broke its tip in battle against the Eirish magical-warrior Morholt. Later, Cortaine and its two sister-swords (Joyeuse and Durendal) were obtained by the great Frankland King Carolus Magnus. Magnus kept Joyeuse, gave Durendal to his nephew the great knight Roland, and Cortaine to Ogier, a Northman prince who had first been an enemy of Magnus but later became his ally in the war against the invasion of the followers of the God of the Crescent Moon.

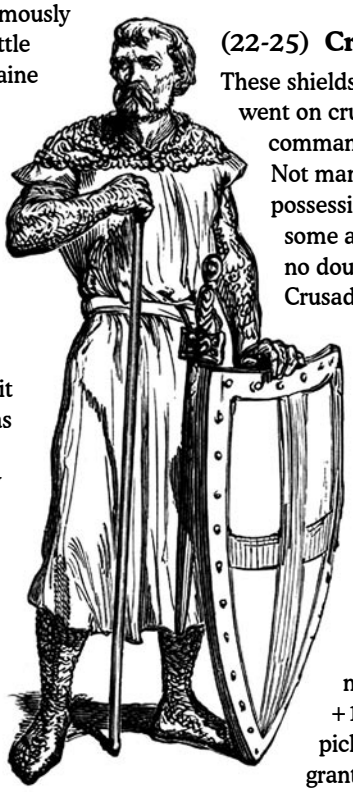
Cortaine eventually came into Anglish hands, possibly after the Crusade, and King Henry of Winchester used it as his blade. After Henry's death, the sword was kept as a royal treasure, as too valuable to risk losing in battle. It has been used in the coronation ceremonies of every King of Albion since. Joyeuse was lost to the Frogmen when they conquered the Franklands and is presumably carefully guarded in their treasury in the Paris Swamp. Durendal was famously used by Roland to fend off an army of a hundred thousand invading Saracens; when he was finally overwhelmed, he threw it at the cliff wall of a mountain as he died, where it has been deeply embedded ever since (in what is now the border region between Frogland and the Iberian kingdoms, on the Frogman side).

Cortaine (or Joyeuse or Durendal) are all great holy swords. In the hands of normal humans they grant a +1 to hit and damage, but in the hands of a Lawful Cleric or Fighter of at least 5th level and the social status of a knight or higher, they do +3 to hit and damage. Furthermore, if the wielder is a faithful follower of the Unconquered Sun, they will do +5 to hit against Chaos-creatures (including all demons and the undead) and do double the usual damage against the same.

(21) Crocea Mors



This short-sword once belonged to the Arcadian general Gaius Julius, the leader of the first (ultimately failed) invasion of Albion. In Arcadian, it means «the yellow death». In one of Julius' battles, his magical sword got embedded in the shield of a Cymric chief called Nynniaw. Nynniaw fled with it, and later used it in many battles against the Arcadians. The next time he faced Julius, the Arcadian general managed to slay the chief. Nynniaw's body (and the sword) were spirited away by his men, and he was buried (with the sword) somewhere in the city that is today called London. It has never been found since. Crocea Mors is a magical sword, capable of injuring even magical opponents. On an attack roll of natural-20, the sword decapitates its opponent. On any roll that would normally miss, except for a natural '1', the sword will still do 1 point of damage. On a roll of natural 1, however, the sword will slip out of the wielder's hand due to some bad luck.



(22-25) Crusader Shield

These shields are those that survive of the men who went on crusade to the lands of the Sun under the command of King (and saint) Richard Lionheart. Not many remain, and most of those are in the possession of old knightly families. However, some are occasionally found in lost wilderlands, no doubt left there by fallen knights on quests. Crusader shields grant a +2 bonus to armor class, in addition to the standard shield bonus, but only to those who are faithful followers of the Unconquered Sun.

(26) Cymri Gloves

Made by an unknown Cymric wizard, no later than 100 years ago, there are at least 3 pairs of these gloves, though perhaps more, in existence. They appear as relatively plain gloves (known colors are white, yellow and orange) made from linen. When worn they grant a +1 bonus to any checks for picking pockets, picking locks or disarming traps. They also grant a +1 bonus to armor class if worn unarmored. If worn by a Cymri, they additionally grant a +1 bonus to saving throws.

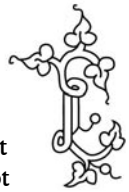
(27) Cymric Brigandine

The origin of this magical armor is unknown, but it appears that an anonymous Cymri alchemist created them. According to legend, a dozen of these were created for the «merry cousins», an infamous band of Cymri brigands who harassed Anglish merchants during the revolt of the Welsh 'prince' Madog ap Llewellyn during the reign of Edward Longshanks. Over the intervening 150 years or so, various Cymri have been seen wearing these colorful suits of Brigandine, and at least a couple of non-Cymri as well. Suits of Cymric Brigandine remove the penalty to DEX checks normally applicable to wearing brigandine armor; and if they are worn by anyone other than a cleric, they grant a +1 bonus to AC.

(28-30) Cymric Shortbows

These magic bows are commonly found in the tombs of ancient Cymric chiefs. They act as magical weapons, so that even common arrows fired from them can harm creatures otherwise immune to normal attacks. But beyond that, they are made for swiftness. The wielder of a Cymric shortbow gets a +2 bonus to any initiative round where his intended action is to fire it. Furthermore, if he rolls a 'natural 20' in his attack he resolves that hit normally and then may immediately fire another shot (if he continues to roll natural 20s, he may continue to fire further shots).

(31-32) **Dispel Ring**



These rings are made by Elves, and are incredibly rare in the mortal world. Whoever wears such a ring is completely immune to all magical effects (against their own person; so for example this would not protect against an earthquake or magic storm). The ring cannot distinguish between good or bad magic, so while worn the wearer cannot benefit from magic that would help him. About 10% of these rings are cursed, so that when put on, they can never be removed (except by severing the finger).

(33-35) **Elf Tunic**

These astounding garments are worn by common elven soldiers. They look like a fine silvery silk tunic, but when worn they grant an AC of 15, without any penalties to initiative or DEX checks. The protection of this tunic does not stack with any other armor aside from a shield.



(36) **Eluned's Ring**

This ring was created by one of the great ancient Cymri wizards, and was once briefly in possession of the wizard Merlin. Whenever worn, it has two effects: the wearer becomes invisible to normal sight, and the wearer can see all invisible things. King Arthur was said to have had a magic coat which would do exactly the same.

(37) **Fail-Not**

This shortbow once belonged to Sir Tristan, one of the knights of Arthur. Arrows shot from it could harm magical creatures, and it granted a +1 bonus to hit. Additionally, if an attack roll missed, the arrow would still graze the target for 1 point of damage. As the lands of Tristan sank into the sea after his death, Fail-Not may be permanently lost somewhere off the coast of Cornwall.

(38-40) **Fey Boots**

These ancient boots were said to be made of magic by the ancient Cymric wizard-kings for their rangers. Alternately, some think they may have been invented by the later Cymric wizard-priests known as the druids. In any case, when worn, they grant a +1 bonus to skill checks for sneaking, and furthermore they leave no tracks in natural environments.

(41) **First-Class Relic**

This is the term for any true relic of one of the saints. «First class» means relic is actually part of the body of the saints themselves; it could be the blood (usually kept in a talisman of some kind that is visible through glass), bones, or in some cases hair. The vast majority of these relics are in control of the Church (indeed, every cathedral has at least one relic, usually several, and many churches or chapels have some minor relic). But some relics were lost during heathen invasions; in Albion many of the relics of the original (usually martyred) missionaries, or early Cymric or old Anglish saints were lost during successive heathen invasions (particularly the Northmen).

First-class relics will give everyone within 30' of the relic a +1 to all saving throws as long as they are followers of the Unconquered Sun. Additionally, any creatures of chaos within 30' of a true relic will suffer a –2 to all D20 rolls (attacks, saving throws, spellchecks or skill checks). A cleric who is touching or holding a relic will get a +4 to all clerical spellchecks (and to divine intervention). More powerful relics of more famous saints may also perform certain specific miracles related to their patronage.

Note that there are also a much vaster number of false relics, rather than true first-class relics.

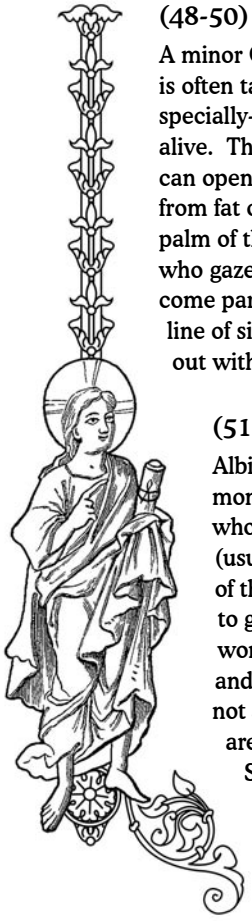
(42-43) **Frogman Ring**

These rings are worn by Frogmen knights, the elite warrior caste of the chaos-worshiping race. They are designed to protect the knights against a favored weapon of human war-wizards: blasting wands. Anyone wearing the ring will have any damage from a blasting wand reflected back on the caster, causing the caster to take full damage that would have been taken by the Frogman. If a ring reflects more than 50 points of damage in a 24-hour period, it shatters. The ring has an important second feature: Frogmen castles and temples will often have restricted areas sealed with wizard-locks, or protected by magical alarms or traps. Anyone wearing a ring will be able to open these doors (without canceling the wizard-lock effect) and will be able to pass through an alarm or trap area without triggering its effects (and temporarily disabling either for 30 seconds, allowing any underlings or servants to pass without danger as well).

(44-47) **Griffin Claw**

Griffins are magical creatures, found in the hills and mountains. In Albion they're rare but seen in the Welsh mountains and in the northern Pennines. The front claws of a griffin have a magical quality: if the claw touches anything poisonous, it turns black. It can only do so four times before it is ruined.





(48-50) **Hand of Glory**

A minor Chaos artifact, whose method of creation is often taught by demons to cultists. It requires the specially-pickled hand of a man who was hanged alive. This hand, when enchanted by chaos power, can open any locked door. When a candle made from fat of the same dead man is placed in the palm of the Hand and lit, it has the power that all who gaze upon it must save versus magic or become paralyzed for as long as the candle is in their line of sight. The candle, once lit, can only be put out with milk.

(51-52) **Hermit's Robes**

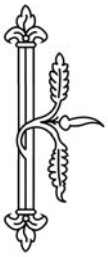
Albion has a long tradition of many saintly monks, clerics and other holy men and women who retired to live the lives of hermits. The (usually plain wool or sack-cloth) vestments of these holy men are minor relics, enchanted to grant some protection to the wearer. While worn, these robes grant a +1 to Armor Class and Saving Throws, so long as the wearer is not a worshiper of chaos. Furthermore, if they are devout followers of the Unconquered Sun, once per day the robes also allow the wearer to activate an effect identical to the clerical miracle «sanctuary», lasting 2 rounds per level of the wearer. The robes cannot be worn with any armor.

(53) **Jarl's Ring**

Legend holds that seven great Northman warriors, of the line of Ragnar, were given magic rings by a wandering vitki (Northman wizard) to protect them from harm. As these Northmen were all part of the forces that conquered Albion, some of these rings are likely found here (one is said to be in the possession of the Percy noble family). These rings are all made of electrum and inscribed with various Northman runes. All of them have the same effect: they quickly staunch bleeding in whoever wears them. The wearer of a Jarl's Ring will be completely immune to infections; additionally, if they are reduced to negative hit points (but not killed) they will automatically be stabilized (suffering no ongoing bleeding). They are likewise immune to any effects (magical or not) that would normally cause ongoing bleeding.

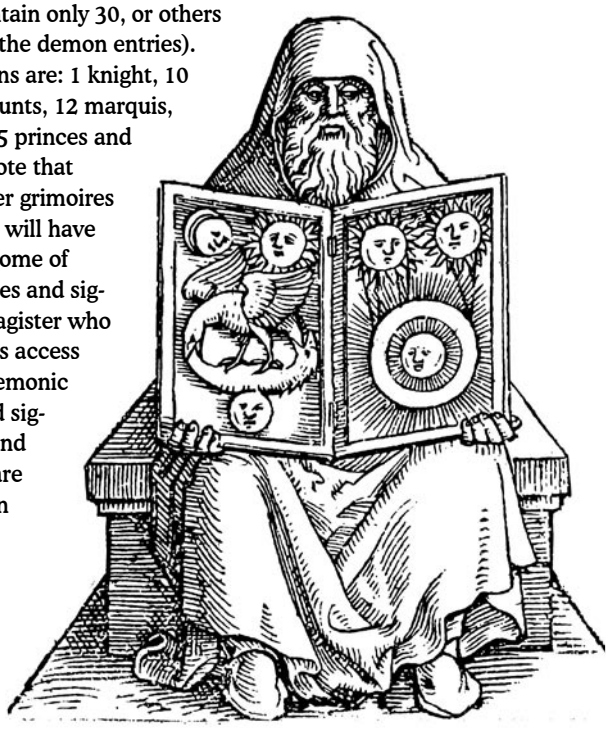
(54) **King Owain's Ring**

This lost ring once belonged to Owain, the last (Cymric) king of Rheged (the land now known as Cumbria) who was nephew to Arthur. It was possibly created for him by the Cymric wizard Taliesin. The ring has a small gem set on it, and when the ring is turned so the stone faces the palm of the hand, the wielder will become invisible to the eye (he may still be heard, or his tracks seen, etc.). Owain died in battle and his ring was lost, some 800 years ago; many have speculated it must be somewhere in the Pennine mountains, but none have managed to find it. True invisibility of this sort was a form of magic known to ancient magisters, and there are also other magic rings of this kind, though they are extremely rare (most of the other known rings of invisibility are found in the lands of the Turk).



(55-56) **Liber Officiorum**

This text, of which there are many copies (though some imperfect) is of unknown origin, and is considered to be the greatest book of demonology. It contains a collection of names, sigils, and descriptions of the powers of 65 Demons; although there are many imperfect copies (some common copies contain only 30, or others only 47 of the demon entries). The demons are: 1 knight, 10 lords, 7 counts, 12 marquis, 21 dukes, 5 princes and 9 kings. Note that many lesser grimoires of demons will have copies of some of these names and sigils, so a magister who already has access to some demonic names and sigils might find that they are repeated in the book.



(57-58) **Magister's Cap**

Some of the caps worn by great magisters of the past are said to grant some hint of their knowledge when worn by magisters in the present. Sometimes really great magisters of Oxford or Campbridge are given caps once worn by great past-magisters of those collegiums as a reward for service. Other great wizard's caps are lost and waiting to be found. A magic cap of these sorts grants a +1 to any lore check while worn.

(59) **The Maidenring**

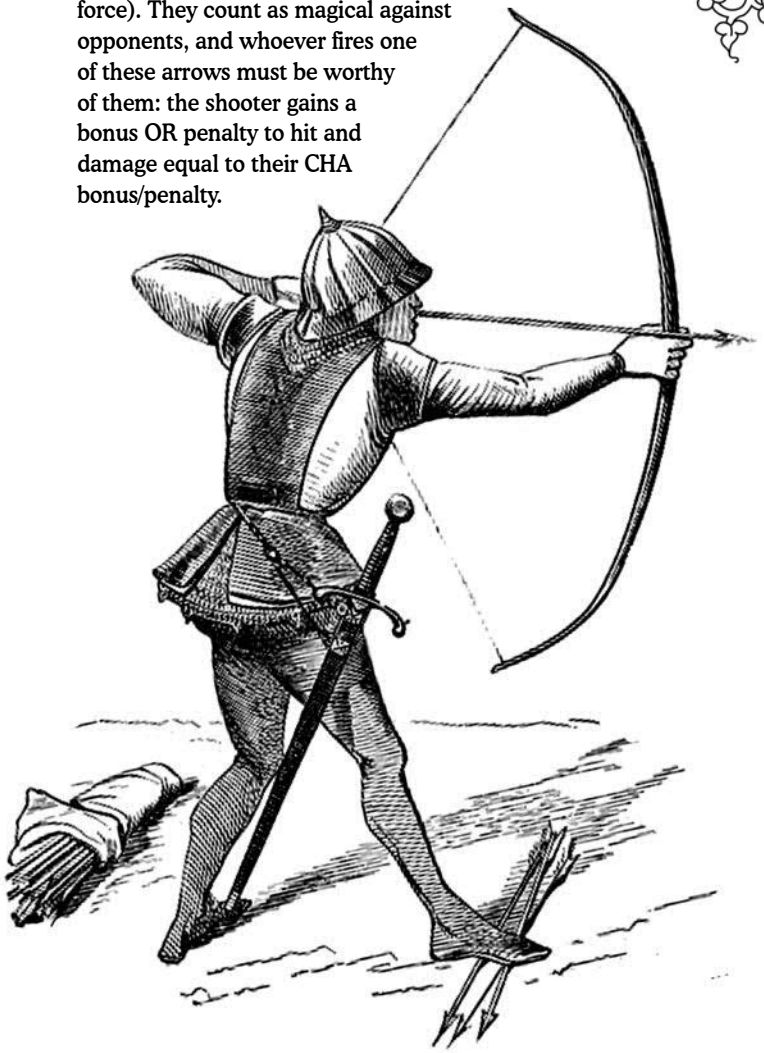
This magic ring was once in the possession of Sir Perceval, of Arthur's court. Perceval obtained it from an elf-maiden when he had found himself in the twilight-world of the Elves. This ring, when worn, makes the wearer immune to all attacks from non-magical weapons. Perceval later went off and died in the Lands of the Sun, so his ring may not remain in Albion at all. But another later knight, Sir Elgamore, was said to have obtained an identical ring; and Sir Gawain obtained a girdle from an elf maid that had the same effect. It is likely that there are several powerful objects of this kind, apparently commonly used to protect ladies of the Elven nobility; in all cases, those who obtained them had to travel into the twilight realm of the elves to get them.

(60) **Ring of Eleazer**

The followers of the Magister Eleazer, who lived in the time of the Emperor Vespasianus (and was thus a contemporary and friend to St. Apollonius) were gifted (as a token of recognition) with alchemical rings of Eleazer's own invention. Some of these have survived over the years. Eleazer was fiercely dedicated to fighting demons, and a ring of Eleazer grants anyone who wears it a +1 to all saving throws against magic, or a +2 to saving throws against chaotic powers (such as the powers of demons or the undead), as well as a +2 bonus to the saving throw required to achieve dominion over a demon during summoning. Additionally, any magister who wears a ring of Eleazer gets a +1 to spell-checks for all techniques of Banishing.

(61-63) **Robin's Arrows**

These magic arrows were said to have been used by the true original Robin Hood (not by any of the various other charlatans who took on that name in Sherwood after him). His legend has made them magical, and many are still occasionally found throughout Albion but especially in Sherwood itself or around Derbyshire or Nottinghamshire. Robin's arrows will not break under normal circumstances of use in combat (though they could be destroyed with enough force). They count as magical against opponents, and whoever fires one of these arrows must be worthy of them: the shooter gains a bonus OR penalty to hit and damage equal to their CHA bonus/penalty.



(64-66) **Runecharm**

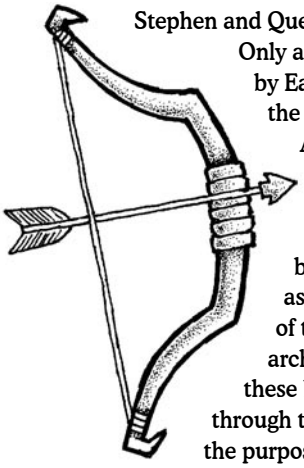
Left over from the period of the Northman invasion, these talismans are worn as pendants. They may be found in Northman tombs, or other treasure-troves mainly in the north. Only one may be worn at a time. There are various different types of runecharms, each with their own effect:

—*fehu*: +1 to reaction rolls involving trading or business
—*uruz*: +1 to CON-based saving throws
—*thurisaz*: +1 to melee damage
—*ansuz*: +1 to arcane spellchecks
—*raido*: +1 to initiative
—*kenaz*: +1 to perception checks
—*gebo*: +1 to reaction rolls with nobles
—*wunjo*: +1 to follower morale
—*hagal*: +1 to saving throws versus disease
—*nauthiz*: +1 to saving throws against instant death
—*isa*: +1 to saving throws versus cold
—*jera*: +1 to checks involving the growing of crops
—*iewaz*: +1 to hit undead
—*perthro*: reroll any single d20 roll, once per day (must keep the second roll)
—*algiz*: +1 to Armor Class
—*sigul*: +1 to ranged attacks
—*tiwaz*: +1 to melee attacks
—*berkana*: +1 to saving throws versus poison
—*eoz*: +1 to horsemanship
—*mannaz*: +1 to reaction rolls with peasants
—*laguz*: heal +1 extra hp per night of rest
—*inguz*: +1 to attack rolls against surprised opponents
—*dagaz*: +1 to any INT-based non-magical checks
—*othala*: +1 to any reaction rolls among your own kinfolk

(67-69) **Scots' Jug**

The Scots Men don't have clerics as they are not followers of the Unconquered Sun. Nor do they have many great wizards, as they tend to distrust most forms of magic. The priests of their chief 'god', The Hawk, are generally wise-men or wise-women of their villages, who are mainly famous for making dubious prophecies at their religious festivals while in a drunken stupor. However, they also have some knowledge of herbalism mixed with some slight lore in ancient alchemy. Most popular among those few effective potions they create are their own versions of curative potions, made with a base of very strong alcohol, and prepared in large jugs. A Scots' Jug usually has enough for about 10 doses when it is full. Drinking a long swig (one dose) from a Scot's Jug will heal 1d4 hp within a couple of hours; however, the imbiber must make a saving throw vs. poison or will become drunk to the point of uselessness and swiftly fall unconscious. If more than one dose is drunk in a single day, every dose after the first requires another saving throw with a (cumulative) -2 penalty.

(70-72) **Shortbow of the Standard**



During the Anglish civil war known as The Anarchy, the Scots' men took advantage of the struggle between King Stephen and Queen Matilda to invade northern Albion. Only a small unit of King Stephen's men led by Earl William the Fat were there, but the Bishop of York sent a call to all the Anglishmen of the North to join the fight against the heathen Scots, putting up his standard with a golden Sun-disk to mark the rallying spot. The battle that followed came to be known as the Battle of the Standard, and most of the rough northerners who came were archers fighting with shortbows. Many of these bows have achieved magical quality through their legend, and count as magical for the purpose of harming creatures immune to normal weapons.

(73-74) **Spear of the Lost Legion**

During the reign of the Arcadian Emperor Adrianus, many attempts were made in Albion (or the province of Britanniae, as it was then called) to defeat the hated chaos-worshiping Picts found far in the north (in northern Scots' Land today). Most famous of these was the expedition of the 9th Legion, which marched into Pictland and was never seen again. Eventually, the Arcadians would give up on trying to destroy the Picts, and instead constructed a second (now ruined) wall (to the north of The Wall) in the reign of Adrianus' successor Antoninus Augustus (called «Antoninus the Pious»). But over the centuries, occasional remnants of that lost Legion have been found in the far north of Scots' Land, near the Pictish highlands. These spears of the 9th Legion will harm creatures immune to non-magical weapons, and will do +4 damage against creatures of Chaos. However, they are extremely fragile, and will break on a roll of natural «1» to-hit. After that, even if repaired, their enchantment is lost forever.

(75) **Sun-disk of St.Cuthbert**

St. Cuthbert was a famous old-Anglish Cleric who was later sainted. He is the patron saint of Northern Albion. Many of his relics are today found in Durham, but his special golden sun-disk (the holy symbol clerics use for their miracles), given to him by King Ecgfrith of Northumbria, was lost at some point when his remains were being moved to flee from Northman invaders. This holy object is presumed to be either somewhere in northern Albion or in Scots' Land. In the hands of a Cleric it functions as any holy symbol would but grants a +1 to clerical spellchecks. Additionally, when held up for one round in the midst of battle by any true and pious follower of the Unconquered Sun a DC15 WIS check may be made (clerics also add their level to the check) to cause terror in any intelligent creatures who see the sun-disk. Any intelligent creature who is not a follower of the Unconquered Sun who sees the sun-disk in those conditions must make a saving throw versus magic or turn and run until they have moved beyond line of sight of the disk.



If this object were to be found, naturally both the Church and the Clerical Order would wish to retake possession of it. It is likely that a PC who found it would only be allowed to keep it in their possession if they were known to be truly pious followers of the unconquered sun who already had significant fame for their achievements for the faith.

(76-77) **Swanfeather Cap**

These hoods are said to have been made by the elves, and used by the ancient Cymri wizards. While worn, the wearer can breathe underwater.



(78-80) **Thornspear**

A type of magic spear created by vitkis (Northman wizards) for their greatest warriors, these weapons are sometimes found in northern Albion or southern Scots' Land, where the Northmen once invaded and ruled. Thornspears count as magic weapons for harming creatures immune to normal weapons. Furthermore, if on a successful hit the wielder cries out the command-word «thurisaz», the spear-tip will dig itself further into the wound, doing double the usual damage. However, after doing so the weapon will remain stuck inside its foe for 1d4 full rounds; if the wielder (or anyone else) wishes to remove the spear before then, they must spend a round trying to remove it and succeed at a DC15 STR check to pull it out (doing so will do an extra d6 damage to the victim). A character with a thornspear embedded in them will have a -2 to attacks and any actions requiring movement.

(81-91) **Sword, +0**

Also called "fey swords", these are probably the most common variety of magical sword (keeping in mind that all magical swords are fairly rare) found in ancient barrows and tombs. They were almost certainly the weapons of common Elven infantry in the ancient times. They have a variety of sizes and styles from the different periods of the history of the Elven kingdoms in the material plane (a period of dominance that lasted for tens of thousands of years). These swords have a simple enchantment that gives no bonus to hit or to damage but that does allow the wielder of the sword to harm magical creatures immune to normal weapons.

(92-93) **Sword, Deathslayer**

There were multiple versions of this type of sword created, as well as at least a trio of "deathslayer daggers" and at least one "deathslayer axe". It is believed that they were created by the half-elven early Cymric kings, and can be found in ancient locations throughout Albion, Wales and Scots Land. Regardless of the variation of the weapon type, this magical weapon ordinarily counts as a +1 weapon to-hit and damage. However, when fighting against any Undead creature, it always does double damage, and will disintegrate the undead on a natural 20. It has a serious drawback, however (which can only be identified with a difficult skill check by someone with an appropriate skill/lore): anytime the possessor of the weapon is in the visible presence of ANY undead, regardless of whether the Deathslayer is the weapon they are currently wielding, they will feel an irresistible urge to draw the Deathslayer and rush forward into combat with the undead until they (or the wielder) is slain. This effect applies even if the weapon is not on the character's physical person but in the nearby vicinity (within 90'). There is no saving throw against this effect, but a Banishing cast on the wielder will temporarily remove the compulsion (likewise, if the weapon's magic is temporarily suppressed with a any other magic-annulling effect).

(94) **Sword of Goreu**

This legendary and lost magical sword belonged to the great Cymric warrior Goreu, who was the squire of Sir Kay, a knight of King Arthur's round table. Goreu gained great fame even as a squire for his valiant deeds, particularly the slaying of the mighty giants Wrnach and the giant-king Ysbaddaden. The sword of Goreu is has a +1 bonus to hit and damage; it also glows in the presence of creatures of giants, elves or goblins. Against Giants, it does double damage and slays them instantly on a roll of natural '20'.

(95-96) **Varangian Axe**

These mighty magical battleaxes were used by the Varangian Guard, the elite guard of Northman and Rus mercenaries who served the emperor of now-fallen Byzantium. Once among the most famed warriors in the world, by the time of Byzantium's fall the Varangians had largely become a meaningless ceremonial order. But after Byzantium was conquered by the Turk, the magical axes used by the guard were dispersed throughout the continent along with so many other Byzantine treasures. Some few have made their way to Albion. Varangian Axes get +1 to hit and damage; additionally, any time the wielder gets a result of 22 or higher on an attack roll against an opponent, they do regular damage AND can break either the opponent's weapon or shield (as long as they are non-magical objects).

(97-98) **Warhammer, Frankish**

In 1382, in the midst of the great war between Albion and the Frogmen, the human guildsmen of the Frogman cities of Rouen and Paris rebelled against their overlords in the name of the unconquered sun. They were badly armed, but managed to obtain a large supply of heavy mallets to use as warhammers, which earned the rebels the name «maillotins» (hammer-wielders). The revolt caused great havoc for the Frogmen but was eventually suppressed; even so many of the rebels escaped to Anglish-held territory. Later, at the battle of Agincourt, some frankish forces in King Henry the Great's army were armed with the self-same hammers. A few of these were brought to Albion. Frankish Warhammers count as magical for purposes of damage-dealing, and do +2 to hit and damage against Frogmen.



(99) **Warwick's Sword**

This is the Two-Handed Sword that belonged to the legendary old Anglish knight, Sir Guy of Warwick. He used it in the service of King Athelstan in the 10th Century. His most famous deed was probably the slaying of the Northman giant Colbrand. It is a magic sword, capable of doing damage to creatures immune to normal weapons. Besides this, it does double damage against all Giants. The Sword now belongs to the Royal Treasury, where by tradition a custodian is paid a wage of 2p per day to guard it.

(00) **White-Hilt**

This sword belonged to the legendary Cymric king Rhydderch. To commoners, the sword will simply be able to do damage to supernatural creatures. But if the wielder is a knight or noble, the sword-blade will burst into flames when drawn. This fire will do an extra 1d6 damage, it will also do double damage against any creatures of ice or cold. However, if a natural 1 is rolled to hit, the wielder will do 1d6 fire damage to himself.


H.J. FORD

Appendix

Monsters

The following are simple stat-blocks for just a few of the types of creatures that could be found in the medieval setting of «Lion & Dragon».

Monster statblocks are as follows:

• **Initiative (Init):** Any bonuses or penalties to initiative rolls for the creature.

• **Armor Class (AC):** The typical armor class of the creature.

• **Movement (MV):** Base combat movement per round, also noted any special movements like flying or swimming. The base movement is the amount the creature can move and still make a regular attack. If they charge (assuming they're capable of it) they could move up to double the base movement. If they take no other action besides movement, they can move up to triple the rate listed.

• **Hit Dice (HD):** This is the number of dice that the GM should roll to determine the creature's hit points. It's also equivalent to the creature's "level" in comparison to the player characters' levels. The number of hit dice also determines the saving throw value (SV) of the creature using the following table:

Hit dice	Saving throw	Hit dice	Saving throw
1-3	16	13-16	8
4-6	14	17-20	6
7-9	12	21+	4
10-12	10		

• **Alignment (AL):** listed as Lawful (L), Neutral (N), or Chaotic (C). The GM should take alignment into serious consideration when thinking of how the creatures will react to a PC party in an encounter.

• **Morale (Ml):** The morale score of the creature (see the rules on "Morale", above).

• **Attacks (ATT):** the number of attacks, bonus to those attacks, and damage.

• **Special:** This section contains any special information, powers, etc. of a creature.

animals

BEAR, COMMON

Init: +0	**AC:** 13	**SV:** 16	**Ml:** 7
HD: 3d6	**MV:** 30	**AL:** N	
Attacks: 2 claws (+3, 1d3 each) + bite (+3, 1d6)			

Special: if a bear hits with either claw rolling a natural 18-20, it will do an extra 2d4 damage.

BEAR, GREAT

Init: +0	**AC:** 14	**SV:** 12	**Ml:** 8
HD: 6d8	**MV:** 30	**AL:** N	
Attacks: 2 claws (+6, 1d8 each) + bite (+6, 1d12)			

Special: if it hits with either claw rolling a natural 18-20, it will do an extra 2d8 damage. A great bear will keep fighting until it reaches –4 hit points.

BOAR, WILD

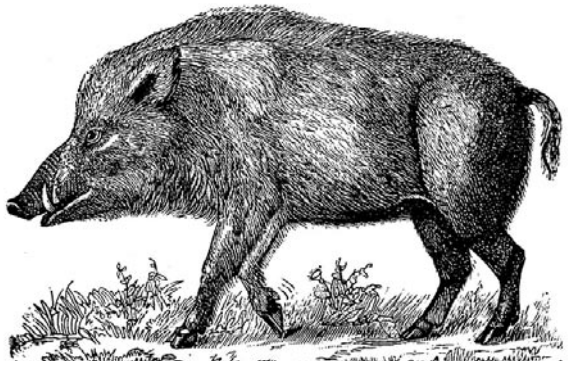
Init: +1	**AC:** 13	**SV:** 16	**Ml:** 8
HD: 3d4	**MV:** 00	**AL:** N	
Attacks: 1 gore (+3, 3d4)			

Special: boars will keep fighting until they reach –4 hit points.

BOAR, GREAT

Init: +0	**AC:** 14	**SV:** 12	**Ml:** 9
HD: 7d6	**MV:** 30	**AL:** N0	
Attacks: 1 gore (+7, 3d6)			

Special: boars will keep fighting until they reach –4 hit points.



DEER, HART

Init: +1	AC: 13	SV: 16	Ml: 7
HD: 3d6	MV: 60	AL: N	
Attacks: 1 gore (+4, 2d4)			

Special: male deer (harts) are the most kingly prey in medieval hunting culture. It is usually illegal for non-nobles to hunt them.



DOG

Init: +1	AC: 13	SV: 16	Ml: 7
HD: 1d4+1	MV: 40	AL: N	
Attacks: 1 bite (+1, 1d4)			

Special: some large dogs will have 2d4 hit points.

FROG, GIANT

Init: +0	AC: 13	SV: 10	Ml: 7
HD: 3d6	MV: 5 /25(swim) /45(jump)		AL: N
Attacks: 1 bite (+7, 2d4) + special			

Special: Giant Frogs are about the size of a very large dog. In green environs, they get a +4 to hide and will often attack by surprise. They have a tongue that can reach out up to 10' away. If they hit an opponent closer than 5', their victim is automatically pulled down and they do immediate damage; but if their opponent is more than 5' away, they will only pull in their target and do damage if the target fails a saving throw (modified by STR). Giant Frogs are kept as pets by the Frogmen and trained to guard or attack on command. The skulls of giant frogs contain a special stone; this stone, when rubbed over a wound which contained poison (from a bite or cut), will cure the poison. Each «frogstone» can be used only once, and must be removed from the Frog's head no longer than one hour after it has died, or it will have dissolved.

HAWK, GIANT

Init: +1	AC: 13	SV: 14	Ml: 7
HD: 4d10	MV: 5 / 120(fly)		AL: N
Attacks: 2 claws (+4, 1d6 ea) + 1 bite (+4, 2d6)			

Special: Mainly found in the highlands of Scot's Land. They get a +4 attack bonus if they're aerially charging (diving) at an enemy, doing double claw damage but no bite attack.

HORSE, RIDING

Init: +0	AC: 13	SV: 16	Ml: 7
HD: 2d8	MV: 60	AL: N	
Attacks: 2 hooves (+2, 1d4 each)			

Special: The above are statistics for horses made for speed or distance riding. For heavy draft horses, change MV to 30 and HD to 3d8. Mules or Donkeys have MV30 and HD2d8, and ponies HD1d8.

Warhorses have MV40, HD3d8, Ml:8, and hooves attack at +3 for 1d6 damage each.

LYNX

Init: +1	AC: 14	SV: 15	Ml: 7
HD: 1d6+2	MV: 40	AL: N	
Attacks: 2 claws (+3, 1d2 each) + 1 bite (+3, 1d3)			

Special: a Lynx can pounce from up to 10' away. If it pounces, any claw attack will do double damage as it hits with its rear claws as well. Lynxes are very good at remaining hidden (as a +6 stealth bonus), and if someone gets into their territory they will attack by surprise if they can.

RAT, GIANT

Init: +2	AC: 13	SV: 16	Ml: 6
HD: 1d2	MV: 30	AL: N	
Attacks: 1 bite (+0, 1d2)			

Special: almost always come in swarms of 3d20. Anyone bitten by giant rats will have a 5% chance of being exposed to the plague.

WOLF

Init: +1	AC: 13	SV: 16	Ml: 7
HD: 2d6	MV: 45	AL: N	
Attacks: 1 bite (+3, 1d4+1)			

Special: usually found in groups of 2d10.

WOLF, DIRE

Init: +0	AC: 14	SV: 14	Ml: 8
HD: 4d6	MV: 45	AL: C	
Attacks: 1 bite (+5, 2d4)			

Special: Wolves that have been altered by Chaos, larger and more fierce than ordinary wolves.

Demons

For statistics for Demons see the «summoning» section of the Magic chapter.

Dragons

Dragons have not been seen in the world for almost 200 years, and even then, those last ones slain in those times were quite small. But there may still be great dragons, hiding in the world. Note that Dragons are intelligent and can usually speak multiple languages, though not always Anglish. In certain lore, it is said that dragons are capable of performing magic (any dragon may in theory have a variety of magic powers), including changing their forms. In certain legends, dragons took human form and mated with human women; it is particularly a claim of the Tudor bloodline that they have dragonblood, in the late period of Albion's timeline this is revived by Henry Tudor, who calls himself the Prince of Dragons.



DRAGON, SMALL

Init: +1	**AC:** 18	**SV:** 12	**Ml:** 9
HD: 8d10	**MV:** 25 / 60 (flying)		**AL:** var.*
Attacks: 2 claws (+9, 1d6 each), 1 bite (+9, 2d8) OR breathe fire			

Special: Small Dragons can see in the darkness and see invisible creatures. They automatically cause fear in anyone of level 1 or below, and anyone between levels 2-4 must make a saving throw (modified by WIS) to avoid fleeing in terror. They are intelligent and can speak several languages (but might not speak Anglish). The dragon's breath weapon extends 70' in length and 25' across, doing 6d8 damage to everyone in the area (saving throw modified by DEX against area effects to take half-damage; even immunity to fire will only reduce the total damage by 6 points). When they use their breath weapon they can make no other attacks, and can only use their breath weapon twice per day.

(*: Small dragons may be of any alignment although they usually are chaotic.)

DRAGON, LARGE

Init: +0	**AC:** 22	**SV:** 10	**Ml:** 11
HD: 12d12	**MV:** 30 / 75 (flying)		**AL:** var.*
Attacks: 2 claws (+10, 1d8 each), 1 bite (+10, 6d6) OR breathe fire			

Special: Large Dragons can see in the darkness and see invisible creatures. They automatically cause fear in anyone of level 1 or below, and anyone between levels 2-6 must make a saving throw (modified by WIS) to avoid fleeing in terror. They are intelligent and can speak several languages (but might not speak Anglish). The dragon's breath weapon extends 90' in length and 30' across, doing 12d12 damage to everyone in the area (saving throw modified by DEX against area effects to take half-damage; even immunity to fire will only reduce the total damage by 12 points). When they use their breath weapon they can make no other attacks, and can only use their breath weapon three times per day.

(*: Large dragons may be of any alignment although they usually are chaotic.)

Elves

For more information about Elves, see Appendix 1 of the Cults of Chaos sourcebook.

COMMONER ELF

Init: +2	**AC:** 16	**SV:** 16	**Ml:** 8
HD: 2d6	**MV:** 30	**AL:** C	
Attacks: 1 sword (+4, 1d8)			

Special: Elven swords are magical and can hit creatures immune to non-magical attacks. Elven commoners wear Elf Tunics (see the magic items section for details). 50% of the time, standard Elves may be armed with Elven blasting wands that can be used by touch OR as a ranged attack up to 80' away; they either do 2d4 damage, or that instead of doing damage can paralyze an opponent for 10-60 minutes if they fail a saving throw.

On seeing an Elf, any non-Cymri human with 1HD or less will automatically become paralyzed with fear and awe (Cymris of level 0-1 get a saving throw modified by INT to resist). Characters of level 2-8 get a saving throw to resist this fear effect, with Clerics and Cymri of those levels getting a +4 bonus to their save.

KNIGHT ELF

Init: +2	**AC:** 20	**SV:** 14	**MI:** 9
HD: 3d6 to 6d6		**MV:** 30	**AL:** C
Attacks: 1 spear (+6 to +9, 1d6+1)			

Special: Elven spears are magical and grant +1 to hit and damage. Elven Knights wear black plate-like armor which grants an AC equivalent to Plate Armor +2. If worn by humans, this armor causes a risk of 10% each day of the human developing a chaos mutation.

50% of the time, Elves may also be armed with Elven blasting wands that can be used by touch OR as a ranged attacks up to 80' away, and either do 2d4 damage, or that instead of doing damage can paralyze an opponent for 10-60 minutes if they fail a saving throw.

On seeing an Elf Knight, any non-Cymri human with 1HD or less will automatically become paralyzed with fear and awe (Cymris of level 0-1 get a saving throw modified by INT to resist). Characters of level 2-8 get a saving throw to resist this fear effect, with Clerics and Cymri of those levels getting a +4 bonus to their save. Any character so enthralled can be commanded by an Elf Knight and feel forced to obey, but if given any command immediately and significantly contrary to their fundamental nature (including anything clearly suicidal) the character will get a Saving Throw to break free of the effects.

30% of the time, any encounter with Elves that includes a Knight or Lord will be with a mounted raiding party riding hippogriffs.

LORD ELF

Init: +3	**AC:** 20	**SV:** 14 to 10	**MI:** 9
HD: 5d6 to 12d6		**MV:** 30	**AL:** C
Attacks: 1 Demon Sword (+9 to +14, 1d8+2 or special)			

Special: Elven Demon Swords are intelligent swords possessed by a demon. They do +2 to hit and damage or +4 to hit and damage against any Lawful-aligned creatures. Any living being struck by the sword who has 1HD or less will die instantly. Beings with 2HD or more will suffer damage plus a -1 penalty to all d20 checks for each time they are struck by the blade, and if the accumulated penalty equals their HD/level, they likewise die (if someone survives injuries from the blade, the penalties associated with it reduce at a rate of -1 per day). Demon blades are Chaotic and can speak to their wielders. They will attempt to control the wielder and turn them toward chaos. Every day that a human wields such a sword they run a 5% risk of obtaining a chaos mutation.

Elven Lords wear red or white plate-like armor which grants an AC equivalent to Plate Armor +2. If worn by humans, this armor causes a risk of 10% each day of the human developing a chaos mutation.

50% of the time, Elves may be also be armed with Elven blasting wands that can be used by touch OR as a ranged attacks up to 80' away, and either do 2d4 damage, or that instead of doing damage can paralyze an opponent for 10-60 minutes if they fail a saving throw.

Elven Lords will also have a chance of carrying some other magic item, the chance is 10% per HD (elves with 10 or more HD will automatically have one extra item and may have more).

On seeing an Elf Lord, any non-Cymri human with 1HD or less will automatically become paralyzed with fear and awe (Cymris of level 0-1 get a saving throw modified by INT to resist). Characters of level 2-8 get a saving throw to resist this fear effect, with Clerics and Cymri of those levels getting a +4 bonus to their save. Any character so enthralled can be commanded by an Elf Knight and feel forced to obey, but if given any command immediately and significantly contrary to their fundamental nature (including anything clearly suicidal) the character will get a Saving Throw to break free of the effects.

30% of the time, any encounter with Elves that includes a Knight or Lord will be with a mounted raiding party riding hippogriffs.

MAIDEN ELVES

Init: +0	**AC:** 11	**SV:** 16	**MI:** 7
HD: 2d6	**MV:** 30	**AL:** C	
Attacks: 1, +3 by weapon (usually 1d4)			

Special: Maiden elves are very rare in the world today, as the elves have fled to the twilight realm. However, they may sometimes be found in stone circles deep in forests. When they are in the world of mortals, it is usually to seek out a human slave. Any non-Cymri human with 1HD or less who sees an elf maid will automatically become enchanted by their alien beauty (Cymris of level 0-1 get a saving throw modified by INT to resist). Characters of level 2-8 get a saving throw to resist this love-spell, with Clerics and Cymri getting a +4 bonus to their save. Anyone who is enthralled will blindly obey anything the elf maid commands, unless such a command is immediately and significantly contrary to their fundamental nature (including anything clearly suicidal), in which case the character will get a Saving Throw to break free of the effects. Elf-maids will, 50% of the time, be accompanied by an Elf Knight acting as her guard. They will usually have enchanted daggers that can do damage to creatures immune to normal weapons. There is a 50% chance that they will also have a blasting wand that can paralyze opponents, and a 10% chance they will have a magic ring that makes them immune to normal weapons.

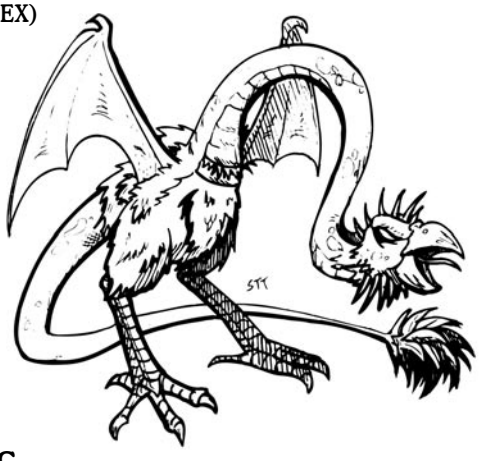


fantastical creatures

BASILISK

Init: +0	AC: 16	SV: 14	Ml: 8
HD: 6d4	MV: 30	AL: C	
Attacks: 1 bite (+6, 1d4+poison) + gaze			

Special: This creature with the body of a serpent, and legs, wings and beak of a chicken has a deadly gaze. Each round it can direct its gaze at one opponent in its line of sight, that person must make a saving throw versus instant death (modified by DEX) or drop dead. Its bite is also poison: one round after being bitten, a victim must make a saving throw versus poison (modified by CON) or die.



BLACK DOG

Init: +1	AC: 16	SV: 12	Ml: 12
HD: 7d6	MV: 30	AL: C	
Attacks: 1 bite (+8, 1d10) + chilling aura			

Special: Black Dogs are a type of demonic chaos creature, from the lower planes. They are usually brought to the world by some demon to hunt and kill a mortal, but may get loose in the world by some other means. When they fix on a victim, they will chase that victim relentlessly, until they are dead. Only then will it select another victim. They are very intelligent, and will be strategic about the hunt (not fighting in situations of disadvantage). In addition to their bite, anyone who is within 10' of a Black Dog take 1d6 points of damage per round. Black Dogs have a +4 bonus to checks to sneak and track their prey.

CHAOS SLIME

Init: –1	AC: 12-14	SV: 16-10	Ml: 12
HD: 3d8 to 10d8		MV: 15	AL: C
Attacks: variable (see below)			

Special: Chaos Slimes are semi-intelligent manifestations of chaotic protoplasm. They manifest in places of chaos, sometimes at the bidding of cultists or as guardians of chaos artifacts. They are highly varied in size and form. They have 1d8+2 HD, and their attack bonus is equal to their HD+1. Each chaos slime will have different types of attacks or damage caused, special abilities, and vulnerabilities.

Chaos slimes tend to move very slowly, but can ooze through even the tiniest cracks. They are immune to any kind of mind-affecting magic, and do not eat, sleep or breathe. Holy water can do 1d8 damage to them.

Roll randomly for each:

Attack (roll 1d8)	
1	2d4
2	3d4
3	2d8
4	3d8
5	Radiates cold or heat, 1d8 damage per round in a 10' radius, no attack roll necessary
6	Spits poison (as ranged attack, save vs. poison or develop a mutation)
7	Spits poison (as ranged attack, save vs poison or die in 1d20 rounds)
8	Disintegration attack, save vs death to avoid being instantly dissolved!

Special ability (roll 1d10 — slimes will have 1d3 abilities)	
1	Can dissolve wood on contact
2	Can dissolve metal on contact
3	Splits into two creatures when cut with a slashing weapon (each slime has half the former's hp)
4	Blasting wand or electricity splits it into two (each slime has half the former's hp)
5	Immune to cold
6	Immune to fire
7	Attacks paralyze (on failed save)
8	Immune to blasting wands
9	Rot (CON save or lose 1d4hp per round until consumed; only magic can heal)
10	Immune to non-magical weapons

Vulnerablity (roll 1d4)	
1	Double damage from silver
2	Double damage from holy water
3	Double damage from magical weapons
4	Damage from sunlight (1d6 per round of exposure)

GRIFFIN

Init: +1	AC: 17	SV: 12	Ml: 8
HD: 7d8	MV: 30 / 75 (fly)		AL: N
Attacks: 2 claws (+8, 1d4 ea) + 1 bite (+8, 2d8)			

Special: Griffins are creatures with the body of a lion, and the fore-claws, wings and head of an eagle. They are found only in isolated hills and mountains (central Wales, the Pennines, and Scots' Land). They will rarely go out beyond those regions to hunt or mate. Although they kill and eat horses, Griffins sometimes mate with mares, the offspring of this union are hippogriffs. Griffin eggs are known as a great delicacy worthy of kings. A griffin's claw is a magical object (see the Magic Items section, above), and a griffin feather, when dipped in holy oil, can restore sight to the blind.

HIPPOGRIFF

Init: +0	AC: 15	SV: 16	MI: 7
HD: 3d8	MV: 40 / 90 (fly)		AL: N
Attacks: 2 claws (+4, 1d6 each) + 1 bite (+4, 1d10)			

Special: Exceedingly rare in the ordinary world, Hippogriffs are the products of mating between Griffins and mares. They have the front bodies of great eagles and the hind-parts of a horse. Apparently, in the twilight realm of the Elves, Hippogriffs are bred regularly as mounts for Elven knights and lords.

STRIX

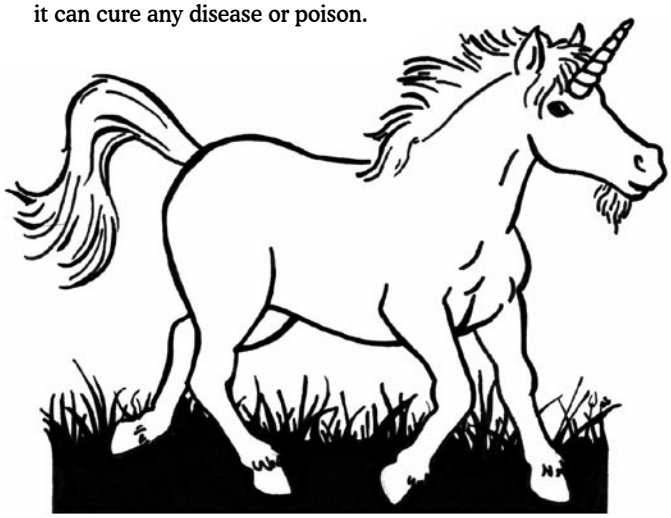
Init: +1	AC: 12	SV: 16	MI: 7
HD: 1d4	MV: 45 (fly)		AL: C
Attacks: 1 bite (+2, 1d4)			

Special: Strix are sinister birds with the form of owls with red wings and long yellow beaks. They are creatures of chaos, and drink human blood, particularly enjoying the blood of infants. They are usually found around places of chaos, and are often harbingers that worse creatures of chaos are nearby. They have a +4 to sneaking, and prefer to attack sleeping victims.

UNICORN

Init: +1	AC: 18	SV: 10	MI: 8
HD: 4d8	MV: 60	AL: C	
Attacks: 2 hooves (+5, 1d6) + 1 horn (+7, 1d12)			

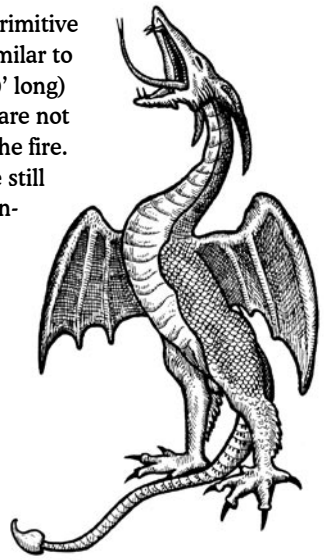
Special: Unicorns are creatures of fairy. They appear as beautiful white stallions with a long horn. They are extremely rare, but more common in the far north or in Scots' Land (where the Scots' Men consider them sacred and do not hunt them). They are ferocious and aggressive, but more intelligent than an ordinary animal; if they are facing difficult odds they will try to flee. If they charge they attack only with their horn but do double damage. If they cannot flee, unicorns will always fight to the death. However, if they are approached by a virgin maiden they will become entranced, and will lay with their head on her lap and fall asleep. The horn of a unicorn is highly valuable, ground into a powder and dissolved in water, it can cure any disease or poison.



WYVERN

Init: +1	AC: 17	SV: 12	MI: 9
HD: 7d8	MV: 15 / 60 (fly)		AL: N
Attacks: 1 bite (+8, 2d8)			

Special: Wyverns are some primitive relative of Dragons; they're similar to dragons but smaller (about 20' long) and have only two legs. They are not intelligent, nor can they breathe fire. Wyverns are very rare, but are still sighted irregularly in mountainous regions in Wales, the north and Scots' Land.



Goblins & other humanoids

DWARFS

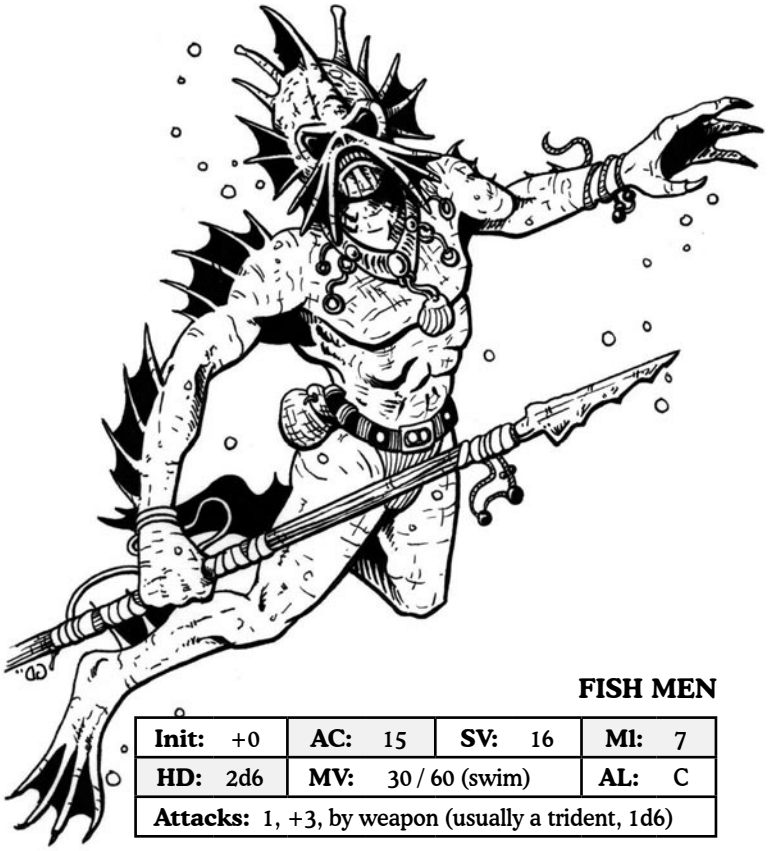
Init: +0	AC: 17	SV: 16	MI: 7
HD: 1d6	MV: 15	AL: C	
Attacks: 1, +2 by weapon (usually 1d6)			

Special: Called «duergar» in old Anglish or «dvargr» in Northman, Dwarfs are creatures of fairy. They are short (3'-4' on average), and ugly with brown or blackened skin. They dress in skins, and wield crude picks or hammers, or weapons stolen from humans. They are most commonly found in Northern Albion. They usually live in mountain tunnels, which they mine for gold and jewels (which they lust after), where they are found in bands of typically 10-100. Though somewhat cowardly by nature, they will sometimes go out to ambush travelers in the hopes of stealing gold and metal weapons (usually going in bands of 4d4, and will only attack if they have numerical superiority). They also lust after human women, and may occasionally raid some isolated wilderland village to kidnap women to take back to their warrens.

EOTUN

Init: –1	AC: 17	SV: 10	MI: 8
HD: 10d10	MV: 30	AL: C	
Attacks: 1 club (+11, 3d6)			

Special: Usually found only in northern Scots' Land, the Eotun are giants that have been mutated by Chaos. They are twice the size of a man, and because of their mutations will have different features. Some 25% will have four arms (in which case they get a second attack). Others have two heads, green skin, claws instead of hands (in which case they do 2d8 damage rather than wielding large clubs), bestial heads, fur or any combination of the above. They eat the flesh of humans and are only marginally intelligent.



FISH MEN

Init: +0	**AC:** 15	**SV:** 16	**Ml:** 7
HD: 2d6	**MV:** 30 / 60 (swim)		**AL:** C
Attacks: 1, +3, by weapon (usually a trident, 1d6)			

Special: Fish Men are chaos creatures that live under the sea. They are particularly common in the area of the Eirish Sea, but can at times be found at any coastline of Albion. Occasionally they will raid coastal settlements. Their chiefs or champions may have 3 or 4 HD. They can spend up to two hours out of the water; but prefer to attack at night, because daylight is irritating to them, giving them a –1 penalty to initiative, armor class, and attack rolls.

FROGMEN, SOLDIERS

Init: +0	**AC:** 16	**SV:** 16	**Ml:** 8
HD: 2d6	**MV:** 30	**AL:** C	
Attacks:			

Special: Frogmen soldiers are in fact the elite troops of the Continental Frogmen armies (their regular troops are conscripted humans led by human-collaborator sergeants and frogmen knights, as well as walking-dead). They will be found in units of 10, 30 (which will be a unit of 20 crossbowmen with 10 spearmen) or 100. Units of 30 or more will have a captain with 3HD. A unit of 100 will commanded by a Frogman Knight.

FROGMEN, KNIGHTS

Init: –1	**AC:** 19	**SV:** 14	**Ml:** 9
HD: 5d6	**MV:** 20	**AL:** C	
Attacks: +6 by weapon (usually lance 1d8, or sword 1d8)			

Special: Frogmen Knights are the aristocracy of the Frogmen. In most normal situations, they will be mounted on war horses. In addition to the weapons above, they will often be armed with firearm pistols. 33% of them will also have Frogmen Rings (see the magic items section, above). Their swords will usually be magic, typically +0 Swords. They may be encountered alone, in command of a unit of Frogmen Soldiers, or of human collaborators and conscripts, directing a force of the walking-dead, or in a unit of Knights (which will typically number 12, though if they are far afield or may have suffered losses would number 2d6).

FROGMEN, PRIMITIVES

Init: +0	**AC:** 15	**SV:** 16	**Ml:** 7
HD: 2d6	**MV:** 30	**AL:** C	
Attacks: 1 bite (+3, 1d4+1) or by weapon			

Special: degenerate tribes of Frogmen are found in very small pockets of land on Albion and the Contintent. In Albion they are most often spotted in the marshlands of the Wash. They travel in tribes of 1d100. 1 in every 10 Frogmen will be a 4HD champion, and if the tribe is of more than 50, they will have a 6HD chief. They are extremely good swimmers (+6 swim, and can breathe underwater), can see in the dark, and in their natural habitat have a +4 to hiding and sneaking. They can jump 40'. They have a stone-age culture, and have crude short spears or daggers as weapons. Their preferred attack is to throw a couple of spears (1d6 damage) at opponents and then jump at them (with a +2 to hit) for a biting attack. Frogmen primitives, unlike their more evolved cousins, also retain a mild poison in their bites. Anyone bitten by a Frogman must do a saving throw 1d6 rounds later, if they fail, they will become disoriented with hallucinations giving them a –6 to attacks and most skill checks, for the next 10 hours.

GIANT, CLAY

Init: +0	**AC:** 20	**SV:** 12	**Ml:** 9
HD: 9d10	**MV:** 30	**AL:** N	
Attacks: 1 stone club (+10, 3d6) or thrown rock (+10, 3d10)			

Special: Clay-giants are called Leirjotnar in the Northman tongue. They are mainly found in Scot's Land, though some may be seen in the Pennine mountains. They're about twice the size of a man. They're quite stupid, and not necessarily evil but quick to anger, they also like to fight for fun. They can throw boulders at ranges of 50/150/300.



GIANT, MOUNTAIN

Init: +0	AC: 18	SV: 10	Ml: 9
HD: 12d10	MV: 35	AL: N	
Attacks: 1 great stone club (+11, 6d6) or Earthquakes			

Special: Called «Bergrisar» in the Northman tongue, Mountain Giants are exceedingly rare. In Albion they may be found only in the Highlands of Scots' Land. They're three times the size of a man. They are highly intelligent, and may rule over other giants or humans, or keep humans as slaves. In addition to their melee attack, Mountain Giants have the power to cause Earthquakes at will (as per the Magister technique).

GIANT, WIND

Init: +0	AC: 19	SV: 8	Ml: 10
HD: 15d10	MV: 35 / 60 (fly)		AL: N
Attacks: 1 Ice Club (+11, 7d6) or cold blast (8d6)			

Special: called «vindthursar» in the Northman tongue, Wind Giants live on the highest peaks of Scots' Land or possibly on rocky islands off the coast. They are three times the size of a tall man. They are extremely intelligent. Like other true Giants they are not creatures of chaos (rather, a kind of nature-spirit) so they may not necessarily seek the destruction of humans; but they prefer their solitude and will not take kindly to interlopers without good reason. Wind Giants can transform into giant eagles at will. They can also fire a blast of cold that does 8d6 damage to everyone in an area 70' long by 25' wide (half damage on a successful saving throw (DEX) versus area effect).

GOBLINS

Init: +0	AC: 14	SV: 16	Ml: 7
HD: 1d6	MV: 30	AL: C	
Attacks: 1 weapon (+2 to hit)			

Special: Goblins live in tribes of 20-200 and outside their mountain or underground lairs are usually found in groups of 2d10. They are vicious short (3'-5') grotesque orange, black or green-skinned creatures of chaos. They eat the flesh of humans, and serve chaos demons. Their morale reduces to 5 in any situation where they do not outnumber their opponents. Goblin chiefs or champions might have 2-4HD. Their preferred weapons are crude spears or long daggers that do 1d6. They sometimes use poison.

OGRE

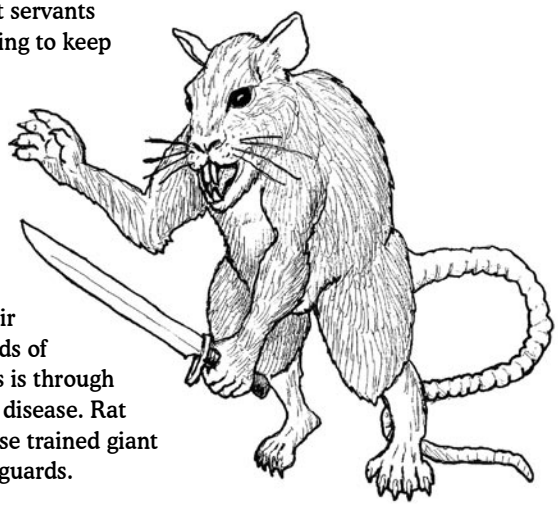
Init: +0	AC: 15	SV: 14	Ml: 8
HD: 4d8	MV: 25	AL: C	
Attacks: 1 large weapon (+5, 1d10)			

Special: Ogres are a race of giant goblins. In the time of the early Cymric kings, they ruled the moors of Devon & Cornwall and warred with the Cymri. Now they are very rare. They love to eat human flesh (especially children) and are usually two or three feet taller than a man.

RAT-MEN

Init: +1	AC: 14	SV: 16	Ml: 7
HD: 3d6	MV: 30	AL: C	
Attacks: 1 (+4, by weapon)			

Special: Rat-men are humanoids who serve the rat-god. They live in tunnel complexes or sometimes in ancient catacombs. They run in groups, typically of 4d6. They are highly intelligent servants of chaos, preferring to keep themselves hidden and work through human cultist agents if possible. They prefer to fight only when they have advantage in numbers. Their preferred methods of promoting chaos is through the spreading of disease. Rat men will often use trained giant rats as pets and guards.



SATYR

Init: +0	AC: 15	SV: 14	Ml: 8
HD: 5d6	MV: 45	AL: C	
Attacks:			

Special: Satyrs are fairy-creatures; most of them retreated with the Elves to their Twilight Realm, but very rarely some Satyr may yet be found in the ordinary world. Satyrs are cruel and violent creatures, with lust for strong drink, bloodshed, and for sexual aggression against human women (or sometimes attractive young males). They can only be harmed by metallic weapons or magic. They are experts at sneaking/hiding in woodland areas (with a +6 bonus).

TROLLS

Init: +0	AC: 16	SV: 14	Ml: 9
HD: 6d8	MV: 30	AL: C	
Attacks: 2 claws (+7, 1d4+4 each) + 1 bite (+7, 2d6)			

Special: Trolls are fairy-creatures. They are one and a half times the size of a man. They can move through stone, and live inside mountains, although sometimes they also choose to live in rocks, or under bridges in isolated places. Trolls are dim-witted but incredibly strong, and hate humans. They are very difficult to kill, being immune to non-magical weapons (except for silver weapons); and even if they appear to be slain they come back to life (with full hit points) in 3d6 rounds. They can only be truly slain by being exposed to sunlight, in which case they turn to stone. Trolls may raid isolated villages, but they are frightened away by the sound of church-bells.

WEREWOLVES

Init: +1	AC: 15	SV: 14	Ml: 8
HD: 4d6	MV: 35	AL: C	
Attacks: 1 bite (+5, 2d4)			

Special: Werewolves are rare in Albion, more common in the Principalities or Northman lands. They are created in two ways: either as a mutation of a follower of the demon known as the «wolf god», or when one of those bites an ordinary mortal, transforming them into a werewolf as well. Anyone so bitten will have a 25% chance of being infected; if they do not make a saving throw vs. disease (CON) they will become werewolves as of the next full moon (bathing in wolfsbane before that grants a +4 bonus to the saving throw).

Werewolves can only be injured by silver or magic. However, smoke from Wolfsbane will drive them away if they fail a saving throw. Also, injury from weapons treated with wolfsbane that was prepared as a poisonous unguent require that a werewolf make a saving throw 1d6 rounds after injury, or they will die (but to be injured the weapon still needs to be silver or magical). Werewolves can command wolves, and will usually have a pack of 3d6 wolves in their service.



humans

Most humans don't have a character class, even if the more experienced ones have some additional hit-dice and better combat abilities. The classed NPCs were done as per the rules presented p.14, and thus could have been different with other choices and rolls. Note that all humans detailed below assume average ability scores (i.e.: without bonus or penalty), but the GM still has the option to give some higher ability score to a NPC (e.g.: a +2 bonus to hit and damage to a high level fighter with a 16 STR).

0-LEVEL COMMONER

Init: +0	AC: 10	SV: 16	Ml: 6
HD: 1d6		MV: 30	AL: N
Attacks: 1, +0, by weapon (e.g.: club 1d6 or dagger 1d4)			

BARBARIAN, LOW LEVEL

Init: +0	AC: 12	SV: 16	Ml: 7
HD: 1d6+1		MV: 30	AL: N
Attacks: 1, +1, by weapon			

Special: an average barbarian is typically equiped with Padded Jack armor, and a spear (1d6) or battleaxe (1d8).

BARBARIAN, HIGHER LEVEL

Init: +0	AC: 14	SV: 14	Ml: 8
HD: 1d6+1d12+3		MV: 30	AL: N
Attacks: 1, +3, by weapon (with +2 damage)			

Special: a tougher barbarian is typically equiped with Jack Splint armor, and a spear (1d6) or battleaxe (1d8).

CULTIST, TYPICAL

Init: +0	AC: 12	SV: 16	Ml: 7
HD: 1d6		MV: 30	AL: C
Attacks: 1, +1, by weapon (e.g.: club 1d6 or dagger 1d4)			

Special: a cultist expecting trouble would wear Padded Jack armor and typically use a club; otherwise they would remain unarmored, and only carry a dagger.

CULTIST, WITCH/SORCERER

Init: +1	AC: 11	SV: 14	Ml: 8
HD: 1d6+1d4+3		MV: 30	AL: C
Attacks: 1, +1 by weapon			

Special: an evil sorcerer will usually have a blasting wand (2d6+2 damage). Their service for demons will have granted them several powers. There's a 50% chance they may be able to call forth a demon commoner or knight at will. They may be able to change shape to disguise themselves, and may have the technique of invisibility to enemies. This template is only one example, as they may well have any number of powers or mutations from their master.

THUG/BRIGAND/SOLDIER, LOW LEVEL

Init: +0	AC: 13	SV: 16	Ml: 7
HD: 1d6		MV: 30	AL: C
Attacks: 1, +1, by weapon			

Special: an average man-at-arms is typically equiped with Padded Jack armor, shield, and a club or spear (1d6).

THUG/BRIGAND/SOLDIER, HIGHER LEVEL

Init: +1	AC: 14	SV: 16	Ml: 8
HD: 3d6		MV: 30	AL: C
Attacks: 1, +3, by weapon (with +1 damage)			

Special: a tougher man-at-arms is typically equiped with Jack Splint armor, and a polearm or battleaxe (1d8).

FIGHTER, 1st LEVEL

Init: +1	**AC:** 15	**SV:** 16	**MI:** 7
HD: 1d6+1d8		**MV:** 30	**AL:** N
Attacks: 1, +2, by weapon (with +1 damage)			

Special: a 1st level fighter is typically equiped with Jack Splint armor, shield, and a spear (1d6) or longsword (1d8).

FIGHTER, 2nd LEVEL

Init: +1	**AC:** 15	**SV:** 16	**MI:** 7
HD: 1d6+2d8+2		**MV:** 30	**AL:** N
Attacks: 1, +2, by weapon (with +1 damage)			

Special: a 2nd level fighter is typically equiped with Jack Splint armor, shield, and a spear (1d6) or longsword (1d8).

FIGHTER, 3rd LEVEL

Init: +1	**AC:** 16	**SV:** 16	**MI:** 8
HD: 1d6+3d8+4		**MV:** 30	**AL:** N
Attacks: 1, +3, by weapon (with +2 damage)			

Special: a 3rd level fighter is typically equiped with brigandine armor, shield, and a longsword or polearm (1d8).

FIGHTER, 5th LEVEL

Init: +1	**AC:** 17	**SV:** 15	**MI:** 8
HD: 1d6+4d8+8		**MV:** 30	**AL:** N
Attacks: 1, +4, by weapon (with +3 damage)			

Special: a 5th level fighter is typically equiped with chain armor, shield, and a longsword or polearm (1d8).

FIGHTER, 7th LEVEL

Init: +1	**AC:** 19	**SV:** 15	**MI:** 9
HD: 1d6+5d8+12		**MV:** 30	**AL:** N
Attacks: 2, +5, by weapon (with +4 damage)			

Special: a 7th level fighter is typically equiped with plate armor, shield, and a longsword or polearm (1d8).

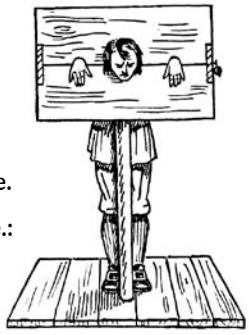
THIEF, 1st LEVEL

Init: +0	**AC:** 10	**SV:** 15	**MI:** 7
HD: 1d6+1d4		**MV:** 30	**AL:** C
Attacks: 1, +1, by weapon (typically a dagger: 1d4)			

Special: a thief is generally unarmored and just carries a dagger; but if expecting trouble would use Padded Jack (AC 12) and a club (1d6).

Backstab: +4 bonus to hit with surprise attacks, and deal double damage.

This thief has a +1 to "thief skills" (i.e.: Pick pockets, Open locks, Find and remove traps, Sneak, Listen, and Climb).





THIEF, 2nd LEVEL

Init: +1	**AC:** 11	**SV:** 15	**MI:** 7
HD: 1d6+1d4+1		**MV:** 30	**AL:** C
Attacks: 1, +1, by weapon (typically a dagger: 1d4)			

Special: a thief is generally unarmored and just carries a dagger; but if expecting trouble would wear Padded Jack (AC 13) and use a short sword (1d6).

Backstab: +4 bonus to hit with surprise attacks, and *triple* damage. This thief assumes a 13-15 DEX, thus has a +2 to "thief skills", and better AC / init.

THIEF, 4th LEVEL

Init: +1	**AC:** 11	**SV:** 14	**MI:** 8
HD: 3d6+1d4+3		**MV:** 30	**AL:** C
Attacks: 1, +1, by weapon (typically a dagger: 1d4)			

Special: as 2nd level thief above.

CLERIC, 1st LEVEL

Init: +0	**AC:** 17	**SV:** 16	**MI:** 8
HD: 1d6+1d8		**MV:** 30	**AL:** L
Attacks: 1, +1, by weapon (e.g.: longsword 1d8)			

Special: a 1st level cleric is typically equiped with chain armor, shield, and a longsword (1d8).

Clerics get a +2 bonus to their saves against magic. A 1st level cleric has one random miraculous power (see p.21) and a +1 to their prayer check.

CLERIC, 3rd LEVEL (CRUSADER)

Init: +0	AC: 17	SV: 16	MI: 8
HD: 3d6+1d8+2		MV: 30	AL: L
Attacks: 1, +2, by weapon (e.g.: longsword 1d8)			

Special: a "crusader" cleric (who focuses on combat) is equiped with chain armor, shield, and a longsword (1d8).

Clerics get a +2 bonus to their saves against magic. A "crusader" typically has either the Holy Weapon or Turn Undead miraculous power (see p.21) and a +1 to their prayer check.

CLERIC, 3rd LEVEL (HEALER)

Init: +0	AC: 11	SV: 16	MI: 7
HD: 1d6+1d8+2		MV: 30	AL: L
Attacks: 1, +1, by weapon (e.g.: dagger 1d4)			

Special: a "healer" cleric (who focuses on assistance) is generally unarmored and carries a dagger (1d4). Yet, on the battlefield they would use chain armor, shield, and a longsword (1d8).

Clerics get a +2 bonus to their saves against magic. A "healer" has the Laying Hands miraculous power with a +3, and either the Blessing or Sanctuary power with a +1 to their prayer checks.

CLERIC, 5th LEVEL (COMMANDER)

Init: +0	AC: 19	SV: 16	MI: 9
HD: 3d6+1d8+4		MV: 30	AL: L
Attacks: 1, +2, by weapon (e.g.: longsword 1d8)			

Special: a "commander" cleric is typically equiped with plate armor, shield, and a longsword (1d8).

Clerics get a +2 bonus to their saves against magic. A "commander" typically has the Divine Inspiration and Visions miraculous powers, with a +2 to their prayer check.

MAGISTER, 1st LEVEL

Init: +0	AC: 10	SV: 16	MI: 7
HD: 1d6+1d4		MV: 30	AL: N
Attacks: 1, +0, by weapon (e.g.: dagger 1d4)			

Special: a 1st level magister is typically unarmored and carries a dagger (1d4). Yet, nothing forbids a magister to don armor and use better weapons if necessary.

Magisters get a +1 bonus to their saves against magic. A 1st level magister has the Languages lore, one arcane skill (see p.16 and p.34) and a +1 to their magic / summoning checks.

Golems & homonculi

For the statistics for these creatures, see the Magic chapter.

mutations

For examples of mutations created by Chaotic influence, see the «Cults of Chaos» sourcebook.



undead

ELVEN MUMMY

Init: +0	AC: 17	SV: 14	MI: 12
HD: 6d6	MV: 20	AL: C	
Attacks: 1 touch (+7, 1d12)			

Special: Found in tombs related to the late-Elven death-cult, these mummies are highly intelligent and sinister. Their touch is of chilling dark magic, and anyone slain by it will rise up as a walking-dead servant of the mummy in 1d4 hours unless they are buried by the proper religious rites by a Cleric or priest. Any non-Cymri human with 1 level or less who sees an Elven Mummy will automatically become paralyzed with fear and awe (Cymris of level 0-1 get a saving throw modified by INT to resist). Characters of level 2-8 get a saving throw to resist this fear effect, with Clerics and Cymri of those levels getting a +4 bonus to their save. Any character so enthralled will be under the command of the mummy and feel forced to obey, but if given any command immediately and significantly contrary to their fundamental nature (including anything clearly suicidal) the character will get a Saving Throw to break free of the effects.

Elven Mummies can only be harmed by magic, or by silver or fire (but the latter two only do half-damage if non-magical). Like most undead they are immune to sleeping effects, cannot be mentally controlled, cannot be paralyzed. They can be turned, but count as if they were 9HD against turn undead.

GHOSTS

Init: +0	AC: 20	SV: 10	MI: 12
HD: 10d6	MV: 20	AL: C	
Attacks: 1 death touch (+10, save or die) or possession			

Special: Ghosts are spirits of the dead who were usually killed by horrible violence and some horrible event has made them cling to undeath. They can become invisible at will but can only attack or possess when visible. Anyone who sees a

visible ghost must make a saving throw (modified by INT) or be terrified into running away for the next 20-120 minutes; Clerics get a +4 to the save, and anyone above 8th level is immune. When a ghost touches someone, they can either seek to kill them or possess them; the former requires the victim make a saving throw vs death (modified by CON), the latter a saving throw resist possession (modified by INT, clerics get a +4 bonus). Anyone who dies from a ghost's touch will rise up as a walking-dead in 1d4 hours unless buried with proper funerary rites by a priest or cleric. Anyone possessed is completely controlled by the ghost, who may then seek to kill others, destroy the body they inhabit, speak, or anything else it wishes. It may leave the body it inhabits at will (but usually won't wish to do so).

Ghosts cannot be hurt by normal weapons, only magic. Even if a ghost is reduced to 0hp, or «destroyed» by the clerical Turn Undead miracle, they will only be dissipated for 2d6 days. The only way to completely eliminate a ghost is to either resolve the cause for which they have clung to the material world, or to find the resting place of the ghost's body and perform a Banishing, or a Turn Undead powerful enough to destroy the ghost.

PHANTOM KNIGHT

Init: +1	**AC:** 18	**SV:** 12	**MI:** 12
HD: 7d6	**MV:** 35	**AL:** C	
Attacks: 1 Ghost Sword (+8, 1d8 + enervation)			

Special: Phantom Knights are undead spirits of chaos-aligned warriors who committed great sins in life and died without proper funerary rites. They are incorporeal, unable to be harmed other than by magic, EXCEPT by their chosen foe (they will usually select the highest-level fighter, cleric or Scots Man among those present). They will challenge that chosen foe, and become corporeal toward him, giving him the chance to fight even if he does not have magic. Each time a Phantom Knight strikes a foe, they will die instantly if they have 2HD/Levels or less. Otherwise, they suffer a -2 penalty to all D20 rolls (attacks, saving throws, skill checks), which is cumulative each time they are struck; if the penalty total at any time exceeds their current level/HD, they will die immediately. Phantom Knights will usually haunt battlefields; in one famous case, there is an ancient ring-ditch on top of Wandlebury Hill (an hour's ride from Cambridge) where on nights of the full moon a Phantom Knight will appear to challenge any warrior who dares to enter. Phantom Knights can be turned, but count as if they were 9HD for Turn Undead spellcasting checks.

SHADES

Init: +1	**AC:** 13	**SV:** 16	**MI:** 12
HD: 3d6	**MV:** 30 (fly)		**AL:** C
Attacks: 1 chill touch (+4, 1d6+1) + Charisma drain			

Special: Shades are undead creatures of darkness, most often found in tombs or unholy sites. They are immune to non-magical weapons, but they are vulnerable to sunlight (taking 1d6 damage per round of exposure). They are invisible in darkness; in dim light they are very difficult to see, causing a -2 penalty to any melee attacks against them and a -4 penalty to any ranged attacks. When a Shade touches a living creature, in addition to the listed damage they lose 1 point of Charisma. Anyone reduced to less than 3 CHA will become catatonic, and anyone reduced to 0 CHA will themselves become a Shade. Survivors of Shade attacks will recover lost CHA at a rate of 1/day.

SKELETON

Init: +0	**AC:** 13	**SV:** 16	**MI:** 12
HD: 1d6	**MV:** 30	**AL:** C	
Attacks: 1 claw (+2, 1d6)			

Special: Skeletons are created by chaos cultists, or through sinister magical chaos influences in catacombs or tombs. Non-magical weapons only do half-damage to Skeletons.



REVENANT

Init: –1	**AC:** 17	**SV:** 14	**MI:** 12
HD: 4d6	**MV:** 30	**AL:** C	
Attacks: 1 bite (+5, 1d6+2)			

Special: Revenants are undead creatures created when a mortal makes a pact with Chaos powers at the moment they are dying. 1d6 years after their death, they rise again as the living dead, but usually with only a semblance of their former personality. They will vaguely remember their reasons for wanting to live (love, revenge, greed, etc) and will seek these purposes out; but being warped by chaos will just cause evil and destruction (including the death of family members they may have loved). They appear as dead humans, sometimes hairless, eyeless and/or noseless; their skin may appear bloated, and pale or off-color. They are immune to normal weapons unless those weapons are silver. They feed on the blood of the living. If anyone holds up a sun-disk or a holy relic in their line of sight, Revenants suffer a –2 penalty to attack rolls and saving throws. They cannot cross running water (except over a bridge). If they are killed, they will come back to life again the next nightfall, unless their head is severed from their body and an iron or hawthorn nail driven through the heart (a bullet from a pistol or rifle will also function).

VAMPIRE

Init: +0	AC: 17	SV: 12	Ml: 10
HD: 8d6	MV: 30	AL: C	
Attacks: 1 bite (+9, 1d6+2)			



Special: Vampires are a much more powerful form of revenant. There are some vague legends about them in books of lore, but none is known in the modern world until the rise of Vlad Tepes in Wallachia in 1473. A Vampire is the result of a great hero (typically a fighter of 9th level or higher) making a pact with Chaos powers when he's at the verge of death; seeking revenge, a lost love, or some similar great drive that will bind them to the mortal world. They will function much like revenants but will retain a much more human appearance and intellect. In addition to a revenant's abilities (see p.115) they also will be able to command wolves, rats, bats and other creatures of the night as well as lesser undead, and may have other special magical powers granted by Chaos. Vampires can be turned, but not destroyed by Turn Undead; a result on a turning check that would normally destroy them only turns them instead. The statistics provided above are merely for an example, as in fact every Vampire will be unique and different.

WIGHT

Init: +0	AC: 15	SV: 14	Ml: 12
HD: 4d6	MV: 30	AL: C	
Attacks: 1 touch (+5, 1d4 + STR drain + curse)			

Special: Wights are called «draugr» in the Northman tongue, they are a special kind of living dead, possibly brought back to life out of greed or envy. In Albion, they are commonly found in Barrow mounds, and have also overrun a significant part of the Isle of Wights. Wights look like deceased humans, their skin usually rotting and blackened or dark-blue. It is said that mortal men or animals who sleep near where a Wight is found will have disturbing dreams and be unable to get an adequate rest (meaning they will not heal from resting). When Wights strike a victim, in addition to damage they drain 1 point of Strength, anyone reduced to under 3 STR will be unable to move, and anyone reduced to 0 STR will die and return as a Wight (if they survive the attack, they'll regain lost STR at a rate of 1 per day). Additionally, anyone struck by a Wight will suffer a Curse; their injuries from wight-strikes (the hit point damage from the strike) will not heal (unless the curse is removed through magic or miracles). Wights have the power to transform into a lightly-glowing mist, and thus pass through even tiny cracks in rock or from under the earth. Wights are immune to normal weapons, and if they are slain will return to life (and full hp) in 1d8 hours. Sunlight will not injure them but they will suffer a -2 penalty to attacks and saving throws when exposed to it. The only way to permanently destroy a Wight is to burn its body and cast its ashes into running water or the sea.

WILL-O-WISP

Init: +2	AC: n.a.	SV: 10	Ml: 12
HD: 10d10	MV: 45	AL: C	
Attacks: Charm			

Special: A «will-o-wisp» is believed to be the undead spirit of a fairy creature. It is also called «fairy fire». It appears as a flickering light that can be mistaken from a distance for torchlight; it only appears at night, usually in mountains or forests. They usually make themselves seen from 20-120ft away. Their only form of attack is that anyone who gazes at a Will-o-Wisp must make a saving throw versus magic (modified by INT), or become enthralled and seek to follow the lights. The fairy fire will then lead its victims to a cliff or ravine, where they will fall and suffer injury or death. Will-o-Wisps are completely immune to weapons (even magical ones), and most forms of magic. They can only be destroyed by clerical Holy Light (which destroys them instantly), Turn Undead, or Divine Intervention.

WRAITH

Init: +0	AC: 16	SV: 14	Ml: 12
HD: 5d6	MV: 30	AL: C	
Attacks: 1 chill touch (+6, 1d6 + enervation)			

Special: Wraiths are incorporeal undead that seem to be found in places with high influence of chaos; they are common in Scots' Land, Eire, and the Isle of Wights, but also in Albion in ancient tombs or other dark places. Wraiths despise the living. They are immune to normal weapons, and silver weapons only do half damage to them. A 0 or 1st level human touched by a Wraith will die and return to life as a wraith. A higher-level victim will suffer a –1 penalty to all d20 rolls (attacks, saving throws, skill checks) for each hit they suffer; if their total penalty equals their current level/HD, they die and return to life as a wraith (if they survive, the penalty goes away at a rate of 1 per day).

THE WALKING DEAD

Init: –1	AC: 12	SV: 16	Ml: 12
HD: 2d6	MV: 15	AL: C	
Attacks: 1 claw (+3, 1d8)			

Special: The most basic form of the living dead, the 'walking' are created from those who were not properly buried after death, or those who died from suicide or some state of sin. The Walking Dead can be harmed by any metal weapons, or magic. If they are slain they return to life in 10-40 minutes (at full hit points) unless they are decapitated.

Trials

(Note: for more complete information on laws and justice, see the chapter on this topic in the Dark Albion setting book)

Initial Trial is by a Lord, or the Lord's chosen magistrate, or the local Ecclesiastical court, or in some cases the King's Court, usually only granted if the King or someone on his council has a good reason to want to have the case tried by the Crown itself.

Lawsuits are only ever handled by local courts; unless the lawsuit is involves high Nobles or high-ranking clergy, in which case the suit is always handled by the King's Court. High Treason is only ever tried by the King's Court. Heresy, Sorcery, and theft/murder/assault on a priest, cleric or church are only ever handled by the Ecclesiastical court.

Trials in secular courts below the level of the King's Court can be tried by a jury if the accused requests it. By ancient law, the accused in a secular court trial may demand trial by combat rather than by judge or jury (see below).

In this era, Lawyers were not usually hired to handle the cases themselves. Instead, they served two functions: they were at times hired by the court itself as experts to determine tricky details of interpretation of the law; and they were hired by defendants to make appeals. A skilled lawyer hired to handle such an appeal will usually cost 2d6L per case multiplied by their bonus to the appropriate Law lore (either ecclesiastical or secular).

To determine the outcome of a trial (i.e.: determine whether the accused is found guilty and punished, or not), roll 2d6 and see the result next pages, according to what type of offense is judged.

Base Roll: 2d6 modified by the accused's CHA modifier	

Other modifiers	
Lord / Bishop favors leniency	+2
Lord / Bishop favors punishment	–2
Public favor leniency	+1
(as above, and if the accused demanded trial by jury in secular court)	+2
Public favor punishment	–1
(as above, and if the accused demanded trial by jury in secular court)	–2
The accused was previously found guilty of any crime greater than a minor offense	–1
The accused is a wealthy or respected commoner	+1
The accused is a knight	+2
The accused is a noble	+3
The accused is a Cymri or a barbarian/heathen	–2
The accused is a foreigner but follower of the Sun	–1
The accused attempted to escape justice	–1
Credible witnesses give testimony to the guilt of the accused	–4
Less credible witnesses (women, teenagers, foreigners, or known criminals)	–2
There is clear material evidence of the crime	–4
Case is taking place in Ecclesiastical Courts	–1
Accused in an Ecclesiastical court is a priest/cleric	+1
Accused in Ecclesiastical court is a bishop/cardinal	+2
Cleric accused in Ecclesiastical court who has lost his miraculous powers	–4
Accused attempts a bribe	special

Note: Priests and clerics can only EVER be tried in Ecclesiastical courts. They will only be sentenced to death if found guilty of heresy, sorcery, or the murder of a fellow clergyman. For other crimes, the penalty is reassignment (for minor local offenses), being assigned penitence at an abbey, being defrocked (in the case of priests/bishops/cardinals only - this is sometimes accompanied by excommunication for grave crimes), being assigned to perform some dangerous quest as penitence (clerics only), or service through menial labor.



BRIBES

A magistrate, lord, witness or juror may potentially be bribed. The GM would need to determine whether or not the potential recipient of the bribe is corruptible, and whether what is being offered as a bribe (be it money, favors, information, blackmail, or something else) is likely to sway them, and if the situation is such that the recipient of the bribe would be willing to take such a risk for the case. The PC would need to find a way to make the offer of bribery get to the recipient, through a friend or message.

If the offer is transmitted, the PC should roll 2d6+/–CHA, and modified as follows:

The recipient is incorruptible: bribe fails automatically.	
The recipient is difficult to corrupt	–2
The recipient is prone to bribery	+1
The recipient is highly corrupt	+2
The bribe offered is totally undesired by the recipient: bribe fails automatically	
The bribe is potentially interesting but inadequate (too little money, not enough benefit, etc)	–2
The bribe is of extreme interest to the recipient	+2
The risks for the recipient are very high	–2
The risks for the recipient are very low	+1

If the final total result is 8 or higher, the bribe succeeds. In the case of bribing a witness, this will annul the penalty for the witness' testimony. In the case of bribing a juror, this will add a +1 bonus to the trial check. In the case of bribing the lord or bishop of the region (or the king, in the King's court) this will grant the bonus of the Lord favoring leniency (unless the lord is the judge). In the case of magistrate/judge being personally bribed, the accused will be found not guilty.

However, if the bribe fails, there are consequences: if the attempt's result was a 2 or less, the person being accused will make the attempted bribery public, causing a –6 penalty to the trial check! Otherwise, if the attempted recipient of the bribe was a judge or Lord, there will be a –3 penalty to the trial check, if it was a juror, a –2 penalty, and in the case of a witness, a –1 penalty in addition to the penalty from the witness' testimony.



The results of the court case are determined based on the total modified result of the trial check roll, compared to the table appropriate to the nature of the crime committed:

A) MINOR OFFENSES

See list of fines for types of offenses considered minor	
6 or less	guilty, fined
7 or more	not guilty

Fines (If the condemned cannot pay the fine, they are sentenced instead to stocks for any fine under 1 sh, or lashings for any fine above 1 sh.)	
Carrying melee weapons other than a dagger in public (except clerics, knights and nobles who can carry swords in public).	12 sh(1)
Carrying ranged weapons in public	20 sh(1)
Fraudulent Trade (practicing a trade in a city without membership in the city guild)	27 L(2)
Gambling in a public place	6sh 8p
Organizing a public disturbance	30 sh
Public brawling (without weapons) or riotous behavior	4 sh
Public brawling (with clubs or stones)	8 sh
Public brawling with a dagger	12 sh
Resisting arrest	40 sh
Uttering a violent threat in public	12 p
Violation of Sumptuary (clothing) Laws	10 L(3)
Wearing a mask in public (the assumption being that it is being done in preparation for some crime)	2 p

1 : and weapons are forfeit.

2 : and all goods are forfeit.

3 : and clothing is forfeit.

NOTE: committing any of the above crimes at night brings an additional fine of 40 sh!

B) MISDEMEANORS

Public Drunkenness	
6 or less	guilty, 1d6 days in the stocks
7 or more	not guilty

Vagrancy (sleeping in the streets)	
5 or less:	guilty, 2d6 days in stocks
6 or more	not guilty

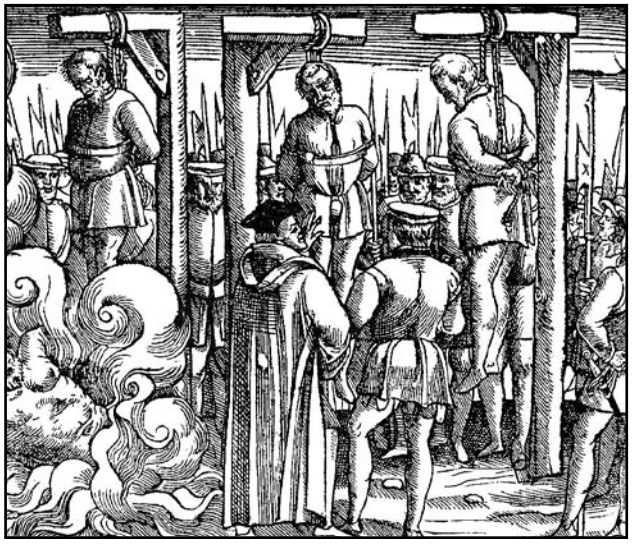
Public Gossip (spreading rumors meant to cause community discord)	
7 or less	guilty, 2d6 days in stocks
8 or more	not guilty

Public Begging	
5 or less	guilty, 2d6 lashes
6 or more	not guilty

Minor Petit Treason (disobeying or showing contempt to the officer of a Lord)	
8 or less	guilty, 3d10 lashes
9 or more	not guilty

Time in the stocks causes a 5% risk of exposure to some disease for every two days spent in the stocks (the total chance is modified by CON).

Lashings do 1d2 hp damage per lash; it is thus potentially a fatal punishment. However, if the condemned passes out from the whipping, the judge usually orders that the whipping be halted, and continued the next day (or in two days if the next day is Sun-day). There is a 4% chance of infection for every 3 lashes administered (the total chance modified by CON). Any character who receives 12 or more lashes must make a Saving Throw, modified by CON, or suffer a permanent loss of 1 CON from their ordeal.



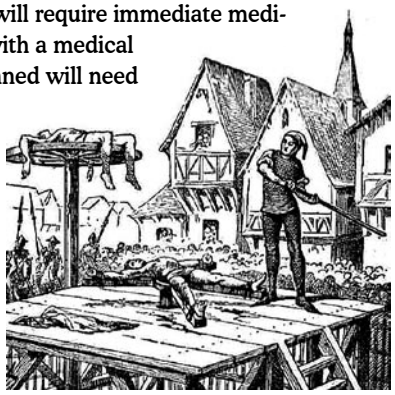
C) SERIOUS CRIMES

Major Petit Treason (assault or open/violent defiance against a Lord or his direct representative)	
0 or less	guilty, death by hanging
1-3	guilty, Mutilation, severing of one foot
4-7	guilty, 3d10 lashes
8 or more	not guilty

Adultery (sexual liaison with a married person)	
0 or less	mutilation, eyes gouged out
1-3	mutilation, nose cut off
4-7	3d6 lashes
8 or more	not guilty

Petit Theft (theft of any amount less than 5 sh)	
7 or less	guilty, mutilation, removal of the right hand (left for repeat offenders, execution for third strike)
8 or more	not guilty

Punishment by mutilation will require immediate medical attention by someone with a medical skill; otherwise the condemned will need to make a saving throw (CON) to avoid death by shock or blood loss. Any form of mutilation runs a 10% risk (modified by CON) of infection. Any character who is mutilated suffers a permanent loss of 1 point of Charisma (2 if their nose is cut off).



D) HIGH CRIMES

Desertion (fleeing from a muster of forces to fight in the king's name)	
9 or less	guilty, execution, hanging or beheading
10 or more	not guilty

Espionage for a foreign power (usually only applied as a charge against foreigners)	
7 or less	guilty, execution, hanging or beheading
8 or more	not guilty

High Treason	
9 or less	guilty, execution, drawn and quartered
10 or more	not guilty

Murder	
7 or less	guilty, execution, hanging or beheading
8 or more	not guilty

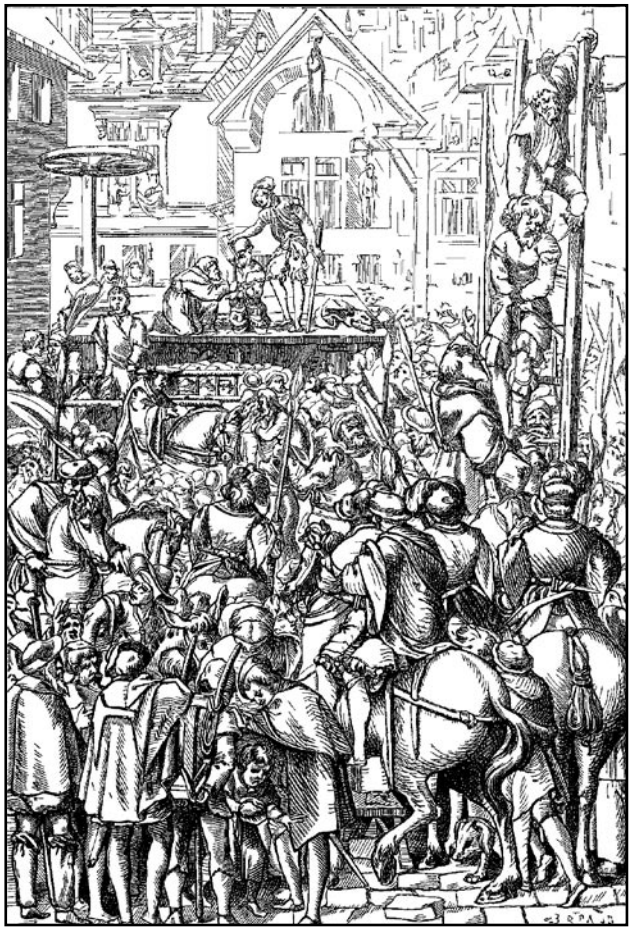
Poaching (in the king's forests)	
6 or less	guilty, execution, hanging
7 or more	not guilty

Rebellion	
8 or less	guilty, execution, hanging or beheading
9 or more	not guilty

Sedition (speaking ill of the Crown, inciting rebellion)	
4 or less	guilty, execution, hanging or beheading
5-7	guilty, mutilation, ear cut off
8 or more	not guilty

Theft, major (any amount greater than 5 sh)	
2 or less	guilty, execution, hanging or beheading
3-6	guilty, mutilation, hand cut off
7 or more	not guilty

Trying to Create Gold Without Royal Permission	
7 or less	guilty, execution, hanging or beheading
8 or more	not guilty



E) ECCLESISASTICAL HIGH CRIMES

Black Magic (creation of Golems, Homonculi, or use of Chaos artifacts even if not in the service of Chaos)	
0 or less	guilty, execution, burnt at the stake
2-7	guilty, Excommunication
8 or more	not guilty

Blasphemy (insulting or showing contempt for the Unconquered Sun or the Church)	
3 or less	guilty, execution, burnt at the stake
4-6	guilty, Excommunication
7-8	guilty, 3d10 lashes
9 or more	not guilty

Heresy (expressing and promoting deviations from the dogma of the Church)	
2 or less	guilty, execution, burnt at the stake
3-6	guilty, Excommunication
7-8	guilty, 3d10 lashes
9 or more	not guilty

Sorcery (using magic of any kind in the service of Chaos, including the creation of Talking Heads and pacts with demons)	
7 or less	guilty, execution, burnt at the stake
8 or more	not guilty

Violation of Holy Vows (monks, nuns, priests/bishops/cardinals, and clerics only)	
2 or less	guilty, Excommunication
3-5	guilty, defrocked (loss of all religious titles), except Clerics who receive 2d6 lashes and 4d12 months of penitence instead.
6-7	guilty, 2d6 lashes plus a period of 2d12 months of penitence at an abbey.
8 or more	not guilty

• Executions, unless otherwise indicated, would be by hanging for commoners, and beheading for knights or nobles.

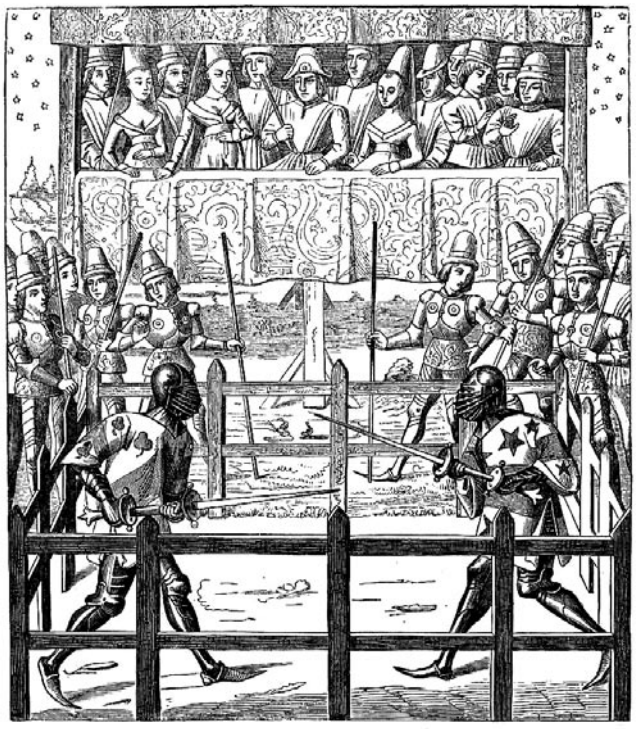
• Excommunication is a penalty only given in Ecclesiastical law. Someone found guilty of excommunication is essentially damned to the hells at the time of death; while alive, they are forbidden from receiving any religious service, cannot attend church rites, cannot receive any miraculous aid from Clerics whatsoever, and cannot hold any religious office (likewise, in almost all cases, the Crown will also strip them of any secular offices, under pressure to do so from the Church), and cannot engage in any business or work for the Church.

• Penitence is a penalty given to priests or clerics; this penalty can also be given by Bishops or Clerical commanders without trial. It is a period of time sequestered in an abbey or clerical priory, the time to be spent in prayer and repentance. During said time, the priest/cleric cannot leave the abbey/priory for any reason, or receive visitors who are not clerics or clergy.

E) CIVIL LAWSUITS

Resolution rolls for civil lawsuits are always rolled by the defendant.

Civil Lawsuit	
7 or less	guilty, defendant must pay restitution in coin or seizure of assets, if unable to pay will be sentenced to a period in the stocks equal to 1 day per shilling (or less) of value owed.
8 or more	not guilty



Trial by Combat

In a secular court, any free person could demand the right of trial by combat in lieu of trial by judge or jury. In this situation, the accused would engage in combat with a champion of the court chosen by the lord or his magistrate, or the King. In the case of lawsuits (complaints between two individuals or groups that are brought to a court to decide), only the defendant could demand trial by combat at which point the plaintiff (the person who brought the suit to the court) would have the opportunity to withdraw the case. If they chose to proceed they would have to engage in the combat as per standard.

A woman, child under 15 years of age, anyone ill or crippled to the point of being deemed incapable of fighting for themselves, or any priest or cleric would have the right to have a champion of their own fight in their stead; this would require that the defendant be able to find someone willing to risk potentially deadly combat on their behalf. It is permissible for a champion to be paid for performing this service, but it is rare to find any sell-swords willing to do so for anything less than exorbitant fees since unlike most jobs of this sort it will usually mean certain life-threatening combat against a trained opponent In some corrupt courts, it is not unheard of that wealthy (and healthy) adult male commoners will use some form of bribery (monetary or through their influence) to have the judge declare that they are of ill health and may thus use a champion to fight for them.

Any nobleman also had the right to choose a champion, but it was considered dishonorable for a male noble in good health not to fight their own trial; while allowed, it would be shameful.

While in ancient times trial by combat was to the death, in present times a trial by combat may be resolved at first blood if the combatant who is thus injured concedes the battle; if they refuse to do so, the battle continues until one of the combatants can no longer fight (being either dead or too injured to get up and keep fighting).

While commoners can demand trial by combat, it is important to note that they rarely do so. This is because a commoner can only fight with a club, and unarmored. A knight or noble, on the other hand, may fight with any non-magical armor or melee weapons they can obtain. This is true even in the case of a suit where a noble is fighting a commoner, making for a decidedly uneven combat. The champion chosen by a lord or magistrate may be a knight, in which case they can fight with any armor or melee weapon they can obtain; or will otherwise be a trained soldier that will be equipped with chain mail, shield (if so desired), and the melee weapon of their choosing or a sword provided by the court. If a wealthy commoner somehow hires a knight to fight for him, the knight may use whatever armor or weapons they can obtain.

The use of any magic (including magical weapons or armor) is strictly forbidden in a trial by combat.

The results of a trial by combat can never be appealed.

Trial by Vision

There is no right to trial by combat in Ecclesiastical courts, but Bishops and up in the priesthood, as well as any cleric, can demand right to trial by Clerical Vision; leaving his judgment in the hands of the Unconquered Sun. A trusted Cleric with the miracle of Vision is made to ask the Sun if the accused has his approval or disapproval. If the Sun approves, the accused is completely cleared; if the Sun disapproves, the accused is burnt at the stake. Obviously, the GM should determine whether or not the Sun approves of the accused.



appeals

Someone who has been condemned may hire a lawyer to file an appeal to a higher court. In secular courts, if the initial case was handled by a Lord's Magistrate, appeals can be made to the local Lord himself; if the Lord handled the case, then appeals can be made to the King's Court. Beyond the King's Court, an ultimate appeal can be made to the Star Chamber (the King's own council).

In Ecclesiastical courts, appeals can be made to the Archbishop, or beyond that to the Pontifex himself.

—The appeal roll is again a roll of 2d6 +/- accused's CHA modifier, and the following:

Lawyer skill check: (law skill in secular or ecclesiastical law as appropriate +/– lawyer's CHA): DC 15: +1 ; DC 20+: +2	
Lawyer rolled a natural 20	+4
Lawyer rolled a natural 1	–2
Lawyer is famous	+1
Higher authorities would favor leniency	+1
Higher authorities would favor severity	–1
Appeal to the Royal Court when the court has a vested interest in the verdict being changed	+2
Appeal to the Royal Court when the court has a vested interest in the verdict standing	–2
Public support the condemned	+1
Public decry the condemned	–1
Offense was a minor crime or misdemeanor	–4
Case is taking place in Ecclesiastical Courts	–1
Accused in an Ecclesiastical court is a priest or cleric	+1
Accused in Ecclesiastical court is a bishop or cardinal	+2
Ecclesiastical Court appeal to the Pontifex	–4
Offense was Treason, Blasphemy, Heresy or Sorcery	–2

—For all appeals, the results are based on the total modified 2d6 roll:

Appeal Result	
7 or less	the original sentence is upheld.
8-9	the punishment is reduced to one level lower of punishment (or overturned if punishment was already the least severe without being declared not guilty).
10 or more	the sentence is overturned and accused declared not guilty.



Wilderland adventuring

The following tables and guidelines can be used for random adventuring in wilderland regions, those areas far from regular civilization. In the Albion setting, they would work well anywhere in or bordering the Pennine mountains, or in the Welsh interior, or across the Wall in the Scots borderlands.

ruins

Random Adventuring Sites Origin (d20 roll)	
1-3	Ancient Cymri
4-7	Arcadian
8-9	Chaos Cult
10-13	Elven
14-15	Goblinoid
16-17	Northman (in Wales treat as Ancient Cymri instead)
18-20	Ruined Anglish village, keep or abbey

ANCIENT CYMRI

These sites will usually be burial sites, typically barrow mounds. There's a chance they could also be tunnels beneath the ruined foundations of an old hill fort or mountain keep.

Most likely contents will be undead, but they could also hold fantastical creatures, some kind of dangerous animal, a demon or underworld creature, or creatures of fairy.

ARCADIAN

These sites will typically be the remnants of an ancient legion fortification, but it is possible to find a ruined villa (which could have underground chambers), an abandoned temple of an ancient Arcadian god (like Jupiter, Nodens, Venus; or some kind of Arcadian mystery-cult), or a lost settlement that may have old catacombs underneath. The most likely content would be some form of demon or undead, but they may also have some kind of fantastical creature, wild animal, or a group of brigands or cultists using it as a base.

CHAOS CULT

A temporary or permanent hideout of a group of cultists, witches, or heretics. The location may be small or large, it could even appear like an ordinary wilderland village or abbey or castle at first glance (only to later reveal that all the population are cultists). Obviously, the cultists could have sorcerers or demons in their service, and may use undead. To generate a complete Chaos Cult, please refer to the Cults of Chaos sourcebook.

ELVEN

The most common 'elven' site would be an ancient stone circle. There's a 40% chance the stone circle is still functional, in which case any non-clerical magic performed inside it functions as though the caster were 1 level higher in terms of all effects (including spellcasting checks). Although there's no guarantee of such an encounter being present, the most common encounter here would likely be with Elves or other fairy creatures. Otherwise, some local hermit-magister (possibly a chaos-worshiper but not necessarily) might be living nearby. Another possibility for an Elven site would be the discovery of an ancient Elven tomb. These could have powerful magic, including magical traps. They may have animated homonculus-like guardians. If the tomb belonged to Elven followers of the Death-god, it may have undead, including an Elven Mummy. Other dangers could include fantastical creatures, chaos-slimes or mutated giant rats or spiders.

GOBLINOID

This type of site would most likely be a set of caves populated by a goblin tribe. Other possibilities could include trolls or ogres, or (especially in Scots' Land) Eotuns or Giants.

NORTHMAN

Northman sites would almost always be tombs, most likely of some great warrior. They may have traps in place, and undead. Another possibility could be an ancient Northman site holy to one of their gods (Woden, the Blood God, or the Wolf God -- the latter may include encounters with a werewolf).

RUINED ANGLISH SITES

Before the Black Death a hundred years back, there were many villages in areas that today are reduced to wilderland. Some of these may be full of undead. In some, there may still be the risk of the presence of the black plague. In other cases, there may be old keeps or abbeys, dating back to the old Anglish or the time of William the Bastard. These might be populated by the undead, or by brigands using them as headquarters. Ruined abbeys may still be holy places of relative safety, or they may have been destroyed by some force of chaos and be populated by cultists, monsters or a demon.



Random Encounters in the Wilderlands

The following table can be used as a guideline for random encounters in wilderness border areas. The GM should modify it as appropriate.

In civilized areas, or on roads or trails through wilderland areas, it could be more appropriate to roll random encounters on the Travel tables from the Dark Albion setting book. The following table can be used when truly in the wild, outside of any trail. There would be a chance of encounter of 2/6 in verdant areas, or 1/6 in areas of badland; rolled once each day and each night.



Random Encounters (d100 roll)	
1-20	Animal, wild
21-29	Brigands
30-33	Chaos mutants
34	Fantastical Creature
35	Giant
36-39	Goblins
40-48	Hermit (see subtable below)
49-58	Hunter/trapper
59	Ogre
60-67	Reivers
68	Troll
69-76	Undead
77-91	Weather
92	Werewolf
93-00	Wild men

WILD ANIMAL

Encounters in this category should be with creatures from the Animals section of the monster chapter. The most likely in forest or mountainous regions would be bears, boars, lynxes or wolves.

BRIGANDS

It would be rare to find Brigands deep in the wilderness; encounters would likely be with 2d10 brigands who are on the run or fallen on hard times. They would be 0-level and be led by one leader, a fighter or thief of levels 1-3.

CHAOS MUTANTS

1d10 humans who have been mutated by the forces of Chaos. They have fled deep into the wilderness as their mutations are too obvious to hide. For ideas about mutations see the «Cults of Chaos» sourcebook.

FANTASTICAL CREATURES

A random encounter with one or two of a species found in the fantastical creatures section of the monster chapter.

GIANT

This encounter would be with a giant, of the type chosen by the GM as most appropriate for the area and terrain.

GOBLINS

Encounters with a goblin tribe. Initial encounters would likely be with a patrol of 2d10 goblins, but there would be a lair nearby with 2d100 additional goblins.

HERMIT

Someone living in isolation in the woods for a variety of reasons. Roll on the following to determine the specific type of Hermit:

Roll 1d8:

1. Cleric: a Cleric, either aged (60%) or doing penance (20%) or in religious isolation for other reasons (20%). While they have gone into retirement from the world, if the PCs have some righteous cause in the service of the faith, they will try to provide temporary aid. Cleric will range from lv. 1-6.

2. Cultists: a group of 1d6 cultists. Most likely cultists of the wolf-god, but they may have some other reason for being out in the middle of nowhere. They will most likely attack the PCs. The leader is a fighter, thief or magister of level 1-6.

3. Lepers: 1d4 lepers, probably forced to flee into the wilds to avoid being killed. Each leper will have a 50% chance of being very near death, and a 20% chance of being dangerously insane. Otherwise they're just pitiable.

4. Madman: a single individual (80% chance of being 0-level, otherwise any class of level 1-4) who has gone completely insane and living like an animal. 50% chance the madman is dangerously violent; otherwise they'll just be rambling lunatics. The latter may end up following the PCs. A madman who can somehow be cured will likely be quite grateful.

5. Magister, chaos: a magister chaos-cultist (likely of Abrasax, but could serve any other demon) who has set up in the isolation of the wilds to engage in dark practices without disturbance. He may try to bluff the PCs into thinking he's a harmless hermit, or he may try to destroy them. There's a 20% chance he has a demon servant, a 20% chance of having a familiar (an animal possessed by a demon), or a 30% chance he has undead in his service. The magister is of level 1d6+1.

6. Magister, recluse: a magister who does not serve chaos, but is likely very eccentric, and mostly wants to be left alone to his experiments. He probably has a cave where he has set up an alchemical laboratory. There's a 30% chance he has either a homonculus or a golem in his service. He will not attack the PCs unless he feels he has no other choice. The magister is of level 1d6+1.

7. Religious: this hermit is a religious recluse, but not a cleric. Just an ordinary person driven by intense piety to live away from society, dedicated to prayer. He will mostly seek to be left alone, but may preach to the PCs, or offer some aid if they are clearly devout.

8. Witch, chaos: a male or female cultist who has studied magic but not through the collegium. They have likely made a pact with a demon, and there's a 30% chance they have a demon servant, a 30% chance of an animal familiar, and a 30% chance of having undead guards. The witch will either try to trick the PCs or attack them, depending on what the witch feels his/her odds are of killing them. They are magister-class level 1-4.

HUNTER/TRAPPER

One or two individuals who are hunting or trapping deep in the wilds. There is a 50% chance that they come from a community within less than one day's journey of the current location. Otherwise it will certainly be a community within 3 days at the latest. The reaction of the hunter will be entirely based on his impression of the PCs and his personality as defined by the GM.

OGRE

An encounter with 1, 1d6 or 2d10 Ogres; the number encountered should be decided by the GM based on the type of terrain and what he feels is most appropriate. Ogres will always be hostile.

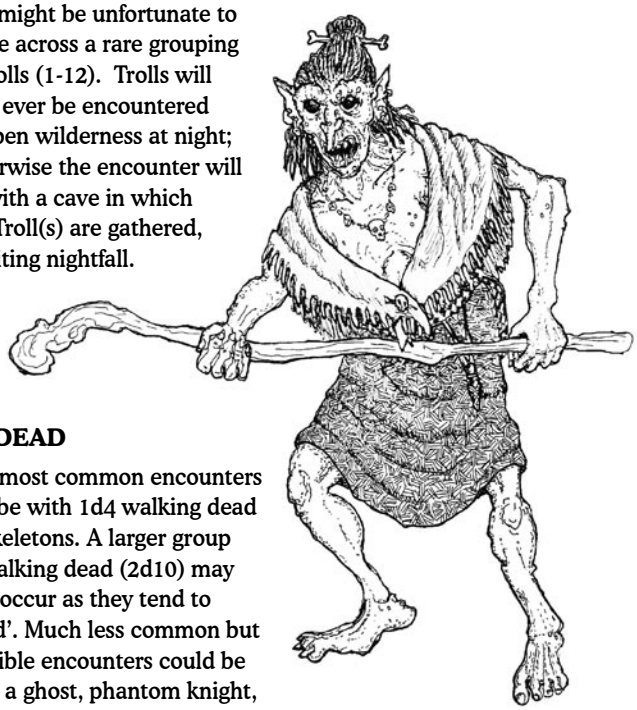
REIVERS

Reivers are raiders from Scots Land, who have crossed the Wall to come attack small villages and manors in the borderlands of Albion. Encounters will be with 1d100. Most will be 0-level, but 1 in every 10 (rounded up) will be 1st level. If there are more than 20 present, there will also be a 2nd level Scots Man leading them. If there are more than 50, there will also be a Chief of level 1d6+1. Reivers will usually attack, but may negotiate (especially if they think the PCs are going to be a tough fight).

Reivers are only encountered in the North. In Wales and its border areas, encounters will be with raiding Welsh Hillsfolk. The numbers encountered and leader-levels will be the same but they will be fighter class instead. There will also be a 50% chance that any group of 10 or more Welsh Hillsfolk will have a Cymri of level 1d6+1 accompanying them. In any other areas, «reiver» encounters should be with Brigands instead.

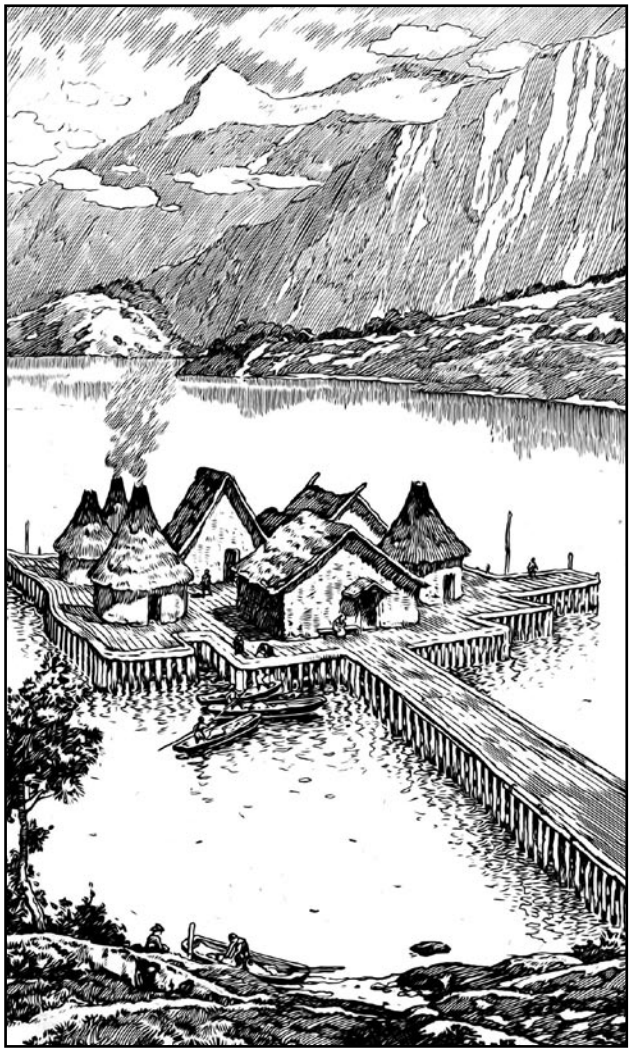
TROLL

Usually, this encounter will be with a single troll. Very rarely, one might be unfortunate to come across a rare grouping of trolls (1-12). Trolls will only ever be encountered in open wilderness at night; otherwise the encounter will be with a cave in which the Troll(s) are gathered, awaiting nightfall.



UNDEAD

The most common encounters will be with 1d4 walking dead or skeletons. A larger group of walking dead (2d10) may also occur as they tend to 'herd'. Much less common but possible encounters could be with a ghost, phantom knight, revenant, will o'wisp, wight, or wraith.



WEATHER

This is not a monster encounter, but rather that very challenging weather conditions take place. Depending on the region and the time of year, it would be a thunderstorm, heavy rains, or a snowstorm. Such harsh weather would make movement nearly impossible and would make finding or making shelter crucial. It may also create secondary effects like floods or a mudslide, depending on terrain. It will last 1d3 days.

WEREWOLF

An encounter with a werewolf will involve the werewolf, as well as an 80% chance he will have 3d6 wolves under his command. There is also a 50% chance he has 3d6 wolf-cultists, they will not necessarily be with him but nearby; however, for every 6 wolf-cultists (rounded up), 1 will have been turned into a werewolf as well and be with their master.

WILD MEN

Locals who have taken to living in the wilderlands. They have rejected the civilized life in favor of a hard life of freedom. Encounters will be with 1d10 of these men. They mainly wish to be left alone; the GM should determine their reactions to the PCs' presence, much of which will depend on whether the wild men see the PCs as a threat.

settled wilderland areas

Wilderland regions, like the Reiver Lands on either side of the Wall between Albion and Scots' Land, or the Debateable Lands in Scot's land, have tiny pockets of settlement. There are small villages, manors or keeps, or monasteries that live in extreme isolation. In many cases the local knight, minor Lord, or just plain strong-man is a kind of absolute law, mainly by force of arms.

Entering into one of these pockets of settlement, roll randomly to see who the local ruler is:

Settlements rulers (d20 roll)	
1-5	Brigands or other outlaws
6-7	A Hermit, who may be an aged Cleric recluse (50%) or a Chaos Cultist (50%)
8-13	A Knightly Family (30% chance they are not even formally recognized as Knights)
14	A Magister or peasant wizard / witch (50% chance they're a Chaos Cultist, otherwise just eccentric)
15-16	A Minor Lord
17-18	A small Monastery run by an abbot (10% chance they've turned into a Chaos cult)
19-20	No rulers, only the village elders.

• Knights or Lords will rule from an old manor or a small old-style keep. A hermit will usually live in a hovel, but might live in a ruined church. A Magister/wizard/witch may live in a hovel, a tower, or an old (possibly semi-ruined) manor.

• Any local ruler who serves Chaos is obviously motivated by their cultism. For full details for fleshing out Chaos Cults and their motivations, you may want to refer to the Cults of Chaos sourcebook.

• Bandits, rebels or other forms of outlaws will react largely based on the actions of the PCs; but their first instincts will be to assault (probably kill) and rob the PCs. If they think they can't manage that, they might try to cut some kind of deal with the PCs (likely to try to get them out of the area as quickly as possible).

For any other type of ruler, choose or roll from the following table for their motivation and reactions to the PCs' presence:

Rulers Dispositions (2d6 roll)	
2	**Hostile.** The ruler, even if not a Cultist, is up to something nefarious, or mad with paranoia. They will see any outsider presence as a threat.
3	**Highly distrustful.** While not outright hostile, the ruler sees outsiders as a danger to their rule or to the stability of the community. They will respect anyone with authority of the Church or Crown, but will otherwise not put up with any behavior they see as undesirable, and see themselves as the absolute authority to punish any wrongdoing.

4-5	**Distrustful.** The local ruler will be cold toward any outsiders, and wish for them to leave as quickly as possible.
6	**Bad Intentions.** The local ruler needs something: it might be resources (including possibly the PC's wealth), help in a conflict with some other nearby ruler, a problematic monster, or dealing with malcontents or rebels in his own community. They will act friendly toward the PCs and make promises to them, but will not keep those promises if they can avoid it.
7	**Neutral.** The local ruler will not be disposed one way or the other toward the PCs, and only react to their actions.
8-9	**Good Intentions.** The ruler will be glad to see the PCs, probably because they need something, as in the case of «bad intentions» above. But in this case they will not make false promises and will try to work out a deal with the intent of keeping it.
10-11	**Friendly.** If the PCs are of a respectable social class, the ruler will be hospitable and interested in their presence, and willing to be of help to them so long as it doesn't excessively inconvenience him.
12	**Too Friendly:** The ruler will be extremely pleased at the arrival of the PCs, with the hope to convince them to stay. Depending on their social class and career, he may try to recruit the PCs to his service, offer them alliances (maybe even marriage with some relative), or even partnership in managing his struggling territory. In extreme cases, the lord may resort to force to try to oblige the PCs to stay.

LOCAL ECONOMY

Roll on the following if you want to know what a small wilderland community subsists from (aside from brigands, where the answer is obvious):

Local Economy (d12 roll)	
1	Crafts (cloth, metalwork, leatherwork, carpentry, bow/arrow-making, pottery, etc)
2	Farming, prosperous
3-6	Farming, subsistence
7	Fur trapping
8	Herding (likely sheep)
9	Mine, gems
10	Mine, ores
11	Quarry
12	Waypoint for merchant caravans

In the case of mines or a quarry, if it's relevant, there's a 30% chance that a mine is running dry, or a 10% chance of the same for a quarry, meaning the community will be impoverished. Regardless, any mines or quarries in this region will be small, so even mines or quarries that are still at full capacity will only provide a medium level of prosperity.

INTERESTING LOCAL DETAILS

Interesting Local Details (d20 roll)	
1	An ancient bridge of excellent construction, the only point to cross a rushing river.
2	Best local ale in the entire region.
3	Caravan of Cymri travelers are currently in the area.
4	Cows, horses and sheep have been disappearing at night; could be thieves or a monster.
5	Legend of a ghost or werewolf in nearby woods, or of old Cymri treasure buried nearby.
6	Local market; not very impressive but probably the only one for days.
7	Old abandoned tower, may have belonged to a magister once, may contain dungeons.
8	Old Pagan festival still celebrated here, not Chaos related but involving drinking hallucinatory concoction.
9	Nearby Cavern containing a fantastical creature.
10	Remnants of an ancient battleground (era: 1-Elvish, 2-Cymri, 3-Arcadian, 4-Old Anglish, 5-Northman, 6- «recent»:1d4 centuries ago). May contain undead, lost treasures.
11	Ruler has a large cache of old weapons and armor, from bygone wars.
12	Rumors of a giant living in a nearby hill/mountain.
13	Stone circle (with a chance of Elvish incursions).
14	Village church contains an old Anglish holy relic.
15	Village church has a font blessed by a saint, it produces up to 10 vials of holy water a day.
16	Village produces particularly fine shortbows, they reduce medium-range penalty by 1.
17	Village recently raided by goblins!
18	Villagers speak in a local dialect that's very hard to understand.
19	Village Wise Man/Woman is a very competent apothecary with large herbalism supplies.
20	Village surrounded by an old wall.

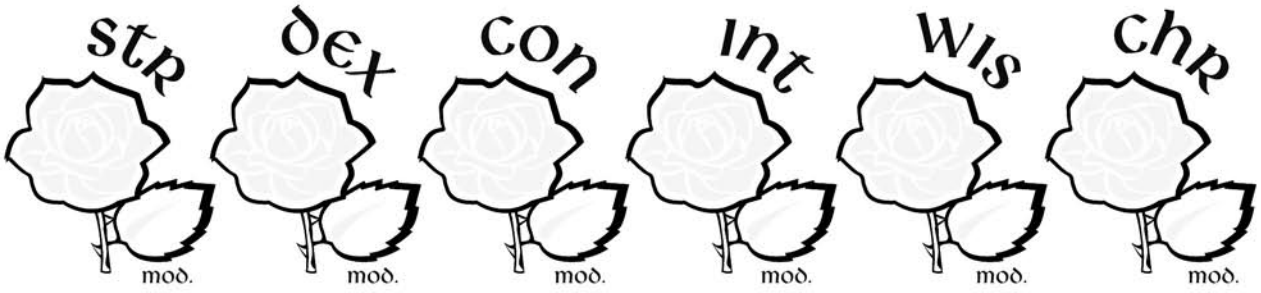


name _____ _____ _____ _____

class level alignment

player _____ _____ _____

social class home territory





armor class

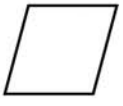
COMBAT

_____ armor

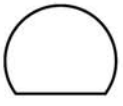
_____ shield

hit points

[ ] current



initiative modifier



base attack

_____ melee (str)

_____ missile (dex)

injuries:

SAVING THROW

base (16 - Cha Mod.)

other modifiers:

[ ] _____

[ ] _____

[ ] _____

[ ] _____

[ ] _____

class benefits/abilities/skills

prior event:

ARMS

weapon in hand: _____

weapon	dmg	s / m / l range	special

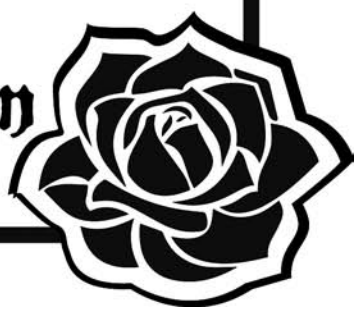
PREPARED SPELLS

EXPERIENCE

needed for next level: _____

Lion & Dragon

Player Character Record



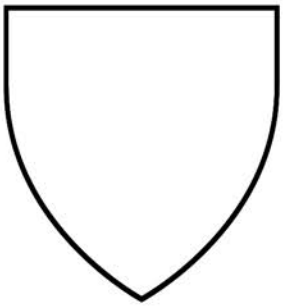
© 2016, Thomas Harrison

Retainers

Mount

Spells/Grimoires/ Artifacts

Family Lineage



family _____

order of precedence _____

heir _____

standing _____

Power & Influence

military _____

financial _____

political _____

important ancestors

blood relations & alliances

family enemies

ancestral titles & land holdings

personal honors

debts & obligations

Equipment

Item	Weight

Small Stuff

Wealth

£: _____

sh: _____

p: _____

other: _____

_____

© 2016, Thomas Harrison

CREDITS

Texts: RPGPundit **Layout:** Dominique Crouzet

Interior Illustrations: Some art (used under license / with permission) by: Jack Badashski; Jacob E. Blackmon; Denis McCarthy; Jeff Freels Artwork; Jeshields; Octavirate Entertainment; Headless Hydra Games with artist Gary Dupuis; Steve Robertson; Vshane; Daniel F. Walthall; and Image Portfolio © Louis Porter, Jr. Design. All respective Rights and Copyrights Reserved.

In addition, a majority of art from the public domain, with artists such as: Albrecht Dürer, H.J. Ford, Howard Pyle, Ivan Bilibin, etc.

Dark Albion Character Sheet: © 2016, Thomas Harrison.

OGL NOTICE

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL and most of the art, is property of and copyright 2013-2015 RPGPundit and Dominique Crouzet. All Rights Reserved.

DESIGNATION OF PRODUCT IDENTITY

Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including: DARK ALBION: THE ROSE WAR, and LION & DRAGON; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including DARK ALBION: THE ROSE WAR, and LION & DRAGON, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

DESIGNATION OF OPEN CONTENT

All (and only) the text from p.03 to 05, then p.11 to 19, then p.60 to 68, then p.80 to 87, and p.104 to 116, is Open Gaming Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc («Wizards»). All Rights Reserved.

1. Definitions: (a)»Contributors» means the copyright and/or trademark owners who have contributed Open Game Content; (b)»Derivative Material» means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) «Distribute» means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)»Open Game Content» means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) «Product Identity» means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) «Trademark» means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) «Use», «Used» or «Using» means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) «You» or «Your» means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

• **System Reference Document**, Copyright 2000-2003, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

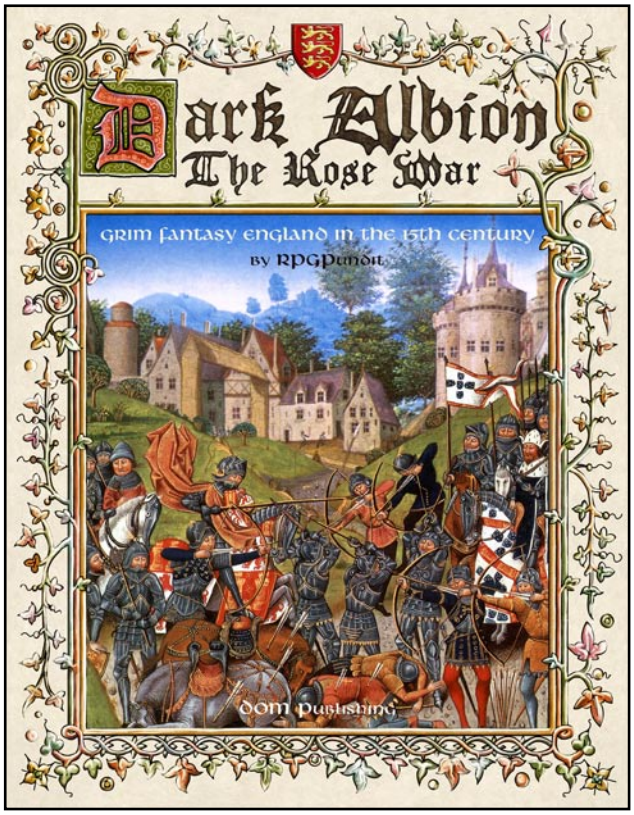
• **Lion & Dragon**, Copyright © 2017, RPGPundit and Dominique Crouzet.

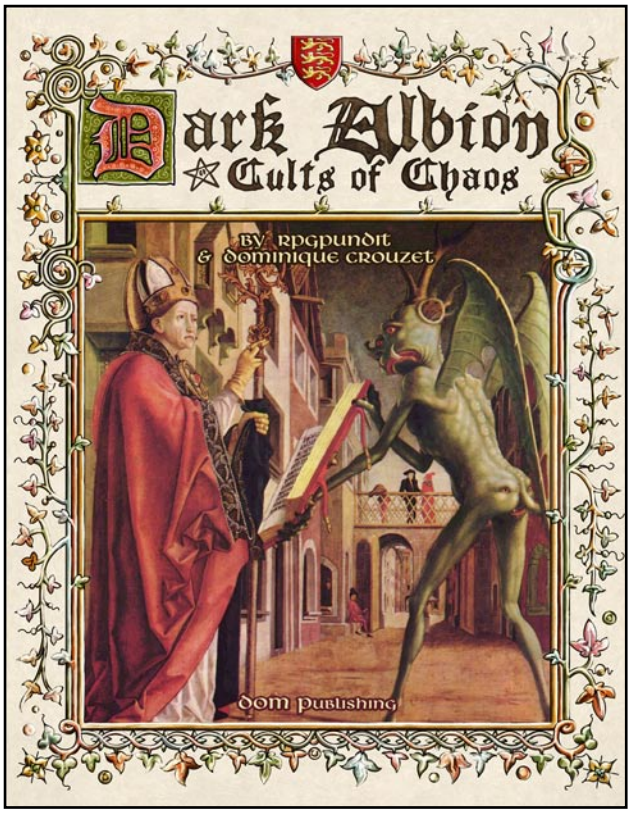
• **Dark Albion: the Rose War**, Copyright © 2014-2015, RPGPundit and Dominique Crouzet.

• **Dark Albion: Cults of Chaos**, Copyright © 2016, RPGPundit and Dominique Crouzet.

More RPG Books
By RPGPundit and Dom Publishing

If you like ***Lion & Dragon*** and would like to know more about its implied setting, ***Dark Albion***, and the supplement ***Cults of Chaos***, they can also be found either in print on demand on Lulu.com and Amazon.com, and in PDF ebook, on RPGNow.com.





DARK ALBION

Dark Albion is a system-neutral setting book for the OSR, set in a Medieval-Authentic version of our own world (but with magic and the supernatural), during the war of the Roses. Featuring social rules that really reflect medieval class structure, character creation guidelines that make your characters feel like they're authentically part of the medieval world, adaptations of the magic system to reflect the grittier medieval mold, summoning rules that provide complete mechanics for medieval-style evocations of demons, a complete timeline of the Rose War and details on dozens of noble families that fought in the conflict, simple resolution systems for domain management and mass-combat, encounter tables, and rules on equipment, guilds, law & justice and other details taken directly from historical sources, as well as presenting a setting borrowing directly from contemporary folklore and mythology. All this, framed by stunning art, multiple adventure scenarios, and including some great hex maps too! Whether you're looking to play heroic or not-so-heroic mercenary adventurers fighting battles or delving into barrow mounds, inquisitors on a divine mission to hunt down the forces of chaos, or scheming aristocrats playing in the original game of thrones, Dark Albion can make you experience old-school fantasy like you've never played it before.

CULTS OF CHAOS

Designed as a source-book for the Dark Albion setting, but also usable in any other OSR or fantasy campaign, Cults of Chaos is your one-stop guide to generating detailed, intricate, unique and medieval-authentic sects of heretics, witches, and chaos-worshipers. Complete mechanics and random tables help you to design whole cults, including numbers, resources, motivations, and complications, with variants for every medieval social-class. Detailed breakdowns are included on a variety of ancient sects and heresies, and their beliefs, rituals, symbols and agendas. Plus some pre-made adventure scenarios, details on prophetic dreams, the corrupting influence of chaos, mutation tables, and an appendix dedicated to the alien and sinister dark fae Elves of the Albion setting. Cults of Chaos can add a touch of Medieval-Authentic menace and flavor to any fantasy campaign!


RPGPUNDIT
PRESENTS
Looking for more Lion & Dragon supplementary material? The RPGPundit Presents serials will include Medieval-Authentic material, including grimoires, adventure scenarios, and other useful content specifically designed for L&D! Check out our current issues and keep an eye out for future issues featuring Medieval-Authentic content.
OSR
GO TO
rpg.deals/rpp